

DEATHWATCH™

RITES OF BATTLE™



THE DEATHWATCH
SPACE MARINE HANDBOOK



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INTRODUCTION

The Deathwatch stands vigil over some of the most dangerous regions in the galaxy, sentinels against the vile forces of hostile alien races and ancient tombs best left undisturbed. The Imperium has endured for ten thousand years thanks in no small part to the secret victories of the Deathwatch over the foes that would see the Emperor's realm cast down and destroyed.

The Space Marines of the Deathwatch cherish each such hard-won victory, for the galaxy is a vast and dangerous place, with numerous aliens, heretics, and daemons clamouring to take the place of each defeated enemy. To stand shoulder-to-shoulder with the Deathwatch is to hold back serried tides of inhuman foes time and again, struggling to survive against the galaxy's most deadly of threats. It is an honour that each and every Deathwatch Space Marine bears with pride.

WHAT'S IN THIS BOOK?

rites of Battle provides a host of additional options for players and GM's alike. This book expands on many of the ideas, themes, and systems present in the **DEATHWATCH** Rulebook and offers many means to enrich and add detail to the adventures of a Kill-team in the Jericho Reach.

CHAPTER I: DEATHWATCH ORIGINS

Chapter I begins with a section detailing the various trials an Aspirant goes through before he is accepted as a Neophyte into a Space Marine Chapter. There is also an extensive and thorough section discussing how to create your own, unique Chapter of Space Marines. The Imperial Fists Space Marine Chapter is presented next, followed by a number of Successor Chapters to provide additional options for a Deathwatch Space Marine's origin.

CHAPTER II: THE CALL OF WAR

Chapter II describes Deeds—events or accomplishments in a Space Marine's past that have defined his character. Distinctions are another kind of achievement that lends a Space Marine a special status within his Chapter and the Deathwatch. Lastly, this Chapter also describes a number of Advanced Specialities that give **DEATHWATCH** characters the options to take on the roles of importance and honour within the Deathwatch, such as Chaplain, Watch Captain, or even as a mighty Dreadnought.

CHAPTER III: EXPANDED WARGEAR

Chapter III contains a wealth of additional weapons and tools found within the armouries of Watch Fortress Erioch. Details on additional marks of power armour and expanded power armour histories are located within, as are more sacred relics gifted to the Deathwatch from various Space Marine Chapters across the galaxy.

CHAPTER IV: VEHICLES

Chapter IV presents a comprehensive set of vehicle rules and in-game statistics for a wide variety of vehicles used by the Space Marines and their enemies.

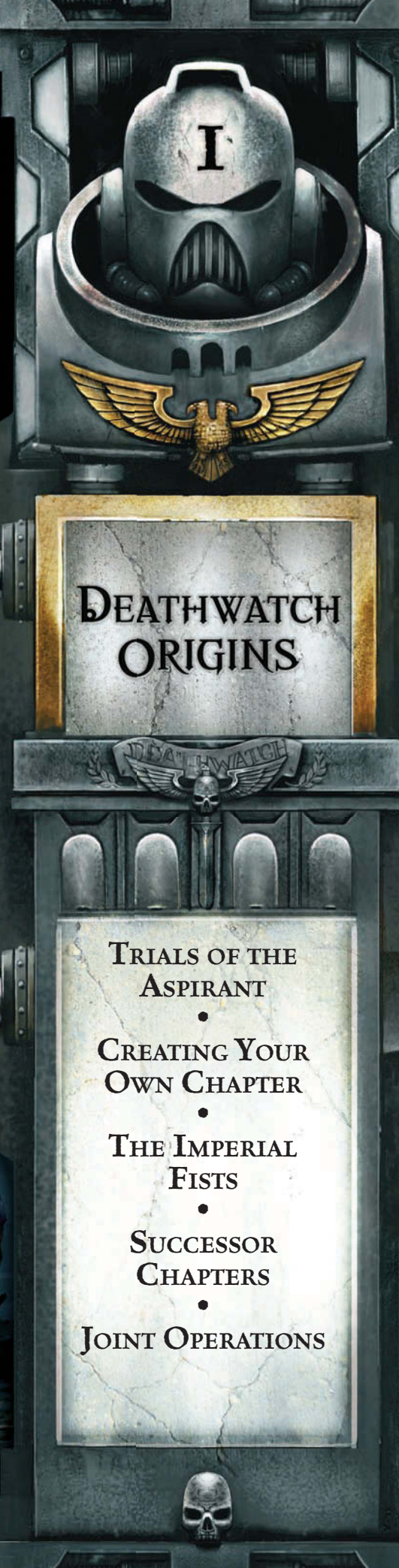
CHAPTER V: HONOUR OR DEATH

Chapter V reveals guidelines and mechanics for awarding specific honours to a Space Marine who has earned such a distinction. Additional rules for using and acquiring Requisition are also included, along with a number of Imperial Assets that a Kill-team may requisition during their missions for the Deathwatch. Lastly, a set of clarifications and expanded rules for Squad and Solo Mode abilities are presented.

CHAPTER VI: WATCH FORTRESS ERIOCH

Chapter VI focuses on the mighty star-keep known as Watch Fortress Erioch, a solid bastion of the Deathwatch's presence in the Jericho Reach. The origins of this base and the secrets that its walls contain are described in this chapter, along with a discussion of the various personalities, prisoners, and relics that call Watch Fortress Erioch home. Lastly, this chapter provides a glimpse at some of the areas of the Jericho Reach beyond Watch Fortress Erioch; dark places amongst the stars where the Deathwatch keeps vigil.





DEATHWATCH ORIGINS

- TRIALS OF THE
ASPIRANT
-
- CREATING YOUR
OWN CHAPTER
-
- THE IMPERIAL
FISTS
-
- SUCCESSOR
CHAPTERS
-
- JOINT OPERATIONS



CHAPTER I: DEATHWATCH ORIGINS

"Your future lies with the Chapter. The past is dust. Build upon that foundation and you shall stand tall amongst your Battle-Brothers."

—Chaplain Gotthold of the Black Templars

The origin of a character is amongst the most significant elements a player should understand. Once a Space Marine leaves his home Chapter and is seconded to the Deathwatch, his future is filled with mysteries and secrets. His only certainties are those that lie in his past; the trials he faced and overcame as an Aspirant, and the beliefs, traditions, and ideology of his home Chapter.

In this part of **rites of battle**, much of what makes up the heart of the Space Marine is examined in detail, from his trials as an Aspirant to the rules and guidelines you can use to create your own Space Marine Chapter. Later, the Imperial Fists Chapter is closely examined, as are the various Successor Chapters that add onto the information presented in the **DEATHWATCH** Rulebook.



TRIALS OF THE ASPIRANT

"Your future life shall be a series of trials, one after the other, until you attain the glory that is your due at the side of the Emperor. You shall face the hardest first, so that we know we are not wasting our time."

—Chaplain Sighelm of the Celestial Lions

This Chapter describes the many and varied trials that Aspirants are expected to overcome before being accepted into the ranks of a Chapter's Neophytes. Though he will undergo continuous testing throughout his period as a Neophyte, and often beyond, the first trial the Aspirant must pass to be accepted as a potential Space Marine is by far the most significant. The events he experiences during that trial will live on in his heart and mind for the rest of his life. Such experiences shape him, in both positive and negative ways, lending a further level of detail to your character's background.

Each of the Trials presented in the following section consist of four elements.

Description: The nature of the trial, and the sort of experience the Aspirant underwent during it. The Trials are all very open and subject to plenty of variation depending on the Chapter and the world in question. Players and GMs are encouraged to draw inspiration from the description and fill in the blanks according to their own tastes.

Demeanour Modification: No two Space Marines are identical, even those drawn from the same Chapter. The nature of the trial may have long-lasting effects on the character's essential nature, resulting in some additional details being added to his Demeanour. This provides players with an additional way of defining the character, and GMs with another way of rewarding good roleplaying.

Adventure Seed: Events from the Battle-Brother's past may have ramifications on his later career. Each Trial provides ideas for both players and the GM about the ways that the events of the Trial can be used to add flavour to adventures. Players should make a note of this guidance, and invoke it carefully when the time comes. If, for example, the Adventure Seed suggests a skill roll bonus in a particular situation, it is the responsibility of the player to look out for such a circumstance and make his case to the GM as to why he deserves such a bonus. The GM's word is always final, and players should not expect these bonuses more than once per gaming session, or even once per mission.

Chapter: Many of the Trials are more appropriate to particular Chapters, and less so to others. Each entry provides some advice as to which Chapters might employ the trial. Keep in mind, however, that Chapters use a great many techniques to select potential recruits, so this is guidance only and good ideas should always take precedence.

Trials come into play during the character creation process. The player simply chooses, with the GM's approval, which of the trials his Battle-Brother underwent as an Aspirant, noting it on his character sheet. Keep in mind that while Aspirants might face several such Trials before being accepted in a Chapter (and still more Trials after they become Neophytes), this section is intended to present the single, definitive Trial of the Battle-Brother's career—the one that lead to his acceptance as a potential Space Marine. Players are encouraged to think about the exact nature of the Trial their character underwent, and the way in which they overcame it. Players are encouraged to use their imagination here, as the details they come up with can be used by the GM to add flavour to future adventures. In some cases, the Trial may have resulted in the Aspirant being wounded almost unto death, so the player is encouraged to imagine what effect this might have had on the character and how that might manifest itself in his later life. Does the Battle-Brother bear scars, both physical and mental, which refuse to heal, or was he made stronger by that which failed to kill him?

rites of selection

Every Chapter of the Adeptus Astartes uses some form of Trial to ascertain whether Aspirants are worthy of beginning the often-fatal process of becoming fully-fledged Battle-Brothers. The nature of this Trial varies hugely from Chapter to Chapter and world to world. In some cases, a culture's traditional festivals and rites of passage are in fact well-disguised Trials, established generations ago and watched over in secret by Chaplains or senior Chapter Serfs. In such cases, the Aspirants believe they are participating in tribal rituals and coming-of-age challenges, and are entirely unaware that the most promising of their number will be selected to become Space Marines (if they even know what Space Marines are!). In other cultures, the Aspirants fight for the honour to be judged worthy, knowing that a great reward awaits the victors. Again, they may not know the exact nature of that reward, but to be chosen is the greatest of honours a young man can aspire to.

Some Trials are watched over closely by the servants of the Chapter, who judge the Aspirant every step of the way. Others have no interest in the actual process, only the outcome. Some Trials are so arduous that the simple fact of an Aspirant's surviving it is sufficient to pronounce his victory. In other cases, the manner in which the Aspirant approaches the challenge is judged of more importance than whether or not he completes it—in some cases, the Trial is deliberately impossible to complete, and the Aspirant's willingness to undertake it regardless all that matters.

The vast majority of Aspirants fail their Trials, and many of these die in the process—though a failed Aspirant who lives through the Trial often garners much honour within his culture, his mere survival rendering him a hero and a potential future leader of his people.

At the Trial's completion, a successful Aspirant will be taken away to join the Chapter. Sometimes he will find a Space Marine waiting for him at the conclusion of his challenge, and be led into a waiting transport to leave his former life

forever. Sometimes he will be afforded the adulation of his people before leaving, enjoying one last night with kith and kin. Many simply awaken in an induction-cell, with no knowledge of how they got there or what awaits them.

Blood Duel

One of the most common Trials takes the form of a duel between Aspirants, often to the death. The type of duel varies enormously, and every culture from which the Space Marines recruit has its own well-established practices. On different worlds, different weapons will be used, or sometimes none at all as the combatants are expected to pummel, gouge and throttle one another bloody. Feral world tribes might use flint-tipped spears or the sharpened, serrated fangs of wild beasts. Worlds with a medieval level of technology might use highly-ritualised forms of swordplay, while the most advanced worlds would have access to all manner of lethal weaponry.

Commonly, a Blood Duel Trial is fought in rounds, with Aspirants fighting foe after foe until only a small number remain. If the Chapter conducting the Trial has need of a large number of recruits, the Trial may be ended when a set number of Aspirants are left. When the Chapter has less need of new material, the Trials may continue until only one battered and bloody challenger remains, the corpses of his enemies carpeting the ground before him.

Not all Blood Duels are to the death, and some have highly ritualistic and specific victory conditions. Sometimes the duel is fought to first of blood, other times to the very point of death. The Space Marine Apothecaries are capable of rebuilding a crippled body should the Aspirant be deemed worthy of acceptance, so most blood duels are brutal, no-holds-barred affairs.

Character Notes: Blood Duel Trial

- **Demeanour Modification:** Characters that underwent a Blood Duel Trial before being accepted into the ranks of their Chapter's Neophytes have reason to be supremely confident in their ability to accept any challenge and face any foe. In surviving the Blood Duel, the Battle-Brother was truly gifted by fate, for dozens fell on the bloody field so that he might take his place as a Neophyte. He will undoubtedly still bear the scars of the duel, and by them others will know of his ferocity and skill.
- **Adventure Seed:** Whilst engaged in combat against a powerful foe (in particular a Master-level Adversary), memories of his Blood Duel come flooding back. If other Battle-Brothers are involved in the combat, the character may feel the overwhelming desire to shoulder them aside so that he and he alone can strike the foe down.
- **Chapters:** The Blood Duel Trial is especially suited to characters recruited from the Blood Angels Chapter, but plenty of other Chapters make use of similar methods of choosing their recruits, including the Dark Angels, Imperial Fists, Storm Wardens, and Space Wolves.

HUNTING THE HUNTER

Many of the cultures from which the Adeptus Astartes recruits exist in hellishly dangerous environments populated by all manner of predatory beings. In most cases, the predators in question are autochthonic beasts native to the world, but sometimes they have been deliberately introduced, in order to retard the culture's development, ensuring that their every moment is a fight for survival and cultivating the most promising recruits possible. In many cases, the predators are human, such as the gelt-scalpers that prey on the outcasts of hive societies, culling the unwanted for monetary reward. Frontier worlds are often plagued by alien raiders, ranging from the dreaded and lethal Dark Eldar to the barbarous Orks.

This Trial requires the Aspirant to track down and slay, or sometimes capture, such a predator, turning the tables on those who prey upon his people and prove his worthiness to become a Neophyte. The hunt is a test of cunning and determination as much as raw martial prowess, often requiring the Aspirant to track his prey in its own territory. The hunt may last days, weeks, or even longer according to the conditions of the Trial, and the weapons the Aspirant can either find or fashion for himself. Taking the target alive is perhaps the hardest of Trials, for the Aspirant must keep the foe restrained on a return journey that might prove every bit as arduous as the hunt itself.

A variation of the hunt requires a number of Aspirants to hunt a single target, though only one may claim victory. Some of these Aspirants strike out on their own, even turning on their fellows when the opportunity arises. Others set aside their rivalry and work together until the end. Those Aspirants who survive must eventually fight one another for the honour of claiming victory. Whichever path the Aspirants take, the Chapter learns much about their potential recruits.

At the conclusion of a Trial in which a prisoner is taken, it is common for the Aspirant to be required to slay his captive, often before his people in a highly ritualised deed akin to a ceremonial sacrifice. Thus, the blood offering is made, and the victor led away to join the ranks of the sky warriors.

Character Notes: Hunting the Hunter Trial

- **Demeanour Modification:** Characters that underwent a Hunting the Hunter Trial before being accepted in the ranks of their Chapter's Neophytes are utterly relentless when hunting their foes, and will continue a hunt long after others might give up on ever locating its target. They can often be quite competitive, especially if they perceive that another might reach the objective before them.



- **Adventure Seed:** Whilst engaged on a mission involving a hunt for a specific target, memories of the Battle-Brother's Trial come flooding back, lending him skill and insight above even those of the Deathwatch.
- **Chapter:** The Space Wolves are known to use the Hunting the Hunter Trial, requiring the Aspirant to track and face a fearsome Fenrisian Wolf or a Snow Troll. The Dark Angels have a similar tradition drawn from the knightly orders of their lost home world and often require Aspirants to track and kill fearsome beasts mutated by the powers of Chaos.

SURVIVAL OF THE FITTEST

It is said that in the dark future of the 41st Millennium, there is only war. No world is untouched by bloodshed and death, and for many societies war is a permanent state of existence. Many of the worlds from which Space Marine Chapters recruit are not home to a single, unified society, but rather a host of small tribes

LEGENDS OF THE SKY-WARRIORS

The worlds that the Space Marines recruit from often have a wide range of legends regarding the Adeptus Astartes. As many of the communities in question are primitive or barbaric, the people regard the Space Marines as otherworldly figures, "angels of death" who arrive once in a generation to test them and carry away their strongest sons. On more advanced worlds, the people will have more of an understanding of who and what the Adeptus Astartes are, and regard the success of an Aspirant as an honour to the entire community. On some worlds, the knowledge that a distant ancestor was recruited into the Space Marines is as good as a patent of nobility; portraits of the legendary hero adorn the walls and prayers are said to him in times of need.



constantly at war with one another. In such societies, Trials are all but unnecessary, and instead of staging formal tests and challenges the Space Marines simply watch these wars from afar, witness the deeds of the greatest heroes and select the victors as Aspirants.

Hive worlds often fall into this category, especially the lawless underhives and the polluted wastes between cities. Gangs of savage psychopaths battle one another ceaselessly for power and influence, and the greatest of gang leaders sometimes attracts the attentions of the servants of the Chapter.

In most cases, the Space Marines need do little more than watch the wars, but in some instances they actively take a hand in fomenting conflict and strife. By limiting the technology levels of a society, curtailing its access to natural resources, infiltrating it with Chapter Serfs who spread hate, lies, and paranoia, and occasionally even introducing psychosis-inducing substances into the food chain, the Adeptus Astartes can ensure there is no break in the constant state of war.

Character Notes: Survival of the Fittest Trial

- **Demeanour Modification:** Characters that underwent a Survival of the Fittest Trial before being accepted in the ranks of the Chapter's Neophytes are often possessed of a heroic air, for they proved themselves the greatest warriors of their home world in passing the Trial. They can look out across an ocean of seething alien monstrosities and not experience a single moment's doubt, for they have faced such odds before, and emerged victorious.
- **Adventure Seed:** Should the Kill-team find itself faced with an especially large Horde, the GM might consider awarding the Battle-Brother some bonus as memories of his Trial come flooding back to him.
- **Chapters:** The Chapters best-known for practicing this type of Trial are the Space Wolves, who watch from afar as entire Fenrisian tribes wipe one another out in bloody internecine war. Many other Chapters use similar methods as well, including the Dark Angels and their Successors.

EXPOSURE TRIAL

Few worlds of the Imperium are free of adversity, and these rare exceptions are either the holdings of wealthy mercantile combines or pleasure retreats for retired, high-level servants, and are entirely inaccessible to the vast bulk of humanity. Most of the Emperor's subjects live on worlds that are dangerous in some manner. Long-settled worlds are riven by pollution, the toxic waste of thousands of years of industry seeping into the very rock and raining from the skies in a constant downpour. Other planets are heavily irradiated, by the processes of industry or by the effects of celestial phenomena. Younger worlds, where Mankind's dominion is not yet fully established, are often host to all manner of hostile life, including predatory beasts, carnivorous plants and virulent microbes. Plenty of worlds feature environments that are inimical to life, yet due to some natural resource or the world's strategic value, humans eke out an existence there nonetheless. Such environments range from sub-zero snow wastes, impenetrable swamps and arid deserts to exotic death world jungles, methane sumps and hydrocarbon oceans.

In an Exposure Trial, the Aspirant must go out into such an environment, and simply survive for a set period of time. If he is a native of such a hellish place, the Aspirant will have some knowledge of how to survive, yet is shorn of all aid and divested of all but the most basic of survival equipment. Communities living in the midst of a death world jungle, for example, rely on total and constant cooperation just to go on existing another day, and none are ever out of the sight of another. An Exposure Trial in such a place would force the Aspirant to go out into the jungle alone and face the terrors of the wild with only himself to rely on.

Some Exposure Trials test the Aspirant's fortitude in a specific environment. Such Trials carried out in a snowy waste could involve the Aspirant travelling from one point to another, with countless hundreds of kilometres of trackless ice-blasted plains separating the two. Other Aspirants might have to cross an entire continent of irradiated ash dunes, traverse an impassable mountain range, swim a predator-infested ocean or a hundred other such challenges.

One particularly inventive variation of the Exposure Trial is one in which the Aspirant is taken from his own environment and transplanted into an entirely unfamiliar one. A Feral world savage might be deposited in a hive city, for example, or a Hive worlder in a predator-infested jungle.

Many Exposure Trials are impossible to complete, entailing the Aspirant simply staying alive as long as possible. Those who face the impossible without faltering and who survive long past the point they should have perished are recovered by the Chapter's Apothecaries, often having succumbed but not yet died, and revived, having been judged worthy of becoming a Neophyte.

Character Notes: Exposure Trial

- **Demeanour Modification:** Characters that underwent an Exposure Trial before being accepted in the ranks of the Chapter's Neophytes are often stoic and dour in the face of discomfort and adversity, uncaring of environmental ills that others would find insurmountable. They are unmoved by the challenge of crossing mountains, wading through sucking swamps, plunging into snow storms and many other such environmental hazards. Some even seek out such challenges, seeming to prefer life in the wild to that in the Watch-Fortress.
- **Adventure Seed:** At his discretion, the GM might decide to award the player character a bonus in situations similar to those in which he underwent his Trial. This should only be done when a mission's success or failure is at stake, the Battle-Brother drawing on his inner reserves and the lessons learned during his trial to overcome the last hurdle before attaining the objective.
- **Chapters:** Amongst other types of trial, the Ultramarines make extensive use of the Exposure Challenge. In fact, some of the warrior elite of Ultramar are known to cast newborn infants into the wilderness in order to test their resilience. The Space Wolves use similar methods, as do many other Chapters.

KNOWLEDGE OF SELF

The horrors that a Space Marine will witness during his service to his Chapter are sufficient to blast the sanity from a normal man, and those witnessed by the Battle-Brothers of the Deathwatch even more horrifying still. Many Chapters consider the Aspirant's spiritual and mental capabilities every bit as important as his physical characteristics, and impose Trials not of the body, but of the mind.

There are hundreds—if not thousands—of ways in which a Chapter can test an Aspirant's inner strength. One method is a vision, imposed by way of psychic intrusion by one of the Chapter's Librarians. The Aspirant may be plunged into a trance-like state during which he is subjected to all manner of horrific visions or irresistible temptations. He faces creatures dredged from his own nightmares and phantoms seeded in his mind by the Librarian, who presides over the Trial and judges the Aspirant's very soul.

Some Trials are far cruder; the Aspirant is simply administered some powerful psychoactive concoction, often distilled from the venom of local predators or the sap of rare plants. Under the influence of such drugs, the Aspirant must face the very worst his own psyche can produce, terrors often far worse than a Librarian could implant. Many die under the sheer stress and trauma placed on their hearts during the process, and those that survive will be utterly changed—physically as well as mentally.

Another common variation of this Trial is exposure to pain. There are a myriad of different ways in which pain can be applied, some primitive, others fiendishly inventive. Some torments leave the Aspirant scarred for life, though the scars are proudly born as evidence of his mental strength. Others, such as the infamous pain-glove used by the Imperial Fists Chapter, leave no marks, interfacing directly with the Aspirant's nervous system and keeping him conscious long past the point he would otherwise have passed out.

Character Notes: Knowledge of Self Trial

- **Demeanour Modification:** Characters that underwent a Knowledge of Self Trial before being accepted in the ranks of the Chapter's Neophytes have faced the very worst terrors their own psyches can conjure, against which the horrors of the universe appear shallow and wan. They are often blessed of a calm self-assurance in the face of adversity. But such warriors often hold a darker secret which they keep locked deep inside, their nightmares haunted by the things they faced so long ago. Some things no man wishes to learn about himself.
- **Adventure Seed:** Often during this type of Trial the Aspirant experiences some sudden and inexplicable insight that makes no sense at the time, but which may come into play many years later. At the GM's discretion, this could result in a bonus awarded at an especially relevant moment.
- **Chapters:** Though the Imperial Fists are the best-known practitioners of this type of Trial, many other Chapters use it too, especially those that recruit from feral societies with strong shamanic tendencies. The Black Templars

use similar methods but eschew the use of drugs, instead requiring Aspirants to fast and pray for days on end until a similar effect is achieved.

CHALLENGE

A Trial used by a smaller number of Chapters, the Challenge requires the Aspirant to fight a duel or compete in some other manner against a fully-fledged Battle-Brother. In truth, none expect the Aspirant to better the Battle-Brother, and his success is more often measured in degrees of failure. Very occasionally, an Aspirant does manage to beat the Battle-Brother, and when this happens it is not uncommon for the individual to go on to become a legendary hero of the Chapter.

Many Challenge Trials involve a test of martial skill, with the Aspirant fighting an armed duel against the Battle-Brother. It is usual for the Aspirant to be armed and the Battle-Brother to fight with his bare hands, and probably without his power armour, yet still the Aspirant has virtually no chance of victory. Most Challenge Duels end in the death of the Aspirant, for even an unarmed, un-armoured Battle-Brother is a giant compared to the young challenger and well able to slay him with a single blow, intentionally or not.

Other Challenge Trials involve contests of strength, stamina, speed, skill or mental strength. The Trial might range from the lifting of impossibly heavy loads to the imbibing of poisonous substances. As with a duel, this type of Challenge Trial can often prove deadly. In both cases, however, an Aspirant that has failed the Trial—yet performed to the Chapter's satisfaction—is rescued from the jaws of death by the Chapter's Apothecaries and judged worthy of progressing to the rank of Neophyte.

Character Notes: Challenge Trial

- **Demeanour Modification:** Characters that underwent a Challenge Trial before being accepted in the ranks of the Chapter's Neophytes are often possessed of a highly developed sense of their own superiority. Instead of superiors, they often regard the officers of their Chapter and the Deathwatch as equals, especially those rare few who actually bettered the brother they challenged. This rarely manifests itself as outright insubordination, but it can occasionally cause tension. Even the psycho-conditioning every Neophyte endures cannot totally erase the notion that the Battle-Brother is equal in skill, if not rank, to his superiors and he is never afraid to question their orders if he feels they are ill-judged.
- **Adventure Seed:** The Battle-Brother that the character fought his Challenge against appears in the game as a senior NPC, perhaps a Watch Captain or a senior member of another Kill-team. Is there any lingering resentment between the two, or did the Trial actually result in them having a supreme trust and respect for one another? Perhaps the only way to find out for sure is in the field, when the life of one is in the hands of the other.
- **Chapters:** Several Chapters are known to make use of the Challenge Trial, including the Ultramarines, Imperial Fists, Storm Wardens, and Iron Snakes.

BIRTH OF A CHAPTER

"Such is the woe cast upon the Domains of the God-Emperor of Mankind in these times that in their wisdom and beneficence, the High Lords of Terra have this day issued this decree: Let there be a Founding of the Adeptus Astartes, and let the foes of the Emperor know that this galaxy belongs to Him, now, and forever."

—High Lord Tagus, Convenor of the 349th Congress.

This chapter presents a detailed system for designing a Space Marine Chapter of your own invention, from which your Player Character can be drawn. By examining many facets of a Chapter's history and nature, the Deathwatch Space Marines drawn from it will be imbued with a rich background story that feeds into the entire roleplaying experience. All Space Marines are products of the Chapter that produced them, and that Chapter is itself a unique combination of the societies from which the Chapter recruits, its home world, the traditions it has evolved, its victories as well as its defeats, and a whole range of other factors.

This system is designed for those players who really like to get "under the hood" of their characters. It addresses all manner of questions, from the stability of the parent Chapter's gene-seed to the environment of its home world. The system presents a number of topics, such as Home World and Beliefs, and a range of choices within each topic in order to flesh out the Chapter more fully. A Chapter that recruits from amongst the feral tribes of an ice world might be different in character and doctrine from one that draws its aspirants from the warrior-nobility of a medieval world. A Chapter whose gene-seed has become unstable might embrace its genetic heritage, or do everything in its power to overcome it, while a Chapter that has suffered catastrophic battle losses might dwell on that tragedy, or focus on rebuilding its numbers to exact revenge upon its foes.

The system is intended to be used in two ways, depending on the player's own tastes. Players are free

to choose from multiple options in each category, such as the predominant terrain of their Chapter's home world or the current status of the force. However, there are plenty of players who simply enjoy seeing what the dice gods bestow upon them, and for these individuals, there are plenty of tables to roll on so the entire process can be randomised. It is highly recommended that players give both options a try, as sometimes the most unlikely combinations can give rise to ideas they would never otherwise consider!

Aside from endowing your character with a rich background, this system is also relevant within the game itself. Players should utilise the details of the Chapter they have designed as a deep well of roleplaying opportunity. No matter how effective a Chapter's psycho-conditioning, the Aspirant's core cultural identity is never entirely removed—indeed, it often provides the foundation of what makes the Chapter what it is. A Chapter that recruits its brethren from amongst the hyper-violent street gangs of a hive city does so because it values the independence, resourcefulness and toughness of the recruits. A Chapter that draws its Battle-Brothers from the tribes of a Death world does so because its members are supremely attuned to peril having grown up in an environment that actively tries to kill them every minute of the day. All of these ideas feed into the way a Space Marine Player Character can be roleplayed, meaning there really is no reason any two Battle-Brothers should be exactly unlike

or react the same way to any given situation.

THE FOUNDINGS

Space Marine Chapters are not created piecemeal, but rather in groupings known as "foundings." The process by which a new founding's creation is approved is mysterious and arcane indeed, and subject to decades or even centuries of planning. It is only by edict of the High Lords of Terra that such a great undertaking as the creation of new Chapters can be instigated, for it requires the cooperation and mobilisation of countless divisions within the Imperium's monolithic whole. Establishing Chapters on an individual basis is nigh impossible—the mobilisation of such vast resources is beyond the ability of any single segment of the Imperium.

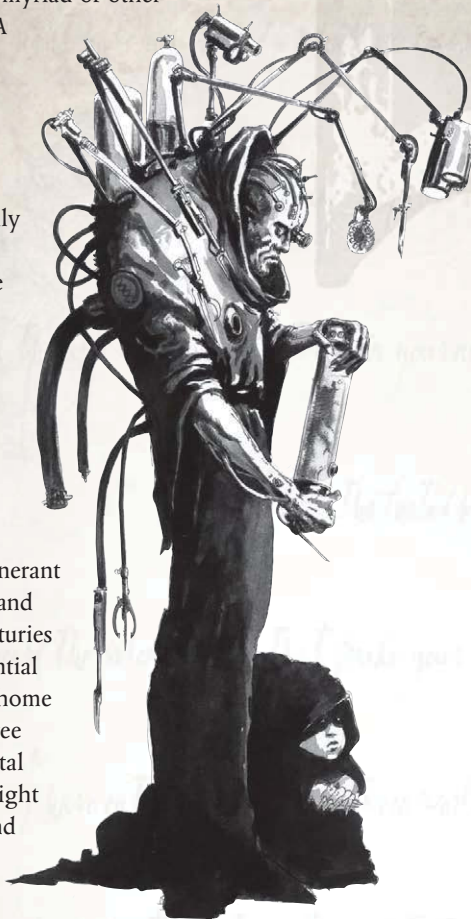
The Adeptus Mechanicus plays an essential role in the process, for its highest echelons are tasked with creating, testing and developing the gene-seed samples that will provide the basis of the new Chapters. Entire forge worlds may be turned over to the manufacture of the mighty arsenal of weaponry, ammunition, armour, vehicles and war ships that any such force will require.



There are a myriad of other concerns too. A suitable home world must be identified, which in all likelihood will provide not only a secure and defensible base of operations for the new Chapter, but a source of new recruits too. Such worlds might have been reported by itinerant rogue traders, and earmarked centuries before as potential Space Marine home worlds. A degree of environmental engineering might be required, and the natives (if they are to form the basis of the Chapter's recruitment) must be studied and tested for many generations to ensure they are free of any stain of mutation that might later affect the Chapter itself. The construction of a Chapter's fortress-monastery may be one of the greatest undertakings of all, drawing on the genius of the Imperium's most accomplished military architects.

Existing Space Marine Chapters might also have a hand in this process, though to what degree varies greatly. Many First Founding Chapters maintain close links with Chapters created using their own gene-seed stocks, and the Chapter Masters might have a hand in planning future foundings. It is said that the Disciples of Caliban, a Dark Angels Successor, were created following the direct appeal of the Supreme Grand Master of the Dark Angels.

In the ten thousand years and more that have passed since the momentous First Founding, there have been twenty-five subsequent foundings of new Space Marine Chapters, the most recent, the twenty-sixth, in the year 738 of the forty-first millennium. Even before a new founding is announced, entire generations of Imperial servants may have toiled in preparation. Even once the process is underway, it is likely to be at least a century before the new Chapters are ready to take to the field. In times of dire need, faster development has been attempted, but this has often resulted in disaster. Gene-seed cultured in haste is wont to degrade or mutate, and a myriad of other factors might lead to the entire process going awry.



CREATING YOUR OWN CHAPTER

"To Thine Own Self Be True."

—Ancient Terran Proverb

In order to create a new Chapter, simply work through the topics presented over the following pages, selecting the details that most appeal. Alternately, roll on the many tables provided if leaving the whole process to the vagaries of fate appeals more! Each of the topics opens with a simple question, and then proceeds to offer several potential answers. By answering these questions, the new Chapter is born.

Some players might start this process with a specific end product in mind, and that is fine. It is a simple matter to steer the results in any given direction. Conversely, players might just as well take each topic as it comes, selecting the result that appeals the most before continuing on.

This system has been designed to cover a great many topics, but of course some players may not need to cover every single one, or they might even want to add yet more detail. Either is fine, as one player may not care about how the natives of his Chapter are governed, while another might want to know exactly what tributes the villages offer before the gates of the Keep of the Sky-Warriors every midsummer. If the system throws up more detail than is needed, players should feel free to simply bypass the relevant section, and if it does not offer enough, they are encouraged to add more.

ORIGINS

"Know thy duty, and discharge it above all else."

—Codex Astartes, Chapter IV, Verse I

Why and when was the chapter created? Chapters are established at the order of the High Lords of Terra, but the process by which the order comes about is a subject discussed only within the sealed chambers of the Senatorum Imperialis. It is likely that many Chapters have been created with a specific role in mind, whilst others have been founded due to a general increase in the activities of the Emperor's numerous enemies.

WHY WAS THE CHAPTER FOUNDED?

To determine the original reason that your Chapter was created, choose or randomise between Strategic Prognostication, Counter, Standing Force, and Crusade. Of course, you can just as easily decide that the Chapter's origins are lost to antiquity, and leave this part of its history obscured by the dust of time, lost to its present members.

Strategic Prognostication

The Imperium is a realm governed as much by superstition and paranoia as it is by the cyclopean bureaucracy of the Administratum. While many long-term policy decisions come about due to the work of generations of planners and strategists, just as many are the result of arcane predictions, ritual foreseeings and readings of the Emperor's Tarot. Often, galaxy-wide strategic decisions are a bizarre combination of these two factors, interwoven over decades of debate and analysis until both become one and the same. In some quarters, this esoteric discipline is known as strategic prognostication.

In the case of the founding of a new Space Marine Chapter, strategic prognostication may warn of a threat approaching the Imperium from a given quarter; a threat so dire that only the establishment of a Space Marine Chapter in the region may defeat it. In many cases, the nature of the threat will be well known and linked to ongoing wars. This was the case when twenty or so Chapters were assigned responsibility for guarding against Traitor Legion incursions through the Cadian Gate. In that case, the threat was well established, and readings of the Emperor's Tarot indicated it would greatly increase over the following centuries. In other cases, the nature of the threat is not known at all and is only revealed much later when a previously unimagined enemy invades. Strategic prognostication may have been the reason the Scythes of the Emperor Chapter was created, its home world located close to the already well-defended Realm of Ultramar.

Sometimes, the Emperor's Tarot gives no indication at all with regards to the reason for a new Chapter's creation, providing no clues as to what it should guard against, what it should fight or where it should be based. The process merely indicates that the fates demand the new Chapter be created, and so, it is.

Counter

Many Chapters have been created at the express order of the High Lords of Terra in order to counter a specific threat. Generally, the activities of a particular known foe have increased to such a level that one or more Chapters are created specifically to counter it. No Space Marine Chapter ever focuses exclusively on one enemy, however, and even if the new force is initially created to counter a particular foe it will soon be carving its name in history against a myriad of enemies. Quite often a Chapter created with no specific remit develops a particular expertise in fighting a specific foe, and comes to regard doing so as a matter of honour. The Crimson Fists are an example of this, with a great many of the Chapter's wars having been fought against the Ork empires that infest the border regions between Segmentum Tempestus and Ultima Segmentum. Some

crusading Chapters have claimed or been granted a home world in a region they have fought to conquer, and in so doing established a bulwark against the return of the enemy, be it secessionists, aliens or worse.

Orks: Orks are said by some to outnumber men, and their warlike empires can be found throughout the galaxy, their territories often overlapping (violently) with the Imperium's. While every Chapter in existence has fought the Orks at one point or another, many are stationed so close to Ork empires that they face them almost daily.

Chaos: The Space Marines harbour a special hatred for the Traitor Legions, for once they were brothers. When the Traitors turned to the service of Chaos they committed the most grievous of sins. At least twenty Chapters have been established with the express mission of guarding against incursions through the Cadian Gate.

Rebels: Many regions of the Imperium seethe with anarchy, and even without the interventions of Chaos or aliens are lawless wastelands of treachery and misrule. Secessionists seek to throw off the yoke of Terra, heretics preach vile doctrines at odds with the Pax Imperium and a myriad of underworld lords seek to rule their domains according to their own twisted desires. To be assigned a Space Marine Chapter to watch over it a region must have descended far indeed, yet still be considered worth saving. In all likelihood, within a century of a Space Marine home world being established in such a region it will be a shining example of order and civility!

Other aliens: Humanity is far from alone in the universe; quite the opposite in fact, for the galaxy seethes with intelligent life, most of it entirely hostile to Mankind. Aside from the Orks, most such races do not warrant the exclusive attentions of a Chapter of Space Marines, either because they are

limited to a single world or cluster, or they are simply too unpredictable. The Eldar, for example, ply the galaxy in their craftworlds, but not according to any pattern the Imperium can easily predict. Guarding against Eldar incursions is virtually impossible, and there are far more destructive foes at large than that dying race. With the Tyranids only having appeared on the Imperium's borders in the last century, no Chapters have been specifically created to guard against future invasions, though the Deathwatch has turned much of its attentions toward doing so. Perhaps in future centuries a new founding will be created to guard against hive fleet invasion. Or perhaps it is already too late...



Standing Force

Some Chapters are created to operate in a specific region, though as ever their wars may take them the length and breadth of the Imperium. This is simply a case of the High Lords of Terra identifying a particular region whose defences are considered lacking, and where the stationing of a Space Marine Chapter would bolster the region's defences considerably. Though consisting of only a thousand warriors, a Space Marine Chapter is able to project its power over a huge area, and intervene in wars for light years all around. The presence of a Chapter home world in a nearby cluster is often sufficient to deter invasion and insurrection in dozens of surrounding sectors, for the Space Marines can mobilise their rapid Strike Cruisers at a moment's notice and there are very few foes that cannot be suppressed, if attacked quickly and brutally enough, by a single Space Marine strike force.

Crusade

Many of the Imperium's wars are in fact mighty crusades, raised from the armies of entire sectors to reclaim a lost part of the Imperium or to destroy once and for all a particular foe. Such crusades often sweep up billions of warriors, several thousand of whom may be Space Marines. Perhaps in the past, during a greater epoch of the Imperium, entire Chapters of the Adeptus Astartes were founded with such crusades in mind. Perhaps future crusades will be so great that new foundings are ordered, and new legends of the Adeptus Astartes will be born.

TABLE 1-1: WHY WAS THE CHAPTER FOUNDED?

d10 Roll	Reason
1-4	Strategic Prognostication
5-6	Counter
7-8	Standing Force
9-10	Crusade

WHEN WAS THE CHAPTER FOUNDED?

To determine when your Chapter was founded, either choose a date that most suits you, or roll on the chart provided. Note that because the exact dates of the twenty-six foundings that have occurred are not known for certain (apart from the last Founding, which took place in 738.M41), only rough periods are given.

No one knows the exact date of every Founding, or how many Chapters were created during each. It stands to reason that with each successive Founding the numbers of Chapters created will have increased, for successive generations of Successors will have provided more and more gene-stock with which to create new Chapters. However, the course of the Imperium's history has never run smoothly and it has been beset by galaxy-wide disasters on numerous occasions. Besides this, much of the Space Marines' genetic inheritance has been compromised by taint and corruption, only made

worse by the passage of time. While it is known how many Chapters were created in the Second Founding, records of subsequent foundings are incomplete or entirely hidden and accounts often contradictory.

TABLE 1-2: WHEN WAS THE CHAPTER FOUNDED?

d100 Roll	Period new Chapter founded
1	31st Millennium (the Chapter claims to be a Second Founding Chapter, although little or no evidence exists to support the belief)
2-5	32nd Millennium (in the glorious Age of Rebirth)
6-10	33rd Millennium (at the height of the time of the Beheading)
11-20	34th Millennium (alongside the honoured dead during the Year of Ghosts)
21-30	35th Millennium (just prior to the Howling)
31-40	36th Millennium (at the time of the Ur-council of Nova-Terra)
41-50	37th Millennium (soon after the culmination of the Reign of Blood)
51-60	38th Millennium (just prior to the Great Cull of 020.M37)
61-70	39th Millennium (half a millennia after the defeat of the Apostle of the Blind King)
71-80	40th Millennium (as the Imperium slides into the age of Waning)
81-95	41st Millennium (the Twenty-Sixth and last known Founding)
96-100	Unknown (the Chapter has been so ravaged by war that its archives have been lost and the bearers of its histories slain. The Chapter may have recovered, but its histories are lost and it must forge new ones)

GENE-SEED

"Even he who dies, lives, in the blood of his brothers and the deeds of the Chapter."

—Chief Apothecary Sol Konna of the Star Dragons

HOW PURE IS THE CHAPTER'S GENE-SEED?

Perhaps the single most important consideration in creating your own Chapter is the source of its gene-stock, and how "pure" the Chapter's inheritance is. Even a Chapter created using the gene-seed of a Progenitor as pure as the Ultramarines may have developed deficiencies in its genetic inheritance, with some zygotes becoming irreparably instable over the generations.

Most players will prefer to decide for themselves which Progenitor their Chapter is descended from. However, Table 1-3: Progenitor provide the means to randomly determine a parent Chapter, and takes into account the fact that some Progenitors provide a great amount of the gene-stock used to create new Chapters, while others provide little or none.

The rules for Ultramarines, Blood Angels, Dark Angels and Space Wolves are provided in the **DEATHWATCH** Rulebook, while the Imperial Fists are described on pages 44–51 of this supplement. Future supplements may describe the missing Chapters, so if one is rolled that does not yet have rules players should re-roll the result.

TABLE 1-3: PROGENITOR

D100 roll	Result
1–50	Ultramarines
51–65	Blood Angels
66–80	Dark Angels
81–85	Imperial Fists
86–90	White Scars
91–94	Raven Guard
95–98	Iron Hands
99	Space Wolves
100	Salamanders

Having determined which First Founding Legion provided the basis of the new Chapter's gene-stock, the template that is used for Character Creation is available. A Battle-Brother from a Chapter created using the genetic inheritance of the Ultramarines, for instance, follows all the normal rules for Ultramarines Characters, including Demeanours, Events, Solo and Squad Mode Abilities, and so forth. However, not all Successors follow their Progenitor's traditions or share all of its genetic inheritance. While some Chapters are created using

SUCCESSORS OF SUCCESSORS?

The **DEATHWATCH** Rulebook provides full, detailed rules for the Storm Wardens and the Black Templars, while this supplement includes simple rules for representing some of the more famous (or infamous) Successor Chapters. It is entirely possible that these Successors have sired further generations who follow their own traditions over those of the original Legion. For example, the Black Templars are a Successor of the Imperial Fists, and have their own, distinctive set of rules to represent how their own unique character. While a new Imperial Fists Successor could be created from the Imperial Fists own gene-stock, it could also be created from that of the Black Templars. If you wish your new Chapter to be an inheritor of one of these distinct Successors, simply choose one (such as the Storm Wardens) or randomise. For example, if you rolled Imperial Fists on Table 1-3: Progenitor, you could further randomise between the Black Templars and Crimson Fists, both of whom have their own set of rules, and use that set as the template for characters drawn from that Chapter.

the “pure” gene-seed of the Progenitors, others are created using later generation Successors of the same Legion. Thus, a Chapter of the Twenty-Sixth Founding could actually have a “purer” genetic inheritance than one of the Sixth, for example, depending on which Progenitor or Successor provided the gene-stock. In game terms, this is relevant because players may want to know how closely the new Chapter resembles its Progenitor. This can be decided upon, or randomly determined using Table 1-4: Gene-stock Purity.

TABLE 1-4: GENE-STOCK PURITY

D10 Roll	Result
1–5	Pure: The new Chapter is a direct descendent of its Progenitor. It is likely to maintain close contact with its Progenitor and many brother Successors, and follows the traditions of its peers closely. Characters drawn from such Chapters follow all of the rules for those of their Progenitor.
6–7	A New Generation: Attempts have been made to “breed out” real or perceived flaws in the Progenitor's gene-stock, introducing some divergence. Such Chapters often go on to define their own traditions and write their own histories, looking forward to the future more than back to the past. Some links may be maintained with the Progenitor Chapter, but it is just as likely that the new Chapter strikes out entirely on its own. Characters drawn from this Chapter follow all of the rules for those drawn from its Progenitor, but are not tied to the Progenitor's Chapter Demeanour. Instead of using the Progenitor's Chapter Demeanour, choose or roll on Table 1-5: Codex Demeanours to randomly select one of the new Codex Demeanours.
8–9	Altered Stock: For whatever reason, the Chapter's gene-seed has subtly altered, causing some zygotes to become deficient. While some links are maintained with the Progenitor, the Battle-Brothers of the Chapter may be shunned, for they appear subtly different to their brethren. Characters drawn from this Chapter follow the normal rules for the Progenitor, but must roll on Table 1-7: Gene-Seed Deficiencies.
10	Flawed: A major flaw has been introduced, marking the Chapter apart from its brother Successors. Chapters suffering some kind of flaw are often forced to forge their own destiny, either embracing their fate or raging against it. Some go on to earn glory despite their flaw, while others are consumed by it, burning brightly, if all too briefly. Characters drawn from this Chapter follow the usual rules for the Progenitor, but have a 50/50 chance of either using the Chapter Demeanour or rolling on Table 1-5: Codex Demeanours. In addition, they must roll on Table 1-8: Chapter Flaws.

CODEx Demeanours

The following Demeanours are intended to represent the characteristics that might be displayed by Chapters that have some measure of their own tradition and history, yet still maintain some links with their Progenitor and other Chapters. The Chapter may be several generations separated from its sire, and also have its home world many hundreds or thousands of light years away, the distance contributing to the divergence. It should be noted that these Demeanours are on the whole not as “extreme” or detailed as those presented as part of a full set of Chapter rules. This is largely because Chapters with such a set have been around for a long time or have something exceptional about them that sets them apart from the bulk of Chapters and calls for a set of unique rules. Secondly, players should really be creating their own Chapter not to gain a suite of abstract rules advantages but to indulge their creative urges and foster more opportunities for rewarding imaginative roleplaying.

Players are encouraged to cross-reference Codex Demeanours with the Combat Doctrines presented on page 30. Often the two will mesh together in some way and compliment each other well. If a Codex Demeanour and a Combat Doctrine do not appear to fit together, either select a new pair, or (much more fun!) concoct an explanation to explain the unusual combination.

Brothers in Battle

All Space Marines within a given Chapter are bonded to one another by a common genetic inheritance and years of combat at each others' side. While some Battle-Brothers serving in the Deathwatch have difficulty widening their sense of comradeship to include those outside of their Chapter, others have none at all, regarding all Space Marines, regardless of Chapter or Progenitor, as their Brothers. As such, there is nothing that the Battle-Brother would not do for a fellow Space Marine, up to and including dying so that his Brothers may live. The only downside of such a trait is that the Battle-Brother may come to look down upon those outside of the Adeptus Astartes, believing (often quite rightly) that none can match their own standards.

Cleanse and Purify

Those Chapters who display this trait believe that no trace of an enemy should be left behind to stain the ground on which he was slain. Simply slaying the foe is rarely sufficient—the Battle-Brothers are driven to burn his corpse, destroy his works, burn down his cities and scour his worlds of life so that no trace of his existence remains. While some servants of the Ordo Xenos believe it wise to recover and study the weapons of their foes, these Battle-Brothers believe such a notion is foolhardy at best, and heretical at worse. They often favour weapons that immolate, incinerate, atomise or blast apart their foe, being particularly fond of flamers, meltaguns and plasma guns, all of which are ideal for eradicating the stain of the alien, the fiend and the heretic.

No Mercy, No Respite

While all Space Marines are relentless in their prosecution of their objectives, some are wont to become so embroiled in their mission that all other concerns are secondary. These Battle-Brothers have no concept of the notion of defeat and would rather die than accept that once a battle is joined it will not be won. They are stubborn in the face of adversity and capable of the most awe-inspiring feats of courage. Yet on occasion such Battle-Brothers have been known to ignore what they regard as secondary concerns, sometimes to the detriment of the larger strategic situation. Some have even been known to ignore orders from higher up the chain of command when serving as part of composite force made of squads of several Chapters, or when serving individually as members of the Deathwatch.

Purity Above All

The Battle-Brothers of this Chapter have no patience whatsoever for any hint of genetic deviation, in humanity at large or in other Space Marine Chapters. While all Space Marines abhor the mutant, these Battle-Brothers see corruption wherever they look, and are ever on the guard against genetic instability in their own gene-stock and in those of other Chapters. They regard even allied Abhumans as monsters and refuse to serve alongside them, and sometimes even extend this notion to those brother Chapters with unusual genetic traits, in particular the Space Wolves and Salamanders. When fighting against those they perceive as impure, these Battle-Brothers are utterly unstoppable, but it is often difficult to integrate them into Deathwatch Kill-teams that include brethren they regard as impure in some way.

Scions of Mars

While all Space Marines utilise wargear that the vast bulk of Humanity regard as a work of technological marvel, some have access to the most arcane and revered of weapons, armour and other devices. Such Chapters invariably maintain close links with the Adeptus Mechanicus, perhaps having served side by side with the servants of the Omnissiah in a past campaign, establishing common connections that both groups value. Through their training and their access to such marvels, the Battle-Brothers have developed a certain expertise in the use of advanced wargear and know how to get the best from such items. These brethren eschew simple weapons in favour of more complex ones, and when serving in the Deathwatch are ideal when the Kill-team is issued with specialised equipment or unusual items, especially those rendered up from the mysterious depths of the Omega Vault at the heart of Watch Station Erioch.

See, But Don't Be Seen

The Battle-Brother understands well the value of maintaining a silent, unseen vigil on the foe, striking only when his target is at its weakest and most vulnerable. The Chapter stalks the night and the shadows, approaching the foe from unanticipated quarters before disappearing once more. Such Chapters foster patience and wily cunning in their Battle-Brothers, and regard as rash and unsubtle those who charge headlong into combat.

Swift As The Wind

The Battle-Brothers of the Chapter may excel at rapid strikes and lightning raids, but the trait extends to every facet of their character. They are as quick to anger as they are to jest. They can be impatient, yet display great personal initiative. While not rash or foolhardy, such a Battle-Brother believes in the value of immediate action over protracted planning, and chafes at the bit to engage the foe.

Suffer Not The Alien To Live

The Chapter has participated in countless xenos-wars, purging species after species that the enemies of the Emperor may be cast from the galaxy once and for all. Some such Chapters may have suffered at the hands (or claws or tentacles) of ravening alien beings, and harbour a special hatred for a particular xenos strain, or indeed all aliens. They often believe in the sanctity of the human form, regarding it as being cast in the image of the Emperor himself, and may therefore eschew the use of augmetics unless absolutely needed. While some Space Marine Chapters may tolerate the existence of species such as the Eldar and the Tau, these do not. They would sooner put a bolter round through the head of an alien emissary than trust a single word its speaks, even if doing so would bring about total war.

Suffer Not The Works of Heretics

The teachings of the Chapter's cult focus on the many crimes that have been committed against humanity by heretics and schismatics. This is probably because the Chapter fought a crusade against such an enemy, and developed a special hatred for those amongst humanity who would turn from the light of the Emperor and embrace other, less worthy gods. Battle-Brothers of this mindset are often intolerant of the more unusual expressions of the Imperial Cult, sometimes even going so far as to denounce such expressions as heretical. They may even see the subtle taint of heresy in the traditions of other Chapters, a trait that has brought them into conflict with their brother Adeptus Astartes more than once.

Uphold The Honour of The Emperor

Nearly all Chapters revere the Emperor not as a god, as preached by the Ecclesiarchy, but as the honoured ancestor and father figure, the individual in whose image the Primarchs were made and whose blood therefore flows in their own veins. They trust above all things that the Emperor will guide their hands and protect them, and his praises are ever on their lips. Battle-Brothers drawn from such Chapters ever seek to prove themselves worthy in the eyes of the Emperor, performing great deeds to bring about his glory. Furthermore, these Battle-Brothers may prove bombastic and prideful, preferring to make bold, frontal assaults over stealthy approaches, so that the enemy may know that their doom is come, and tremble before the might of the favoured sons of the Emperor of Mankind.

TABLE 1-5: CODEX Demeanours
D10 roll Result

1	Swift as the Wind
2	Cleanse and Purify
3	No Mercy, No Respite
4	Purity Above All
5	Scions of Mars
6	See, But Don't be Seen
7	Suffer Not the Alien to Live
8	Suffer Not the Work of Heretics
9	Brothers in Battle
10	Uphold the Honour of the Emperor



GENE-SEED DEFICIENCIES

Even the most noble of Chapters with the most glorious of histories can suffer instabilities in their gene-seed. In some cases the gene-stock is of such antiquity that it is inevitable that some small degree of mutation has crept in over the millennia. In others, mutations come about as an unanticipated side effect of an attempt to rectify another issue. Thus, any Chapter, from the First Founding from the Twenty-Sixth, can exhibit deficiencies in its gene-seed. The Imperial Fists for example lack the Betcher's gland and sus-an membrane zygotes, their gene-stock having becoming unstable, and this trait has been inherited by many of their Successors, including the Black Templars. The zygote of the Salamanders Chapter has reacted with the radiation in which their home world is bathed in such a way that their eyes burn a deep red and their skin is almost jet-black, lending them a fearsome appearance yet imparting no specific deficiencies.

Chapters drawn from the gene-stock of the Ultramarines are very unlikely to exhibit any deficiencies in their gene-seed, for their Progenitor's stock is amongst the purest in existence. That is not to say that such issues may have crept in to an Ultramarines Successor's zygotes, however, possibly due to external factors such as damage caused by exposure to mutating environments, failed genetic manipulation or even xenos influence.

TABLE 1-6: CHANCE OF GENE-SEED MUTATION

Progenitor	% chance of Deficiency
Ultramarines	10%
Blood Angels	50%
Dark Angels	10%
Imperial Fists	10%
White Scars	20%
Raven Guard	20%
Iron Hands	20%
Space Wolves	75%
Salamanders	90%

Gene-seed Deficiencies normally arise only as a result of a roll on Table 1-4: Gene-stock Purity, but Table 1-6: Chance of Gene-seed Mutation is provided to add further depth and to slant the chance according to the new Chapter's genetic inheritance. If it is determined that mutation exists using this table, there is a 90% chance that this is identical to any that the Progenitor exhibits (if any at all). For example, an Imperial Fists Successor has a 90% chance of lacking the sus-an membrane and Betcher's gland implants. If it is determined that the Chapter has a different mutation, roll on Table 1-7: Gene-seed Deficiencies.

TABLE 1-7: GENE-SEED DEFICIENCIES

D10 roll	Result
1	Hyper-stimulated Omophagea: Having tasted the flesh of the foe once, the Chapter's Battle-Brothers develop an addiction to the processes allowed by the Omophagea. A player character confronted with the opportunity to partake of the flesh of a fallen enemy must pass a Challenging (+0) Willpower Test or do so immediately, whether he wants to or not.
2	Oversensitive Occulobe: The organ that allows the Space Marines to see in low light conditions has become overly sensitised, working exceptionally well in the dark but suffering in full light conditions. The character can see in total dark as if it were merely low light, and low light as if it were full light. However, should he remove his helmet in full light conditions he will suffer -10 to all Awareness Tests.
3	Mutated Catalepsean Node: The implant that allows the Battle-Brother to enter a half-sleep in which he can remain alert for danger has become dangerously mutated. The Space Marine is unable to sleep normally, and stays awake for days, even weeks on end without effect. However, when sleep does come, sometimes with little or no warning, it is wont to last for many days on end.
4	Oolitic Secretions: The Chapter's oolitic kidney function is unbalanced in such a way that the Battle-Brother's skin is turned an unusual colour due to its secretions. The Space Sharks (for example) have grey skin, while the Salamanders' is the colour of volcanic rock. A whole range of other colours is possible, and the more extreme might be viewed by some as a seriously disturbing mutation.
5	Disturbing Voice: Due to a malfunction in or related to the function of the Betcher's gland, the Chapter's brethren exhibit unusual vocal characteristics. Some cannot speak above a sibilant whisper for example, while others have deep, booming voices or speak with an otherworldly cant. Allies might find the effect disturbing, while enemies are likely to find it truly terrifying. All Space Marines with this deficiency have the Disturbing Voice Talent.
6-8	Lost Zygote: One of the Chapter's zygotes has entirely ceased to function. Choose one of the Implants described on page 36 of the DEATHWATCH Rulebook. The in game benefits of this Implant no longer apply. In some cases the player should agree with the GM exactly what effect this has on the character, as the effects of some implants are wrapped up in other character abilities, Skills and Talents.
9	Doomed: A Chapter that loses the ability to replicate either the Black Carapace or Progenoid zygotes is ultimately doomed. Without the former the future generations of Space Marines will not be able to interface with their power armour, and without the latter there will be no future generations at all. Battle-Brothers with this mutation are unaffected themselves, but know that unless their Chapter's Apothecaries can affect a cure, they are the very last of their line.
10	Multiple Instabilities: Roll d3 more times on this table, re-rolling multiples of the same result (including this one).

CHAPTER FLAWS

Some Chapters are afflicted by a flaw that transcends mere zygote mutation and comes to totally define them. Sometimes the flaw is linked to a nigh-catastrophic genetic malfunction, but just as often it is tied to the essential nature of the Progenitor's Primarch, the stock from which they recruit or to some other, inexplicable factor. Many such flaws are two-edged swords, providing unheard of benefits balanced against terrible drawbacks. The Blood Angels suffer such a fate, for their own flaw is at once the source of their nobility and drive for perfection in all things, and the curse that forces them to relive the dying moments of their beloved Primarch in the heat of battle.

Chapter Flaws are generated as a result of a roll on Table 1-4: Gene-stock Purity. Having established that a flaw is in effect, either choose or randomly determine one using Table 1-8: Chapter Flaw.

The flaws presented here provide a general foundation that the player and GM can build on. They can be used as a basis to flavour interactions within the Kill-team and with other bodies outside of it. They should not be thought of as Demeanours however, more as general background consideration.

Limited or Missing Zygotes

Whenever a successor Chapter is created, the Gene-Seed is not always transferred over in a pure form. Occasionally some of the Space Marine's implants have either limited or no function. The chart below provides a random list of implants that do not function for the created Chapter. This chart may be used if a result of 6-8 was rolled on Table 1-4: Gene-seed Deficiencies. In some cases, the player should consult with the GM if one of the missing implants is wrapped up in other characteristics, Skills, or Talents.

TABLE 1-9: MISSING OR INACTIVE ZYGOTES

Roll	Result
01-08	Catalepsean Node
09-17	Preomnor
18-26	Omophagea
27-35	Occulobe
36-44	Lyman's Ear
45-53	Sus-an Membrane
54-62	Oolitic Kidney
63-71	Neuroglottis
72-80	Mucranoid
81-89	Betcher's Gland
90-98	Melanchromic Organ
99-00	Roll Twice on this Chart

TABLE 1-8: CHAPTER FLAW

D10 roll Result

1-2	We Stand Alone: For a variety of potential reasons, the Chapter's Battle-Brothers are either distrusted by other Imperial forces, or they themselves shun contact with others. Such brethren rarely serve in the Deathwatch, but those who are able to overcome this distrust or prove themselves worthy of others' regard earn much honour in the process.
3-4	Pride in the Colours: While all Chapters take great pride in their badge and livery, some take this pride to such an extreme that they regard anything that hides them as a form of cowardice. They wear their colours proudly and make use of back banners the better to announce their presence on the field of battle. Such Battle-Brothers may balk at the Deathwatch's tradition of painting over its members armour when the Apocryphon Oath is taken. Some have even refused to do so, serving only a short time with the Deathwatch before returning to their Chapters in bitterness. Others have, in time, overcome their hubris and earned a place in the annals of the Long Vigil.
5-6	Faith in Suspicion: There are some Chapters that hold many other arms of the Imperium in great contempt, whether sanctioned psykers, bureaucrats, officers of the Ecclesiarchy or even the Inquisition. Perhaps there has been strife between the groups, or else the Chapter simply holds itself in such high esteem that all others are deserving only of contempt—or perhaps they genuinely have something to hide. Select a single Imperial institution (see the Pillars of the Imperium box on page 117 of the DEATHWATCH Rulebook), apart from Space Marines. The Chapter holds this particular institution in total contempt and its brethren utterly refuse to work with or alongside it.
7-8	Eye to Eye: The Chapter sees no honour in any other form of combat than man to man, eye to eye. It eschews many other aspects of war, and always seeks to deliver the killing blow in person, at the very spear tip of battle. Battle-Brothers from the Chapter are temperamentally or doctrinally ill-disposed towards other tactics, and are often overcome with the desire to witness in person the death of their foes. Some indulge in grisly rituals to prove their measure in close combat such as the taking of heads or ripping out the foe's still-beating heart before his very eyes.
9-10	Chapter Cult: Every Chapter venerates the Emperor, its Progenitor's Primarch and its own heroes according to its own traditions, some of which are wildly at odds with the tenets of the Imperial Creed. This particular Chapter has developed ritual practices so extreme or exotic that even fellow Space Marines balk at the site of them. Such practices range from grisly sanguinary rites to dark victory celebrations, and are perhaps best left to the imagination of the player! A Battle-Brother serving in the Deathwatch may have to conceal the worst excesses of his Chapter's cult, even from the closest members of his Kill-team, and practice them in seclusion lest he cause grave offence or disgust.

Characteristic Modifiers

Presented below is a random chart for determining the Chapter's unique characteristics.

TABLE 1-10: CHAPTER CHARACTERISTIC MODIFIERS
d100 Roll Result

01–10	The Chapter steadfastly practices daily Bolter drills combined with prayers to the God-Emperor. Space Marines of this Chapter gain +5 Ballistic Skill and +5 Willpower.
11–20	Warriors of this Chapter undergo a more stringent hypno-conditioning than those of other Chapters. Space Marines of this Chapter gain +5 Willpower and +5 Intelligence.
21–30	Equally famed for their skill with both blade and gun, Space Marines from this Chapter are highly sought after by the Deathwatch. Space Marines of this Chapter gain +5 Ballistic Skill and +5 Weapon Skill.
31–40	This Chapter's gene-seed favours strength and cunning. Space Marines of this Chapter gain +5 Perception and +5 Strength.
41–50	Adeptus Astartes from this Chapter possess a rugged and flexible combat doctrine. Space Marines of this Chapter gain +2 Wounds and +5 to any one characteristic of the player's choice.
51–60	Duty unto death is a fitting motto for Space Marines from this Chapter. Often they will go on when others have perished. Space Marines of this Chapter gain +5 Toughness and +5 Willpower.
61–70	Lightning raids that inspire their fellows to greater deeds are the trademark of this Chapter. Space Marines of this Chapter gain +5 Agility and +5 Fellowship.
71–80	The warrior-scholars from this Chapter have often noticed clues that their more zealous comrades have missed. Space Marines of this Chapter gain +5 Perception and +5 Intelligence.
81–90	Members of this Chapter are famed far and wide for both their skill with the blade as well as their leadership under fire. Space Marines of this Chapter gain +5 Weapon Skill and +5 Fellowship.
91–00	This Chapter favours fluid tactics or possesses a particularly pure gene-seed. Space Marines of this Chapter gain +5 to two characteristics of the player's choice.



FOUNDING FATHERS

"Honour thy forebears, for they watch over you even now."

—Scout Sergeant Kharok of the Subjugators Chapter

WHO ARE THE CHAPTER'S HEROES?

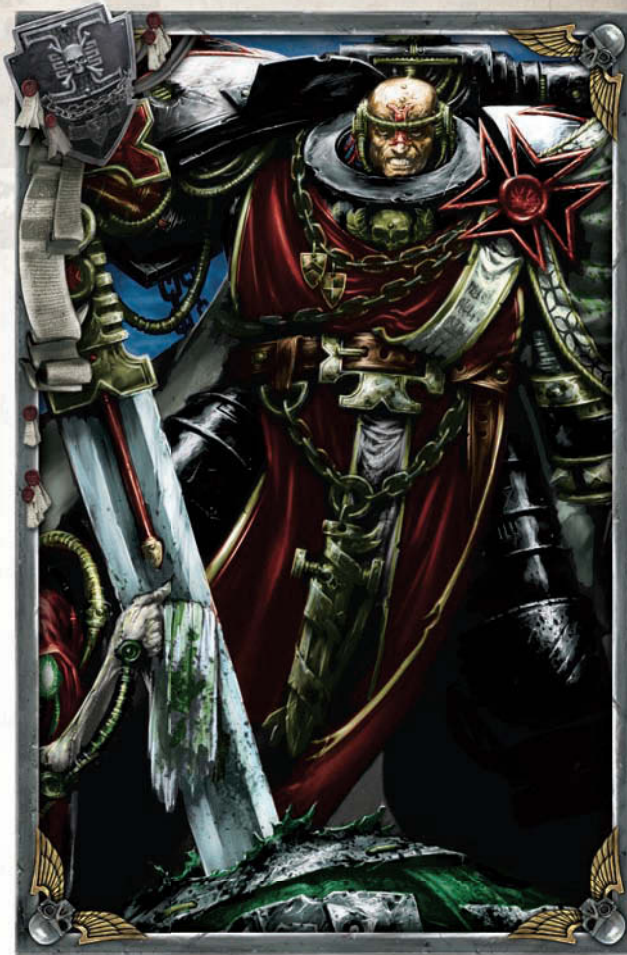
Every Chapter has its founding fathers—the heroes that wrote the opening passages of its glorious history. These might be warriors seconded from another Chapter, perhaps even a First Founding Progenitor, or they might be the first true sons of the Chapter itself. In addition to the question of who these warriors were is the question of why are they so venerated? Did they defeat a particular foe, did their deeds grant the Chapter its name, livery or home world? All of these possibilities provide the bedrock of the Chapter's legends, which a player can draw on when it comes to roleplaying his Battle-Brother.

TABLE 1-11: FIGURES OF LEGEND
d100 roll Result

1–20	A Battle-Brother seconded from a previous generation Successor or even the First Founding Legion that provided the new Chapter's gene-seed. Roll again on this table to determine what type of warrior he was, re-rolling if you get this result again.
21–50	Chapter Master
51–60	Chief Librarian
61–70	Master of Sanctity
71–73	Master of the Forge
74	Master of the Fleet
75	Chief Apothecary
76–85	Company Captain (roll d10 to determine which company).
86–90	Squad Sergeant (roll d10 twice to determine company and squad).
90–99	Battle-Brother (roll d10 twice to determine company and squad).
100	A specialist of your choice (Librarian, Chaplain, Techmarine, driver, pilot, etc).

TABLE 1-12: DEEDS OF LEGEND
d100 roll Result

1–25	The figure is remembered as the bane of the Orks, to such an extent that his name is known to the vile greenskins even to this day.
26–50	The individual was a stalwart enemy of the servants of Chaos, and slew a Daemon Prince.
51–70	The hero led a glorious campaign against a rebel army, defeating the foe and bringing an entire sector back into the light of the Emperor.
71–85	The figure led an action against an Eldar craftworld, boarding it and inflicting grievous casualties before withdrawing. He and his Chapter are especially hated by the pernicious Eldar, for whom the event is still fresh and raw.
86–90	The hero was lost to his Chapter in a warp accident, yet his descendents have cause to believe he lives still and may one day return to them in glory.
91–95	The hero was the first to face some newly discovered alien race, and ultimately responsible for its total destruction. Centuries later, only the Chapter remembers the name of the race, so utterly was it and its works cast down.
96–100	The hero led his Chapter in many glorious campaigns, slaying hundreds of the enemy's greatest champions. In the end, he was brought down by treachery within the fold of the Imperium, slain by an assassin's turbo-penetrator round on the field of battle. Just why he was targeted was never discovered, and the Chapter harbours a special hatred for the servants of the Officio Assassinorum to this day.



First off, determine who the single greatest hero of the Chapter is, by rolling on Table 1–11: Figures of Legend. To determine secondary figures (such as the hero's companions and peers, or later heroes) roll on the table again. To determine just why the individual is so venerated, roll on Table 1–12: Deeds of Legend.

HOME WORLD

"And this land shall be yours, that you shall be its masters and its peoples bow down to you."

—The Charter of Founding of the Red Talons, by the hand of High Lord Hanikhas

WHAT TYPE OF PLANET IS THE CHAPTER'S HOME WORLD?

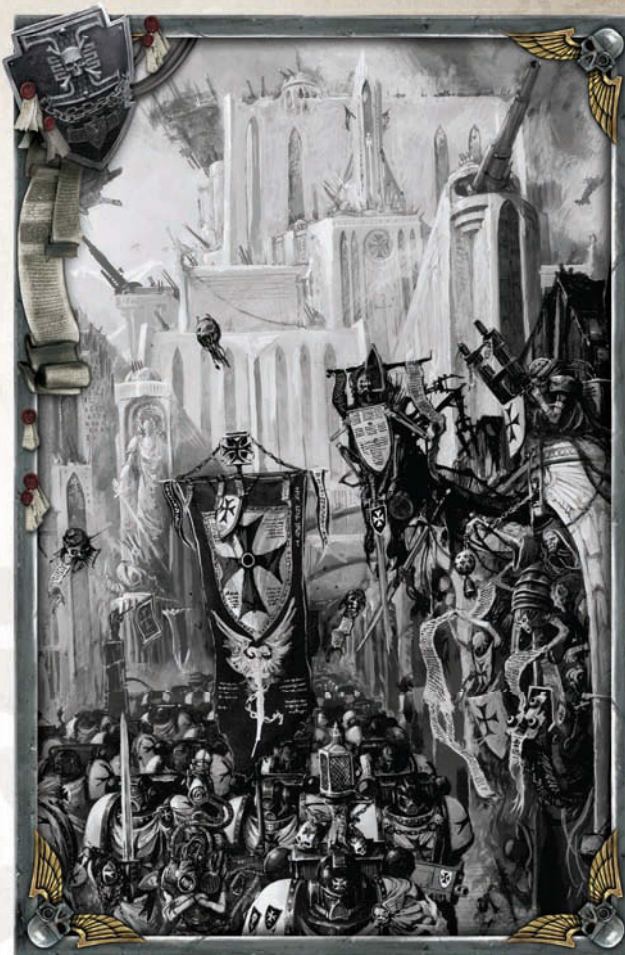
The worlds of the Imperium are categorised according to a staggering range of factors, but can be divided into the loosely-defined groupings listed here. Most Space Marine Chapters maintain their Fortress-Monastery on the same world they recruit from, but this is not always the case. While the Space Wolves recruit exclusively from Fenris, for example, where they also maintain their Fortress-Monastery called the Fang, the Crimson Fists reside on the civilised planet of Rynn's World but recruit from other planets in the region.

The extent to which the nature of the home world reflects the character of the Chapter and its Battle-Brothers varies enormously, and in many cases it is simply a matter of providing an interesting background detail around which future adventure ideas can be built.

HIVE WORLD

Viable planets are an invaluable asset to the Imperium, and ones with large amounts of natural and desirable resources are ruthlessly exploited. Vast populations grow or are imported to service the industry that such resources spawns. The world's occupants are packed into industrial centres called hive-cities so that as much of the surface remains as accessible as possible and the workforce can be controlled and focused to maximum effect. The rulers of the Imperium care nothing for the quality of their workers' lives, only that quotas are met and output remains constant. Inevitably, in such an environment large sections of the population fall to destitution and anarchy, and while the forges and manufactoria are ruthlessly managed, vast areas of these cities are often abandoned to misrule and neglect as new ones are built. Amongst the undercities, lawless gangs fight for control, and from their numbers new Space Marine Aspirants are often recruited (typically forcibly).

Space Marines residing on a Hive world are likely to maintain their Fortress-Monastery apart from the great bulk of the population. Some may construct their base at the very highest levels of the hive-city, in rearing spires, but most are likely to claim an isolated region far out in the polluted wastes. Aside from the ready source of recruits afforded by the hive-cities, the Chapter has access to a nigh-unending source of munitions, and it is likely that the master of each city is required by ancient law to provide the chapter with a tithe of its industrial output in return for the protection the Chapter's presence affords.



FERAL WORLD

Feral worlds are those planets colonised eons ago, long before the Age of Imperium, which subsequently regressed to atavistic barbarism due to extended periods of isolation or other, less predictable factors. In a galaxy-spanning empire that harnesses the most powerful of technologies, the spear and the axe remain perhaps the most common weapon, for masses of worlds fall into this category, perhaps even more than any other type. With resources focused on key strategic worlds, there is no reason to spare the effort to "civilise" the natives of the numerous Feral worlds. In many cases doing so would deprive the Imperium of a truly invaluable asset, for Feral worlders are by definition amongst the toughest and most accomplished it is possible to recruit. As a result, many Space Marine Chapters make their homes on such worlds, close to the source of its recruits.

A Space Marine Chapter based on a Feral world is likely to maintain a distance from the populace, with its Fortress-Monastery located on a distant and inaccessible island or high atop a mountain range. The Blood Angels' Chapter keep is located on one of its home world's moons, while the Mortifactors' is a starfort in orbit high above. In most cases, the savagery of the tribes from which the Chapter recruits is tempered by the training, indoctrination and psycho-conditioning imposed on its Neophytes, but in some cases the Chapter is very much shaped by the character of the population, inheriting not only its warlike qualities but many of its unique cultural mores.

DEATH WORLD

Death worlds are planets so inimitable to life that unless they harboured some essential resource Mankind would have no reason to set foot on them at all. Though no single terrain type defines this class of world, many are swathed in jungles populated by carnivorous plants as dangerous as any predatory beast, where even the air itself is poisonous. Most Death worlds are impossible to settle, for every single living thing in them appears motivated to expel any intruders as if ruled by some overarching and utterly malicious intelligence. A tiny proportion have been settled, but life there is a daily, even hourly struggle for survival where one false step spells death at the slaving maw of some hideous Death world predator. The sort of cultures that spawn people able to reach maturity in such a place are amongst the most valuable recruiting grounds for the Space Marines, for the mere fact of surviving to adolescence marks an Aspirant as amongst the toughest Humanity is capable of producing.

Those Chapters that call a Death world their home are likely to be experts in fighting in the particular type of terrain it features. To do is not simply a matter of making the best use of the environment, but of surviving the very worst that environment can throw at the Battle-Brothers and even turning it against the foe. In occupying a Death world, a Chapter will be forced to defend itself constantly against the world itself, a fact that tests the Battle-Brothers continuously even when they are not fighting the enemies of the Imperium. While some locate their Fortress-Monasteries in orbit, others prefer to reside amidst the very worst of the Death world's environs, honing their skills even beyond those of the already legendary abilities of the Adeptus Astartes.

MEDIEVAL WORLD

Medieval worlds are those planets where the population has either risen above the crude tribal structures of a Feral world, or regressed from a more advanced level. In either case, it is likely to be external causes that have brought such a change about, whether deliberate or not. The population of a Medieval world is organised into relatively stable nation states, with complex webs of vassal obligations linking extended groupings. Technologically, most of the inhabitants are ignorant of advanced machinery, but may utilise basic firearms manufactured locally. In all likelihood, all but the world's ruling classes are unaware of the Imperium at large. The majority of the population still hold to ancient superstitions, and are but one step away from barbarous savages. Many of these worlds are ruled with an iron fist by a warrior aristocracy that engages in ceaseless and brutal wars, often against its own peoples. Amongst such classes, the warrior code is all, and even the smallest slight against a warrior's honour is answered with a challenge, often to the death.

Space Marine Chapters utilising Medieval worlds as their base may keep their distance from the populace, as they do on Feral worlds, or they may establish themselves as distant overlords, high-kings or secret warrior orders. A Chapter-Monastery on such a world is likely to be regarded by the populace as some impregnable keep where great heroes reside, and the subject of vast bodies of myth and legend.

CIVILISED WORLD

The categorisation "Civilised world" describes a wide range of societies and technology levels, but in general such worlds will be a functioning part of a larger sector, with trade links to nearby worlds. Contact with other planets and peoples is relatively common, amongst the upper echelons of society at least, and the people see themselves as subjects of the greater Imperium. The populations of such worlds enjoy a reasonable standard of living (for the 41st Millennium!) but that very fact makes them less suitable as a recruitment source for the Adeptus Astartes than many other types. In a society where an infant is more or less guaranteed to reach maturity without becoming the prey to some ravaging predatory beast or being enslaved by a rival tribe, the survival instinct is comparatively low and unlikely to produce suitable raw material for the Space Marines. Only the most exceptional of Civilised worlds ever provide recruits to the Adeptus Astartes, and these are generally societies with a strong warrior code imbued by hundreds of generations of service, perhaps rigorously enforced by a ruling military elite. The Ultramarines' Realm of Ultramar is such a region, where despite a reasonable standard of living, every family dreams of having a son accepted into the ranks of the Ultramarines, and ensures they are trained to the utmost degree as soon as they are able to walk.

It is only those Civilised worlds that maintain the most rigid military traditions that are likely to appeal to the Adeptus Astartes as a source for Aspirants. On some of these worlds, the Space Marine Chapter forms the very highest tier of a stratified and regimented society entirely focused on martial pursuits, where all aspire to the example set by the Adeptus Astartes. In most cases, a Chapter calling such a planet its home world maintains a distance from its subjects, remaining aloof, while in some, the Chapter's staff are fully integrated into a wider system of tradition, obligation and service.

UNINHABITED WORLD

There are plenty of Chapters that prefer to maintain their secrecy and isolate themselves from nearby populations. Fortunately, there is no shortage of barren or otherwise uninhabited worlds for such Chapters to utilise as bases of operation. The fact that even an apparently desolate, airless rock might harbour one of the greatest military forces in Humanity's arsenal is deterrent enough for many would-be invaders, and who knows how many itinerant outcasts have stumbled across a fully operational Fortress-Monastery whilst exploring some isolated world, and never lived long enough to tell the tale?

Chapters utilising isolated, unpopulated planets as their home worlds have to look farther afield for sources of recruitment, but they are rarely far from worlds they are entitled to recruit upon. Such Chapters may recruit from a variety of nearby planets, drawing their recruits from Feral world tribes, Hive world gangs or any other source. Mixing several sources in a single intake of Neophytes provides its own set of challenges, but ultimately, produces a wide range of skills and qualities that serve the Chapter well wherever it serves.

FLEET-BASED

Fleet-based Chapters makes their homes on vast space-going vessels. Often these are unique artefacts predating the Age of Imperium, or in the case of the Dark Angels' Fortress-Monastery a vast chunk of planetary debris hollowed out and fitted with the very largest of warp drives. Many of these Chapters travel the galaxy in vast circuits, taking centuries to pass through a single segmentum, while others limit their movements to ancient, hereditary spheres of influence and areas of responsibility.

Fleet-based Chapters recruit from a wide range of planets. Sometimes they hold the exclusive rights to recruit at particular worlds, although the populations of those worlds may know nothing of any such arrangement. Others make a point of seeking out new societies to recruit from, ever vigilant for promising recruits. Should an exceptional source be discovered, some Chapters establish small facilities in order to watch over the population and test Aspirants, as is the case with the Black Templars Chapter. Upon discovering a singularly valuable recruiting source, some Fleet-based Chapters may even abandon their itinerant existence, claim the world and establish a Fortress-Monastery.

Because they tend to recruit from a variety of sources, Fleet-based Chapters are more unlikely than any other type to inherit the ways of the communities it recruits from. By way of example, one of the Chapter Masters of the Dark Angels was born amongst the head-hunting savages of the Feral world of Kimmeria. Yet he is counted amongst the most noble and charismatic of the Chapter's leaders, in no small part because the Chapter's own identity is so established and ingrained that even the most extreme of outside influences has little or no effect on it.

In addition, the size and status of the Space Marine Chapter's fleet should also be considered. If desired, a simple random method to generate results involves rolling 1d10 for the number of vessels in the Fleet. Next, roll another d10, with a result of 1–5 indicating that the fleet is damaged or otherwise suffering from complications, and a result of 6–10 indicating that the fleet is hale and battle-ready.

TABLE 1-13: CHAPTER HOME WORLD CATEGORY

d100 roll	Result
1–30	Hive world
31–60	Feral world
61–70	Medieval world
71–80	Civilised world
81–90	Uninhabited world
91–100	Fleet based

If your Chapter recruits from more worlds than just its home world, roll again as many times as you like to determine what type of planets it uses, ignoring Fleet-based.

HOME WORLD PREDOMINANT TERRAIN

"First learn to fight in your own backyard, then how to take the war to the enemy's."

—Scout Sergeant Kholka of the Adeptus Astartes White Scars

What is the predominant terrain type of the Chapter's home world? Although the Administratum categorises the Imperium's worlds by function (as described in the previous entry), each class may feature a wide variety of terrain types, or indeed be dominated by one single type. A Hive world, for example, may be an ash-blasted wasteland—or its rearing spires might form islands of plasteel amidst an endless sea of jungle. Death worlds are often thought of as deadly jungles, but might just as easily be ocean-bound planets. The type of terrain in which a Chapter builds its Fortress-Monastery might have little bearing on its character, but may have plenty, especially if that terrain has shaped the qualities of the peoples from which it recruits. If you would like to determine what sort of terrain dominates the Chapter's home world, chose or randomise from amongst the following possibilities.

Note that while plenty of these terrain types can be combined with the categories previously described, some are mutually exclusive. Others might seem so at first glance, but with a little imagination can be combined. For example, an urban Death world seems contradictory, but what if the planet's malevolent ecosystem has risen against its population, and the once-populace cities are now reduced to post-apocalyptic ruins smothered in choking vines? An ocean Hive-world might feature air-sealed hives at the bottom of the sea, or afloat on great manmade islands. In the 41st Millennium, almost anything is possible!

At the GM's discretion, characters drawn from the new Chapter may be granted bonuses when operating in the type of terrain that is dominant on the Chapter's home world. This should only be the case if the Chapter has invested that particular terrain type with a special importance, and in this case the GM may consider imposing a negative modifier in other terrain types.

JUNGLE

The world is swathed in all-but-impenetrable jungle. Settlement is generally limited to coastal regions or higher ground where the vegetation grows less thick. Jungle worlds are often perilous environments, where the slightest scratch can result in lethal bacteriological infection and predatory life forms hunt the unwary. Despite the difficulty in establishing settlements in such places, jungle worlds are valuable for the products that can be synthesised from the myriad of plant forms, from highly effective medicines to elicit narcotics.

Subsets of this category involve worlds that have large regions dominated by swamps, moors, and fens. Many worlds with thick forest growth also qualify.



TABLE 1-14: CHAPTER HOME WORLD TERRAIN

d100 roll	Result
1–25	Jungle
26–50	Desert
51–60	Ice
61–65	Ocean
66–75	Wasteland
76–80	Urban
81–85	Dead
86–90	Airless
90–99	Temperate

OCEAN

Very little of the world's surface is above sea level, and what landmass does exist takes the form of hundreds of thousands of tiny islands, or of a single, larger continent. While many ocean worlds are dominated by bodies of water teeming with life, many others feature seas of far more exotic and potentially dangerous substances. Most elements have a melting point either so high or so low that life is simply not possible in oceans featuring a predominance of such elements, so in the main, planets used by the Space Marines as home worlds are capable of supporting life and generally of less toxic composition. Even if the environment is capable of supporting life, the character of that life varies greatly from one world to the next. Many ocean worlds are also codified as Death worlds, their seas teeming with predatory life forms.

WASTELAND

Many planets classed as Hive worlds feature a predominance of polluted wastes, the result of millennia of mining and industrial processing. Other planets might have been transformed into wastelands by war, accident, stellar phenomena or deliberate policy. Where human life exists in such an environment the peoples are often tough and resourceful, and ideal for recruitment into the Adeptus Astartes. Furthermore, wind-scoured wastes make ideal locations for the Space Marine Fortress-Monasteries, the harshness and inaccessibility of the environment only serving to bolster the Chapter's defences.

URBAN

Habitable worlds are a scarce resource in the galaxy, and Mankind is not the only race to have called many worlds home over the aeons. Countless races have erected settlements that have in some cases grown to encompass entire continents. While some cities remain viable, others fail, and eventually fall to destitution and ruin. Some planets are dominated by a mass of post-apocalyptic ruins, slowly crumbling away as the environment reclaims the land. While most Chapters avoid establishing their Fortress-Monasteries too close to an extant, functioning urban sprawl, several have made their home amongst the ruins of fallen cities, and become peerless experts in every aspect of warfare in such an environment.

DESERT

Desert worlds are dry, arid, and generally devoid of life. Some are composed of relatively harmless silica particulates, yet others are the result of the erosion of more exotic materials. Depending on the source material from which the deserts have been formed, they can be any colour imaginable, such as the deep red of the iron-rich deserts of Mars, the striking blue lazulite dune-seas of Nova Lemuria, and the choking sulphur wastes of Urquhart IV. Such worlds are rarely highly populated, unless hives have been built to house a workforce, and even then, vast tracts of the surface is left untouched and unexplored by all but hardy desert nomads, mutant clans or those who wish to avoid unwanted attention.

ICE

A combination of low temperature and high amounts of liquid has swathed the world in ice. Though many such worlds are covered in harmless frozen water, many others feature far more exotic, often highly-toxic chemicals. Human life on such worlds is either brutal, basic and short, or relies on sealed enviro-systems to maintain a high enough temperature to live in. Ice-bound Fenris, the home world of the Space Wolves Chapter, is a frozen waste riddled with active volcanoes, and produces some of the hardest Aspirants in the Imperium.

DEAD WORLD

Dead worlds are those that millennia ago harboured signs of life, but which have long since become lifeless, arid rocks. Such places are steeped in dread and enshrouded by cosmic horror, such that only Space Marines, or those capable of becoming one, can survive there without succumbing to gibbering insanity. What caused such worlds to fall so far from glory is often a matter of supreme mystery, and often a cause for concern to the higher echelons of the Imperium's leadership. Some dead worlds serve as Space Marine home worlds, either due to their strategic location, relative isolation or because the Chapter is tasked with guarding against the return of the ancient threat that brought about the world's fate in the first place.

AIRLESS

Airless worlds are simple barren lumps of rock and ice, and it is rare indeed for them to support life. Occasionally a Space Marine Chapter will establish its Fortress-Monastery in such a place, often due to its position or because the Chapter wishes to maintain its privacy and isolation. This has both its advantage and disadvantages—enemies find it extremely hard to assault a fortress in such an environment, but the Chapter will most likely have to look farther afield for recruits.

TEMPERATE

Many worlds are not dominated by any single type of terrain, and feature a mix of environments, much like ancient Terra long before the wars that scoured its surface to barren wastes. Perhaps the most well-known example of a Space Marine home world falling into this category is Ultramar, home of the Ultramarines Chapter. Ultramar is a world of stunning natural beauty, with majestic mountain ranges and endless expanses of pristine forests.



RELATIONSHIP WITH HOME WORLD

"My Lord? The High-Shaman of the Redwing tribe is at the gates again. He asks that we might call down the wrath of the mighty sky-fire dragon on the Greyfoot tribe..."

—Chapter-Serf Adulok Hol, Warden of the Hearth to the Master of the Sable Swords Chapter

How does the Chapter govern its home world? Space Marine Chapters with a home world are its ultimate masters, with total control over their domain and any peoples living there. The Chapter Master holds the same powers as a planetary governor, indeed, potentially more for his political and military force is far greater. While most Chapters take little part in the affairs of the population of their home world, some involve themselves to varying degrees. These arrangements can be summarised as direct rule, stewardship and distant rule, as detailed below.

DIRECT RULE

The Chapter rules over its home world and subject peoples directly, and its leaders are regarded by them as figures of ultimate authority. It is comparatively rare for a Chapter to involve itself in the practical considerations of administering its home world, and even when one does so, the more prosaic details are often left to Chapter Serfs or leaders from the population. The advantage of direct rule is that the Chapter can enforce every element of its will upon its subjects, shaping their development the better to produce promising Aspirants. In times of outright war, the Space Marines may take direct control over the world's military, sometimes even despatching its officers to serve as generals amongst the lesser armies.

STEWARDSHIP

Some Chapters cede the administration of their subjects to a ruling class drawn from the population, issuing broad directives but maintaining their distance. The Space Marines are regarded as figureheads, and may even attend traditional events and services, such as the Feast of the Emperor's Ascension or its local equivalent. Generally, the people hold the Space Marines in awe, even if they rarely see them, and every family aspires to one of its sons being selected to serve in their ranks. Should the home world face invasion, the Space Marines may revert to direct rule for the duration of the emergency, or at the very least have the power to issue grand strategy to the world's indigenous armies.

DISTANT RULE

Many Chapters lay claim to a particular home world, yet are rules in name only. In practice, they take no hand in the affairs of their subjects. Indeed, many Chapters prefer to keep their recruiting stock as "pure" as possible, trapping them as flies in amber in the state that makes them such ideal Aspirants in the first place. If the population is even aware of the Space



Marines, they are distant, semi-mythological figures, whose appearance is a portent of great things. In the event of an enemy threatening the world, the Space Marines are likely to assume the burden of its defence, but are less likely to interact with the population directly.

TABLE 1-15: HOME WORLD RELATIONSHIP

d10 roll	Result
1	Direct Rule
2-4	Stewardship
5-10	Distant Rule

ORGANISATION

"As it is written in the Codex, so shall it be."

—Marneus Calgar, Chapter Master of the Ultramarines

HOW CLOSELY DOES THE CHAPTER FOLLOW THE CODIX ASTARTES?

The vast majority of Space Marine Chapters are descended from the Ultramarines, and as such adhere to the dictates of the Codex Astartes. The Ultramarines themselves follow the codex to the letter, and this is true of other Ultramarines Successors who strive to follow their example. Other Chapters adapt the teachings of Guilliman according to their own genetic or cultural heritage, and while they may stray from it in some areas, generally follow the teaching in the codex. Finally, there are a small number of Chapters whose organisation and methods bears little resemblance to those prescribed in the Codex Astartes.

Determining how closely (or not) the Chapter follows the Codex Astartes tells you a lot about its Battle-Brothers, and also provides a solid grounding for roleplaying a character of that Chapter, especially in regards to interactions with Battle-Brothers from other Chapters. If the Chapter is an Ultramarines Successor it will almost certainly follow the codex very closely, and even if it is not it is still likely to follow most of its wisdom. There are very few Chapters that stray far from the codex, with the Space Wolves and the Black Templars being the most extreme examples.

CODIX CHAPTER

A Codex Chapter follows the Codex Astartes almost to the letter, utilising the organisation, tactics, uniform details and a thousand other subjects described within. The Codex offers a lot of leeway on many subjects, offering not a single solution to a given problem, but many potential courses of action. As such, even Chapters that regard themselves as the most dedicated followers of Guilliman's wisdom may favour one approach over another. Sometimes disagreements arise between strict Codex Chapters. Space Marines adhering closely to the Codex Astartes are gifted of a supreme self-confidence, secure in the knowledge that they are exemplars

of the very best qualities espoused by the Adeptus Astartes. On occasion, they can become closed-minded or overly judgemental of those who do not think as they do.

DIVERGENT CHAPTER

A divergent Chapter is one that strays from the Codex Astartes, but not by a huge degree. Such deviation includes the fielding of specialised formations, such as the Dark Angels' uniquely specialised 1st and 2nd Companies, and such Chapters normally follow the Codex in other areas. Some Chapters field a proportion of specialised units that differs from that favoured in the Codex, such as favouring Assault Squads over Tactical Squads, and some even field more than the prescribed ten companies. Battle-Brothers from such a Chapter are generally more intellectually flexible those from a strict Codex tradition, but may not be able to inspire the same confidence that a close adherent might.

UNIQUE ORGANISATION

Only a very small number of Chapters can be described as truly unique, and even they share many qualities with plenty of other Chapters. In many cases, the Chapter is of the First Founding, or a Successor of such a Chapter, and it never truly integrated the teachings of its own Primarch with those of Roboute Guilliman. Some Chapters deviate in character as much as organisation and tactics, such as the savage yet gregarious Space Wolves, while others break some fundamental principle of the Codex, such as the Black Templars, whose total numbers are thought to greatly exceed the 1,000 stipulated by Guilliman. Battle-Brothers drawn from these Chapters are often just as inflexible in their ways as a strict adherent to the Codex, and excel in one particular field. The Black Templars, for example, excel at close combat at the expense of long-range capacity. The Space Wolves are hungry for battle, yet sometimes overextend themselves and bite off more than they can chew.

TABLE 1-16: ULTRAMARINES SUCCESSOR CHAPTER ORGANISATION

Roll on this table if your Chapter is a Successor of the Ultramarines Legion.

d10 roll	Result
1-7	Codex Chapter
8-9	Divergent Chapter
10	Unique Organisation (note that an Ultramarines Successor straying this far from the Codex Astartes is likely to be estranged from its Progenitor and shunned by its brother Successor Chapters)

TABLE 1-17: OTHER SUCCESSOR CHAPTER ORGANISATION

d10 roll	Result
1-5	Codex Chapter
6-8	Divergent Chapter
9-10	Unique Organisation

COMBAT DOCTRINE

"And they shall be the Angels of Death."

—Codex Astartes

How does the Chapter prefer to fight? Although the Adeptus Astartes are by definition the masters of every aspect of war, many Chapters come to favour one style of combat over others. Years of fighting against particular foes might hone an especially effective form to perfection, or the specialisation might be the result of the Chapter's essential character and the nature of its gene-seed. The Blood Angels excel in close combat, for example, where they focus the rage that is a result of the Flaw. The Codex Astartes teaches a balanced approach to war, and so any Chapter sired by the Ultramarines or their line is unlikely to pursue one form of combat doctrine at the expense of others, but there are a thousand Chapters and more, and no two are identical.

Some possible combat doctrines are presented below. If your Chapter is an Ultramarines Successor it should follow the Codex Combat Doctrine, unless you have a strong reason for them not to and a good background idea to support it.

CODEx COMBAT DOCTRINE

The Chapter follows the dictates of the Codex Astartes, fielding a balanced mix of Tactical, Assault and Devastator Squads, in addition to the prescribed complement of support units. In the execution of battle plans, the Chapter's leaders remain flexible, and are willing and able to change approach at a moment's notice. Such Chapters may still deviate from the codex in matters that do not relate directly to tactics and unit organisation.

CLOSE COMBAT

The Chapter favours assault troops and tactics to win the battle. Such Chapters may appear superficially to follow the organisational doctrines of the Codex, yet focus on close combats when it comes to delivering victory, or they may actually field an increased proportion of Assault Squads over Tactical or Devastator Squads. Within this specialisation there exists some variety, which is usually derived from the nature of the Chapter's gene-seed. The Battle-Brothers of some Chapters are focused and relentless in close combat, while others are frenzied and high uncontrollable.

RANGED COMBAT

The opposite of the Close Combat doctrine, Chapters focusing on ranged combat prefer to gun their opponents down with overwhelming firepower. For some this is a matter of the controlled, almost scientific application of long-range fire, while others display a preternatural instinct for locating their foe's weak points and striking from afar. Those favouring such a doctrine might be further divided into those who prefer the close-in use of massed bolters and assault weapons, and those who specialize in longer-ranged heavy weapons. Some

may field a larger proportion of Devastator squads, balancing these off against a reduced number of Assault Squads. Those favouring the close-in approach are likely to mount their battles in Rhino transports, dismounting when within bolter range in order to unleash a devastating fusillade of mass reactive death.

ARMoured ASSAULT

The greatest weapon of any Space Marine Chapter is its Battle-Brothers, and so ultimately, units such as armoured vehicles are always deployed in support of the Brethren. Despite this, some Chapters field a higher proportion of armoured vehicles, and integrate them far more into their tactics than others. It is said that in the dark days of the Horus Heresy, the mighty Space Marine Legions were able to field entire companies of Predator battle tanks and other vehicles, yet since that time this has not been possible. If a Chapter's Master of Forge orders the production of such vehicles as Land Raiders in preference to other weapons, he may be able to mount an entire company, normally the 1st, in them, but they will invariably be acting as highly effective fighting vehicles and not as a tank company in their own right. Most Chapters maintain sufficient stocks of armoured transport vehicles such as Rhinos and Razorbacks to transport entire companies, and some have become masters of the mechanised assault, the Battle-Brothers taking objectives with terrifying speed or bearing down on an entrenched foe before he even has time to mount a defence.

STEALTH

Very few Space Marine Chapters specialise in stealth tactics, for most are so proud of their identity and so feared by their foes that announcing their presence in advance is in effect a weapon in itself. Despite this, there are some Chapters that have honed the art of a stealthy approach followed by an overwhelming assault to an art form, not least of which is the Raven Guard Chapter. Some of these Chapters utilise subtle modifications to armour and weaponry, shielding them from detection until the very last moment. Silenced weapons, null-shielded insertions and damped armour are all utilised so that the enemy has no idea of the Chapter's presence, until the killing blow is delivered.

LIGHTNING STRIKE

A lightning strike is an assault carried out with such overwhelming force, from such an unexpected quarter, that no defence is possible and the enemy is smashed aside and utterly defeated. Chapters that specialise in the tactic tend to maintain highly mobile forces, eschewing heavy firepower for manoeuvrability. These forces might feature large numbers of rhino-borne squads, and sometimes the vehicles will have been modified to afford additional speed or range. Others utilise large numbers of bike-mounted warriors, sometimes mounting entire Tactical squads on bikes and attack bikes. The lightning strike is often precluded by a stealthily inserted scout mission, the Neophytes led by grizzled scout



THUNDERHAWK ASSAULT

A Thunderhawk assault is in effect a variation on the drop pod method of insertion, sacrificing a measure of surprise for the overwhelming firepower the gunships themselves are able to bring to bear. Thunderhawk gunships are able to carry up to three squads of Space Marines, and some are modified to carry bike squads. Thunderhawk Transporters carry armoured vehicles—either two Rhinos or a single Land Raider—slung beneath their bellies. A force consisting of both types is capable of delivering an entire battle company directly into the heart of an enemy position, a force which very few foes have any chance of countering. The White Scars utilise the Thunderhawk Assault tactic to fearsome effect, ferrying entire bike squads to the front line, which ride down the stunned foe. Other Chapters use Thunderhawks to deliver Assault Squads to the front line, the jump-pack equipped warriors leaping from the troop bays at a great height and descending directly on to the foe with chain swords howling and bolt pistols blazing.

SIEGE

Protracted siege warfare, whether fought defensively or offensively, is a form of war rarely practised by the Space Marines and generally left to the far more numerous armies of the Imperial Guard. Despite this, some Chapters have historically excelled at such a form, or are temperamentally suited a type of war that is a unique mix of science and murder. When attacking, Space Marines specialising in siege warfare commonly form the spearhead of the assault, bringing a formidable weight of power to bear on the weakest point in the enemy defences and cracking it open no matter the cost, allowing lesser forces to consolidate before moving on to the next objective. When fighting in defence, the Space Marines identify the point the enemy is most likely to assault, and hold it come what may. An army of half a million Imperial Guardsmen might rely upon a single company of Space Marines to take or hold a fortress, so effective are such Chapters.

SHOCK AND AWE

When possible, many Space Marine assaults are precluded by a bombardment staged by strike vessels or battle barges in orbit over an enemy position, softening up the resistance and hampering the foe's will and ability to fight. Some Chapters have honed this ability to such a degree that the mere appearance of their vessels in system space is sufficient to bring about the enemy's total collapse. Any foe foolish enough to resist further is likely to be the subject of such a devastating bombardment that no stone is left standing upon another, and very little remains for the ground troops to engage. Some Chapters have become a little too skilled in this tactic for their own good, and are so wont to bring about such devastation that their aid is not sought in the liberation of captured cities.

sergeants who themselves the veterans of a hundred missions. Enemy positions are thoroughly reconnoitred, their status communicated by ultra-secure cipher wave to the main force hidden nearby.

DROP POD

The Space Marines are colloquially known as the "Angels of Death" in many quarters, in no small part due to the common practice of launching an orbital assault by way of drop pod. Some Chapters specialise in this tactic, honing it to perfection so that the first and last thing an enemy sees of the Space Marines' attack are the black contrails of dozens of drop pods streaking through the air, and Battle-Brothers disembarking inside his lines to gun him down with ruthless efficiency. As any squad type can be deployed in this manner such tactics rarely dictate a major change in organisation, though the Chapter's forges may focus on creating drop pods over other types of vehicle, and as heavy support vehicles are slower to deploy they will focus on infantry assaults over armoured ones. The Blood Angels are an example of a Chapter that regards the drop pod assault as the most refined application of the power that is the Adeptus Astartes.

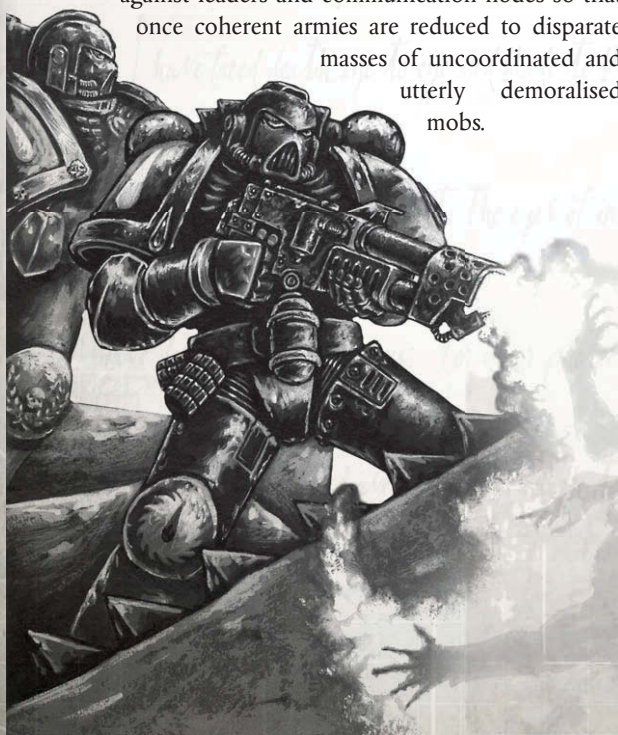
TABLE 1-18: COMBAT DOCTRINE

Note that most chapters follow the balanced and flexible Codex Combat Doctrine. If yours does not, select the doctrine that most appeals or roll on this table to generate one at random.

d10 roll	Result
1	Close Combat
2	Ranged Combat
3	Armoured Assault
4	Stealth
5	Lightning Strike
6	Drop Pod
7	Thunderhawk Assault
8	Siege
9	Shock and Awe
10	Terror

TERROR

To the average Imperial subject, even a single Space Marine is a sight of such awe and legend that the merest thought of rebellion is impossible to countenance. Those amongst humanity's enemies capable of rational thought are equally quelled by the sight of the Adeptus Astartes, proudly bearing their colours and marching fearlessly onwards. Some Chapters build their tactics around the notion of inspiring fear in their foes, even above that they already invoke. Such Chapters utilise the universal symbols of death, including their adornment of their armour and vehicles with stylised or actual skulls, and display the bodies of fallen enemy leaders where all their followers may witness their defeat. They employ psychological methods, such as transmitting the sermons of their Chaplains and other dire portents of imminent doom. Targets are selected so as to cause maximum disruption of enemy command and control nets, with precision strikes called against leaders and communication nodes so that once coherent armies are reduced to disparate masses of uncoordinated and utterly demoralised mobs.



SOLO MODE ABILITIES

Table 1-19 allows the player to customise their Chapter's individual focus. The Solo Mode abilities on this table serve as a group of examples and do not represent more than a handful of the myriad possibilities for a custom Space Marine Chapter. Naturally, the player may also consult with his GM on the best way to create a new Solo Mode ability specific to his Chapter.

TABLE 1-19: SOLO MODE ABILITIES

d100 Roll	Result
01–30	The Chapter strictly follows the guidelines for combat set down by its parent Chapter. Choose one Solo Mode Ability from an existing Chapter. This Chapter is highly skilled in certain areas of expertise. Choose any two skills. At Rank 1, your Chapter may re-roll failed Tests with these skills. At Rank 4, your Chapter gains a +10 to all Skill Tests using those Skills. At Rank 8, your Chapter gains a bonus degree of success on any Skill Test using those skills.
31–45	
46–60	One particular characteristic stands out prominently for this Chapter. Choose any one Characteristic. At Rank 1 your chapter may re-roll failed Tests using this Characteristic. (such as all Perception-based Tests). At Rank 4, your Chapter gains a +10 bonus to this test. At Rank 8, your Chapter gains a bonus degree of success on this test. Quick reaction is the hallmark of this Chapter. While in Solo Mode, the Battle-Brother is considered to have the Lightning Reflexes Talent. At Rank 3, the Battle-Brother receives a +10 to all Dodge tests. At Rank 5, the Battle-Brother is considered to have the Rapid Reaction Talent. At Rank 7, once per game session the Battle-Brother may automatically pass any one Agility-Based test (for Opposed Tests, the Battle-Brother is considered to have rolled a 01).
61–85	
86–00	This Chapter has been trained to spot minute disturbances of the warp pressing in on realspace. This attunement to the empyrean grants the character the Psyniscience Skill as a Trained Skill. The Battle-Brother may also re-roll any failed Willpower Tests to resist a psychic power.

SQUAD MODE ABILITIES

The tables on the following pages help the player choose his Chapter's Squad Mode abilities. Table 1-20 is for the Chapter's Attack Pattern and Table 1-21 is for the Chapter's Defensive Stance. These abilities follow all of the normal rules for Chapter specific Squad Mode abilities on page 219 of the **DEATHWATCH** Rulebook. The Squad Mode abilities presented here serve as a group of examples and do not represent more than a handful of the myriad possibilities for a custom Space Marine Chapter. Naturally, the player may also consult with his GM on the best way to create a new Squad Mode ability specific to his Chapter.

TABLE 1-20: SQUAD MODE ATTACK PATTERNS
d100 Roll Result

01–30	The Chapter strictly follows the guidelines for combat set down by its parent Chapter. Choose one Squad Mode Attack Pattern Ability from an existing Chapter.
31–45	Siege-Breaker Action: Full Action, Cost: 3, Sustained: Yes. While this ability is in effect, the Battle-Brother and those within Support Range of him may re-roll Damage rolls against enemies in cover. The second Damage roll must be accepted.
46–60	Tactical Finesse Action: Full Action, Cost: 3, Sustained: Yes. While this ability is in effect, the Battle-Brother and those within Support Range of him may make one Melee or Ranged attack as a Half Action (the Ranged Attack may only be made using the single shot rate of fire) and may then make a Half Move. A character benefiting from this ability may disengage from an opponent in melee without penalty.
61–85	Storm of Hell Action: Full Action, Cost: 3, Sustained: Yes. While this ability is in effect, The Battle-Brother and those within Support Range of him gain the Furious Assault Talent and the Frenzy Talent. At Rank 4, activating this ability is a Half Action.
86–00	Oath of Vengeance Action: Free Action, Cost: 1, Sustained: No. When any member of the Kill-Team suffers Damage, the character receives a +4 bonus to Damage rolls against the attacker. At Rank 5, this ability may be Sustained.

TABLE 1-21: SQUAD MODE DEFENSIVE STANCES
d100 Roll Result

01–30	The Chapter strictly follows the guidelines for combat set down by its parent Chapter. Choose one Squad Mode Defensive Stance Ability from an existing Chapter.
31–45	Courage Under Fire Action: Free Action, Cost: 0, Sustained: No. The Battle-Brother inspires those under his command to press on in the face of danger. When this ability is used, the Battle-Brother and any within Support Range of him may immediately recover from being Pinned. At Rank 4, those under the effect of this ability may also make a Half-Move as a Free Action.
46–60	Only in Death... Action: Free Action, Cost: 3, Sustained: Yes. Space Marines from this Chapter are venerated amongst the Imperium for their ability to fight on through even the most grievous wounds. While this ability is active, the Battle-Brother and any within Support Range of him ignore the effects of any critical damage that would not kill them until this ability is no longer active. Once this ability ends, they suffer the full effects of any critical damage they received. This ability cannot be improved.
61–85	Swift Advance Action: Reaction, Cost: 2, Sustained: Yes. Members of this Chapter have the skill and training necessary to move quickly through even the most punishing onslaughts of gunfire. While this ability is active, the Battle-Brother and any within Support Range who successfully dodge a Ranged attack may spend their Reaction to make a Full Move. At Rank 4, they may also reload one weapon provided it does not take longer than a Half or Full Action to do so.
86–00	Knowledge is Power Action: Half Action, Cost: 3, Sustained: Yes. With knowledge of secret and forbidden lore, the Space Marines of this Chapter are able to more easily avoid sorcery and witchcraft. While under the effect of this ability, the Battle-Brother and any within Support Range of him receive a +10 bonus to any Tests made to resist the effects of a psychic power (this can include attempts to Dodge). At Rank 4, this bonus increases to +20.

SPECIALITY RESTRICTIONS

Some Space Marine Chapters differ from the Codex Astartes and possess a unique organization. Sometimes, this results in certain roles being unavailable to that Chapter. To represent this, Table 1–22 determines which Speciality the Chapter is restricted from. A roll on this table should only result from selecting a unique organisation (see Table 1–16 on page 29).

TABLE 1-22: SPECIALITY RESTRICTIONS
Roll Result

01–20	Apothecary
21–40	Assault Marine
41–60	Devastator Marine
61–80	Techmarine
81–97	Librarian
98–00	Roll Twice on this Chart or choose something truly unusual (i.e., the Chapter has no Scouts, the Chapter's Veterans are not formed into the 1st Company, etc.)

SPECIAL EQUIPMENT

One thing that sets a Chapter apart from another are the individual pieces of equipment that the Chapter prefers to carry into battle. Table 1–23 presents some ideas on equipment that the created Chapter will favour. A roll on this table should result only from selecting a Divergent or Unique Organisation (see page 29).



BELIEFS

"No life given in the name of the Emperor is given in vain."

—Chaplain Hauis Argento of the Crimson Fists

Every Chapter has its own "Chapter cult," the body of beliefs and practices unique to itself. The specifics of the cult develop over the millennia, so that two Chapters sired by the same Progenitor during the same Founding may, after several centuries, exhibit radically divergent religious practices. Some Chapters inherit a great deal of the rites and traditions of the culture from which they recruit, while many more are so steeped in their own history and tradition that they are quite unique. In general, the Successors of any given Progenitor share a core body of beliefs and practices, but even this is not always the case. This section presents just a few possible Chapter cults, and having some idea of their nature and history is a great way to add depth to a character.

REVERE THE PRIMARCH

The Chapter holds the Primarch of its Progenitor at the centre of its belief system, venerating him above all others. Although the Chapter worships the Emperor as the ultimate creator of the Legions and themselves, it is towards the Primarch that the bulk of its devotions are turned. Mighty statues of the Primarch grace the Chapter's halls and his words are taught and read by every Battle-Brother.

TABLE 1-23: SPECIAL EQUIPMENT
d100 Roll Result

01–10	Traditional Weapon: The Chapter favours one specific weapon over all others. Choose one specific weapon to serve as the Chapter's traditional weapon. Examples: Power Sword, Bolt Pistol, Melta Gun
11–20	Totemic Charm: This Chapter has strong beliefs in the icons of either the Emperor or their Primarch. A Battle-Brother from this Chapter would never be caught without such an icon on their person. Example: Chapter Heraldry on a necklace, Imperial Aquilla tattooed over the right eye.
21–30	Modified Jump-Pack: Primarily seen in Chapter's that favor the Assault Combat Doctrine, Battle-Brother's from this Chapter modify their Jump-Packs (with a Tech-Marine's help of course) to provide a more glorious sight to their allies and a more terrifying one to their enemies. Examples: Jump-Pack's created in different shapes such as angel wings.
31–40	Beastial Companion: More common among those Chapter's whose origins come from Feral Worlds, this Chapter prides itself on raising hunting animals to assist in battle. Examples: Fenrisian Wolf, hunting birds.
41–50	Rare Weaponry: Whether through the blessing of the Adeptus Mechanicus or sheer good fortune, this Chapter has a large stock of weaponry that is considered rare amongst the other Chapters. It is seen as a symbol of honour to wield one of these weapons in battle. Examples: Astartes Assault Cannon, Digital Weapons.
51–60	Blessed Wargear: It is common for members of this Chapter to have their Wargear blessed by a Chaplain before battle. Doing so puts the Battle-Brother's mind at ease and more focused on the task at hand.
61–70	Special Mount: While other Chapter's may keep animals as companions, this Chapter uses them for what they were intended for—transportation. Examples: Fenrisian Wolf, Carnodon, very angry Grox.
71–80	Special Vehicle: This Chapter prefers to ride into battle in more modern conveyances. While the traditional Space Marine vehicle is the Rhino, other Chapters may use more rare vehicles as primary transport. Examples: Modified Rhino, Land Raider, or Land Speeder
81–90	Preferred Fighting Style: The Chapter has a specific way in which it prefers to go about killing the enemy in the name of the God Emperor of Mankind. Examples: Bolt Pistol and Chainsword, dual Power Swords, special Bolter pattern or ammunition
91–00	Modified Weaponry: When the Chapter's forges produce a weapon, they produce them in a style that is specific to their Chapter. Examples: Power Sabre, Bolt Pistol with weighted butt for clubbing.

THE EMPEROR ABOVE ALL

The Chapter holds the Emperor as the ultimate object of its devotions. This is especially likely to be the case with Chapters of a later Founding, who maintain less in the way of contact with the Progenitor than older, more closely-tied Successors. Some Chapters, for whatever reason, are actually unaware of who their Progenitor was, and as such are likely to centre their worship on either the Emperor, who created the Primarchs, or on one of their own founding fathers.

HONOUR THE ANCESTORS

The Chapter worships one of its own heroes above all others. Although the Emperor and the Primarch are likely to be fully acknowledged, this hero is regarded as an intercessional figure who sits at the right side of the Emperor. Most Chapters that adhere to this particular form of belief worship one of their founding fathers, often the very first Chapter Master but sometimes another figure who performed some deed that sealed his place in the Chapter's history for all time.

DEATH CULT

The Chapter's beliefs are centred not on one particular figure, but on the more abstract notion of death itself. As the so-called "Angels of Death," the Space Marines' very existence is defined by their ability to slay their foes. While Space Marines are extremely long-lived, the vast majority die in battle and this Chapter embraces the fact. Chapters that follow this belief system to an extreme, adorning themselves in all manner of deathly fetishes and even partaking of gristly trophy taking.

TOTEM CREATURE

Many Chapters have as their symbol some form of animal, either an actual creature or one from mythology. Many aspire to the qualities displayed by the creature, displaying related motifs in their livery and titles. Some even utilise tactics and weapons inspired by the manner in which their totem creature fights or hunts. This is certainly the case with the Salamanders Chapter, who favour flame-effect weapons in imitation of their namesake. The Battle-Brothers of the Space Sharks Chapter file their teeth to sharp points to replicate those of their own totem creature.

PURITY OF MAN

While all Chapters detest mutation in all its forms, some take their values to such an extent that they believe that the Space Marines alone are the true inheritors of the Emperor, that they were made according to his perfect vision and that mere mortals (everyone else) are utterly inferior. Some carry this notion through to a rejection of artificial augmetics, preferring death to the dishonour of concealing weakness with machine implants and totally abhor the practise of imprisoning a fallen warrior in the sarcophagus of a Dreadnought.

STEEL OVER FLESH

The exact opposite of those who revere the purity of the human form, there are those Chapters that believe that the flesh is weak and that only steel can withstand both time and the rigours of eternal war. The Iron Hands Chapter is one of the better-known practitioners of this doctrine, who replace entire limbs with bionic equivalents. Such Chapters often maintain close links with the Adeptus Mechanicus, and the Omnissiah is likely to feature to some degree in their religious practices.

ESOTERIC BELIEFS

A small number of Chapters have inherited quite unusual beliefs from the cultures they recruit from, and these have become intermixed with their veneration of the Emperor or of the Primarch. In the 41st Millennium, autochthonic religions are often merged into the cult of the Emperor, so the practice is not entirely without precedent although it remains uncommon amongst the Adeptus Astartes. In addition, the Adeptus Mechanicus worships a deity called the Omnissiah, which is held by most (though not all) tech-priests to be an alternative personification or manifestation of the Emperor. Many native populations display hylotheistic practices, worshipping the Emperor not as a god seated upon a golden throne, but residing in the heart of the sun that burns in their world's sky. Others worship the ocean, storm, sky, fire or any number of similar aspects that may over time come to signify the Emperor or a Primarch in the Chapter's own rituals and teachings.

TABLE 1-24: CHAPTER BELIEFS
d100 roll Result

1–40	Revere the Primarch
41–65	The Emperor Above All
66–75	Honour the Ancestors
76–80	Death Cult
81–85	Totem Creature
86–90	Purity of Man
91–95	Steel Over Flesh
96–100	Esoteric Beliefs

CUSTOM CHAPTER PSYCHIC POWERS

Creating a new set of psychic powers specific to a custom Space Marine Chapter is beyond the scope of this book. However, there are a number of psychic powers from other sources, such as **ASCENSION** for **DARK HERESY** and the **ROGUE TRADER** Rulebook, among others. In addition, if custom psychic powers for a specific custom Space Marine Chapter are highly desired, it is recommended that the player consult with the GM to determine what powers would be appropriate and create powers that best fit that campaign.

CURRENT STATUS

"We face greenskin invasion rimward, Eldar raiding coreward, rebellion trailing and the tendrils of a Hive Fleet incoming spinward. Situation excellent, attacking on all fronts..."

—Captain Ferdina, Lord of the Marches, Tigers Argent Chapter

WHAT IS THE CURRENT STATUS OF YOUR CHAPTER?

Throughout the ten thousand year history of the Imperium, many Chapters have risen to glory before receding into obscurity. Some burn brightly, but are consumed in the fires of their own victories, while others are struck down by the fickle hand of fate. The Codex Astartes counsels a Chapter Master to husband his forces with the utmost care and to take a strategic view on its status, casting his mind forward centuries into the future so that it may stand against any threat that may emerge. Most Chapters strive to maintain a standing force of 1,000 Battle-Brothers, plus additional officers and specialists, but the tides of war and disaster rarely allow such a luxury. The most fortunate and well husbanded of Chapters may be able to field the requisite ten companies, but invariably each will be at least a handful under strength. In the aftermath of an arduous campaign a Chapter may be well below strength and require several years or even decades to fully recover. Some Chapters hover at the verge of extinction, having suffered a terrible defeat or bitter misfortune, and can field but a handful of warriors.

A related point to consider is how the Chapter is deployed across the galaxy. Some Chapters concentrate their efforts in and around one region, particularly those based near the Eye of Terror. Others regard it as their duty to dispatch strike forces to every corner of the Imperium. This point may affect how often a character encounters Battle-Brothers from his own Chapter, whether or not they serve in the Deathwatch, how he interacts with them when he does so.

To determine which of these applies to your new Chapter, select a result or roll randomly from those presented in Table 1–25: Chapter Status.

FRIENDS AND ENEMIES

"You give up your humanity that the citizens of the Imperium may keep theirs. Pity or despise them, but never expect them to understand."

—Apothecary Bharan, Adeptus Astartes Death Spectres

While the Space Marines stand aloof from the bulk of humanity, the long millennia of war have often brought about unlikely alliances and rivalries. Perhaps a Chapter stood alongside a particular Imperial Guard regiment during an especially gruelling campaign, and witnessed the sacrifice and nobility of the common Imperial Guard trooper. Conversely, perhaps the Chapter's actions earned it the disapproval of some Imperial body.

Having some idea of how the Chapter interacts with other Imperial institutions can provide many adventure hooks and ideas for how characters can be roleplayed.

At the GM's discretion, the bodies listed in the following tables can translate into the character being given the Peer, Good Reputation, Rival or Enemy Talents (see the Talents chapter of the **DEATHWATCH** Rulebook). The exact details of the Chapter's view towards these various bodies can be left up to the player or imposed by the GM, and it is also worth thinking about how the bodies in question feel towards the Chapter. Finally, depending on other factors, it may be worth rolling more than once on these tables, especially if the Chapter in question is especially antagonistic towards other groups or has a history of clashing with them.

If the Chapter somehow has the same result for both Friend and Enemy, the result is likely to indicate a "love-hate" relationship with that group. Alternatively, the GM may decide that the group has differing factions or leaders that deal with the Chapter in different ways.

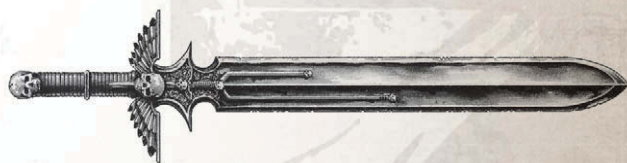


TABLE 1-25: CHAPTER STATUS
d10 roll Result

1	Endangered: The Chapter numbers only a handful of Companies or less having suffered devastating losses in combat, accident, or dramatic genetic instability. If recovery is even possible it will take many decades, making every Battle-Brother (and his Progenoids) an invaluable resource.
2–4	Under Strength: The Chapter is recovering from a defeat or accident that occurred several decades ago, or has recently suffered heavy, but not irrecoverable losses. It is probably at a minimum of half strength, and should return to nominal strength within a decade.
5–9	Nominal: The Chapter can field ten full companies, each with ten squads. In all likelihood most every squad consist of ten brethren and some specialised appointments may be empty, but the Chapter is regarded as fully fit for battle.
10	Over Strength: Some Chapters maintain more than the prescribed ten companies, though it is rare for more than a handful more to be fielded and even then only temporarily. It may be that the Emperor's Tarot has predicted terrible losses ahead, or that the Chapter simply regards its numbers as optimal and cares little for the dictates of the Codex Astartes.

TABLE 1-26: CHAPTER FRIENDS
d100 roll Result

1–5	Administratum
6–15	Adeptus Arbites
16–30	One other Adeptus Astartes Chapter (choose any one)
31–35	Adeptus Astra Telepathica
36–45	Adeptus Mechanicus
46–50	Adepta Sororitas
51–55	Adeptus Titanicus
56–58	Astropaths
59–60	Chartist Captains
61–65	Ecclesiarchy
66–75	Imperial Guard raised from a specific world
76–79	Imperial Navy
80–85	Inquisition
86–88	Navigators
89–91	Officio Assassinorum
91–93	Planetary Defence Force of a specific world (choose any one and create a name for that force)
94–98	A Rogue Trader dynasty
99	Schola Progenium
100	Scholastica Psykana

TABLE 1-27: CHAPTER ENEMIES
d100 roll Result

01–02	Roll on Table 1–26: Chapter Friends to determine the Chapter's Enemy.
03–31	The Orks (alternatively, you may select a particular Waaagh! or Warboss)
32–42	The Eldar (alternatively, you may select a particular Craftworld or leader)
43–51	The Tyranids (alternatively, you may select a particular Hive Fleet)
52–68	Chaos Space Marines (you should choose a particular warband, Chapter, or Traitor Legion)
69–79	A particular Daemon, Daemon Prince or Disciple of Chaos
80–87	A particular Chaos-aligned group (i.e., Traitor Titan Legion, Chaos pirates, renegade Imperial Guard, etc.)
88–97	The Dark Eldar (alternatively, you may select a particular Kabal or leader).
97–98	The Tau (alternatively, you may select a particular Tau force or leader)
99–100	Other (choose one force or group, such as aliens or heretics or a specific cult)





CHAPTER NAME

"There may come a time when men have forgotten all of the glories of our age, forgotten even the Emperor, may He forgive me for saying. But this I swear. When all else is dust and all other names are forgotten, the name of our Chapter shall endure, and through it, so shall we!"

—Chaplain Harak, Adeptus Astartes Night Watch, prior to the loss of the entire 5th Company at the Battle of Silver River

Every Space Marine Chapter needs a name, a title by which its deeds are celebrated in the annals of the Imperium and by its enemies know their doom is upon them. The name of a Chapter often describes it some way, linking to its Battle-Brothers' essential character or mission. There are many ways in which a new Chapter might be granted its title. Sometimes the High Lords of Terra bestow the name at the Chapter's Founding, linking it to some sacred duty the Chapter must perform, as is the case with the Praetors (meaning "guardians") of Orpheus. In other cases the Chapter may earn its name in the years following its founding, fighting battle after battle until an appropriate title presents itself.

When inventing the name for your new Chapter, the best source is the character of the Chapter itself. The two tables presented here provided some ideas for the various elements of the name should you need some inspiration. Most Chapter names have two such elements, broadly speaking an adjective and a noun, but a huge scope for variation exists. The simplest and most common names feature an attributive adjective, followed by the noun (such as "Dark Angels" or "Crimson Fists"). The adjective and noun can also be reversed, as is common amongst Blood Angels Successors (such as "Angels Encarmine"). Plenty of Chapters use just a single word to sum up their identity (such as the "Rampagers" or the "Subjugators") while others use a proper noun in their title, such as the "Sons of Orar" (Orar being a figure in the Chapter's history). When randomly generating a name, in all likelihood it will take a good few goes to produce something usable, so use the tables as a source of inspiration or just to see what the dice gods suggest!

BATTLE CRY

"Let your words be the last thing they hear."

—Chaplain Scolasti, Adeptus Astartes Red Wolves to the 10th Company before the Blooding

Every Chapter has a battle-cry, the single emboldening call voiced by its leaders as they lead the charge on the foe. Many relate to the Chapter's home world or its Primarch, while others recall some great victory the memory of which drives the Battle-Brothers onwards into the fury of battle. On this page are listed some examples of Space Marine battle cries, which the player might like to bellow when his character is engaging a particularly fearsome enemy!

TABLE 1-27: CHAPTER NAME ADJECTIVES
d100 roll Adjective

1	Argent
2–4	Black
5–6	Shadow
7–8	Bloody
9–10	Brazen
11–13	Brothers
12–13	Celestial
14–16	Crimson
17–20	Dark
21–23	Death
24–25	Doom
26–29	Emperor's
30–31	Fiery
32–33	Flesh
34–37	Golden
38–39	Guardian
40–41	Halo
42–43	Honoured
44–46	Imperial
47–50	Iron
51–52	Mailed
53–54	Millennial
55–58	Night
59–60	Omega
61–62	Obsidian
63–66	Red
67–69	Sable
70–74	Silver
75–78	Space
79–83	Star
84–88	Steel
89–91	Storm
92–93	Thunder
94	Ultimate
95	Ultra
96–98	War
99–100	White

Example Battle Cries:

- "For the Emperor!"
- "For the Primarch!"
- "For the glory of (insert Primarch or home world)!"
- "Remember (insert specific battle)!"
- "Suffer not the unclean to live!"
- "No fear, no pity, no remorse!"
- "Forward, for the glory of the Emperor!"

TABLE 1-29: CHAPTER NAME NOUNS

d100 roll	Noun
1–3	Angels
4–5	Bearers
6–7	Blood
8–11	Brothers
12–13	Champions
14–15	Consuls
16–17	Crusaders
18–19	Death
20–21	Destroyers
22–23	Devourers
24–25	Dragons
26–27	Eagles
28–30	Fists
31–32	Falcons
33	Fire
34	Fury
35	Griffons
36–37	Guard
38–39	Hands
40	Hawks
41	Helms
42–43	Hunters
44	Inferno
45	Jaguars
46–47	Knights
48	Lions
49–50	Lords
51–52	Marauders
53	Nightmare
54–55	Panthers
56–57	Paladins
58	Questors
59	Rampagers
60–61	Scorpions
62–63	Sentinels
64–65	Skulls
66–67	Souls
68–70	Sons
71	Spectres
72–73	Swords
74–75	Talons
76–77	Tearers
78–79	Templars
80	Tigers
81	Ultima
82–83	Vengeance
84–85	Valedictors
86–87	Wardens
88–90	Warriors
91–92	Wings
93–94	Wolves
95	Zephyrs
96–98	The name of the Chapter's home world
99–100	The name of a Chapter hero

HERALDRY

"This symbol I wear upon my shoulder and I bear upon my banner. He who defiles it defiles me, and shall be damned for all eternity."

—Brother Ukadi, Adeptus Astartes Flesh Eaters, prior to the conclusion of the Alvatine Suppression

Even though the Battle-Brothers serving in the Deathwatch obscure their colours under the Chapter's black livery, they retain the symbol by which their parent Chapter is known displayed proudly on the right shoulder plate. Chapter symbols are simple, striking and easily recognisable, and very often related to the Chapter's name. The Blood Angels (for example) use a simple blood drop with two wings attached, while the Omega Marines use a character from a long extinct Terran script. Some Chapters use symbols drawn from ancient heraldry, the elements or even arcane sources such as alchemy. Plenty of Chapters use more generalised icons such as the Imperial aquila, skulls and wings, combined in various forms. Provided on this page are some example heraldic symbols.



LIVERY

"My colours I wear openly, they proclaim louder than any words, 'I am proud to live—I am proud to die.'"

—Commander Carab Culln, Adeptus Astartes Red Scorpions

Space Marine Chapters employ a wide range of colours and patterns of their uniforms, and wear them with pride. Some sport a single colour, applied to the entire surface of the armour while others use several colours, halved or quartered to produce a striking and recognisable pattern. Some employ the same scheme across the entire Chapter, while others modify it or change it entirely depending on the squad and company a Battle-Brother is serving in.

The pattern used by the new Chapter is of less immediate relevance to the roleplaying of a **DEATHWATCH** character, because it is obscured by the universal black all serving members employ. However, some players may still like to know what colours are used, and it may be handy to know should the Kill-team encounter a larger, non-Deathwatch force from that Chapter during a mission.

CUSTOM CHAPTER ADVANCE TABLES

When a Chapter is first created, their Combat Doctrine determines how they begin training their Initiates. Once an Initiate has passed beyond that stage and becomes a full Battle-Brother, his training takes a more focused approach for his Speciality. However, at all stages of his training, his Chapter's Combat Doctrine is remembered. The charts in this section are used to determine the Chapter's advancement table; Choose one of the following options or roll on Table 1–30. If you wish, you may also work with your GM to create a more personalised list of Advances for your Custom Chapter.

TABLE 1-30: CUSTOM CHAPTER ADVANCE TABLES

Roll	Result
01–10	Strength of Arms
11–20	Death from Afar
21–30	Knowledge is Power
31–40	Command without Doubt
41–50	Behold our Wrath
51–60	Secret Lore
61–70	No Respite to the Enemy
71–80	Honoured Wargear
81–90	Daemon Bane
91–00	Xenos Bane



TABLE 1-31: STRENGTH OF ARMS ADVANCES

Advance	Cost	Type	Prerequisites
Acrobatics	100	Skill	
Acrobatics +10	100	Skill	Acrobatics
Acrobatics +20	100	Skill	Acrobatics +10
Investigation	100	Skill	
Investigation +10	100	Skill	Investigation
Investigation +20	100	Skill	Investigation +10
Blademaster	300	Talent	WS 30, Melee Weapon Training (any)
Combat Master	300	Talent	WS 30
Flesh Render	400	Talent	Adeptus Astartes
Furious Assault	400	Talent	WS 35

TABLE 1-32: DEATH FROM AFAR ADVANCES

Advance	Cost	Type	Prerequisites
Awareness	200	Skill	
Awareness +10	200	Skill	Awareness
Awareness +20	200	Skill	Awareness +10
Concealment	300	Skill	
Concealment +10	300	Skill	Concealment
Concealment +20	300	Skill	Concealment +10
Bolter Drill	1000	Talent	Adeptus Astartes, Weapon Training
Hatred (Eldar)	400	Talent	
Exotic Weapon Training (Any)	400	Talent	
Hip Shooting	400	Talent	BS 40, Ag 40

TABLE 1-33: KNOWLEDGE IS POWER ADVANCES

Advance	Cost	Type	Prerequisites
Lore: Forbidden (any)	200	Skill	
Lore: Forbidden (any) +10	200	Skill	Lore: Forbidden (any)
Lore: Forbidden (any) +20	200	Skill	Lore: Forbidden (any) +10
Lore: Scholastic (any)	100	Skill	
Lore: Scholastic (any) +10	100	Skill	Lore: Scholastic (any)
Lore: Scholastic (any) +20	100	Skill	Lore: Scholastic (any) +10
Peer (Inquisition)	300	Talent	
Infused Knowledge	900	Talent	Int 40
Foresight	500	Talent	Int 30
Hatred (Dark Eldar)	400	Talent	

TABLE 1-34: COMMAND WITHOUT DOUBT ADVANCES

Advance	Cost	Type	Prerequisites
Command	100	Skill	
Command +10	100	Skill	Command
Command +20	100	Skill	Command +10
Charm	100	Skill	
Charm +10	100	Skill	Charm
Charm +20	100	Skill	Charm +10
Talented (Command)	400	Talent	
Unbowed and Unbroken	700	Talent	Fel 40
Iron Discipline	500	Talent	WP 30, Command
Into the Jaws of Hell	500	Talent	Iron Discipline

TABLE 1-35: BEHOLD OUR WRATH ADVANCES

Advance	Cost	Type	Prerequisites
Interrogation	100	Skill	
Interrogation +10	100	Skill	Interrogation
Interrogation +20	100	Skill	Interrogation +10
Intimidation	100	Skill	
Intimidation +10	100	Skill	Intimidation
Intimidation +20	100	Skill	Intimidation +10
Iron Jaw	300	Talent	T 40
Duty Unto Death	700	Talent	WP 45
Crushing Blow	500	Talent	S 40
Double Team	100	Talent	

TABLE 1-36: SECRET LORE ADVANCES

Advance	Cost	Type	Prerequisites
Lore: Forbidden (Warp)	200	Skill	
Lore: Forbidden (Warp) +10	200	Skill	Lore: Forbidden (Warp)
Lore: Forbidden (Warp) +20	200	Skill	Lore: Forbidden (Warp) +10
Awareness	100	Skill	
Awareness +10	100	Skill	Awareness
Awareness +20	100	Skill	Awareness +10
Talented (Lore: Forbidden (Warp))	300	Talent	
Hatred (Psykers)	300	Talent	
Scourge of Heretics	1000	Talent	
Strong Minded	1400	Talent	WP 30, Resistance (Psychic Powers)

TABLE 1-37: NO RESPITE FOR THE ENEMY ADVANCES

Advance	Cost	Type	Prerequisites
Dodge	100	Skill	
Dodge +10	200	Skill	Dodge
Dodge +20	200	Skill	Dodge +10
Tactics (any)	100	Skill	
Tactics (any) +10	100	Skill	Tactics (any)
Tactics (any) +20	100	Skill	Tactics (any) +10
Gunslinger	600	Talent	BS 40, Two Weapon Wielder (Ballistic)
Two Weapon Wielder (Ballistic)	400	Talent	BS 35, Ag 35
Two Weapon Wielder (Melee)	400	Talent	WS 35, Ag 35
Mighty Shot	400	Talent	BS 40

TABLE 1-38: HONOUR THY WARGEAR ADVANCES

Advance	Cost	Type	Prerequisites
Tactics (any)	100	Skill	
Tactics (any) +10	100	Skill	Tactics (any)
Tactics (any) +20	100	Skill	Tactics (any) +10
Concealment	100	Skill	
Concealment +10	100	Skill	Concealment
Concealment +20	100	Skill	Concealment +10
Exotic Weapon Training (Any)	400	Talent	
Exotic Weapon Training (Any)	400	Talent	
Rapid Reload	400	Talent	
Independent Targeting	700	Talent	BS 40

TABLE 1-39: DAEMON BANE ADVANCES

Advance	Cost	Type	Prerequisites
Lore: Forbidden (Daemon)	200	Skill	
Lore: Forbidden (Daemon) +10	200	Skill	Lore: Forbidden (Daemon)
Lore: Forbidden (Daemon) +20	200	Skill	Lore: Forbidden (Daemon) +10
Ciphers (Inquisition)	200	Skill	
Ciphers (Inquisition) +10	200	Skill	Ciphers (Inquisition)
Ciphers (Inquisition) +20	200	Skill	Ciphers (Inquisition) +10
Slayer of Daemons	900	Talent	
Strong Minded	1000	Talent	WP 30, Resistance (Psychic Powers)
Hammer Blow	400	Talent	
Abhor the Witch	700	Talent	Adeptus Astartes

TABLE 1-40: XENOS BANE ADVANCES

Advance	Cost	Type	Prerequisites
Lore: Forbidden (Xenos)	100	Skill	
Lore: Forbidden (Xenos) +10	100	Skill	Lore: Forbidden (Xenos)
Lore: Forbidden (Xenos) +20	100	Skill	Lore: Forbidden (Xenos) +10
Lore: Forbidden (Choose One)	100	Skill	
Lore: Forbidden (Choose One) +10	100	Skill	Lore: Forbidden (Choose One)
Lore: Forbidden (Choose One) +20	100	Skill	Lore: Forbidden (Choose One) +10
Hatred (Xenos: Choose one)	300	Talent	
Hunter of Aliens	900	Talent	
Peer (Inquisition)	400	Talent	
Jaded	400	Talent	WP 30

TYING IT ALL TOGETHER

Once you have the “raw data” for your new Chapter, the real fun can begin! With the results of all of your choices or rolls, you can start to link the various results and build a picture of the Chapter. Some results may at first appear to contradict one another, while others match up unerringly. The fun is in joining up these disparate points, or changing them as you see fit to create a Chapter you can be proud of.

By way of an example, here is a fictional Space Marine Chapter created using the system presented in this section of the book. Andy decided he wanted to randomly generate a Space Marine Chapter and play a Battle-Brother drawn from that Chapter in the **DEATHWATCH** roleplaying game.

The first rolls indicated that the Chapter was created in the 32nd Millennium to take part in a crusade. A promising start, Andy thought, for surely a Chapter with such auspicious roots would have a glorious history indeed! The next series of rolls would tell Andy a lot about the Chapter, including the all-important details of their gene-seed. He decided to leave the identity of the Chapter's Progenitor to chance, though secretly he hoped it would be the Imperial Fists—and it was!

Next, Andy decided to roll on Table 1-4: Gene-stock Purity, with a result of “Altered Stock.” This meant that the Chapter would follow all of the rules for Imperial Fists, but have some additional genetic deficiency (in addition to the loss of the sus-an membrane and Betcher's gland that Imperial Fists Successors already experience). Rolling on the Gene-seed Deficiencies table, it transpired that the Chapter suffers from the Disturbing Voice result. Andy liked the idea that the Battle-Brothers speak with a ghostly whisper, reminiscent of desert zephyrs. Andy then rolled for his Demeanour, gaining the result “Swift as the Wind,” which was a good fit!

The next couple of rolls confirmed these initial thoughts, as it transpired that the Chapter's most celebrated Figure of Legend was its very first Chapter Master, who was famed for the battles he fought against the servants of Chaos. Perhaps then, the Chapter was created to battle the remnants of the Traitor Legions that had fled to the Eye of Terror and were by the 32nd Millennium beginning to assault the Imperium once more.

The next two rolls determined that the Chapter's home world is a desert planet where the populations live in rearing hive-cities. As the “Relationship with Home World” roll turned up “Distant Rule,” Andy decided that the Chapter recruits from amongst the vicious underhive gangs but maintains its Fortress-Monastery far out in the desert wastes. Only those gangers that can survive the thousand-kilometre trek from the city, through arid wastes and raging dust storms to the monastery are given the chance of becoming an Aspirant, truly a great trial for a people used to living in the dark depths of a hive city!

The next rolls indicated the Chapter had a Unique Organisation and that it specialised in Armoured Assaults. Leaving the exact details for now, Andy simply decided that these two factors must be related—perhaps the Chapter fields one company entirely made up of Predator battle tanks, or its companies are made up of twenty five-man squads instead of ten ten-man squads, so that each can ride to battle in a Razorback instead of a Rhino armoured transport.

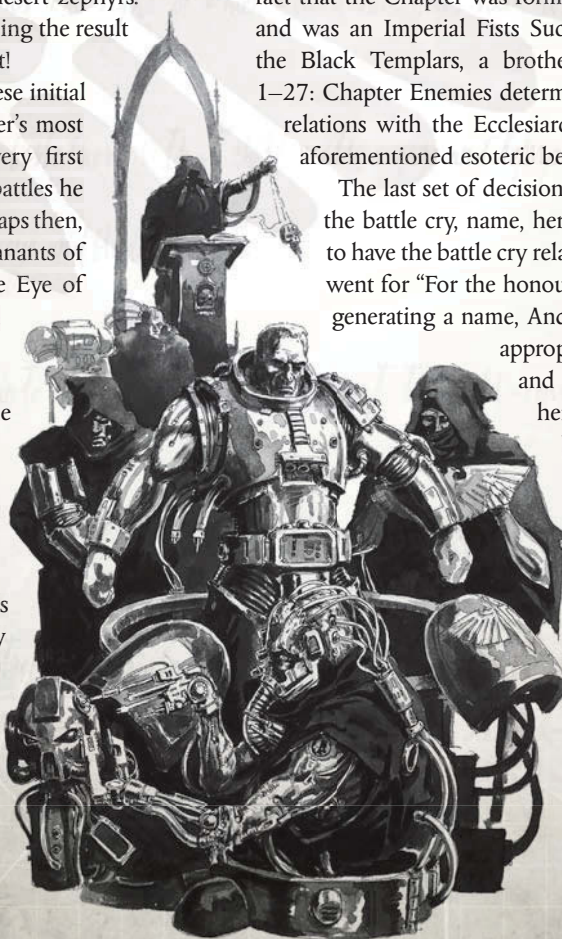
The Chapter's Beliefs proved to be “Esoteric,” so given its desert-dwelling nature, Andy decided the Chapter believed its fallen heroes reside in the deepest deserts as elemental spirits. The Chaplains make regular pilgrimages into the dune seas, residing in simple caves for many days and nights until thirst and exposure cause them to undergo overpowering visions in which they receive the wisdom of their predecessors.

The next roll was for the Chapter's Current Status, and resulted in Under Strength. The reason why could wait for another time, but clearly the Chapter would be undergoing a period of rebuilding in which every Battle-Brother would be an invaluable resource whose life must not be thrown away fighting impossible odds. Andy decided that any Battle-Brothers from the Chapter serving in the Deathwatch would be especially keen to ensure that should they fall in combat the Watch Station's Apothecaries must at all costs recover their gene-seed and return it to the Chapter to aid the rebuilding effort.

The next two rolls would prove most interesting, as they would help explain some of the previous points. A roll on Table 1-26: Chapter Friends, indicated that the Chapter maintained close links with another Chapter. Andy decided that given the fact that the Chapter was formed in the crucible of a Crusade and was an Imperial Fists Successor, this Chapter would be the Black Templars, a brother Successor. A roll on Table 1-27: Chapter Enemies determined that the Chapter had bad relations with the Ecclesiarchy—no doubt because of the aforementioned esoteric beliefs!

The last set of decisions to make were those regarding the battle cry, name, heraldry and livery. Andy decided to have the battle cry related to the Chapter's beliefs, and went for “For the honoured ones!” Instead of randomly generating a name, Andy decided to pick one that felt appropriate for the Chapter's nature, and settled on “Night Swords.” The heraldic device would therefore be a winged, curved sword, and the Chapter's livery would be pure white.

With his Chapter defined, Andy can now go about the process of creating a “Night Swords” Battle-Brother, using the template for the Imperial Fists presented on page 46. Who knows what bold deeds will be performed for the judgement of the honoured ones!



THE IMPERIAL FISTS

BY DUTY BOUND

"Primarch—Progenitor, to your glory and the glory of Him on Earth!"

—Battle prayer of the Imperial Fists

This section presents a detailed description of the Imperial Fists Chapter, allowing you to create a character recruited into the Deathwatch from the ranks of the sons of Rogal Dorn. You will find plenty of new rules, including a Demeanour, Advance, Abilities, Psychic Powers and the Primarch's Curse unique to the inheritors of the gene-seed of the celebrated 7th Legion.

The Imperial Fists are one of the First Founding Chapters, and as such their traditions and doctrines are shaped by ten thousand years and more of service to the Imperium. A character drawn from the Imperial Fists is steeped in these traditions and doctrines, and a proud son of one of the mightiest of the Space Marine Primarchs. A player that chooses to create an Imperial Fists character has the opportunity to roleplay a Battle-Brother with a unique disposition. The Imperial Fists are masters of all they turn their hand to, but they have never entirely shaken off the guilt that their Primarch took upon himself when he was unable to intervene in the final battle between the Emperor and the Warmaster Horus. The Imperial Fists test themselves constantly, as if seeking redemption for a crime that has been redeemed countless times over the millennia. Their selfless devotion to duty is at once the Imperial Fists' greatest strength, and their singular flaw.

THE EMPEROR'S PRAETORIANS

The Imperial Fists are second only to the noble Ultramarines in the honours they have earned through their dedication to the Imperium and to Humanity. Since before the dawn of the Age of Imperium, the Imperial Fists have stood resolute against any and every threat, standing firm where others have given ground and frequently making the ultimate sacrifice in the name of honour and duty. The steadfastness, stoicism and selflessness of the Imperial Fists is legendary, and the Chapter's Primarch, the mighty Rogal Dorn, is a figure of adoration the length and breadth of the Domains of Man.

The history of the Imperial Fists Chapter is one of total dedication to the Emperor, stretching back to the glorious days of the Great Crusade in which the Emperor led his legions from ancient Terra and unified the disparate worlds of man under his rule. The Imperial Fists served throughout that age as the Emperor's praetorians, forming a strategic reserve that their master could call upon when other forces wavered. Countless worlds were captured, and a myriad of foes defeated by the timely deployment of the 7th Legion, and numerous enemy counter-attacks turned by its heroic interventions. Through their prosecution of hundreds of campaigns of liberation, the legion's warriors became the masters of both facets of siege warfare: in defence they were immovable, and in attack they were unstoppable, their measured, artful application of military principles combining with their utterly selfless dedication to their master and his cause earning them their special place at the Emperor's side.

When the traitor Warmaster Horus led his turncoat legions into the service of the Ruinous Powers and plunged the nascent Imperium into galaxy-spanning civil war, the Imperial Fists stood resolute at the Emperor's side, refusing to take a single step back and ever at the forefront of battle. At the Siege of the Emperor's Palace, Rogal Dorn commanded his warriors to hold the unbreakable fortifications, which he himself had designed, and countless thousands of traitors and fiends expended their lives in their efforts to take them.

For the Imperial Fists, however, the Horus Heresy ended in a uniquely bitter defeat. Though Dorn's warriors gave their all to hold the palace, when the Primarch teleported onto the Warmaster's battle barge to fight by his master's side against the arch traitor, he arrived too late to intervene in the final battle. It was Dorn who came upon the blasted and broken form of the Emperor, as well as his brother Primarch Sanguinius, on the bridge of the barge.

Consumed by grief, Dorn bore the Emperor's all-but-lifeless body back to the palace,



and led his legion outwards in a bitter war of redemption that was as much about atonement for his own imagined failure as it was to punish the traitors who had almost destroyed all of the Emperor's mighty works.

While Roboute Guiliman, Primarch of the Ultramarines Legion, rebuilt the Imperium and the Space Marines according to the doctrines of his Codex Astartes, Dorn crusaded amongst the stars. Many of the Imperial Fists railed against the dictates of the codex, unwilling to divide their Legion into Chapters and regarding the entire notion as a slur on their honour, for had the Imperial Fists not proved their loyalty and devotion a thousand times over?

Dorn's penance was finally ended in climactic fashion at the battle known as the Iron Cage. Driven almost beyond reason by the taunts of his rival, the traitor Primarch of the Iron Warriors Legion, Dorn plunged himself into what would prove his, and his Legion's, ultimate crucible. The Iron Cage was an entire world of fiendishly devised fortifications, which their creator had claimed none, not even Dorn, could crack. The Imperial Fists went into the Iron Cage consumed by their perceived failure, but they emerged victorious, for they were prepared to fight to the death for their cause, while the Iron Warriors were not. It was only when Guiliman despatched the Ultramarines to put an end to the bitter struggle that Dorn saw

the light, and took his place beside his brother Primarchs. He accepted the new order, and ordered his Legion broken up into Chapters according to his brother Primarch's wisdom.

Many of the more zealous, crusade-minded Battle-Brothers of the old Legion became the Black Templars Chapter, continuing the crusade their Primarch had begun in the aftermath of the Heresy. These had scant regard for the Codex Astartes, and took to the stars to follow their own destiny. The newest Battle-Brothers, who were perhaps less set in their ways, became the Crimson Fists Chapter, and readily embraced the doctrines of the codex. The remainder became the Imperial Fists Chapter, the true sons and inheritors of Rogal Dorn, and they have served at the very forefront of the Imperium's wars for ten thousand years, maintaining the values instilled in them by their Primarch: duty, honour, truth, and sacrifice.

HERITORS OF DORN

Even before their division into Chapters, the Imperial Fists never laid claim to a single home world. Instead, they are a space-borne Chapter, and their home is an ancient and unique vessel called *Phalanx*. As large as a moon and capable of docking over a dozen cruisers, *Phalanx* is a marvel of the starshipwright's craft that predates the Imperium, the secrets

ROGAL DORN, THE EMPEROR'S PRAETORIAN

The Primarch of the Imperial Fists is second only to Roboute Guiliman in the adoration his name inspires in the masses of the Imperium, and even amongst other Chapters he is held in high regard. Dorn remained close to the Emperor's side throughout much of the Great Crusade, and stayed there during the darkest days of the Horus Heresy. Thus it was an especially bitter fate that caused Dorn to become separated from the Emperor when he teleported onto the Warmaster's battle-barge, to discover his master's body after the duel that ended the Heresy was concluded.

Rogal Dorn was a warrior of the utmost dedication, and he was known as the most humble and honest of all the Primarchs. So great were both of these traits that when he was asked by a brother Primarch which of the Emperor's sons was the greatest master of the siege, honesty entirely devoid of hubris compelled him to answer that it was he, and not Perturabo, Primarch of the Iron Warriors, who was the greatest in that field. Perturabo flew into a rage; the incident sowing the seeds of a rivalry that survived even after the Horus Heresy was ended, and festers on between the descendents of both Legions even in the 41st Millennium. Dorn was one of the most long-lived of the Primarchs, but with the death or disappearance of each of his brothers he grieved more and more. He witnessed the phenomenon of many of the Primarchs coming to be regarded as demi-gods by the peoples of the Imperium, and spoke out against the practice, proclaiming that the Emperor alone was worthy of such devotion, for each of his sons had failed him in some manner.

The Primarch fell in battle against the forces of Chaos, resisting a Black Crusade—one of the periodic and devastating incursions by the Traitor Legions from their hellish sanctuary worlds within the Eye of Terror. Dorn and three companies of the Imperial Fists mounted a masterful series of boarding actions against the crusade's warships, crippling drives and life support systems and even capturing weapons batteries and turning them against other Chaos vessels. Eventually however, the enemy cornered Dorn and his warriors as he launched a final attack on the bridge of the Chaos flagship. None survived to tell the glorious tale of the Primarch's last stand. The Chapter's Chief Librarian found his Primarch's body on the bridge in a chilling reprise of Dorn's discovery of the wounded Emperor, and bore him away before the stricken flagship escaped back to the infernal depths of the Eye of Terror.

of its construction lost in the long millennia since the Dark Age of Technology. During the Great Crusade, the coming of *Phalanx* was a portent of glory, for it shone so bright it appeared to the benighted souls of lost worlds that a new star glittered in their heavens. The Emperor himself called *Phalanx* his flagship during many campaigns, and the Imperial Fists know that he once trod the ancient and worn deck plates they themselves walk every day.

Being a space-borne Chapter, the Imperial Fists recruit from a variety of worlds. The Chapter maintains a great number of Fortress-Chapels on worlds across the Imperium. Such places are staffed by small, dedicated cadres of veterans, perhaps warriors wounded so grievously they can no longer fight, but still well able to serve their Chapter. The staff of these facilities keep a watch upon the peoples around them, seeking potential candidates for recruitment. On some worlds they hold tournaments and contests to ascertain suitability, while on others they actually instigate combat in order to test potential recruits in person. On some Hive Worlds, the Imperial Fists conduct purges of the down-hive slums, ostensibly to clear out undesirable elements on behalf of the planetary government, but they often return with captives they have judged such worthy fighters they will be invited to undertake the trials. The Imperial Fists are unusual in making few, if any, demands of the peoples of the worlds they recruit from, other than the right to test those who believe themselves worthy of entering the ranks of the Battle-

Brothers. Whatever the source of the recruit, whether he comes from a brotherhood of warrior-knights or a band of hive-gang psychopaths, the Chapter instills its noble doctrines in him, retaining his essential martial qualities but overlaying them with the qualities that the Imperial Fists have inherited from their Primarch and their ancestors. The Chapter is not especially shaped by the mores and character of the worlds its warriors are drawn from, and instead draws heavily on its own traditions and the values instilled in it by its Primarch.

One of these traditions is thought to date back to the earliest days of the old Legion, before it even left Terra on the Great Crusade. The Imperial Fists engage in ceaseless duels against one another, sometimes to settle a point of honour but more often to test themselves and their swordsmanship. The most experienced and long-serving Imperial Fists sport numerous duelling scars all over their bodies, each a reminder of a hard-won victory, or a salutary defeat.

Another tradition that the Imperial Fists engage in is the practice of scrimshawing the bones of their fallen Battle-Brothers. None know the roots of this practice, which for many Imperial Fists becomes an obsession they must indulge every hour they are not fighting or training. The bones of slain kin are engraved in minute detail, every surface lovingly covered in lines of devotional script and illuminated scenes depicting the deeds of the fallen. Even the bones of the Chapter's Primarch have been engraved in this manner, preserved as the most sacred relic the Chapter possesses.

IMPERIAL FISTS CHARACTERS

Imperial Fists are renowned for their selfless dedication to duty and their resilience to pain in all its forms. An Imperial Fists Space Marine gains the following benefits: +10 Willpower and the Siege Master Solo Mode ability (see page 49).

Implants: Although Imperial Fists Space Marines possess both the Betcher's gland and sus-an membrane implants, their zygotes have long since ceased to function. Imperial Fists characters do not gain the benefits of either of these implants.

SONS OF DORN

Sons of Dorn is a Demeanour (see page 32 of the **DEATHWATCH** Rulebook) unique to Space Marines from the Imperial Fists Chapter.

In temperament, Imperial Fists are driven and focussed. They study the tenets of the Codex Astartes with almost as much dedication as the Ultramarines, yet there are certain passages their very nature makes it hard for them to fully comprehend. Whereas the codex teaches the wisdom of a tactical re-deployment, the Imperial Fists will fight on, all but blind to the consequences. While the Ultramarines might consider this characteristic a weakness, it is nonetheless the root of their selfless devotion to the ideals of their Primarch.

When not engaged in battle, the Imperial Fists are often driven to undertake one of several pursuits, or else be consumed by thoughts of potential imperfections or even failures. The same drive that propelled Rogal Dorn to undertake his post-Horus Heresy crusade still slumbers in the hearts of his sons, waiting to emerge in moments of quiet. In order to silence such doubts, the Imperial Fists immerse themselves in the teachings of their Primarch, the histories of their Chapter, and the study of the art and science of war. When memories of fallen comrades overtake them, some Imperial Fists indulge in the scrimshawing of their bones, honouring the memory of those long-passed. When even these pursuits fail to quiet the mind, the Imperial Fists don the pain-glove and subject themselves to hours of excruciating nerve-shriving, emerging hours or even days later cleansed of all doubt and pure of mind.

In battle, the Imperial Fists refuse to take a step backwards or admit a foe's superiority. They are not mindless berserkers however, and remain disciplined and focused regardless of how desperate a situation might become—they quite literally prefer death to the perceived dishonour of admitting the remotest possibility of defeat. When serving in the Deathwatch, this characteristic might very well cause friction with other Space Marines, especially if a Kill-team leader orders a tactical withdrawal in the face of the enemy. It takes a strong-willed commander indeed to convince an Imperial Fist to withdraw when he sees only dishonour in doing so.

A Chapter practice of a very different kind is the use of the “pain glove,” a body suit supported in a metal frame, into which a Battle-Brother will step to undergo the most excruciating pain he is able to endure. It is likely that the roots of this practice lie in the period immediately after the Horus Heresy, when the Imperial Fists sought to atone for their perceived sin in failing to intervene in the Emperor’s battle against Horus. The pain glove’s archaic systems keep the subject conscious as every nerve in his body is shrived raw by agonising stimuli. When he first joins the Chapter, the Battle-Brother may undergo such treatment as both a punishment for shortcomings and failures, and as a means of inuring himself to bodily pain. Yet, even at the very pinnacle of his abilities, a veteran Imperial Fist will periodically don the pain glove, testing, punishing and purifying himself in ecstatic neural flagellation.

COMBAT DOCTRINE

The Imperial Fists adhere to the doctrines of the Codex Astartes as strictly as their brothers of the Ultramarines. Squads, companies and Chapter household are all organised according to the standards set forth in that mighty tome, and the Chapter is capable of prosecuting every type of warfare, from orbital drops to mechanised assaults—they are the epitome of a Codex Chapter.

There is one particular method of warfare in which the Imperial Fists

stubbornness has meant they are naturally suited: the art of the siege. This speciality can be counted as the result of the Chapter’s character and doctrines, rather than an adherence to particular tactics or equipment. The Imperial Fists are utterly immovable in defence, and their mastery of the scientific aspects of war makes them peerless as well as well dogged when holding a fortified position. The same is true in the attack. The Imperial Fists are able to identify weak points in an enemy’s defences, and through relentless application of force reduce it to ruins. The Chapter is quite willing to engage the enemy in open battle though, and does not seek urban or siege engagements above any other method of war.

The Imperial Fists’ single-mindedness does have a side effect however. The Chapter’s refusal to accept that a position cannot be held or the enemy cannot be cracked has on numerous occasions resulted in far greater casualties being suffered than other Chapters would accept. Nevertheless, the position will be held, or the enemy broken, no matter the cost, making the Imperial Fists one of the most celebrated and honoured Chapters of the Adeptus Astartes.

IMPERIAL FISTS NAMES

The Imperial Fists do not recruit from a single world as do many Space Marine Chapters, and while many Battle-Brothers retain the name the were given at birth before joining the Chapter, others take new names significant to the Imperial Fists. Such names might refer to past heroes of the Chapter, or even celebrated Battle-Brothers of the original Legion. If you want your character to hold a name from his parent culture, then you can draw on examples from the wealth of **WARHAMMER 40,000** lore. An Imperial Fist Character may roll on any naming chart for another Space Marine Chapter he chooses.





IMPERIAL FISTS RULES

The following section presents a body of rules that are specific to Battle-Brothers drawn from the Imperial Fists Chapter. The **DEATHWATCH** Rulebook contains Solo Mode Abilities, Pasts and lots of other specific rules for the Chapters covered in that book, and this section does the same thing for the Imperial Fists.

IMPERIAL FISTS PASTS

As with the Space Marines of the Chapters described in the **DEATHWATCH** Rulebook, an Imperial Fist character has been shaped by the events of his past. The Chapter background provides plenty of ideas for the sort of events the character might have experienced prior to taking service with the Deathwatch, but Table 1-41: Imperial Fists Pasts, provides a means of quickly generating a significant past event to colour your character's background. Either choose which event most appeals to your vision of your character or roll 1d5 to generate one at random. The events presented can be expanded upon as you see fit, and can form the basis of many future adventures.

IMPERIAL FISTS PRIMARCH'S CURSE: DEATH BEFORE DISHONOUR

All Space Marines are the product of their genetic inheritance, benefiting from its blessings as well as suffering from its shortcomings, and the Imperial Fists are no different. The Chapter's Primarch was a deeply devoted warrior who fought tirelessly at the right hand of the Emperor, but even this towering exemplar had his flaws, as he himself is known to have acknowledged. Perhaps because of his dedication, Dorn was devastated when the Emperor fell, and shouldered far more than his fair share of the blame. He cast himself into a crusade of redemption that only ended in the terrible crucible of Iron Cage, re-forging the Legion in the bloody furnace of war. Dorn's glorious legacy lives on through the Imperial Fists, but so too does his curse.

Level 1 (Suffer Not Failure): The Battle-Brother believes himself deficient in some manner, whether real or imagined, and becomes truculent and obstructive when ordered to re-deploy in the face of a stronger foe. When acting as the Kill-team's leader, he makes demands of his squad that others might consider unreasonable, and views any disagreement as outright disobedience.

NEW TALENT: SIEGECRAFT

The Adeptus Astartes of the Imperial Fists Chapter are renowned for their ability to craft fortifications that have stood the tests of the worst enemies of Mankind. If he has time to prepare the battlefield (1d5 hours at a minimum), the Imperial Fist may improve the Armour Points of a piece of cover by a number equal to his Intelligence Bonus. At the GM's discretion, this effect may apply to a number of pieces of cover equal to the Space Marine's Rank. This bonus stacks with that of the Siege Master ability, but the bonus points are added after any effect from Siege Master. The effects of this Talent cannot be applied more than once to any piece of cover, and the effects are permanent.

TABLE 1-41: IMPERIAL FISTS PASTS
1d5 Result Past Experiences

1	Forlorn Hope: You were part of a force given the all-but-impossible task of forcing a breach in the wall of an "unbreakable" fortress. Your company took horrific casualties taking the walls, but your squad held the breach until the main force arrived. When the Command Squad's banner bearer fell, you took up the company standard, never once allowing it to touch the ground, and were commended later by your Chapter Master, though the memories of the Battle-Brothers that fell that day haunt your memories still.
2	Last Stand: Your squad held the walls of a Fortress-Chapel against a massive alien invasion. Though outnumbered hundreds to one and cut off for weeks, you and your Battle-Brothers fought on until the bitter end. The Fortress-Chapel was held, and your body alone of your entire squad was pulled from the ruins after the battle, your wounds eventually healing. After a long investigation, you were cleared of any failure and declared a hero, though you yourself have never accepted the accolade.
3	Brothers No More: You have fought in battle against the hated Iron Warriors, and tested your skills against your Chapter's most despised enemy. During that battle, you caught a distant glimpse of the Daemon Primarch Perturabo, and the sight haunts your dreams to this day.
4	Cities of Death: You have fought in one of the most gruelling manifestations of warfare, amongst the blasted shell of a ruined city, and emerged from that hellish crucible victorious. Thanks to the sacrifices you made in that bitter campaign you gained much honour for yourself and your Chapter. The city, and the entire world, was saved.
5	Chosen: The Imperial Fists and their Successors hold a regular tournament known as the Feast of Blades, in which the champions of each Chapter present competes for the honour of being crowned the victor in the ritual games. You have represented your Chapter in the Feast of Blades, and although you did not go on to ultimate victory, returned in glory to the adulation of your Battle-Brothers.



Level 2 (Beware Hubris): The Battle-Brother spends his every waking moment brooding on past battles, seeking even the slightest flaw in his own deeds, and those of others. While he stops short of outright criticism of his Battle-Brothers, he condemns his own actions as falling short of the example set by his Primarch, and seeks to redeem himself in the fires of battle.

Level 3 (None Are Flawless): The Battle-Brother obsessively reviews every detail of every mission he takes part in, finding fault with his own actions and those of his Kill-team. He becomes withdrawn, maudlin and confrontational, and unwilling to accept or issue any order that does not result in imminent battle.

IMPERIAL FISTS SOLO MODE ABILITY

Siege Master is a new Solo Mode Ability, which is available to Battle-Brothers from the Imperial Fists Chapter. See page 215 of the **DEATHWATCH** Rulebook for details of using Solo Mode Abilities.

SIEGE MASTER

Type: Active

Required Rank: 1

Effects: The Imperial Fists are recognised as amongst the finest practitioners of the art and science of the siege, a mastery born of practice, determination and self-sacrifice. When in Solo Mode, the Battle-Brother is able to locate weak points in enemy fortifications, as well as strong points in cover he himself is using. When using this ability, the Armour Points of any cover used by a target he is firing at is count as half their normal value. In addition, the Armour Points of any cover the Imperial Fist is making use of are doubled, so long as he remains stationary.

Improvements: At Rank 5 or more, the Battle-Brother may re-roll failed to hit rolls when firing at enemies in cover.

IMPERIAL FISTS ADVANCES

Below is a chart detailing the Chapter-specific advances available to all Space Marine characters from the Imperial Fists Chapter.

TABLE 1-42: IMPERIAL FISTS ADVANCES

Advance	Cost	Type	Prerequisites
Tactics (any)	100	Skill	
Tactics (any) +10	100	Skill	Tactics (any)
Tactics (any) +20	100	Skill	Tactics (any) +10
Lore: Forbidden (Traitor Legions)	100	Skill	
Lore: Forbidden (Traitor Legions) +10	100	Skill	Lore: Forbidden (Traitor Legions)
Lore: Forbidden (Traitor Legions) +20	100	Skill	Lore: Forbidden (Traitor Legions) +10
Siegecraft	500	Talent	
Hatred (Traitor Legions)	300	Talent	
Eye of Vengeance	1000	Talent	Adeptus Astartes, BS 50
Peer (Adeptus Astartes)	400	Talent	Fel 30

IMPERIAL FISTS SQUAD MODE ABILITIES

The following Squad Mode abilities are unique to characters drawn from the Imperial Fists Chapter. The use of Squad Mode Abilities is described on page 219 of the **DEATHWATCH** Rulebook.

IMPERIAL FISTS ATTACK PATTERN: TACTICAL BOLTER DRILL

Action: Free Action

Cost: 2

Sustained: No

Effects: The Imperial Fists are every bit as effective in the attack as the most ferocious of their fellow Chapters. Rather than savagery however, their methods rely upon the precise application of firepower, selfless discipline and a refusal to accept that a foe cannot be taken down. With this ability in effect, the Battle-Brother and those in Support Range gain the benefits of the Bolter Drill Talent when firing bolt pistols, bolters, heavy bolters, and storm bolters.

Improvements: If the Battle-Brother is Rank 3 or more, all Battle-Brothers benefiting from this ability gain a +10 to BS when firing a bolt pistol, bolter, heavy bolter, or storm bolter.

IMPERIAL FISTS DEFENSIVE STANCE: HOLD AT ALL COSTS

Action: Full Action

Cost: 3

Sustained: Yes

Effects: The Imperial Fists hold numerous battle honours for actions in which they have held a strongpoint against the most horrific of foes, declaring they will die before relinquishing their position to the enemy. A Battle-Brother may issue the command to Hold at all Costs by nominating a specific terrain feature, fortification, or an area of cover up to ten metres in diameter. While this ability is in effect, the Battle-Brother and those in Support Range of him and within the nominated position are entirely immune to the effects of Fear.

Improvements: This ability cannot be improved.

IMPERIAL FISTS PSYCHIC POWERS

The following section presents a set of Psychic Powers unique to the Librarians of the Imperial Fists Chapter. Details of how to use Psychic Powers may be found on page 189 of the **DEATHWATCH** Rulebook.

Only Imperial Fists Librarians have access to Imperial Fists 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 1-43: Imperial Fists Powers.

TABLE 1-43: IMPERIAL FISTS PSYCHIC POWERS

Power	XP Cost	Prerequisites
Noble Praetorian	500	—
Ultimate Sacrifice	1500	Rank 3, WP 40+
Stonebane	1000	—
The Golden Son	2000	Rank 5, WP 50+
Into the Crucible	1500	Rank 3, WP 40+
Wave of Penance	1500	Rank 3, WP 40+

NOBLE PRAETORIAN

Action: Full

Opposed: No

Range: Self/line of sight

Sustained: Yes

Description: Rogal Dorn is remembered by many as the right hand of the Emperor, his most faithful son who stood watch over him and enacted his every command with unshakable loyalty. Reaching into his soul and his genetic inheritance, the Librarian channels a portion of Dorn's noble spirit, making himself a champion of the weak and a defender of the just. While this power is in effect, the Imperial Fists Librarian and all other friendly characters (including NPCs) that can see him may re-roll failed Willpower Tests made to avoid the effects of Fear.

ULTIMATE SACRIFICE

Action: Half or Reaction

Opposed: No

Range: Self

Sustained: Yes

Description: The Imperial Fists are possessed of the most selfless spirit of any Chapter, willing to lay down their very lives for causes others would abandon as hopeless. The Librarian channels this spirit into himself, causing fate to deliver blows meant for his fellows to strike him instead. When this power is in effect and the Kill-team is fighting against a Horde (see page 360), the enemy must pass a Willpower Test in order to direct its ranged attacks at any other target that the Imperial Fists Librarian.

STONEBANE

Action: Half

Opposed: No

Range: Self

Sustained: Yes

Description: No wall or fortification can stand against the will of Dorn made manifest. The Librarian channels his powers into an attack so terrible that no stone will be left standing upon another. The ground quakes, the skies darken and the air itself screams as a mighty etheric hammer manifests itself in the Librarian's grip. Stonebane may be used when the Librarian is faced with a wall, fortification, bunker or similar structure, that he wishes to smash asunder. While the power is in effect, he counts as equipped with an Astartes Thunder Hammer. The Stonebane may only be used to strike stationary, non-living structures and objects, and is of no use against any other type of target.

THE GOLDEN SON

Action: Full

Opposed: No

Range: Self

Sustained: Yes

Description: The Librarian is transformed into a radiant figure suffused with the power and nobility of his Primarch. Friends witness a glorious sight not seen since Rogal Dorn himself walked amongst Men, while enemies see the fiery harbinger of their doom. While this power is in effect, the Librarian gains the Fear (3) Trait against any enemies in sight, while friendly Space Marines within 20 metres of the Librarian instantly regain 1d5 lost Cohesion if they have suffered any Cohesion damage. If the squad currently has its full normal amount of Cohesion, the squad gains 1 bonus point of Cohesion instead.

INTO THE CRUCIBLE

Action: Half

Opposed: No

Range: Self

Sustained: Yes

Description: The Librarian calls upon the spirits of all those Imperial Fists who gave their lives at their Primarch's side during the battle of the Iron Cage. The blows of his enemies are turned aside or healed by the incarnate force of his ancestors. While this power is in effect, the Librarian gains the Regeneration (3) Trait, as described on page 134 of the **DEATHWATCH** Rulebook.

WAVE OF PENANCE

Action: Half

Opposed: No

Range: 10 x PR

Sustained: x

Description: The Librarian reaches into the ether and draws forth all of the pain suffered by his ancestors in the self-imposed atonement of the pain-glove and a hundred other such rituals. In an instant, ten thousand years of penance is unleashed upon his foes, every iota of pain ever felt by the Chapter turned back upon its foes in an unstoppable blast wave. Every enemy within range of the Imperial Fists Librarian suffers 1d10 x PR Explosive damage. Enemies may make a Dodge Test against the effects of this power (note that this power is an area effect attack, see pages 238–239 in the *DEATHWATCH Rulebook*).

IMPERIAL FISTS CHAPTER TRAPPINGS

The following items are Chapter Trappings that may be taken by Battle-Brothers of the Imperial Fists Chapter.

OSSIFIC RELIC

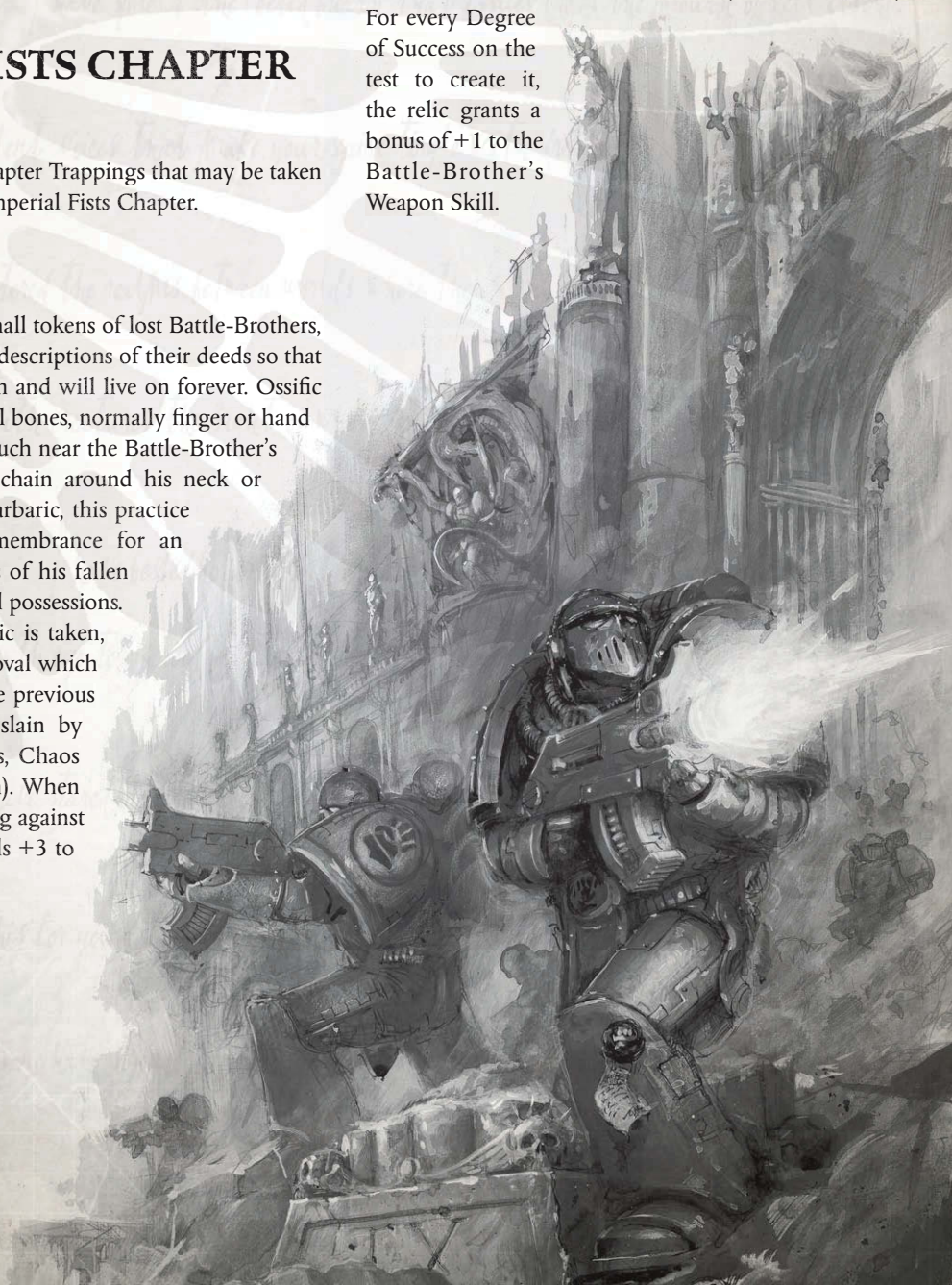
Many Imperial Fists bear small tokens of lost Battle-Brothers, engraving their bones with descriptions of their deeds so that they may never be forgotten and will live on forever. Ossific Relics take the form of small bones, normally finger or hand bones, carried in a small pouch near the Battle-Brother's heart, or sometimes on a chain around his neck or wrist. Far from gristly or barbaric, this practice is the ultimate act of remembrance for an Imperial Fist, and the relics of his fallen brethren are his most valued possessions. At the time the Ossific Relic is taken, decide with the GM's approval which type of foe or alien race the previous owner of the bones was slain by (Orks, Eldar, Tau, Daemons, Chaos Space Marines, and so forth). When the Battle-Brother is fighting against enemies of this type, he adds +3 to his Weapon Skill.

SCRIMSHAW TOOLS

It is said that as an Imperial Fist grows older and sees more of his Battle-Brothers fall in combat, his urge to master the practice of scrimshawing the bones of his fallen kin becomes all but irresistible. Often, this devotional act serves to belay any sense of failure the Battle-Brother may feel for his own part in the death, whether real or imagined, and in some cases is an act of penance imposed by the Chapter Chaplains or by the Imperial Fist himself. If the character has a set of Scrimshaw Tools, he may create a new Ossific Relic from the bones of a fallen Kill-team comrade (i.e., another *DEATHWATCH* Player Character who has died in an adventure which the Imperial Fist character also took part in). For this to be possible the body must have been recovered with at least one small bone intact. The relic is created by making a **Difficult (–10)**

Trade (Remembrancer) Test.

For every Degree of Success on the test to create it, the relic grants a bonus of +1 to the Battle-Brother's Weapon Skill.



SUCCESSOR CHAPTERS

"In their veins pumps the blood of Primarchs..."

—High Lord Amalthid

This chapter presents descriptions, notes and rules for creating **DEATHWATCH** characters drawn one of the many Successor Chapters of the Adeptus Astartes. There are many Successor Chapters in existence, each a descendent of one of the original First Founding Legions. Some Successors follow the traditions of their parent (or "Progenitor") with strict adherence, while others bare scant resemblance. There is a myriad of factors that shape a Chapter's character and traditions, from the circumstances of its founding to the battles it has fought in a long and glorious history.

WHY PLAY A SUCCESSOR CHAPTER CHARACTER?

There are lots of reasons why! The **WARHAMMER 40,000** universe is replete with one-off references to Chapters and battles that provoke inspiration and debate, entirely for the purpose of providing players with a million different ideas for their own characters and games. Often, a few juicy details are all it takes to inspire a new character, and using a Successor Chapter provides another layer of detail and freedom. Picking a little-known Successor provides a certain sense of ownership and uniqueness, as well as varying the group dynamics even further.

When it comes to selecting a Successor Chapter, different players are inspired by different things. Some are inspired by some nugget of background information, or by the Chapter's involvement in a particular campaign. Others are looking to roleplay something outside of the normal run of characters. Still more are drawn in by a particular rule or character creation option. The Successors presented in this section have been selected to appeal to a broad range of these drives, with some made distinct by their background, some by their character, and others by their rules.

CREATING A SUCCESSOR CHAPTER CHARACTER

The first step in creating a character drawn from one of the Successor Chapters described in this section is to identify which of the Progenitor Legions his Chapter was sired by. The Successors described here all sired from one of the Ultramarines, Blood Angels, Dark Angels or Imperial Fists, and so Successor Chapter characters proceed from that basis. In terms of the rules, the character is counted as a member of his Progenitor Chapter, such as Abilities, Psychic Powers, Curse of the Primarch and the like. For example, a character from the Angels of Absolution, a Successor Chapter of the Dark Angels, uses all of the same rules as a Dark Angels character. However, most people choose to play a Successor Chapter because there is something about its nature or history that appeals. Some have exceptions to the usual rules and specific guidance on getting the most out of roleplaying such a Battle-Brother. Such exceptions are described in the following entries.

At this point, some players will be asking why their favourite Successor Chapter isn't listed here. In such cases, there are several options. The simplest is to pick the Successor that is presented and that most closely resembles the Chapter

the player wanted to use. In most cases, the Successors described here have been chosen because they have something interesting or unusual that provides a rich roleplaying experience. Plenty more exist in name only, never having been explored in the vast canon of **WARHAMMER 40,000** lore, and so players are free to invent whatever details they

desire. Another option is to simply count the Successor as its Progenitor—after all, many Successors do not diverge from the Progenitor's character and traditions at all. For players and GMs who really like to get creative, the Creating Your Own Chapter Section on page 14 provides a detailed system for inventing your own Space Marine Chapter.



ADVENTURE SEEDS

Each of the Successor Chapter entries on the following pages includes a box-out presenting an adventure seed that relates to the Successor Chapter presented. Players intending to play a character drawn from the Successor in question should avoid reading these seeds, as they are intended to provide the GM with a few ideas of how the Chapter's involvement in the Achilus Crusade might be integrated into his games. In some cases, the seed describes what might come about if there is a player character from the Chapter present in the Kill-team, while some talk about the Chapter's actions in general. GMs are encouraged to adapt these ideas however best suits their campaigns.

THE SECOND FOUNDING

When the surviving Space Marine Legions were divided into Chapters seven years after the Horus Heresy, a new tier of the Adeptus Astartes was created. This event became known as the "Second Founding," during which each of the Second Founding Chapters was created from the ranks of the parent (sometimes referred to as the "Progenitor") Legion. As such, the first warriors to form the ranks of the new Chapters were the very same Space Marines who had fought at the side of their Primarch before and during the tumultuous Horus Heresy. As time marched on and these original Legionnaires passed into memory, the Second Founding Chapters forged their own histories and traditions distinct from their Progenitors. Whatever path they took, however, the new Chapters remained rightly proud of their roots and even many thousands of years after the Second Founding they are held as second only to the First Founding Chapters in the honour afforded to them.

Many Second Founding Chapters retain close links with their Progenitor First Founding Chapter, and this is especially true amongst the Successors of the Ultramarines, who are known as the "Primogenitor Chapters," meaning "first born." On countless occasions, the Ultramarines' Successors have stood side by side with their parent Chapter. While no strict or formalised superiority exists, they often look to the Ultramarines' Chapter Master Marneus Calgar as a unifying figurehead, following his lead and prosecuting his wars.

Over the ten thousand years of the Imperium's history some Second Founding Chapters have clashed with their parent Chapter, striking out on their own for a myriad of reasons. In some cases, the Chapter was created by the amalgamation of Battle-Brothers of a particular outlook. Such was the case when the Imperial Fists Legion was broken down into the Black Templars and the Crimson Fists Chapters. Many of the more zealous "old Legion" Battle-Brothers joined the Black Templars Chapter, while those more willing to follow the doctrines of Roboute Guilliman's Codex Astartes forming the basis of the Crimson Fists Chapter.

DESCRIBING THE UNDESCRIBABLE

Much **WARHAMMER 40,000** lore is steeped in mystery and conjecture, and presented as legend or even heresy. The vast bulk of the Emperor's subjects are ignorant of everything but their own existence, and some do not even know that their planet is not the only world populated by humans. When it comes to the way some of these details are described to us—the readers—the same is true. Some facts are simply best left as mysteries, the better to inspire players and GMs with a myriad of possibilities. After all, a mystery explained is no longer a mystery. But what happens when a player wants to roleplay a character that is drawn from such a mysterious background? Well, the best way to handle this is to allow the player to make up his own mind, and roleplay his character according to his own beliefs. While we may not know for sure, for example, the details of the Lamenters Chapter's creation, a Battle-Brother drawn from that Chapter might. The player can therefore go to town inventing his own details according to his own theories. It is perhaps best for the maintenance of such mysteries that the player keeps his ideas largely to himself and the GM, using them to drive his roleplaying forward without dispelling the myth which the other players might enjoy not knowing every bit as much.

The vast majority of the Second Founding Chapters were created from the ranks of the Ultramarines Legion, which was always by far the largest and therefore capable of being divided in numerous Chapters. Other Legions were not large enough to be divided more than once, as was the case with the Space Wolves. The Second Founding occurred so long ago in the Imperium's troubled history that no reliable accounts of its details exist. Exactly how many Chapters were founded and from which Legions is unclear. One of the earliest known accounts is to be found within a version of the Codex Astartes known as the Apocrypha of Skaros, and this crumbling tome claims that the Ultramarines Legion sired twenty-three Primogenitor Chapters, but famously omitted to list them all. Furthermore, no version of the codex lists a Second Founding as having been raised from the Salamanders Chapter, though this does not mean that none ever were.

Due to the scarcity of information regarding the identity and status of the Second Founding Chapters, a huge amount of mystery and legend surrounds many of them. Some have appeared in the annals of the Imperium's history in name only, their deeds and fates unknown to all but the immortal Emperor. Others have a glorious history, yet have not been heard from in centuries. The status of some Chapters as Second Founding is disputed by especially learned historians and savants, though never in the presence of the subject. Some Chapters that believe themselves Second Founding may not be at all, while others may be Second Founding but be ignorant of the fact. The ten thousand year history of the Imperium is so fractured, its annals so scattered and incomplete, that it is likely that the truth of the matter may never be known.

SUBSEQUENT FOUNDINGS

From the Third Founding onward, the process by which new Space Marine Chapters were created changed, resulting in periodic Foundings leading up the 41st Millennium. The Second Founding Chapters were created by sub-dividing the original Legions into Chapters of around a thousand Battle-Brothers each, but that process did not continue into subsequent foundings. The Codex Astartes stipulated that Chapters should not field more than a thousand Battle-Brothers plus ancillary personnel, or more than ten companies, though several Chapters did push these limits. Because new Chapters could not be created by subdividing existing formations, a new process was put in place.

According to ancient laws, each Space Marine Chapter is required to submit a portion of its genetic material to a special division of the Adeptus Mechanicus. This practice was established for two reasons. Firstly, the material was to be monitored for purity, so that no mutation or corruption could bring about the collapse of a Chapter or, as happened during the Horus Heresy, cause it to become tainted by the Ruinous Powers. This testing takes place under conditions of the utmost secrecy, at a small number of hidden Adeptus Mechanicus facilities scattered across and beyond the Imperium. The tithe of genetic material is one of the few obligations a Chapter can be held to, and failure to do so is regarded as tantamount to rebellion against the rule of the High Lords of Terra themselves. Refusal to supply a genetic sample has in the past sparked widespread war between Space Marine Chapters and the Imperial authorities.

The second reason that genetic material is tithed is to provide a stock of gene-seed from which new Chapters can be created. Because the Primogenitors of the Ultramarines Legion were the most numerous, the vast bulk of archived genetic material is drawn from the descendents of Roboute Guiliman. This is fortunate indeed, for the Ultramarines' genetic stock has proven the most stable, even after ten thousand years, with no major corruption having occurred since the distant First Founding. The genetic material of Chapters known to have divergent or outright corrupted gene-seed is rarely used to create new Chapters. Thus, there are no recorded Chapters in existence that share the genetic inheritance of the Salamanders (and only one for the Space Wolves). Given the state of the Imperium's archives, however, this does not preclude the possibility that such Chapters may have been created at some time, whether or not they still exist.

In total, there have been twenty-six Foundings, the most recent in 738.M41, and around a thousand Chapters are believed to exist in the late 41st Millennium. Undoubtedly, many more than a thousand have been founded over the millennia, but many have been lost due to irrecoverable defeat, warp accident, gene-seed failure or rebellion.

It might be assumed that Chapters born of the more recent foundings would have very little in common with their Progenitor Legion, yet this is not always the case. Some new Chapters are built around a cadre of officers seconded from the Progenitor Legion, and these may go on to instil the traditions and doctrines of their parent Chapter in the new recruits. In other cases, the new

LINES OF SUCCESSION

When a new Chapter is created, there are two options as to the source of the gene-stock. The gene-seed might come from the stocks of the original, First Founding Legions, or it might originate from one of its later Successors. Both have their advantages and disadvantages, which are weighed up for years, even decades before a new Founding is ordered.

A Chapter created using the gene-seed of a First Founding Legion is likely to share much of the character of that legion, good points and bad. It is a direct inheritor of the greatest of traditions, and in effect only one generation removed from the Primarch himself. However, amongst the one thousand or so Space Marine Chapters in existence, only nine are of the First Founding, and one of those—the Space Wolves—is not known to contribute towards the creation of new Chapters, due to the instability of the genetic inheritance. Stocks therefore are limited.

The second option is to use the gene-seed of Chapter from a later founding. Such stocks are much more commonly available, but there may be disadvantages too. Over successive generations certain negative characteristics might have become pronounced or positive characteristics diminished. A Chapter of a later founding created using the gene-seed many generations removed from the original source may bear little or no resemblance to the original Legion. What such Chapters might lack in heritage and pedigree, however, they make up for in potential, for they are not fettered by the past and look boldly to a future of their own making.

Chapter bears no resemblance to the Progenitor, forging its own identity in the bloody crucible of war from the very beginning. An example of the latter phenomenon is to be observed in the case of the Mortifactors Chapter. The Battle-Brothers of this formation exhibit a disturbing fascination with death, adorning their space-borne Fortress-Monastery with the engraved skulls of their fallen kin so that every surface and bulkhead is a sacred ossuary. The Mortifactors could hardly be more divergent from their Progenitors, the Ultramarines, and an observer would be hard-pressed to discern any common links between the two Chapters.

Though the First and Second Founding Chapters are by far the most well known and celebrated, other, younger Chapters have earned great honour. The Iron Snakes, another Chapter created from the noble gene-stock of the Ultramarines, has forged a glorious history of service to the Imperium. The Iron Snakes are not listed in the Apocrypha of Skaros, but they are certainly the scions of the Ultramarines. The Chapter and its Master, Seydon, have eclipsed many of the more well established Chapters, and has diverged greatly from the precepts of the Codex Astartes—highly unusual for an Ultramarines Successor. The Doom Eagles, another early Ultramarines Successor whose first Master was formally of the Ultramarines, have also strayed far from their Primogenitor in terms of its essential character. The Battle-Brothers of the Doom Eagles are possessed of a maudlin nature quite at odds with the noble countenance of their parent Chapter.

ULTRAMARINES SUCCESSORS

The Primogenitor Chapters that were formed when the Ultramarines Legion was divided are amongst the most celebrated and well known of Space Marine forces, especially in the regions of Ultima Segmentum, the Eastern Fringe and those sectors bordering the Ultramarines' autonomous realm of Ultramar. The majority of the First Founding Successors closely follow the doctrines laid down by Roboute Guilliman in the Codex Astartes, regarding adherence to its dictates as an act of devotion to their Primarch and to the Emperor. While it is not unusual for Successors of a given Progenitor to retain links with one another, the "First Born" Ultramarines Successors maintain far closer bonds with theirs than do many other Chapters. The home worlds of many of the Primogenitors are located in Ultima Segmentum, and even those with realms on the opposite side of the galaxy send representatives to the Fortress of Hera, the Fortress-Monastery of the Ultramarines. There they confer with the Lord Macragge himself, coordinating the Primogenitors' wars, as far as is possible across such a vast area of space, across the entire Imperium. Many Battle-Brothers of the Primogenitor Chapters aspire to undertake a pilgrimage to the Shrine of the Primarch within the Fortress of Hera, within which the mortally wounded Primarch himself sits within a glittering stasis field. For the Battle-Brothers of Primogenitor Chapters based in Ultima Segmentum, this aspiration is relatively achievable. For those such as the White Consuls, based in Segmentum Pacificus in the galactic west, such a pilgrimage might see a Battle-Brother separated from his Chapter for many decades and undergoing all manner of battles and adventures on his journey.

The Ultramarines Legion was crusading on the far side of the galaxy when the events of the Horus Heresy brought the Imperium to the very edge of disaster, and as such played less of a part in the defeat of the Warmaster's forces than other Legions. In order to mitigate the chances of such a situation arising again, a number of the Primogenitor Chapters contribute individual squads to a standing force stationed near the Eye of Terror known as the Ultramarines Honour Company. Service in the Honour Company brings great distinction to those who undertake the arduous duty, and they often return to their Chapters changed, having maintained their vigil at the very brink of the Cadian Gate and faced unknowable terrors. Many Honour Company veterans go on to serve in the Deathwatch, for they rank amongst the most dedicated of their Chapter's warriors.

NOVAMARINES

The Novamarines are one of the proud Primogenitor Chapters, sired by the Ultramarines Legion in the Second Founding. The Chapter's homeworld of Honourum is to be found in the galactic north of Ultima Segmentum, a great distance from the Ultramarines' Realm of Ultramar. The region is sparsely populated and its proximity to the Halo Stars means that the Chapter's sphere of influence and area of operations is great indeed. The Halo Stars, as well as the vast tracts of unexplored wilderness space around Honourum, are host to all manner of ancient threats, nascent alien empires and as-yet undiscovered lost human worlds. As a consequence, the Novamarines have seen action against a wide range of enemies, from terrible alien monstrosities to isolationist human realms that refuse to bow to the rule of the Imperium.

Perhaps partly because the Novamarines operated across such a wide area, the Chapter has very rarely gathered all ten of its companies in one place. As far as can be ascertained, this has not occurred since the 37th Millennium, so active and far-flung are its companies.

As a Primogenitor Chapter, the Novamarines maintain close links to the Ultramarines and the other Successor Chapters. The great distance between Honourum and Macragge means that the Chapter is unable to send representatives to the court of Marneus Calgar as often as its brother Chapters, but every Novamarine aspires to make a pilgrimage to the Shrine of the Primarch at least once in his lifetime. Those that have done so traditionally mark the fact by adorning their battle helmets with a laurel wreath,

a mark of honour that the Chapter's Scouts regard with awe and dream of one day gaining for themselves.

The Novamarines contributed a large force to the battle against the Tau Empire, based far to the galactic south of Ultima Segmentum. This deployment surpassed normal operations and took on the character of a crusade, scouring the upstart aliens from several systems in and around the Lithesh Sector and earning many glorious battle honours in the process. When

the crusade force was ordered by Inquisitor Lord Kryptman to redirect to Macragge to face Hive Fleet Behemoth, the Novamarines sped to the side of their Progenitors. In the aftermath of the Battle for Macragge, the Novamarines contingent remained in the region for several months, rearming and refitting before making for the Jericho Reach. The Chapter's first battles were exclusively fought against the Tau of the Velk'hān Sept, fighting a series of space engagements rimward of the Black Reef. The Novamarines have recently taken losses from which they are rebuilding following a number of less than successful assaults on turncoat human warlords on Iphigenia.



CREATING A NOVAMARINES CHARACTER

Character Creation: Novamarines characters are created according to the rules given in the **DEATHWATCH** Rulebook for Ultramarines. In addition, the following points apply.

Masters of Ultima: Having fought across the xenos-ridden depths of their home region for millennia, the Novamarines Chapter has gained invaluable knowledge in the ways of the alien. Novamarines characters gain a +10 bonus to Forbidden Lore (Xenos) rolls.

NOVAMARINES ADVENTURE SEED

A Novamarines character serving in the Jericho Reach Deathwatch is likely to be a veteran of both the Damocles Gulf Crusade and the Battle for Macragge. During the bitter fighting to take the city of Gel'bryn on the Tau sept world of Dal'yth Prime, the character fought the Tau leader known as "Commander Scornfoe," who frustrated his efforts and escaped amid the chaos and anarchy of the final stages of the assault. Word has reached Watch-Station Erioch that the very same Tau commander has been reported by the Departamento Tacticae as leading a cadre in the Greyhell Front, and the Battle-Brother sees the opportunity to settle an old score. Will the character's Watch-Captain agree and assign him to a mission to neutralise the enemy leader, or will the Battle-Brother's previous failure to do so be counted against him?

WHITE CONSULS

The White Consuls are perhaps the most far-removed from Ultramar of all of the Primogenitor Chapters, based on the world of Sabatine to the galactic south of the Eye of Terror. As such, it is a rare thing indeed for the Chapter's brethren to appear in the court of Marneus Calgar, and when it does occur it is a cause for great celebration. The White Consuls, alongside about twenty other Chapters, are sworn to protect the Imperium from the depredations of the servants of Chaos—in particular the Traitor Legions—who periodically spew forth from the Eye of Terror on one of their devastating Black Crusades.

So that they may prosecute their duty as sentinels of the Eye of Terror whilst maintaining operations against a wide range of enemies of the Imperium, the White Consuls have instigated a highly unusual policy. The Chapter is ruled not by a single Chapter Master, but by two. One of these oversees the defences of the Chapter's home world and commands a standing force ready at a moment's notice to respond to Chaos incursions through the Cadian Gate, while the other is responsible for the operations of the Chapter's forces in war zones further afield. This equal division of command works well for the White Consuls, although it is doubtful whether it is sanctioned by any entry in the Codex Astartes. Perhaps the Chapter's great separation from its Progenitor Legion means that it has not been challenged on the matter.

In addition to its home world, the Chapter also maintains sovereignty over several nearby systems, and its officers are expected to serve a term overseeing the administration of each world prior to their advancement to higher rank. White Consuls officers fighting on or near the world they are responsible for may be found in command of not only their own Battle-Brothers, but large numbers of local troops. In some ways, this state of affairs has led to the creation of smaller version of the Ultramarines' Realm of Ultramar, countless thousands of light years from the White Consuls' spiritual home.

The White Consuls are known to have contributed a large contingent to the war in the Jericho Reach, amounting to around two companies plus support units. To date, the largest action this contingent has been involved in took place on the Death world of Polyphemnos, when the White Consuls answered a call from a Deathwatch Kill-team in need of emergency extraction. Though the Kill-team was rescued, the White Consuls lost an entire squad amongst the spore-glades, their bodies irrecoverably consumed by the raging Ogryn mutants of that world. Since they are so far from their home world, it is unlikely that the White Consuls in the Jericho Reach will be able to replace their loss, and will be forced to fight on depleted, or to join forces with those of another Chapter.

CREATING A WHITE CONSULS CHARACTER

Character Creation: White Consuls characters are created according to the rules given in the **DEATHWATCH** rulebook for Ultramarines. In addition, the following points apply.

Proconsuls of Sabbatine: White Consuls characters serving in the Deathwatch have already served some time as a Proconsul, leading the forces of his home world or vassal system. White Consul characters start the game with the Common Lore (Imperial Guard) skill, in addition to other starting skills.

WHITE CONSULS ADVENTURE SEED

The White Consuls force operating in the Jericho Reach calls in the debt of honour it believes was incurred when it helped the Deathwatch extract a Kill-team from the world of Polyphemnos. At least one member of the players' Kill-team was amongst those rescued, and agrees that the debt should be repaid, for many White Consuls fell to extract the team. The White Consuls have learned that the overlord of the mutant Ogryns of the Death world are parading the defiled wargear of their lost kin as trophies, and demand the Deathwatch's aid in recovering them and punishing this insult.

BLACK CONSULS

The Black Consuls are a Primogenitor Chapter who have appeared numerous times throughout the long history of the Imperium, ever ready to stand in defiance of the enemies of the Emperor. Black Consuls Battle Brothers have made regular pilgrimages to the Shrine of the Primarch on Macragge, and several past Chapter Masters have been counted amongst the most valued counsellors of the Master of Macragge. On hundreds of occasions, the Black Consuls have fought alongside the Ultramarines, the Primogenitor Chapters and many other Space Marine units.

Then, three and a half centuries ago, the Black Consuls fell silent, all but vanishing from the history of the Imperium. A definitive account of the Chapter's disappearance has yet to be made, although the White Consuls suspect that the Chapter was assaulted by a Word Bearers Traitor Legion force, taking losses so serious the Chapter may have been entirely wiped out.

Yet, it is very rare indeed for every one of any Chapter's Battle-Brothers to be present at any given battle, even if their home world is under attack. Individual squads may be detached to perform special duties or serve as part of a composite Space Marine force attached to a larger Imperial crusade. Individual officers may be undertaking consular duties, conversing with their opposite numbers in brother Chapters in order to coordinate larger scale strategy. Some Battle-Brothers may be undertaking duty in the Deathwatch, while in the case of the Black Consuls and other Primogenitors, individuals or small groups may be engaged on a pilgrimage to the Shrine of the Primarch on Macragge.

Even if the main force of the Black Consuls Chapter was, as accounts suggest, destroyed, some Battle-Brothers undoubtedly survive, scattered across the Imperium on a myriad of duties. If and when their Chapter's fate is confirmed, these Battle-Brothers will be faced with a choice. If their numbers are sufficient and the resources exist, they may decide to focus all of their efforts on rebuilding their numbers, offering up what remains of their own gene-seed to begin the long process of rebuilding. Or, if too few brethren remain, they may decide to go their separate ways, serving the Imperium as long as they can as in organisations such as the Deathwatch.

A small force of Black Consuls have been operating in the Jericho Reach since the launching of the Achilles Crusade. The Black Consuls have shown such dedication to their duties that they have remained in the region ever since that time, fighting at the forefront of every major push. Due to the vagaries of warp travel and communication, it took several decades for word of the Chapter's reported demise to the reach those of its sons serving in the Jericho Reach. When word did finally reach the brethren that they might be the last of their kin, they held a council, in which every Battle-Brother was allowed to speak. At the conclusion of the gathering, the assembled warriors had agreed that one of their number would be despatched to investigate and bring back word, while the remainder would fight on, according to their oaths, until such time as the messenger returns. Two and a half centuries later, the messenger has yet to return, and so the Black Consuls continue their war, even as their numbers dwindle.

CREATING A BLACK CONSUL CHARACTER

Character Creation: Black Consuls characters are created according to the rules given in the **DEATHWATCH** Rulebook for Ultramarines. In addition, the following points apply.

Last of the Chapter: While they have yet to learn the truth of it, many Battle-Brothers of the Black Consuls are resigned to the fact that they may be the very last of their Chapter. Such warriors will fight to the death, determined that the history of their chapter ends in glory. Black Consuls characters begin the game with the Last Man Standing Talent in addition to other starting talents.

BLACK CONSULS ADVENTURE SEED

A Black Consuls player character hears word that a group of Word Bearers operating in the Cellebos Warzone are claiming to have participated the destruction of his Chapter, half a galaxy and more away. The character's duties preclude him from going after the Word Bearers, but he vows to remain vigilant for signs of their presence, and if the opportunity presents itself, to capture one of the Traitors alive and extract the truth from him. If the Kill-team includes a Dark Angels player character, his skills may be sought in this...

MORTIFACTORS

The Mortifactors are a Primogenitor Chapter that follows the dictates of the Codex Astartes closely, yet in outward appearance is very different indeed from other Ultramarines Successors. These differences are generally superficial however, and very much the product of the culture of the sole world that the Chapter recruits from: Posul.

The Mortifactors' Fortress-Monastery is a mighty starfort orbiting Posul named the Basilica Mortis. The halls of the Basilica Mortis are dressed in row upon row of intricately engraved skulls, each taken from the body of a fallen Battle-Brother. The monastery's main chapel is similarly filled, but with the skulls of the Chapter's many foes claimed in the aftermath of victory upon a thousand battlefields. The morbid funerary rites in which the Chapter engages are led by its Chaplains, who are recruited from amongst the priest class of Posul, and many of the details of the Chapter's cult are drawn from their culture.

Posul is populated by savage, cannibalistic feral tribes, who engage in ceaseless wars against one another. Their world is dark, the sun never penetrating its inky atmosphere, and the air choked with the stink of blood and smoke. The wars of Posul have resulted in a population supremely suited to become Space Marines, yet even after the Neophytes' induction and indoctrination into the ways of the Adeptus Astartes and traditions of the Ultramarines' Primarch, a great amount of the feral tribes' culture remains. While the Mortifactors are as devoted as any other Primogenitor, these traditions have mingled with those of the natives of Posul, resulting in something quite unique, and at times quite disturbing.

CREATING A MORTIFACTORS CHARACTER

Character Creation: Mortifactors characters are created according to the rules given in the **DEATHWATCH** Rulebook for Ultramarines. In addition, the following points apply.

Held in Suspicion: Because their chapter cult diverges from that of practiced by the Ultramarines and the Primogenitors, the Mortifactors are sometimes treated with suspicion by these groups. When interacting with Ultramarines and Primogenitor Chapter characters, Mortifactors are subject to a -10 Fellowship modifier.

Cult of Posul: The Mortifactors have inherited much of the ways of the savage tribes of Posul. Because Posul is a night world, Mortifactors characters are well accustomed to fighting in low-light conditions and begin the game with the Blind Fighting Talent. In addition, due to the Battle-Brother's pre-mission mental meditations, they also gain the Meditation Talent.

MORTIFACTORS ADVENTURE SEED

An entire Mortifactors squad has been lost to the Kroot whilst fighting on Ravacene, and reports suggest that their bodies were consumed by the carnivorous aliens. It is a matter of priority that this group of Kroot are eliminated, for the Magos Biologis fears what might happen should the Space Marines' genetic inheritance mingle with that of the xenos. The Deathwatch plan to despatch a Kill-team, and any Mortifactors PCs will be understandably keen to participate, leading an honour-hunt to avenge his fallen brothers and avert an even greater blasphemy.

Amongst the many rites practised by the Mortifactors is the tradition of seeking, on the eve of battle, a trance-like state akin to death. The Mortifactors believe that in so doing they will commune with the Primarch and their ancestors, who will lend them great strength when battle commences. After the battle, the Mortifactors engage in a range of practices, often involving the drinking of the blood and the eating of the flesh of the enemy, and culminating in the severing of his head and the flensing of his skull. To outsiders, the Mortifactors appear to be verging on the heretical, yet they stand proudly alongside their brother Primogenitors and are counted amongst the most stalwart of the Imperium's defenders.

The Mortifactors Chapter has served in the Jericho Reach on three separate deployments amongst the ash-choked forests of Ravacene in the Greyhell Front. There, the Mortifactors took to smearing themselves in the volcanic ash that coats every surface, the better to stalk the haunted glades undetected. It is said that when the Mortifactors discovered the Kroot's propensity for consuming the flesh of the fallen, they were enraged, viewing the aliens' grisly practices as an insult to their own rites. Several Mortifactors have become adept in the ways of the Kroot and served in the Deathwatch, where their skills and knowledge can be put to the most effective use. Several of these Battle-Brothers have retained the habit of smearing themselves in volcanic ash taken from Ravacene, though they ordinarily limit this to just their faces, granting them a pale, ghostly aspect.

GENESIS CHAPTER

A Primogenitor, the Genesis Chapter is generally held to be the closest of the Ultramarines' Successors, both doctrinally and astrographically. The Chapter holds to the wisdom of the Codex Astartes in every possible way. The Chapter's home world of Newfound is located a comparatively short distance to the galactic northwest of the Ultramarines' Realm of Ultramar, and its brothers commonly undertake at least one pilgrimage to the Shrine of the Primarch.

The Chaplains of the Genesis Chapter regard the words of the Codex Astartes as utterly sacrosanct, and they go to great lengths to ensure the Chapter's adherence to its tenets. Any points of contention are debated thoroughly, with recourse to the opinions of the Ultramarines' Chaplains for final ratification in order to ensure there is no doctrinal drift between Progenitor and Primogenitor whatsoever.

Because the Genesis Chapter maintains such close links with its Progenitor, the two Chapters frequently undertake joint operations. Genesis Chapter squads routinely fill gaps in Ultramarines' companies should they fall below codex strength due to battle losses or other commitments. Individual Genesis Chapter Battle-Brothers have even been seconded to the Ultramarines to temporarily fill empty specialist positions in the Ultramarines Chapter such as Librarius and Forge staff.

A Genesis Chapter strike force was recently despatched to the Quarantined world of Argoth on the Canis Salient, having been petitioned in person by Lord Ebongrave to undertake some as-yet undisclosed mission there. Some hope that the deployment might indicate that Lord Ebongrave means to lift the quarantine of Argoth, Kaggeran and Rheelas, having devised some strategy to rid the worlds of the influence of the many Tau emissaries known to be active on the worlds.

CREATING A GENESIS CHAPTER CHARACTER

Character Creation: Genesis Chapter characters are created according to the rules given in the **DEATHWATCH** Rulebook for Ultramarines. In addition, the following points apply.

Blood-Brothers: The Battle-Brothers of the Genesis Chapter are so accustomed to working and fighting alongside the Ultramarines that Genesis Chapter characters start the game with the Peer (Ultramarines) Talent.

GENESIS CHAPTER ADVENTURE SEED

Watch-Station Hestus has intercepted a request for aid from the Genesis Chapter force operating in the Quarantined Worlds region of the Canis Salient. But Lord Commander Ebongrave has become aware of the request too, and overruled the deployment of any Imperial forces to the area. The Deathwatch is not beholden to Lord Ebongrave and a secret mission is despatched to discover the Genesis Chapter force's status, and aid it if possible. The mission must be carried out with the utmost stealth, lest word get back to the paranoid Imperial high commander.

DARK ANGELS SUCCESSORS

The Dark Angels and their Successor Chapters, collectively known as the “Unforgiven,” generally maintain close links with one another. Connections between the Chapters’ masters are more formal than is the case with many First Founding Chapters and their Successors, due to the workings of the Inner Circle. The Inner Circle is an organisation that spans the Dark Angels and all of their Successors, with each Chapter Master holding the additional honourific “Grand Master of the Inner Circle.” The Chapter Master of the Dark Angels is the Inner Circle’s “Supreme Grand Master,” to whom the other members are answerable in matters pertaining to the hunt for the Fallen—those members of the Dark Angels Legion who turned their faces from the Primarch and threw in their lot with Luther during the Horus Heresy.

When fighting conventional wars against the many and varied enemies of Mankind, the Dark Angels and their Successors are no different from any other Space Marine Chapter, and prosecute these wars with just as much vigour. It is when the existence of even a single member of the Fallen is suspected that the Chapters are likely to pool all available resources and pursue this most hated of foes. When a Fallen is being hunted, all other considerations are cast aside and outsiders, even Space Marines hailing from any Chapter outside of the Unforgiven, are shunned. It is believed that the Dark Angels Legion sired at least three Second Founding Successors—the Angels of Absolution, the Angels of Redemption and the Angels of Vengeance. Several others are also thought to hail from the Second Founding, and there are known to be several Chapters of subsequent foundings included in the ranks of Unforgiven. The process by which a Chapter of a later founding is brought into the fold of the Inner Circle is unknown, and along with the existence of the Fallen is perhaps one of the group’s most impenetrable secrets.

CONSECRATORS

The Consecrators are an Unforgiven Chapter of a later founding, though exactly which one is unknown. They are almost entirely absent from the annals of the Imperium’s history, only appearing in a handful of works. On the few occasions when the Chapter’s presence has been suspected or confirmed, it has deployed and acted according to its own agenda, appearing unheralded and departing as soon as its own, shadowy objectives were met. How closely the Consecrators align themselves with the Dark Angels and the Inner Circle is unknown. They have only once been seen taking part in a joint operation, when the Consecrators’ 4th Company fought alongside the Dark Angels during the Arrulas Intervention.

One of the few existing descriptions of the Battle-Brothers of the Consecrators holds that they almost uniformly bear arms, armour and equipment of truly ancient patterns. More than any other Chapter, the Consecrators equip their warriors with wargear dating back millennia, perhaps even to the dark days of the Horus Heresy. Very little in the way of more recent marks was observed, and it was as if the positions proportion of old to new equipment was reversed compared to the norm. No marks of armour more recent than the Mark 6 “Corvus” suit was observed, with many older patterns than this in evidence. In addition to the bearing of such venerated patterns, the Consecrators are said to carry many weapons and other items that would ordinarily be considered relics. The author of the account observed that he believed the Consecrators may be the inheritors of much of the armoury of the original Dark Angels Legion, as if at the Chapter’s founding its members were equipped with ancient wargear taken directly from the darkest vaults of the Progenitors.

The Consecrators’ involvement in the crusade has thus far been focused on a number of actions in and around the Slinnar Drift. On their initial deployment to the Jericho Reach in 801, the Consecrators’ 3rd Company, with support elements drawn from the Chapter’s 1st and 10th Companies, came under Ork attack en route for Shedú. The Consecrator’s strike cruiser, *Heritor of Ages*, was set upon by the Ork Kill Kroozer Growler, a vessel that according to Departmento Tacitae advisers should have been operating near the Jericho Reach. The Consecrators’ vessel was caught by surprise as it exited the warp on the outskirts of the Slinnar Drift to take a stellar reading and correct course, its sensors blinded to the entirely opportunistic and completely unpredictable ambush. Though it managed to escape after inflicting severe damage on the Growler, the *Heritor of Ages* was crippled and after a week, all hands were forced to abandon ship. It is believed that the 3rd Company is now operating in the Slinnar Drift, though

if this is the case its time must surely be limited for there are not known to be any life-sustaining worlds there other than Shedú. How long the Consecrators can remain effective and operational in such conditions is a matter of conjecture, and several other Chapters have launched missions to locate them, thus far without success.



CREATING A CONSECRATORS CHARACTER

Character Creation: Consecrators characters are created according to the rules given in the **DEATHWATCH** Rulebook for Dark Angels. In addition, the following points apply.

Relic Bearer: At character creation, a Consecrators character may upgrade the Craftsmanship of any one of his standard issue wargear items to Master Crafted. This item counts as a Relic for the purposes of penalties incurred should it be lost (see *Losing a Relic* on page 161.) In addition, he may not start out with any mark of Astartes power armour higher than Mark 6, though he may use more recent marks of armour later in the campaign if circumstances force him to.

CONSECRATORS ADVENTURE SEEDS

An Imperial Navy long-range patrol has reported detecting the *Heritor of Ages* on the outskirts of the Lovat IV system. According to the account, the *Heritor* had been salvaged by the Orks and horrifically defiled by the greenskins' meks. The vessel must be destroyed, for its capture is an affront to the Adeptus Astartes and a severe threat to Imperial shipping in the region. Watch Commander Mordigael has ordered a mission to board the *Heritor of Ages*, recover its cogitator-core in order to ascertain the fate of its compliment, and then destroy the vessel, ensuring the loss of all Orks on board.

ANGELS OF REDEMPTION

The Angels of Redemption are a Second Founding Dark Angels Successor Chapter, and their name is known across the length and breadth of the Imperium. The Chapter has taken part in numerous wars, earning laurels for themselves and by extension, their fellow Successors.

But there exists a darker side to the Angels of Redemption. While all of the Unforgiven Chapters have been known to go "off mission" on occasion, leaving a war zone to pursue the spoor of the Fallen, the Angels of Redemption have done so to the great detriment of ongoing war efforts. Several wide-ranging conflicts have been entirely lost due to Chapter withdrawing its companies at the height of hostilities, most notoriously in the case of the Defence of Gatlinghive, which fell to an Ork horde when the Angels of Redemption abandoned it to its fate.

Just as the Chapter's glorious deeds are well known amongst the peoples of the Imperium, so their less valorous ones are known to other Imperial forces. On several occasions, such forces have declined aid from the Chapter, preferring, it would seem, to take their chances against a foe than risk abandonment at the height of a war. While normally most Chapters stay aloof of such considerations, even other Battle-Brothers are known to be suspicious of those of the Angels of Redemption, and such tensions have led to low-level conflict between the Chapter's brethren and those of other Chapters.

CREATING AN ANGELS OF REDEMPTION CHARACTER

Character Creation: Angels of Redemption characters are created according to the rules given in the **DEATHWATCH** Rulebook for Dark Angels. In addition, the following points apply.

Distrusted: When interacting with Imperial institutions other than Space Marines, Angels of Redemption characters are subject to a -10 Fellowship modifier.

Hunters: The Angels of Redemption focus much of their activities on hunting the Fallen. As such, Angels of Redemption characters gain a +10 bonus to Tracking Skill Tests.

ANGELS OF REDEMPTION ADVENTURE SEED

An Angels of Redemption player character is contacted in secret by an Interrogator-Chaplain of his Chapter, and provided with the identity of an individual serving on the staff of Lord High Commander Ebongrave. This officer, the Battle-Brother is informed, is a devious heretic who has spoken against the Chapter's honour, and must be eliminated without other Imperial forces knowing. Though he is told no more, the officer is suspected by the Angels of Redemption's Inner Circle to have come into contact with a Fallen Dark Angel, and while only a minor minion, must be eliminated. No more is said, but later on the Kill-team is despatched on a mission and crosses paths with the officer in question, perhaps serving alongside him for a time. The Angels of Redemption character is faced with the dilemma of serving his mission to the Deathwatch, or enacting a command he has no understanding of...

The Angels of Redemption bear livery that is halved horizontally, with the green of the Dark Angels on the right of their armour, and bone white on the left.

A combined Angels of Redemption force consisting of elements of the Chapter's 1st and 2nd Companies deployed to the Jericho Reach in 811, though as far as records indicate, not at the request of any of the crusade's high command. The force made orbit around Fortress Spite, High Lord Commander Ebongrave's seat of power, and several of its officer cadre including an Interrogator-Chaplain demanded entry into the grim dungeons of Sepulchre Sigma. The guards initially refused to grant the Space Marines entry, and a short, brutal fire fight ensued in which thirty enlisted men and three senior guard officers were slain. Three days later, the Space Marines emerged, several of their number bearing a stasis-casket, and returned to their vessel. Without a word of explanation, the Angels of Redemption departed Fortress Spite, and were last reported making for the Hadex Anomaly.

ANGELS OF ABSOLUTION

The Angels of Absolution are a Second Founding Chapter, maintaining very close links with their Progenitor, even compared to the other Chapters of the Unforgiven. In particular, the Chapter's Second Company is known to engage in joint operations with that of the Dark Angels (the so-called "Ravenwing"), pooling their expertise in the ceaseless hunt for the Fallen.

Despite their close ties to their parent formation, the Battle-Brothers of the Angels of the Absolution are unusual, in that they, alone of all the Unforgiven Chapters, regard the sins committed by those who sided with Luther over the Primarch to be absolved. It is probable that the Chapter's Inner Circle has won some truly great victory in order to come to this conclusion, casting off their guilt for the deeds of others. The nature of this victory must be known only to the Chapter, though it must have involved the capture of a great number of Fallen or some other significant deed. Perhaps the Chapter's Interrogator-Chaplains exacted an especially meaningful account of the Fall of Caliban, or a full recantation from an especially high-placed Fallen, earning them, in their own eyes at least, the absolution sought for so many centuries. Whatever the source of the absolution

the Chapter believes it has earned, it is clear that it does not extend to the remainder of the Unforgiven, for the hunt for the Fallen continues.

Some have postulated that the Chapter's divergent doctrine may result in a schism within the Unforgiven, yet any strife amongst the Grand Masters of the Inner Circle appears to have been contained, for the time being at least, and the Chapter continues to cooperate fully with its kin.

The Angels of Absolution are one of the Chapters that has diverted forces to search for the lost Consecrators 3rd Company in the depths of the Slinnar Drift. With such a vast region before them, however, the Angels' task appears daunting at best, and impossible at worst. At least two squadrons of Angels of Absolution Gladius Class frigates are known to be scouring the Drift for their lost kin, each vessel carrying a single squad, often of Scouts, tasked with the hunt. The Angels have also deployed a Strike Cruiser to the Jericho Reach, with a demi-company aboard. This vessel and its compliment have not yet become involved in the hunt for the lost Consecrators, and has focused on conventional actions along the length of the Canis Salient.

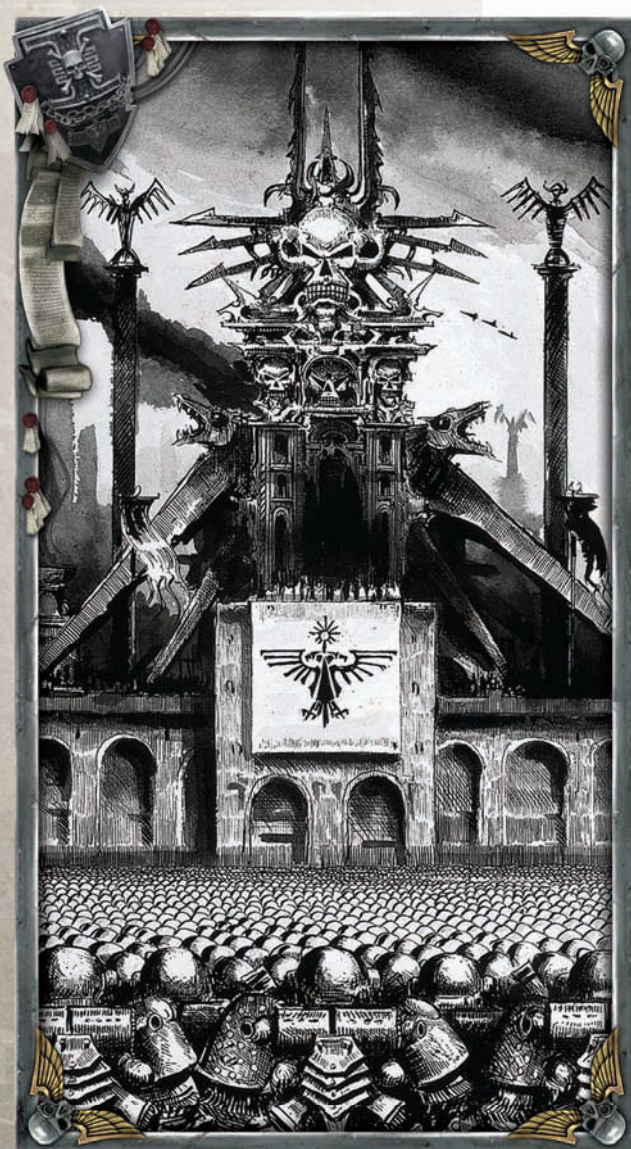
CREATING AN ANGELS OF ABSOLUTION CHARACTER

Character Creation: Angels of Absolution characters are created according to the rules given in the Deathwatch Rulebook for Dark Angels. In addition, the following points apply.

Existential Trauma: The Angels of Absolution believe themselves absolved of the sins of their predecessors, but extreme mental or spiritual trauma may cause a crack in such certainty, which may shatter the Battle-Brother's sanity. As such, the Dark Angels' Curse of the Primarch (see page 280 of the **DEATHWATCH** Rulebook) is not used. When a Sanity Threshold is reached, the Battle-Brother must make a Willpower Test. If the test is passed all is well and the brother remains stalwart in his faith. If it is failed, the Battle-Brother gains a number of Corruption points equal to the amount the test was failed by as his faith collapses.

ANGELS OF ABSOLUTION ADVENTURE SEED

The Kill-team is called upon to investigate a report from one of the Angels of Redemption frigates that a group of Consecrators has been sighted on the world of Credos. Ordinarily, the matter would be referred to conventional Space Marine forces, but Credos is a world targeted for Deathwatch intervention. When the Kill-team reaches Credos, the world is swarming with Tyranid creatures in the last stages of stripping its biomass away, sucking it up into the bloated bio-harvesters wallowing in orbit. Though no sign of the lost Battle-Brothers is found, the opportunity to study the process by which the Tyranids strip a world is too vital to miss. It may even be possible to poison the harvesters by inserting toxins into the oceans of rendered bio-gruel they are slurping into orbit via their horrific, questing feeder tubes.



BLOOD ANGELS SUCCESSORS

The Blood Angels Legion was known to have sired at least five Second Founding Successors—the Angels Encarmine, Angels Sanguine, Angels Vermilion, Blood Drinkers and Flesh Tearers. The division of the Legion was achieved largely according to the dictates of the Codex Astartes, for the Blood Angels were not too proud to follow the example set by their brother Legion, and in the aftermath of the loss of their Primarch considered there to be far greater issues to overcome than how the Chapters should be organised. In the immediate aftermath the Blood Angels and their Successors were afflicted with a great sense of loss, grieving for their fallen Primarch, but it was only later that the so-called “Flaw” began to make itself known. Over the following centuries, the instances of Battle-Brothers being overcome by visions of their Primarch’s death began to increase, until the Chapters were forced to address the problem through the ministrations of the Sanguinary Priests and the establishment of the Death Company.

For a while, the Blood Angels and their Successors believed themselves rid of the Flaw, and although they would never entirely overcome their grief, they looked to the future for the first time in centuries. It was only much later, after subsequent foundings had been raised from the Blood Angels’ gene-stocks, that the full enormity of the Flaw became known. The later the founding, it appeared, the more severe the Flaw the Battle-Brothers exhibited. At least two later-founding Blood Angels Successors—the Exsanguinators and the Flesh Eaters—are thought to have succumbed so utterly to it that they ceased to exist entirely. Even those Successors who have largely contained the Flaw stand on the verge of destruction, their Battle-Brothers lapsing into psychosis at the very slightest of provocation.

Because of the tragic Flaw that the Blood Angels and their Successors share, the Chapters are linked to one another in a manner quite unlike other First Founding Chapters and their descendents. To the Blood Angels and their Successors, the death of the Primarch Sanguinius is not some distant legend, but a very real memory that lives on in the psyche of every one of his sons, and threatens to overwhelm him in times of great stress. This shared heritage bonds the Chapters to such a degree that an attack on one is regarded as an attack on all, a crime that every one of the Sons of Sanguinius will rally together to punish.

FLESH TEARERS

A Second Founding Blood Angels Successor Chapter, the Flesh Tearers have served Humanity since the dawn of the Age of Imperium. Tragically, the Flesh Tearers have become increasingly prone to the most extreme effects of the Blood Angels’ Flaw, to such an extent that, like other Blood Angels Successors, the Chapter now stands at the very brink of oblivion.

In latter centuries, the Flesh Tearers have fallen to increasing extremes on the field of battle. The Battle-Brothers’ rage has known no bounds, continuing long after all enemies have been slain. Collateral damage has been excessive, and on several occasions allied forces have been attacked in the immediate aftermath of a successful assault. An apparent disregard for other Imperial forces has led to a number of reported atrocities, with innocents caught in the crossfire slain alongside genuine enemies of the Imperium. Other Imperial forces have come to abhor the Chapter, and it has drawn the eye of the Inquisition.

In the year 815 of the 41st Millennium, the position of Chapter Master of the Flesh Tearers passed to Gabriel Seth. Upon his ascension, Seth was informed by the High Sanguinary Priests that the Chapter’s future was counted in decades, so extreme had the effects of the Flaw become. Seth has announced his intention that should the Chapter be doomed, the last passages of its histories will be filled with glory. The new Chapter Master intends to undo the damage done in recent centuries, by mounting proactive patrols through regions where the enemies of Mankind are known to lurk. The Chapter intends to be the first to respond to calls for aid, launching utterly devastating counter-attacks to turn invasions before they have even begun.

To date, it is too early to tell how Seth will write the last entries of the Flesh Tearers’ story, but already, the Chapter is taking steps to undo the undoubted wrongs it has committed, and redeem itself in the eyes of potential allies.

The Flesh Tearers’ involvement in the Achilles Crusade began early 813, soon after the first tendrils of Hive Fleet Dagon hit the Orpheus Salient. A strike force based around elements of the Chapter’s 1st and 2nd Companies arrived unheralded at Herisor, and fought a series of actions trailing along the salient, intercepting tendrils of the Hive Fleet and buying time for other Imperial forces to muster a defence.

The Chapter took heavy losses in these actions, yet refused to slow the pace of its operations, throwing itself into battle after battle against the ravaging xenos monstrosities. The strike force is currently rearming at Eleusis, and it is reported that several of its squads have been witnessed in action in the depths of the shrine-cities, engaging in brutal search-and-destroy missions against an unknown, yet evidently murderous foe.



CREATING A FLESH TEARERS CHARACTER

Character Creation: Flesh Tearers characters are created according to the rules given in the **DEATHWATCH** Rulebook for Blood Angels. In addition, the following points apply.

Attack is the Only Form of Defence: Flesh Tearers characters may use the Furious Charge Codex Attack Pattern (see page 221 of the Deathwatch Rulebook) at a reduced cost of only 1 Cohesion point. However, the Go To Ground Defensive Stance costs them 3 Cohesion points.

Tearers of the Flesh: Flesh Tearers characters begin the game with the Flesh Render Talent. However, the character suffers -15 Fel.

FLESH TEARERS ADVENTURE SEED

A Flesh Tearers force operating on Eleusis has become embroiled in an unfortunate fratricidal incident, in which a battle-brother from another Space Marine Chapter was slain. It just so happens that the Kill-team contains a Battle-Brother of the same Chapter, and as word of the incident reaches Watch-Fortress Erioch, tensions between the two lead to outright confrontation. In truth, this story of fratricide is a lie, sown by dissident factions within the population of Eleusis, but until this fact is uncovered, perhaps while the Kill-team is operating on the world, its Cohesion will suffer.

LAMENTERS

The Lamenters are a later founding Blood Angels Successor, created, according to some sources, as part of the ill-fated Twenty-First Founding (sometimes called the Cursed Founding). The Lamenters are highly unusual amongst the ranks of the Blood Angels' Successors, in that they appear to be without the Flaw. Some commentaries suggest that there was a deliberate attempt to "cure" the Flaw, and that this was successful. If it was, then the process has had entirely unforeseen side effects, which are perhaps every bit as devastating as the Flaw itself.

In common with many other Chapters reportedly created in the Twenty-First Founding, the Lamenters have suffered greatly at the hand of fate. While many of the Cursed Founding fell victim to genetic corruption, the Lamenters appear to have been struck by some manner of spiritual malaise. Fate, it appears, conspires against the Chapter, almost as if it were never meant to exist in the first place. The Chapter has found itself in the path of invasions or cut off from the aid of its allies time and time again, and has fought more last stands and desperate defences than any Chapter of its age. The Battle-Brothers themselves appear to be possessed of a grim acceptance of this fact, and they embrace all manner of symbols and rituals associated with grief and lamentation. Some have suggested that the grief is the residue of the death of Sanguinius, the same genetic memory that plagues all of the Primarch's sons, no matter how distant. Others state that the Emperor's Tarot points to worse in store for Lamenters than even this most ill-aspected of Chapters has experienced.

The Lamenters first became involved in the Achilus Crusade when the Chapter provided an escort to the Rogue Trader Kazandus Lan, settling a thousand-year old honour debt to the dynasty. The four squads of the escort fought alongside the Rogue Trader's own vassal regiments for a decade, and undertook a number of highly effective boarding actions against archenemy war ships in the Outer Reach. In 812, the vessel on which the Lamenters were travelling suffered a catastrophic drive failure during real-space translation, forcing it to be abandoned on the outskirts of the Falon's Lament system. Only a handful of the Battle-Brothers survived the accident. Learning of the tragedy and recognising the survivors' limited application as a conventional force, Watch-Commander Mordigael of the Deathwatch, sought them out and procured their service in the Long Vigil. The bulk of the surviving Lamenters in the Jericho Reach have formed a single Kill-team under Watch Captain Brand (see page 234) while several more serve in other cells alongside the Battle-Brothers of other Chapters.

CREATING A LAMENTERS CHARACTER

Character Creation: Lamenters characters are created according to the rules given in the **Deathwatch** Rulebook for Blood Angels. In addition, the following points apply.

Flawless, to a Point: The Lamenters have largely brought the Flaw under control, though in extreme circumstances they may still succumb to its effects. When the Battle-Brother reaches the Insanity Point threshold at which he becomes subject the Primarch's Curse (as described on page 280 of the **DEATHWATCH** Rulebook) he makes a **Challenging (-0) Willpower Test**. If the test is passed he is not subject to the result, but will have to test again upon reaching the next threshold. Subsequent failed tests will cause all previous results to come into play, all at once. For example, if a Lamenters Battle-Brother passed his Willpower Test to avoid Level 1 and 2 of the Blood Angels' Black Rage Primarch's Curse, and then failed the test to avoid Level 3, all three results now apply.

LAMENTERS ADVENTURE SEED

Misfortune appears to follow in the wake of a Lamenters Chapter PC, and while the Kill-team is undertaking a mission, the vessel it is travelling on suffers a series of minor but disturbing warp drive disturbances. Other members start to fear that the fate that overtook the Lamenters at Falon's Lament is rearing its head again. The Lamenters Battle-Brother will be forced to seek the spiritual guidance of the Chaplains, undertaking a series of redemptive deeds in order to cast off his evil fate. At the conclusion of the deeds, he is purified; perhaps earning a bonus Fate Point or shedding any Corruption Points he may have accrued, at the GM's discretion.

DESIGNER'S NOTE

Players and GMs may note that the **DEATHWATCH** Rulebook contains two Chapters (the Black Templars and the Storm Wardens) that benefit from a full complement of special rules and abilities despite being Successor Chapters, while the Successor Chapters listed in this section have only a small number of additional rules. If GMs and players like, they are of course free to invent all of the additional rules for their Successor character, including Solo and Squad Mode Abilities, Events, Curse of the Primarch, and so forth. Doing so in the finite space available in a single supplement was simply impossible, and so some Chapters that might deserve a whole body of rules have to settle for a few simple ones—for now at least!

BLOOD DRINKERS

The Blood Drinkers display all the outward signs of having overcome the worst aspects of the Flaw, and while the Chapter still maintains a Death Company it appears that far fewer of its Battle-Brothers fall to the so-called “Black Rage.” To all appearances, the noble brethren of the Blood Drinkers have attained a level of control and perfection exceeding even that of their Progenitor Legion. Appearances, however, are deceptive.

The Blood Drinkers have attained their current level of control over the Red Thirst not by denying it or controlling it, but by surrendering themselves to it. Every one of the Chapter's rituals and observances are based on the consumption of blood, and often in massive quantities. The source of the blood used in these ceremonies is unknown, as is the form the rituals take. It is probable that the blood is drawn from the Battle-Brothers' own veins, or perhaps from slain predators whose qualities the brethren covet. In some quarters however, it is whispered that the blood is offered, unwillingly, by captives, fallen enemies or even by innocents. None have witnessed the Blood Drinkers' sanguinary rites, not even their brethren amongst the other Blood Angels Successors, and they go to great lengths to conceal them from any and all outsiders. While the Blood Drinkers may appear to have attained control over the Flaw, it is just as likely that they have doomed themselves in other ways, and their future is just as uncertain as that of the remainder of the Blood Angels Successors.

The Blood Drinkers came to the Jericho Reach at the close of 816.M41, mere months before the first tendrils of Hive Fleet Dagon struck the world of Castobel. Some say the Chapter was drawn to Castobel by the scent of blood, the two companies of Battle-Brothers taking up residence in the highest spire of Hive Ibellus and fortifying it as for a protracted siege. It was not long before the Tyranids struck, and when they did, the Blood Drinkers were waiting. Alone of all Castobel's hives, Ibellus stood firm against the billion-strong horde, the noble, almost beatific Battle-Brothers manning the walls and setting such an example for the hive militias that it is said that men sang with joy as they fought, knowing that they could never fail. It was only later that

CREATING A BLOOD DRINKERS CHARACTER

Character Creation: Blood Drinkers characters are created according to the rules given in the Deathwatch Rulebook for Blood Angels. In addition, the following points apply.

The Craving: The Battle-Brothers of the Blood Drinkers must keep their unnatural craving for blood at bay, or else suffer the consequences. A Blood Drinkers character must make a **Challenging (+0) Willpower Test** before every Mission. If the test is passed the character will benefit from +10 to his Weapon Skill for the duration of the Mission. If the test is failed, he will have to consume at least a pint of blood during the Mission, or suffer -10 to all Willpower and Fellowship Tests for the entire Mission until he does so. Furthermore, should any Battle-Brothers other than those of the Blood Angels Chapter or one of its Successors witness the grisly spectacle, the Kill-team will immediately lose five Cohesion points. In essence, the player will have to engineer such an opportunity, with the GM's collusion, and make sure the other players remain ignorant... until a suitably dramatic moment!

BLOOD DRINKERS ADVENTURE SEED

A Battle-Brother of the Blood Drinkers Chapter has gone too far in his thirst for blood, and a senior Imperial Guard officer has been slain, his blood-drained body found by his subordinates. The Kill-team is operating nearby at the time, and is drawn into the quest to discover the identity of the officer's killer. A Blood Drinkers Deathwatch player character serving in the Kill-team will have his suspicions, but how will he respond to them?

dark rumours began to circulate, despite the best efforts of the militia's commissars and the hive enforcers. Some claimed that xenos infiltrators were stalking the hives by night, but others spun a far more disturbing yarn. The rumours told of people dragged screaming from their beds late at night, and of terrible, blood-curdling cries emanating from the spire the Blood Drinkers used as their headquarters. Still later, it was said that enforcer patrols found exsanguinated corpses deep in the hive sinks, battered and pulped as if thrown from the greatest heights of the spire. None can locate the source of these dark tales, which many rumourmongers claim is proof in itself that something is afoot. The people of Castobel are fighting for their very existence against a foe that might have overwhelmed them months ago were it not for the heroic deeds of the Blood Drinkers, and so for now, at least, a few blood-drained corpses easily blamed on alien stalkers are the least of their worries.

KNIGHTS OF BLOOD

It is not known which of the Foundings produced the Knights of Blood Chapter, but they are acknowledged as a Successor Chapter of the Blood Angels. It is likely that the Chapter is drawn from a much later Founding, for as with so many other later-Founding Blood Angels Successors, its gene-seed appears to be deeply, indeed tragically deficient. What is known is that the Knights of Blood began a galactic crusade to purge the Emperor's foes from the Imperium. While many Blood Angels Successors have walked a precarious path between purity and damnation, the Knights of Blood have committed so many excesses that at the beginning of the 41st Millennium they were declared renegades by the High Lords of Terra themselves, and cast beyond the light of the Emperor.

Following the declaration, the Knights of Blood largely disappeared from the annals of the Imperium, though they have continued to fight the enemies of Mankind. On several occasions, the Chapter has intervened to aid beleaguered Imperial forces, though the assistance is rarely welcomed. To accept the help of a Chapter declared renegade is to invite the baleful eye of Inquisitorial scrutiny, and so many would rather take their chances without such aid. To date, the Knights of Blood have kept their distance from those they are ostensibly allied with, a fact that has protected such forces from censure as well as the collateral damage often associated with the more extreme Blood Angels Successors. Nevertheless, the Knights of Blood continue their crusade across the galaxy, a task they seem driven to perform.

The extent to which the Blood Angels, their Successors and indeed the remainder of the Adeptus Astartes choose to accept the Knights of Blood Chapter's outcast status remains to be seen. Sometimes, other Chapters all-but ignore such decrees, refusing to accept that any other than their own can cast such a judgement. On occasion however, Space Marine Chapters have been extremely zealous in prosecuting wars against their outcast kin, and death and destruction has ensued.

There have been rumours of the presence of the Knights of Blood operating in the Jericho Reach for several years, but they have never appeared on any officially sanctioned order of battle, and as far as can be ascertained, no communications have been exchanged between them and the Achilus Crusade's high command. Yet, time after time Imperial forces have reported the appearance of black and red liveried Space Marines, appearing unheralded and departing having intervened in battle. Gun-cam feeds and orbital spy-lens captures have provided only incomplete details as to the identity of these mysterious Battle-Brothers, who rarely take to the field in great numbers but who always do so to great effect. Word has dutifully been passed to the representatives of the Inquisition, and several cells are actively seeking confirmation of whether it is indeed the Knights of Blood. If the Chapter's presence in the Jericho Reach is confirmed, then matters will by necessity escalate. It is the duty of every Imperial servant to prosecute those declared enemies of the Emperor, even those they once called brother. The Inquisition and the Achilus Crusade high command will be forced to walk a perilous tight rope if or when they discover that the apostate Knights of Blood are indeed operating in the Jericho Reach.

CREATING A KNIGHTS OF BLOOD CHARACTER

Character Creation: Knights of Blood characters are created according to the rules given in the Deathwatch Rulebook for Blood Angels. In addition, the following points apply.

Outcasts: Knights of Blood characters may take the Black Shield Advanced Specialisation described on page 100.

KNIGHTS OF BLOOD ADVENTURE SEED

The Kill-team is despatched to intercept a Traitor Legion force reportedly operating on the outskirts of the Mago system. When it arrives, it transpires that the force has been misidentified and is in fact a group from the Knights of Blood Chapter. Before the Kill-team can decide how to respond to the situation, an archenemy force attacks a nearby Imperial outpost, and the Knights of Blood divert to aid the Imperials. The Kill-team is now faced with the choice of either aiding the outcast Space Marines against the Traitors, or in effect aiding the Traitors against their erstwhile Battle-Brothers. As if this situation weren't fragile enough, what if one of the Kill-team's Battle-Brothers was, unknown to his fellows, one of the Knights of Blood?



IMPERIAL FISTS SUCCESSORS

According to most versions of the Codex Astartes, the Imperial Fists Legion only sired two Second Founding Successors, although some versions claim that three or more were created from their gene-stock. The Imperial Fists Legion was never an especially numerous formation, and must have suffered huge losses during the calamitous battles of the Siege of Terra. Furthermore, the Battle of the Iron Cage, a world-siege fought against the Iron Warriors Traitor Legion soon after the Horus Heresy, accounted for many more. As a consequence, the Imperial Fists Legion could only be sub-divided three or four times, creating the Imperial Fists, Crimson Fists and Black Templars Chapters.

Aside from the Legion's low numbers, there is no known reason why the Imperial Fists should not have sired many more Successor Chapters. Perhaps due to its low numbers, it took the Adeptus Mechanicus geno-tithes far longer to build a viable stock from which future Successors could be built. It appears to be the case that relatively few Imperial Successors were created in the early foundings, with more appearing in later ones as stocks of viable gene-seed proliferated. While the gene-seed of some Chapters, notably the Blood Angels and the Space Wolves, has proven to be deficient in some manner (even when the deficiencies spell other benefits) the Imperial Fists' gene-stock has remained free from mutation. While two of the Chapter's zygotes have ceased to function, the remainder remain strong and pure, and a stable source for the founding of future Chapters.

Unlike the Successors of many other Progenitors, the Imperial Fists and their Successors are in some cases quite different from one another, especially in the case of the two Second Founding Chapters. When the Legion was split into Chapters, Battle-Brothers of different viewpoints joined different Chapters. Those for whom loyalty to the Primarch was all formed the basis of the Imperial Fists Chapter; those unable to accept the constraints of the Codex Astartes became the Black Templars; and those who wished to embrace the codex and forge their own destiny became the Crimson Fists.

Subsequent Foundings of Imperial Fists Successors have been created according to one of these traditions, with the newly created Chapter venerating the Primarch Rogal Dorn, and following the example set by one of the three Second Founding Chapters. Which of the three Chapters' traditions a newly created Successor will follow depends very much on the manner in which it was created. Sometimes new Chapters are led by a cadre of officers seconded from their Progenitor until such a time as they have established their own body of experienced leaders: if such leaders were drawn from the Black Templars for example, the newly created Successor might follow that Chapter's traditions closely. Alternately, a new Chapter might be created using not the Progenitor's gene-stocks, but those of another Successor. This process will stabilise some characteristics and eliminate others so that the essential characteristics of the source are transmitted to a new generation of Successors.

CRIMSON FISTS

The Crimson Fists were created when the Imperial Fists Legion was divided into Chapters, the more recently inducted brethren forming the basis of the new Chapter. Like its Progenitor and its fellow Second Founding Chapter the Black Templars, the Crimson Fists were, initially at least, a space-borne Chapter, based aboard the mighty fortress-monastery Rutilus Tyrannus. The Chapter's first and most celebrated master was Alexix Polux, a warrior who combined the very best qualities of fighter and strategist and who led the Crimson Fists throughout its formative campaigns until he fell to the poisoned barb of a Scythian assassin in the ninth century of the first millennium of the Age of Imperium.

The Crimson Fists came to focus their operations in the border regions of Segmentum Tempestus and Segmentum Pacificus, though they dispatched strike forces to every corner of the galaxy in the prosecution of the Emperor's wars. The region is infested with Ork empires of various sizes, and frequently the source of devastating Waaaghs! Over the centuries, the Crimson Fists became so adept at fighting the Orks they came to be regarded as experts in doing so, a fact which the Orks themselves picked up on. Countless Ork warlords have gathered their hordes on the promise of "Smashin' the red 'anded beaky-boyz once and fer all." These wars culminated in the conclusion of the Voltigern Crusade in 745.M40, and the Crimson Fists were awarded their own home world for their part in it—Rynn's World. In the thousand years or so since the Chapter's adoption of the world as their own, they have built a glorious, utterly impregnable fortress-monastery and fortified many of



the world's cities. Unlike many Chapter planets, Rynn's World is not peopled by barbarous savages or hyper-violent gangers, but by a highly civilised and sophisticated population. The Crimson Fists recruit elsewhere, notably on nearby Feral worlds, and leave the administration of their home world to the perfectly able ruling classes. Rynn's World is a rugged, majestic planet, and the Crimson Fists are adored by its peoples. With Rynn's World heavily fortified and the surrounding regions purged of Orks, the Crimson Fists' place in the annals of the Imperium appears assured.

The Crimson Fists contributed a demi-company sized strike force to a series of operations intended to break the back of the enemy presence on Khazant in the Cellebos warzone. Though the operations' overall goals went unmet, the Crimson Fists achieved a string of local victories before they were recalled by their Chapter to participate in actions against the Orks of Charadon. The only thing that marred the Chapter's involvement in the crusade was the loss of a much revered Dreadnought, whose pilot, Ancient Castores, was once Captain of the Chapter's First Company and much revered by his Battle-Brothers. Although the Chapter's forces now fight elsewhere, those Crimson Fists assigned to serve in the Deathwatch in Jericho Reach maintain a watch for their fallen hero, hoping that one day his sarcophagus may be recovered and returned in glory to Rynn's World.

CREATING A CRIMSON FISTS CHARACTER

Character Creation: Crimson Fist characters are created according to the rules given in the Deathwatch Rulebook, and those presented for Imperial Fists on page 48. In addition, the following points apply.

Ork-slayer: A Crimson Fists Battle-Brother serving in the Deathwatch is likely to have been selected due to the Chapter's extensive experience fighting Orks. Crimson Fists Battle Brothers begin the game with the Hunter of Aliens Talent, in relation to Orks only. The full Talent, which applies to all aliens may be taken as normal during character advancement.

CRIMSON FISTS ADVENTURE SEED

Having returned from duties reinforcing his home world's already impregnable defences, a Crimson Fists Techmarine serving in the Deathwatch discovers an impossibly faint noospheric trace, suggesting the presence of Ancient Castores, routed through several deep-space shunt-nodes but, he believes, originating from the world of Vanity in the Cellebos warzone. The Techmarine is denied permission to investigate, as his Kill-team is needed elsewhere, but over the course of several missions detects yet more traces of the legendary Dreadnought's presence. In truth Castores has been captured by the forces of the archenemy. If he can be rescued, he will serve in the Deathwatch and the Crimson Fists will have recovered a venerated hero of their Chapter, thanks to the Battle-Brother's actions.

HAMMERS OF DORN

The Hammers of Dorn are a later founding Successor Chapter sired from the gene-stocks of the Imperial Fists. Exactly which founding the Chapter was created in is not known for sure, though most signs point to a later one. The Chapter exhibits a veneration of Rogal Dorn that is quite different from that practiced by other Imperial Fists Successors, taking their pride in their Primarch way beyond the norm. The Chapter teachings of the Hammers of Dorn invest a great significance in what they perceive as the rivalry between their Primarch and that of the Ultramarines, even going so far as to extend this rivalry to the present day. The Chaplains of the Hammers of Dorn teach that their Primarch is especially favoured in the eyes of the Emperor, for he stood by his father's side during the darkest days of the Horus Heresy. Guiliman and his descendents, these Chaplains preach, cannot lay claim to such a proud deed, for the Ultramarines were fighting against the Word Bearers Traitor Legion on the other side of the galaxy when the Siege of Terra reached its conclusion. The Hammers of Dorn therefore hold that their Primarch as the pre-eminent son of the Emperor, even going so far as to regard the Ultramarines and the Primogenitor Chapters as somehow lacking. For the most part, the Ultramarines maintain a stoic disregard for what they see as the Hammers of Dorn's somewhat unbecoming, and undeserved self regard. To date, the two groups have not actually engaged in honorific combat, though tensions often simmer just below the surface when they encounter one another.

While the Hammers of Dorn maintain a non-violent rivalry with the Ultramarines and their Successors, they hold a very real hatred for the Word Bearers Traitor Legion. By all accounts, this situation arose when the Hammers of Dorn took it upon themselves to prove their superiority to the sons of Guiliman by taking on their rivals' ancient foes. Since then, the Hammers of Dorn have fought the Word Bearers on many occasions, to the extent that they have come to regard them as especially hated foes in their own right.

The Hammers of Dorn maintain a combat doctrine not unlike their Progenitors, with a particular focus on heavy units. They make extensive use of Devastator and Terminator Squads, as well as Vindicator siege tanks and Dreadnoughts, eschewing speed and manoeuvrability in favour of firepower and protection.

The Chapter's involvement in the Achilus Crusade has focused on the worlds known as the Blood Trinity, where the Hammers of Dorn have pursued, without recourse to the crusade's high command, a series of raids against the forces of the archenemy holding the region. In all probability, the Hammers of Dorn are seeking to ascertain the truth of the rumour that the Word Bearers Traitor Legion is active in the area, pursuing their well-known hatred of this particular enemy. The Chapter recently fought a void-duel against the notorious Carnage-Class Cruiser *Black Grail*, though they came off the worse in the engagement and were forced to withdraw, much to their chagrin. The Chapter's forces are currently refitting Karlack, and are by all accounts nearly ready to head out in search of their foes once more.

CREATING A HAMMERS OF DORN CHARACTER

Character Creation: Hammer of Dorn characters are created according to the rules given in the **DEATHWATCH** Rulebook, and those presented for Imperial Fists on page 48. In addition, the following points apply.

Rivals and Enemies: The Hammers of Dorn look for rivals amongst both friends and foe. Characters from the Hammers of Dorn Chapter begin the game with the Rivals Talent in regards to Ultramarines, and the Hatred Talent regards to Word Bearers Traitor Legionnaires.

HAMMERS OF DORN ADVENTURE SEED

During a mission to combat the forces of the Ruinous Powers in the Cellebos Warzone, the Kill-team comes up against a cult of frenzied heretics that worship the Word Bearers Traitor Legion as gods. The Kill-team's orders are to eradicate the heretics utterly and leave none of their vile works intact. During the mission, a Hammer of Dorn player character might discover evidence of the Word Bearers' presence, and feel compelled to pass this on to the Battle-Brothers of his Chapter operating in the region. Will he do so? And what if an Ultramarines character serving in the Kill-team discovers his actions?

SUBJUGATORS

The Subjugators are an Imperial Fists Successor Chapter thought to belong to the Twenty-third or Twenty-fourth Founding. The Chapter is based on the world of Xenax in Solar Segmentum, and has the honour of defending the eastern marches, guarding against enemy invasion towards Holy Terra. In addition, the Chapter has significant obligations with regards to the defence of the Cadian Gate, and so most of its duties are split between operations in these two regions and it is rarely encountered further afield.

In temperament, the Battle-Brothers of the Subjugators are known to be unrelenting in their prosecution of the enemies of Mankind, always attacking with overwhelming force and eschewing many of the more subtle arts of war. Their methods are uncompromising, often resulting in not only the destruction of enemy forces but the total devastation of all resources and assets, ensuring that he may never return to plague the Imperium again. When called upon to deliver worlds captured by the enemy, the Subjugators have often taken such extreme methods that nothing of the worlds themselves remains to be liberated, and as such, even the most desperate of Imperial Commanders would hesitate to request their aid against an invader. On several occasions, the Subjugators have ousted an occupying force only to purge the formerly oppressed population, leaving little behind them to rebuild.

The Subjugators follow the traditions of the Imperial Fists in many regards, especially in the veneration of Rogal Dorn, but in other ways they share a lot in common with the Black Templars. They exhibit a similar zeal to hunt down and destroy utterly all potential threats to the Imperium, although

their prescribed duties in Segmentums Solar and Obscurus preclude them from undertaking the full-scale crusades pursued by the Black Templars.

Despite their duties in the galactic west and northwest, the Subjugators still contribute to larger Space Marine forces committed elsewhere in the galaxy. With the Chapter's efforts focused on its main duties, it is only able to contribute small forces to larger operations, but its command council regards doing so as a matter of honour. The Subjugators contributed a single squad and several armoured vehicles to the Damocles Gulf Crusade and these, along with several others, are now to be found operating in the Jericho Reach having deployed there after the victory against Hive Fleet Behemoth at Macragge. The Subjugators Chapter's most significant action in the Reach occurred during the battles to turn Hive Fleet Dagon from invading Bekrin on the Greyhell Front. A demi-company from the Chapter held the system's outer defence monitor against repeated probing attacks from infiltrator organisms and claimed the head of a fearsome Broodlord, which is proudly displayed on the bridge of the Strike Cruiser *Glorious Tyrant*.

CREATING A SUBJUGATORS CHARACTER

Character Creation: Subjugators characters are created according to the rules given in the **DEATHWATCH** Rulebook, and those presented for Imperial Fists on page 48. In addition, the following points apply.

Righteous Subjugation: The Subjugators exhibit a mixture of the martial prowess of the Imperial Fists and the righteous zeal of the Black Templars. They use the rules for Imperial Fists in all cases, with the exception that they use the Solo and Squad Mode Abilities of the Black Templars.

SUBJUGATORS ADVENTURE SEED

The Kill-team has been despatched to scuttle the monitor station on the outskirts of the Bekrin system that the Subjugators Chapter held against Hive Fleet Dagon. While exploring the gore-caked corridors in order to find and overload its reactors, the Kill-team discovers that a number of the Subjugators Battle-Brothers thought to have been killed were in fact captured, and are being kept alive by a nest-organism active in the bowels of the station. To what end the Battle-Brothers are being tormented for is unknown, but certainly something the Ordo Xenos must hear of. When the Kill-team has fought its way through the xenos, it discovers the Battle-Brothers have been hideously altered, as if experimented on, and while still alive are beyond help. It falls to the Kill-team's Subjugator's Battle-Brother to enact the Emperor's Grace on his lost brethren, before destroying the monitor station and in so doing avenging their loss.

JOINT OPERATIONS

"Mankind's singular hope for survival is Mankind himself. No technology, no art, no science or philosophy will save us from the encroaching darkness. Only that within us will prevail, and then only if we stand together."

—Mahajha Rhen (executed for sedition via psychic trepanning, 993.M41)

The **DEATHWATCH** roleplaying game offers an enormous range of possibilities, and even though it is built around combat operations of one sort or another, a wide variation of missions is possible, from stealthy recons to bold extractions, from diplomatic contacts to all-out action. But it is possible to expand the experience even further, by combining it with the other games in the **WARHAMMER 40,000 ROLEPLAY** line: **DARK HERESY** and **ROGUE TRADER**.

Players of one or both of these two games will be familiar with the system used in **DEATHWATCH**, and well able to resolve the small number of differences that do exist, largely as a result of the different 'power levels' between the games. What follows are some starting-point ideas for combining the games and their settings.

BRINGING DEATHWATCH INTO DARK HERESY

DEATHWATCH characters are absolute monsters compared to the average Acolyte in the **DARK HERESY** game—after all, the Acolytes are relatively low-ranked servants of a distant Inquisitor and they have yet to fully prove themselves to him. In contrast, Space Marines are already the champions of Humanity, and the Battle-Brothers of the Deathwatch are in essence peers with such men and women as Inquisitors. This being the case, even a single **DEATHWATCH** PC serving alongside an Acolyte cadre would very much steal the show, and frankly, look out of place in that setting, which is focused on investigation, betrayal and suspicion rather than combat. However, **DEATHWATCH** PCs can certainly be used at a higher level. The **DARK HERESY** supplement **ASCENSION** takes the Acolytes to the next level, where they become Inquisitors and their companions. In such a group, a Deathwatch Space Marine would not be so out of place, and provide plenty of interesting roleplaying opportunities.

The main points to consider when bringing one or more **DEATHWATCH** PCs into the **DARK HERESY** game are how, and why. The Calixis Sector, in which **DARK HERESY** is set, seethes with conspiracy and death, but is relatively untouched by open war. Furthermore, Space Marines are a fairly rare sight in the Calixis Sector, and the elite brethren of the Deathwatch even more so. While Space Marines are the undisputed masters of the field of battle, they are less suited to other settings, and best therefore confined to combat-oriented missions.

So how might a **DEATHWATCH** PC end up in the Calixis Sector? Here are a few simple adventure seeds:

- A Calixian Inquisitor serving the Ordo Xenos has uncovered a nest of Tyranid vanguard organisms. While this sort of incident occurred even before the Jericho-Maw warp gate was discovered, there is now great

THE FEAST OF BLADES

Because many of the Imperial Fists Successors are quite different from one another in temperament, and also because several are fleet-based formations with no permanent base of operations, centuries can go by without the various Chapters crossing paths. In order to maintain at least some links, the Imperial Fists and their Successors hold a semi-regular gathering called the Feast of Blades, in which each of the Chapters in attendance selects a champion, who competes in trials of arms against the champions of each of the others. The combat is a highly ritualised (and generally non-lethal) affair, and is fought according to ancient duelling traditions until, after many days, a single champion is declared the victor. Winning the Feast of Blades earns both the champion himself and his Chapter great honour, and many individual rivalries between champions have developed over the years. At least twelve Chapters are known to regularly attend the Feast of Blades, though on occasion war and other duties preclude more than a handful from the gathering.

concern that the vile xenos might infiltrate in ever greater numbers to the Calixis Sector and beyond by way of vessels passing through it. The Ordo Xenos petition the Deathwatch and a Battle-Brother is despatched to aid the Inquisitor's servants in the investigation.

- The Deathwatch discover that a senior servant of the Imperium has been compromised by contact with a xenos race, perhaps becoming infected by a Tyranid bio-form or even some previously unknown species. The target has returned to the Calixis Sector, and a single Battle-Brother has been despatched to hunt him down. The Battle-Brother must make contact with the Ordos Calixis, but may quickly become embroiled in the conspiracies and internecine conflicts that beset the sector.

BRINGING DARK HERESY INTO DEATHWATCH

The **DEATHWATCH** game has a ready-made way for integrating **DARK HERESY** characters, and that is the Tower of Brass at Watch Station Erioch. Here, the servants of the Inquisition reside, and the missions and agendas of the Deathwatch and Inquisition are coordinated. While most of the Deathwatch's combat operations are simply too dangerous or specialised for non-Space Marines to take part in, **DARK HERESY** characters that have reached the level of the **ASCENSION** supplement are ideal, and can bring a whole new dimension to **DEATHWATCH** games.

Introducing an **ASCENSION**-level PC into **DEATHWATCH** addresses a particular quirk of the setting—that of gender. Space Marines are highly archetypal figures, the warrior knights of the 41st Millennium, and although a vast range of character-types exists within their ranks, from the savage Space Wolf to the secretive Dark Angel, they are exclusively male. However, that is not to say that players wanting to play a female character should feel left out. Any of the **ASCENSION**-level characters can be female, and there are plenty of reasons one might be attached to a Deathwatch Kill-team, potentially for an extended series of missions. In particular, an Inquisitor could essentially lead a Kill-team on a number of missions, hunting down known xenos targets, slaying traitors, recovering xenos artefacts and all manner of similar tasks. Furthermore, the **DARK HERESY** supplement **BLOOD OF MARTYRS** contains the Adepta Sororitas career, allowing players to roleplay an archetype every bit as singular as the warrior-knight. Having a zealous Battle Sister assigned to serve alongside a Deathwatch Kill-team provides a huge range of roleplaying and interaction opportunities, and the sister has access to a range of abilities that the Space Marines do not. The Battle-Sisters and Battle-Brothers each have abilities that should compliment each other well.

BRINGING DEATHWATCH INTO ROGUE TRADER

ROGUE TRADER is a roleplaying game all about exploring the blank spaces of the star charts, overcoming the horrors that lurk within and walking away with a metaphorical chest full of booty. Player characters pierce the outer darkness in their own vessels, aided by thousands of faithful servants bonded to their service. The careers presented in the **ROGUE TRADER** game are not as overtly combat-oriented as those drawn from **DEATHWATCH**, and many of the skills and advantages enjoyed by such characters relate to trading, exploration and space combat, which are the main focus of the game. Nonetheless, there are plenty of ways that one or more **DEATHWATCH** characters could be integrated into a **ROGUE TRADER** campaign. Here are a couple:

- The Rogue Traders are operating under Imperial warrant in a region otherwise forbidden. They are tasked with bringing the Light of the Emperor to the benighted stars, and one or more Deathwatch Battle-Brothers have been seconded to their service.
- The Rogue Traders bit off more than they can chew while attempting to exploit a particular alien species. Their pleas for aid are answered by a Deathwatch Kill-team operating in the region, and the two factions join forces.

BRINGING ROGUE TRADER INTO DEATHWATCH

The Jericho Reach is peopled by all manner of characters and groups, and not without its share of Rogue Traders. Some operate on or beyond the Outer Reach, exploring the lost systems and bringing home what profit they can. Others are more integrated into the war effort, powerful houses lending their considerable resources to the Achilles Crusade. For these, their involvement in the crusade is an investment, which they hope will pay off once the war is finally won. It is entirely possible that the interests of the Deathwatch and a group of Rogue Traders might overlap, for a time at least. Perhaps the traders' dynasty rendered some service to the Deathwatch generations earlier, and as such maintains links with them still. Always remember, Rogue Traders are 'peers of the Imperium'—powerful men and women who move in the very highest of circles. Even the Watch Commanders of the Deathwatch listen when a noted Rogue Trader speaks, and the two groups have worked together to a common cause many times in the long history of the Imperium.



PSYCHIC POWERS IN **DEATHWATCH** AND **DARK HERESY**

The psychic powers rules presented here offer an alternate interpretation to those found in **DARK HERESY**, but are intended to offer a complementary alternative rather than replace them. So how do the rules here work with **DARK HERESY** material if you wish to import one to the other?

Psychic Techniques and Psychic Powers are considered the same for all purposes, meaning that Resistance (Psychic Powers) also functions against Psychic Techniques, and vice versa.

Psy Rating is Psy Rating. The two crossover exactly.

Anything that increases a power threshold in **DARK HERESY**, decreases Psy Rating in **DEATHWATCH**. A rough guideline is that for every 4 pts of increase in threshold, lower the psy rating by 1.

Talents or other abilities that allow a bonus to Power Rolls (such as Discipline Focus) instead add to Focus Power Tests. Each +1 bonus to a Power Roll translates to +5 to the Focus Power Test.

Those wishing to convert material over from the **DARK HERESY** line will find that any of the psychic powers found there can be represented by taking a themed psychic discipline and its ancillary powers as appropriate psychic techniques centred on it.

- **Untouchables:** An Untouchable reduces the Psy Rating of any psyker (within 5 metres) by 5. All other rules for Untouchables are unchanged.
- **Sorcerers:** The rules for Sorcery (see **DISCIPLES OF THE DARK GODS**) remain unchanged except that any use of a sorcery power add +5 per Psy Rating to any rolls on the Psychic Phenomena chart on an Unfettered Power, and +10 per Psy Rating to any rolls on the Psychic Phenomena chart on a Pushed Power. Sorcerers gain +4 Psy Rating rather than +3 when they Push.
- **Daemons & Warp Entities:** Creatures with the Daemonic or Stuff of Nightmares Trait always use their powers at Unfettered level only, and whilst they may generate Psychic Phenomena from the powers they employ at the GM's discretion, they are never adversely affected by them or suffer Perils of the Warp.

JOINT OPERATIONS IN YOUR CAMPAIGN

Some of the most common mechanical questions for integrating characters from different games are covered here, although this discussion is by no means exhaustive and the finer points must always be up to the GM's judgment. When running a game with characters from more than one **WARHAMMER 40,000 ROLEPLAY** game, the GM should select a primary game. In other words, is this a **DARK HERESY** game with a Space Marine in it, or is a **DEATHWATCH** campaign with an Inquisitor or Throne Agent participating? The game should be run under the mechanics of the primary game. All game play follows the Playing the Game and Combat Chapter(s) of the primary game, and that system's rules for Psychic Powers.

However, characters from games other than the primary should use their own system's rules for character creation and progression (typically Chapters 1 and 2). The character's Skill and Talent access is therefore also based on their own system, although with any differences in the Skill or Talent wording, the version from the primary game takes priority.

Each of the three game systems has a roughly equivalent metric for the character's prestige among their peers and within the Imperium: Renown, Profit Factor, and Influence. A character also retains the Renown, Profit Factor, or Influence score and mechanics from their own system. While a Throne Agent or Rogue Trader typically starts with a score in their asset and a Battle-Brother begins at Renown 0, once the initial score is established all characters increase their respective statistic at a 1 for 1 rate—if the Kill-team increases their Renown by 1, then the Inquisitor gains 1 Influence, or vice versa.

However, the procurement of assets in the two games is quite different, due to the existence of Requisition in **DEATHWATCH** and also to the unique nature of Astartes technology. If a Battle-Brother participates in a **DARK HERESY** or **ROGUE TRADER** campaign, he is usually somewhat removed from the Deathwatch supply lines. At the time he joins the game, the GM should assign a Requisition Rating to the task that takes him away from his order; The Battle-Brother then equips

himself from the Deathwatch armoury as normal. However, that equipment remains with the character until such time as he returns from whatever duty has taken him away from his Kill-team. The cell or crew he operates with during the campaign obviously has a vested interest in keeping their new ally well-equipped, and their Influence or Profit Factor is used to procure new equipment for the Battle-Brother and for restocking ammunition (using the Availability and Requisition table on page 139 of the **DEATHWATCH** Rulebook) Note that the presence of a Battle-Brother negates the difficulty of acquiring Astartes equipment as long as the Battle-Brother makes the request. This represents that Astartes equipment is still located through Deathwatch channels, but the Inquisitor or Rogue Trader uses their influence and assets to convince the Adeptus Astartes to release the item. Effectively once the Battle-Brother enters the other game, the Requisition mechanic ceases to exist, but Renown restrictions still apply.

Conversely, the Deathwatch armouries hold little that a Throne Agent or Explorer could wield, regardless of their status. Characters from **ROGUE TRADER** and **DARK HERESY** still use their own system's rules for equipment acquisition. However, if such an ally accompanies a Kill-team on a Mission, its importance can make it easier to acquire gear through support from the Inquisition, the Imperial Navy, and similar organisations. The Throne Agent or Explorer may add 25% of the Mission's Requisition rating as a bonus to one Test made to acquire equipment for the Mission. This can lead to powerfully arrayed characters, but mortal men will need every advantage they can get to survive the daemons and xenos monstrosities that Space Marines routinely face.

EXAMPLE

*Andrea is playing an Ordo Xenos Inquisitor in a **DEATHWATCH** campaign. She has an Influence level of 50, and no Renown. She can make Influence Tests to manipulate others (per **ASCENSION** page 16), but she cannot use it place of her Fellowship as a Battle-Brother can with Renown (see page 202). If she accompanies a Kill-team on a Mission with a Requisition Rating of 40, she can make one Influence Test to arm herself for the Mission at a +10 bonus.*

The Compact of Verronus

The formation of the Hadex Anomaly in M40 wreaked warp-fuelled devastation across the Jericho Reach, and even the Deathwatch was not immune to the foul echoes of its birth. In the years that followed, the Ordo Malleus and the Deathwatch frequently allied as they struggled to avoid being consumed by the tide of Chaos spilling forth from the malignant Anomaly. Documented joint operations included the Belissar Suppression and the Hundred Nights Eclipse. Named for the capitol world swallowed by the Anomaly (and suspected of being its origin), The Compact of Verronus recognizes the severe taint of Chaos across the Reach. Under this agreement, the handful of Ordo Malleus Inquisitors in the Reach often provide advisors to the Deathwatch during Acheron Salient Missions.





THE CALL OF WAR



DEEDS
•
DISTINCTIONS
•
ADVANCED
SPECIALITIES



CHAPTER II: THE CALL OF WAR

"War calls us. War tasks us to rise to the challenge and sweep away our foes in fire and blood. War calls us all, my brothers. Will you answer?"

—Captain Kor'sarro Khan of the White Scars

The **DEATHWATCH** Rulebook provides a solid foundation on which players can create interesting and unique characters. However, the Space Marines who are seconded to the Deathwatch are called to service from countless worlds, battle zones, and circumstances. **rites of BATTLE** expands upon the options available in the core rulebook and provides a player with a variety of opportunities to further personalise their Deathwatch Space Marine characters.

DEEDS

"For more than ten millennia, during which our enemies within and without have fallen, this Imperium has stood fast. Those who wished it to fall have failed and will continue to fail as long as we, the Emperor's chosen sons, uphold our duty. Only by protecting Humanity can we truly honour the proudest monument to His great works. For the Emperor!"

—Rogal Dorn, Primarch of the Imperial Fists

This section includes a variety of options to help flesh out your Space Marine character. Deeds are designed to show reasons why your Battle-Brother was selected to be in the Deathwatch. Each presents some background information on the past exploits of your character as well as potential "hooks" for the GM to use as they enter service in the Deathwatch.

Unlike the Background Packages, however, not all of these options are based on the Chapter the character comes from. Although there are some Deeds based on the Chapter, others based on actions that Battle-Brothers from any chapter could accomplish, deeds of valour in battle, and even deeds that have partially ostracised or hindered the character's life in the Chapter. Some of these mark pivotal moments in the life of the Space Marine and others are talents or gifts. Regardless, all of these will add depth to the character.

Along with background to use for the role-playing aspect of your character, these packages also grant the Space Marine abilities, characteristic upgrades, or skills. Some also grant the character bonuses during the character creation process, so it is recommend that a package be chosen as an early part of the creation process if one will be used. Not all of the packages come with simple bonuses, some have additional disadvantages in the form of characteristic reductions, modifiers to skills, and more.

The 41st Millennium is a dark and dangerous place, even for the vaunted forces of the Space Marines.

USING DEEDS

Deeds cause Characteristic modifiers, Skills, Talents, and alterations to the character creation process. Any adjustments made to the character by selecting a Deed do not count as advancements for the purpose of increasing your Rank, nor do increases or reductions toward the improvement of your Characteristics through normal means. To select a Deed, you need only pay the xp cost and meet any requirements, such as a certain Chapter. Any abilities, Skills, or Talents gained through this do not require prerequisites to receive the benefit. It is assumed that the actions your character took to complete this deed account for the gain.

Deeds can only be chosen during character creation. Each character may only purchase one Deed. While the characters background may have performed others in his past, only one defines him. Deeds are optional and not required for a character. They are here to provide additional background ideas for characters and GMs to use. Before selecting one, the GM should be consulted to make sure he approves of the selection.

The tales of an Astartes' deeds can easily be altered to fit the concept of the Space Marine. It is recommended that no two players have the same Deed just for the sake of variety although it is possible for two Space Marines to link their deeds (or share one), giving them a common history.

EXAMPLE

Ed is creating a Space Wolf character and wants to expand his character with a Deed. After looking at the options, he decides to select a Deed based on the character's experiences within his Chapter. Ed selects the "Ritual Duel Fighter" Deed to illustrate an incident where his character engaged in a rivalry with a Dark Angel Assault Marine. He records the Deed on his character sheet, subtracts the 300 points from his starting experience and goes on to spend the rest of his experience normally.



CHAPTER DEEDS

These Deeds are particular to a specific Chapter of the Adeptus Astartes. The character must belong to the specific Chapter in order to take the Deed associated with it. These Deeds have more significance to the character of the Chapter. As such, these are great role-playing elements that should be played up at every opportunity. It is important to note that any Successor Chapter is eligible to select a Deed that is available to the parent Chapter.

FEAST OF BLADES PARTICIPANT

Chapter: Black Templars and Imperial Fists

Cost: 300xp

Every 100 years, the Imperial Fists and their Successor Chapters send representatives to the Feast of Blades. The Feast is a martial gathering where the twelve Chapters meet to find out which of them can claim to be the most worthy son of Dorn. Though each Chapter chooses its Champion in a unique manner, no one doubts the courage, heart, and skill it takes to capture that honour. Many Chapter Masters fought here in their younger days, and all of exemplify of what it means to be a true Son of Dorn.

In 749.M41, the 812th Feast of Blades was held on the planet of Ganath in the Segmentum Pacificus. All twelve of the participating chapters were present to fight, and you were skilled enough to be a contender for the overall victor. Over the course of the Feast, you were required to fight all the other Chapter Champions. Though you easily bested your initial opponents, you were later pitted against a mighty competitor. Though your opponent was older and wiser than you, you proved yourself to be a worthy adversary, refusing to back down and providing a strong display of martial talent. Following the tournament, your opponent took you aside for some personal training to improve on your already impressive skills. What he conveyed to you has served you well ever since.

EFFECTS:

Apply all of the following changes to your character:

Characteristics: You gain +3 WS and suffer -3 BS.

Talents: You gain the Iron Jaw Talent due to your incredible resilience and heart.

ASSAULT ON BAAL VETERAN

Chapter: Blood Angels

Cost: 300 xp

Baal is a bleak and desolate wasteland where only the toughest survive. Radiation-swept deserts claim as many lives as the fire scorpions that dwell in them. It is also the home of one of the finest Chapters of the Space Marines, the Blood Angels. Known for their aggressive tactics and fearless face-to-face savagery, the Sons of Sanguinius have never faltered in their duty to the Imperium.

In 798.M41, when Waaaaagh! Big Skorcha arrived in system and threatened Baal and its two moons, the Blood Angels found themselves initially on the defensive. Never liking to be put back on their heels, the Chapter responded by assaulting the space hulks while in orbit. Though much of the talk surrounding this event has been focused on Venerable Furioso Astramael and the Chapter's Dreadnoughts in what was later called the Battle of Iron at the Chapter Fortress, the efforts of the strike teams that destroyed the two larger space hulks is truly the stuff of legend.

Six companies were called to assault the space hulks directly while the other four went to defend Baal's moons. While the Strike Cruisers pounded on the ships from the outside, Battle-Brothers made their way on board the space hulks themselves using boarding torpedoes and fought their way to the weak points, placing demolition charges to help shatter the space hulk to pieces. The close-quarters fighting honed the Space Marines' sense of preservation and close-quarters fighting skills to a scalpel's edge. Rarely were they caught by ambush, and the Blood Angels fought successfully to clear out the Orks wherever they were encountered. The satisfaction of the space hulks' destruction was short lived, as the Strike Cruisers were immediately called back to aid the defence of the Chapter Monastery. Though there was little left after Astramael was done, the Space Marines who fought the Waaagh! in orbit gained valuable experience and became some of the finest close combat veterans of the Chapter.

EFFECTS:

Apply all of the following changes to your character:

Skills: Gain Demolitions and either Navigation (Stellar) or Pilot (Spacecraft) as Trained Advanced Skills.

Talents: You gain the Hatred (Orks) Talent.

INITIATE OF SECRETS

Chapter: Dark Angels

Cost: 300 xp

When the Emperor left Terra in search of the Primarchs, the first he found was Lion El'Jonson, Primarch of the Dark Angels. From that day, the Dark Angels have held a sacred place in the history of the Imperium and in the vaunted ranks of the Space Marines. Though many mistrust the secrecy of the Chapter, none question the Dark Angel's ability to fight the foes of the Emperor.

Few Dark Angels know the truth of their Chapter's dark secrets. The Battle-Brothers chosen for the Dark Angel's elite 2nd Company are known as the Ravenwing, and they are granted some limited knowledge of their Chapter's enigmatic past. To be chosen for the Ravenwing is a great honour, for only a trusted Dark Angel with great mental fortitude is selected to join their ranks. Occasionally, members of the Ravenwing are chosen to be seconded to the Deathwatch. Often, this is done specifically in order to widen the search for the Fallen, perhaps in response to rumours or hints that the Fallen are present in a region near to a particular Watch Fortress or Watch Station.

Those Dark Angels entrusted with these secrets and placed in a Deathwatch Kill-team must balance their solemn oaths to the Deathwatch with their special duty to their Chapter. On more than one occasion, a Dark Angel has taken leave of his Kill-team under mysterious circumstances. Some of these Dark Angels never come back, whilst others who do return to the Deathwatch are silent and haunted by what they have found.

EFFECTS:

Apply all of the following changes to your character:

Characteristics: You gain +3 Willpower.

Skills: You gain the Deceive and Forbidden Lore (Dark Angels) Skills as Advanced Skills.

Talents: You gain the Rival (Inquisition) and Talented (Drive [Ground Vehicle] or [Skimmer/Hover]) Talents.

Insanity Points: You gain d10 Insanity points as the knowledge that you are now Unforgiven shakes the foundations of your faith.

Squad Mode: Should evidence of The Fallen come across your path, you must make a **Difficult (-10) Willpower Test** or immediately follow the lead even if it means leaving squad mode or leaving Kill-team members behind. If you are the leader of the Kill Team, the test is considered to be Challenging (+0) instead of Difficult.



USES FOR CHAPTER DEEDS

Chapter Deeds can add background elements, roleplaying hooks, opportunities to showcase the unique features of a Space Marine Chapter. One element found in a lot of the literature surrounding the Space Marines is how they are held to standards that they largely achieve, and how they are defined by their flaws. Below are some ideas on incorporating Deeds into your **DEATHWATCH** Campaign.

- As the need for more Deathwatch recruits becomes evident, Watch Fortress Erioch brings in reinforcements. Among those is the Dark Angel or Space Wolf that one of the PC's fought in his ritual duel. Depending on the result of the original fight, a new challenge will be issued and must be settled immediately.
- During a mission along the fringe of the Acheros Salient, evidence of the Fallen starts to emerge. Tales of "sable-armoured warriors with bone-coloured robes" are reported as well as indications that none other than Cypher is operating nearby. The overwhelming sense of duty to your Chapter demands that one of the PC's follow those leads, but the current mission hinges on them playing their part.
- An Ork fleet is spotted moving toward a planet in the Canis Salient. It is led by a space hulk designated *Jaws of Nogroz* after the name of the Ork Warboss aboard it. The Deathwatch Kill-team has been called upon to help destroy the space hulk.

PAIN GLOVE MASTERY

Chapter: Imperial Fists

Cost: 100 xp

It is well-documented that the original sons of Rogal Dorn are some of the most honourable and fierce Space Marines. Their tireless service over many millennia has provided some of the greatest triumphs in Imperial military history. The Imperial Fists' constant striving for personal perfection has led them to great glory. Much less well-known, however, is the means by which an Imperial Fist Space Marine deals with his personal transgressions.

The Pain Glove is a device that stimulates all the pain neurons of the body at one time. It is common for the Imperial Fists to resort to the Pain Glove as a means of correcting failure of any sort. For the most seasoned veterans of the Imperial Fists, the time spent in the Pain Glove steels Battle-Brothers to a new level of resistance. Some of the most revered heroes of the Chapter also use it as a meditation tool, searching for insights from Dorn himself.

Holding true to the edicts of Dorn means that failure of any sort is unconscionable and must be atoned for in one form or another. While occasionally Battle-Brothers are able to atone for errors on the battlefield, many of them have found that the Pain Glove allows them the clarity of mind to eliminate any self-doubt as they strive to be a true Sons of Dorn. In times of relative peace, those who use it have found it to be a comforting daily ritual that even battle cannot fully replace.

EFFECTS:

Apply all of the following changes to your character:

Talents: You gain the Hardy and Iron Jaw Talents.

Insanity Points: You suffer 1d5 Insanity points.

Wounds: You permanently reduce your Wounds total by 1.

RITUAL DUEL FIGHTER

Chapter: Dark Angels or Space Wolves

Cost: 100 xp (300 xp if you choose the result of the duel)

For many of the Chapters of the Space Marines, a breach of honour is tantamount to a declaration of war. In most cases, it applies only when the honour of the Chapter is affronted by someone outside the Adeptus Astartes... in most cases, but not all of them. Several of the Imperial Fists' Successor Chapters have been known to take offense with other Space Marine Chapters, but those are usually settled without incident. The genetic sons of Leman Russ and Lion El'Jonson, however, see things very differently.

Instead of the non-martial ways to settle their differences, when members of the Space Wolves and Dark Angels meet, one from each of their number must settle the honour duel of their two Chapters. These duels are common whenever these two Chapters meet for the first time in a given region or war zone. Often, the duellists chosen from each Chapter prefer to fight the duel unarmed, more closely echoing the legendary confrontation of the two Primarchs.

TABLE 2-1: RITUAL DUEL RESULTS

d5 Roll	Effect
1	You were beaten handily. The loss of honour to the Chapter is now a burden you must carry until you can redeem yourself in battle. Gain Rival (Space Wolves or Dark Angels) and are not allowed a Chapter Trapping until you defeat a member of the rival Chapter in single combat.
2	Though it was a close contest, your opponent emerged victorious. Some say there was foul play, but you know he was the better man that day. While not angry with you, your Battle-Brothers hold onto your keepsake until you provide proof of redemption. You are not allowed a Chapter Trapping until you defeat a member of the rival Chapter in single combat.
3	After hours of fighting, it was clear that neither combatant could best the other. It is as though the Primarchs re-enacted their battle through you. You may add a +1 to the roll to determine your starting number of Fate Points during character creation (see page 27 in the DEATHWATCH Rulebook).
4	You opponent almost had you pinned when you managed a sudden reversal and immobilised him. You gain the Rival (Dark Angels or Space Wolves) and Sure Strike Talents
5	When the duel began, you charged your opponent and overwhelmed him in a matter of moments. You gain the Rival (Dark Angels or Space Wolves) and Swift Attack Talents.

You have fought one of these duels against a member of the Dark Angels or Space Wolves. The traditional rules were used for your fight, and you were asked to take on one of their best fighters. Roll below for the result of your duel. You may add +1 to the die roll if you have the Assault Marine Speciality.

EFFECTS:

Roll 1d5 and apply all of the corresponding changes to your character from Table 2-1.

PURGER OF VIGIL

CHAPTER: Storm Wardens

Cost: 200 xp

The Cleansing of Vigil is a grim tale of success among the Storm Wardens Chapter. It has proven to be a testament to their resolve and ability in purging the planet's surface of the foul xenos race known as the Slaught as well as a reminder of what happens when they fail to adhere to sound combat doctrine. Many Battle-Brothers of the Storm Wardens were lost in the bloody series of battles beneath the dead world's surface, and though the majority were unranked Battle-Brothers, there were many veterans lost as well. Those that survived, rose up to take their place after some of the most intense close-range fighting the Chapter has dealt with in its history. Many of these veterans have scars to show and tales to share with new recruits and they are often revered as the Chapter "elders" who have been blessed with surviving that incident.

Those who survived the Cleansing of Vigil carry the scars inflicted by the "Maggot Men." The acidic fluids that ooze from the bodies of the Slaught have done damage to both their bodies and armour, though in most cases Space Marine and Machine Spirit have come out stronger as a result. These survivors are ever-vigilant to any signs of the Slaught and know how best to combat them. The knowledge gained by their encounters has been actively sought by the Deathwatch and the Machine Spirits of their armour seek retribution for the damage done to them.



EFFECTS:

Apply all of the following changes to your character:

Skills: You gain a +10 bonus to Forbidden Lore (Xenos) Tests when dealing with anything related to the Slaughter.

Talents: You gain the Hatred (Slaughter) Talent.

Wounds: Reduce your starting Wounds by 1 due to the damage you suffered during the fight on Vigil.

Gear: Your armour gains the Battered by War trait from the Battle Scars chart on page 153 as a bonus. You may still select a history for your power armour as normal.

KEEPER OF WAYS

Chapter: Ultramarines

Cost: 300 xp

At the end of the Horus Heresy, the Imperium had been torn apart in the bloodiest fighting it had seen in its fledgling history. From the ashes of the rebellion emerged the beginnings of the Imperium in its present form and the reformation of the Space Marine Legions. Shifting from the monstrous size of the original Legions to more manageable Chapters to prevent the devastating acts of the Heresy from happening again, Roboute Guilliman presented the Codex Astartes to the Imperium and to the remaining Primarchs. Though some like Rogal Dorn initially rejected the highly dogmatic (and, in his view, somewhat inflexible) doctrines, they were eventually accepted by all the Legions.

The Codex provides the tactical basis for the Space Marines and to a great extent the rest of the military forces of the Imperium. The Codex Astartes has been the foundation of Space Marines tactics for ten millennia, and while not all the Chapters follow the Codex to the letter, they all acknowledge the sound principles it contains within its pages.

As an inheritor of Guilliman's gene-seed, the Codex resonates with Ultramarines at a level that only they and their successors can understand. It is as much a part of their daily existence as the air that they breathe or the armour that they wear. No matter what situation they are in, they are able to find an application of the Codex that helps them master the difficulties and prevail. It is noticeable, however, when another Chapter's methods are being used that the genetics sons of Guilliman are reluctant to abandon the perfection of their Primarch's work.

EFFECTS:

Apply all of the following changes to your character:

Skills: You may increase your Scholastic Lore (Codex Astartes) Skill by +10.

Talents: You gain the Talented (Command) Talent.

Squad Mode: If the designated Leader of your Kill-team is slain or otherwise incapacitated (see page 232 in the **DEATHWATCH** Rulebook), you may assume command. If you do so, you may remove the Kill-team's current Oath and administer a new Oath (all the normal requirements for Oaths still apply).



CAMPAIGN DEEDS

Campaign Deeds are gained through repeated exposure to the xenos threats in the Jericho Reach. While most are generic, there are a few that pertain to the particular salients that the Crusade has in the Reach. These can be used to give your character additional levels of depth as well as give the GM possible plot points to use. Some are abilities while others are the results of a particular encounter and your character's actions in that encounter.

CRUSADE REINFORCEMENT

Cost: 300 xp

In the Jericho Reach, there is no end to the fighting. Imperial Guardsmen are ground through at an alarming rate and even the Space Marines feel the need for reinforcements and fresh troops. When new troops arrive, the previously stationed troops are given a reprieve and a chance to debrief and pass on what knowledge they have gained to their superiors. In some cases, particularly knowledgeable individuals are given special assignments to help advance the progress of their salient.

Even when bodies are needed most on the front lines, knowledge is the Crusade's most important weapon. With the Tau Expansion, the Daemon Worlds of the Hadex Anomaly and the ever-growing threat of Hive Fleet Dagon,

there is no place in the Jericho Reach that is considered safe. It is paramount that vital information regarding these threats continues to reach the operational commanders of the Crusade. They, however, are not the only people in need of the information.

Following months of fighting on multiple planets and in the Jericho Reach, detachments are being cycled back for debriefing. Due to their extensive knowledge of one of the major threats in the Jericho Reach, the Deathwatch has asked that some of them be seconded to their command.

EFFECTS:

Apply all of the following changes to your character:

Talents: You gain the Talented (Forbidden Lore) Talent for Tau, Tyranids, or Daemons (player's choice).

ACHEROS SALIENT: THE SPECTRE OF VANITY

Cost: 500 xp

Despite the xenos activity in the auxiliary salients, the Acheros Salient has proven to be the backbreaker of the Crusade efforts. The forces of the Stigmartus and the ever-present threat of the Hadex Anomaly have halted the progress of Imperial troops and stymied the entire Crusade. Outside the Iron Collar, it is very clear that every planet in the Acheros Salient is going to be heavily contested. Caught between the forces of the Ruinous Powers and the impending Tyranid threat, many of the Imperial Navy and Imperial Guard feel that it is only a matter of time before they will all be extinguished. Such is not the way of the Space Marines, even on the most war-ravaged planet.

On Vanity, the combined forces of the mutants and the heretical witch covens of the Stigmartus and the Traitor Space Marine Legions have proven to be a difficult combination to dislodge from the planet's surface. With only the forces of the Space Marines mustering on the surface, the fighting has been extraordinarily demanding. When there have been quieter moments, there have been reports of hearing the voices of fallen Battle-Brothers whisper to the living and sightings of the former inhabitants of Corulseim wandering the battlefields trying to collect more souls. Though devotion to the Emperor has never wavered, the presence on Vanity has left those who have served there a bit more unsettled than when they first landed.



ADVENTURE SEEDS FOR CAMPAIGN DEEDS

The Campaign Deeds are primarily designed to give players options within the Jericho Reach's warzone. What this means as a GM is that you now have events and issues that can be revisited. Below are a few examples of things that may need a second look by the Players.

- The Tau Expansion continues moving forward as a leader, previously thought dead at the hands of one of the PC's Chapters, reappears to take command. The Ethereal known as Aun'Vre-el has re-emerged as a rallying force. Any sightings of him show him to be unscathed. The Deathwatch has the closest forces to him (the Player Characters' Kill-team) and needs him killed to disrupt the morale of the Tau forces.
- The Lord Militant has requested that Vanity be purged of all enemy forces, but he is not able to send the Imperial Guard or the Imperial Navy to do the job. He requests that any Space Marines who have fought previously to return and help clear the surface of the heretical forces of the Stigmartus.

WHISPERS OF RUIN TO COME

The Deathwatch has collected many reports of the lost souls on Vanity, owing to the large proportion of Space Marines serving on the cursed planet. One of the most-repeated cautionary tales dates to the first years of the Crusade, from Battle-Brother Kervael of the Raven Guard. His account describes recognizing his own voice issuing the cryptic warning: "The empire that was has come again."

EFFECTS:

Apply all of the following changes to your character:

Skills: You gain Forbidden Lore (Witches) as an Advanced Skill.

Talents: You gain the Hatred (Renegade Marines) and Abhor the Witch Talents.

Insanity Points: You suffer 1d5 Insanity Points from hearing the whispers of fallen comrades.

Corruption Points: You suffer 1d10 Corruption Points (reduce the result by your Willpower bonus to a minimum of 1) for continual exposure to the debilitating effects of the warp.

CANIS SALIENT: STEALTH OPERATIONS

Cost: 300 xp

The Tau Expansion on the coreward side of the Crusade has not yet shown signs of weakening. It has become clear that their leaders, known as the Ethereals, are the key to showing their true cowardice. In an effort to speed up the movement of the Crusade, several squads of Battle-Brothers from multiple chapters have been tasked with eliminating these leaders. Utilising newer recruits and some scouts, several of the Space Marine Chapters have had marginal success in reducing the effectiveness of smaller combat groups of Tau.

You were part of one such unit, having developed a knack as a recruit for infiltration that you carried on after the transformation to a Battle-Brother was complete. Your expertise in the area of stealth operations has been used as the model of operations for your Chapter and you are seldom tasked with other assignments. This level of focus has provided you with the ability to achieve substantially more gain when doing your work, but has made it much more difficult to shift gears in a higher-profile or straight forward fighting situation. It has also insulated you from coordinating efforts with other allied forces and as such you have difficulties in dealing with them on a routine basis.

EFFECTS:

Apply all of the following changes to your character:

Talents: You gain the Talented (Silent Move) Talent.

Missions: The Space Marine gains a bonus of +10 Kill Markers and +1 Renown for every completed assassination or stealth-based mission objective.

ORPHEUS SALIENT: GHOST SHIPS

Cost: 200 xp

The loss of Battlegroup Argo in the Orpheus Salient has dramatically altered the landscape of the entire Crusade. With the remains of the fleet scrambling to reform and the implacable march of Hive Fleet Dagon into the Jericho Reach, the Imperial Forces are stretched thin and have been understandably demoralized. When debris from Argo's confrontation with the Hive Fleet appears, the Imperial Navy is under strict orders to not engage the craft, unless there is imminent threat, and call in the aid of the closest Space Marine Chapter. Standard protocol is to maintain distance and lock all available weapons on the ship (or ships).

While patrolling the systems of the Salient, three ships from the lost Battlegroup Argo were detected, all undamaged but sending out distress signals. Being the closest ship available, the strike cruiser Purger of Defiance was sent to investigate. Two boarding parties of Space Marines were sent to each ship and of the twenty sent, barely half made it back. A series of Genestealer ambushes throughout the ship forced them to adopt a guerilla style mentality and it was this that saved them. Along with collecting data on the battlegroup's engagement of the Hive Fleet, further investigation of the ship showed a "growing chamber," housing what appeared to be hundreds of smaller organisms. All the other teams reported similar findings on the other ships. The Strike Cruiser Commander made the command decision to destroy all three ships after data had been retrieved and samples had been taken. Each team set incendiary charges and evacuated the ship as the Strike Cruiser fired all batteries at the ships. The Imperial Navy contingent, hoping to salvage ships, erupted with anger and demanded that the carrier stand down, even going so far as to lock weapons on the Strike Cruiser. The data given to them about what was aboard quieted the yelling, but not the anger behind it.

As a result of collecting the data and passing it along, several other discovered ships from Battlegroup Argo have been found and fewer casualties have been taken as a result. No ships in recent years have come back clean enough to salvage. The collected specimens from their foray have garnered the attention of the Deathwatch who wish to study them to see how Hive Fleet Dagon is adapting. As a result, those who went aboard have been asked to bring their samples and serve in the Deathwatch on behalf of their Chapter.

EFFECTS:

Apply all of the following changes to your character:

Characteristics: When dealing with Imperial Crusade Officers, you suffer a -10 penalty to all Fellowship-based Tests.

Skills: You gain Tactics (Void Combat) as an Advanced Skill. If you already possess this Skill, increase it by +10 instead.

Talents: You gain the Talented (Forbidden Lore [Xenos]) Talent.

BATTLE DAMAGE

Cost: 300 xp

Constant repair and refitting is a necessity with all Space Marines. There are some occasions, however, when armour and other gear is damaged beyond repair. These are times when a Chapter is reluctantly forced to use some of their older suits of armour.

Following a vicious assault by enemy forces, your armour was all but ruined by a salvo of enemy fire. Though you emerged victorious, you were forced to seek out your Chapter's Master of the Forge and request a new suit of power armour. The Master of the Forge communed with the war-spirits of the Chapter's remaining supply of power armour, and you were fitted with a suit that is well-matched to your particular strengths.

EFFECTS:

Apply all of the following changes to your character:

Gear: You may choose one additional history for your power armour.

RETURN TO DUTY

Cost: 400 xp and must be Rank 2 or higher

Being called into the ranks of the Deathwatch is a rare occurrence in any Space Marine's life; being asked to stay longer than the initial assignment is rarer still. It goes without saying, though, that some Battle-Brothers find their "calling" in the Deathwatch, able to respond to multiple alien threats exceptionally well and bring their chapter's talents to the fore when needed. Such veterans garner respect wherever they go and are extremely knowledgeable about the threat of the alien.

Some Space Marines, like Brother-Sergeant Agamorr of the Hammers of Retribution, are asked to return following a time back with their Chapter. These veterans come back to the Deathwatch with a practical knowledge of the current threats elsewhere in the sector and have shared certain aspects of their previous training with their battle-brothers. They are the best linkage between the main Chapters and the Deathwatch and represent the pinnacle of the Imperium's ability to fight against the xenos threat.

Given the current threat posed by Hive Fleet Dagon, especially in light of the discovery of a Warp Gate into the Calixis Sector, Watch Commander Mordigael has more frequently requested those who have served before to return to the Long Vigil at Watch Fortress Erioch.

EFFECTS:

Apply all of the following changes to your character:

Skills: You gain Forbidden Lore (Deathwatch), and Forbidden Lore (Inquisition) as Advanced Skills.

Talents: You gain the Peer (Deathwatch) and Talented (Forbidden Lore [Xenos]) Talents.

Special: This Deed is appropriate for a character who begins the game at Rank 2 or higher. Often the circumstances for this event involve the death or heroic sacrifice of an existing Deathwatch character and the new character with the Return to Duty Deed is a replacement.

PRICE OF VICTORY

Cost: Free

In the course of duty as a Space Marine, it is inevitable to be wounded often in battle. Small-arms fire, shrapnel, and larger-calibre weaponry all takes its toll, even on the superhuman frame of a Battle-Brother. When a Space Marine is wounded, it is the role of the Apothecaries to tend to the damage and make their brethren whole again. The recuperative powers of the Adeptus Astartes are formidable, allowing bones to

knit, open wounds to seal at an alarmingly fast rate. They are not, however, able to replace parts that have been outright lost in battle.

When a Battle-Brother loses a limb or ability, it is up to the Apothecaries and the Techmarines to find a solution to that problem. For the most grievously wounded, the only option for a revered Space Marine is to be interred in the sarcophagus of a Dreadnought.

For those not mortally wounded, the Chapters have stores of bionics for sensory organ and limb replacement. While they are standard issue, they do allow a Space Marine the ability to return to the field and fight the enemies of the Imperium.

EFFECTS:

Apply all of the following changes to your character:

Gear: The character starts with two best-craftsmanship cybernetic implants. This may not be a Servo Arm, Servo Harness, MIU, or Augur Array.

Fate Points: Reduce your starting number of Fate Points by 1 to reflect the horrible wounds you survived.



VALOROUS DEEDS

Space Marines are expected to be heroes. Even amongst them, however, there are actions that are above and beyond what they expect of themselves. These Deeds are meant to reflect a specific moment in time that defined their excellence in the field.

SECOND-IN-COMMAND

Cost: 400 xp

In war, it is expected that warriors will fall. Leaders and rank-and-file troops alike are targets when bullets fly and blades are drawn. Even the superhuman Space Marines share this burden, as war does not discriminate between those born for battle and those who follow them. When leaders are taken from their squads, it often creates moments of chaos and indecision as the chain of command is temporarily broken. In those moments, battles are often decided for the good or ill of their mission. Though drilled often by all the forces of the Imperium, nothing adequately prepares soldiers for the visceral loss when they see or hear that their commander has been slain or mortally wounded.

In an assault on a fortified emplacement that was crucial to the overall mission's success, your Sergeant was torn apart by incoming heavy weapons fire. In that moment of confusion, you immediately rallied the rest of the squad and stormed the emplacement. Though the fighting was bloody and difficult, you and your squad turned the guns of the enemy on the other emplacements, clearing the way for the remainder of the forces to secure it and roll to victory. For your part in the victory, you were promoted to Sergeant and earned recognition by the Chapter.

EFFECTS:

Apply all of the following changes to your character:

Skills: You gain Command as an Advanced Skill.

Talents: You gain the Air of Authority Talent.

Honours: You are given the Iron Skull Honour for your innate leadership in this conflict.

DEFENSIVE GENIUS

Cost: 200 xp

All Space Marines are fully versed in the art of war. From weapons training to basic squad tactics to battalion and large-scale conflicts, every Battle-Brother is trained to be a warrior, a tactician, and a leader. While many strive to be as balanced as possible in their application of the Codex Astartes, some find that they are gifted with one aspect of it. Examples of this are even manifest in the Primarchs, with Rogal Dorn being known for his knowledge of fortifications and how to breach them and Jaghatai Khan for his extensive use of hit and run tactics.

Those who specialise bring an additional level of skill to specific mission objectives and are often assigned to spearhead operations aligning with their speciality. You are one such Space Marine, an expert in the methodologies of squad-based defence and tactics. You have the defensive measures of the Codex Astartes etched in your brain and are able to implement them quickly out on the battlefield. You also have a knack for learning new ways of conducting defensive measures and are able to implement those once learned. Your expertise has landed you in some of the toughest vanguard and rear guard operations of your Chapter and has always allowed you to emerge with victory.

Battle-Brothers in the Deathwatch of the Jericho Reach who are recognized for their prowess at holding off enemy onslaughts frequently bear the numeral XV etched upon their armour. This mark honours the famous Fifteen of Midael, who died protecting the Watch Station from company of Chaos Space Marines.

EFFECTS:

Apply all of the following changes to your character:

Skills: You may increase your Scholastic Lore (Codex Astartes) Skill by +10.

Squad Mode: If you are the leader, you may subtract 1 point from the Cohesion cost (to a minimum of 1) for any Codex Defensive Stance once per battle. Also, you may implement (and benefit from) any defensive stance from another Chapter in your Kill Team at an additional +1 to the Cohesion cost.

STRIKE TEAM SPECIALIST

Cost: 200 xp

The Space Marines are the Angels of Death, well-versed in the comprehensive ways of war. Space Marine Chapters are famous for fast, powerful assaults at the spearhead of an Imperial attack. Many Space Marine Chapters have a particular gift for such actions, including the Blood Angels, the White Scars, and many more.

As an expert in the methodologies of squad-based assaults and tactics, you have mastered the offensive strategies of the Codex Astartes and are able to implement them quickly out on the battlefield. Whether you are engaging the enemy using straight-forward attacks, boarding actions, or planetfalls, you have the knowledge to make sure that your Battle-Brothers will emerge victorious. You also have a knack for assimilating new ways of assaulting your enemies and are able to implement those once learned. Your expertise has landed you in some of the bloodiest assaults and boarding actions in your Chapter's recent history and your record of success is lauded by many of commanders.

EFFECTS:

Apply all of the following changes to your character:

Skills: You may increase your Scholastic Lore (Codex Astartes) Skill by +10.

Squad Mode: If you are the leader, you may subtract 1 point from the Cohesion cost (to a minimum of 1) for any Codex Attack Pattern once per battle. Also, you may implement (and benefit from) any Attack Pattern from any other Chapter in your Kill-team by adding +1 to the Cohesion cost.

TOE TO TOE

Cost: 200 xp

Space Marines are said to “know no fear,” and while this is not entirely accurate, their ability to act decisively despite recognising threats is nothing short of superhuman. Called to fight all manner of threats to the Imperium, they do not shirk their duty nor leave missions incomplete unless the sacrifice needed to achieve it exceeds the gain. Some of the greatest heroes of the Space Marines have stories of personal battles with Tyranid monstrosities, fearsome daemoniac entities, or technological threats. These feats are not done in the absence of fear, but in the face of it.

During the early days of Hive Fleet Dagon’s emergence in the Jericho Reach, two squads of your Chapter performed a reconnaissance mission behind the main lines of a Tyranid assault. Your position allowed you to assault the Tyranid Prime controlling the majority of the forces. Engaged by his bodyguard, you and your Battle-Brothers fought them and suffered massive casualties. Not until the last two members of your squad overcame the last two Tyranid Warriors did the pathway open up to the Tyranid Prime.

You were the lone remaining Space Marine from those squads on the field. The Tyranid Prime turned to face you, and your Chapter’s battle cry rang across the battlefield. Recognising that you were the last hope to turn this battle, you grabbed a nearby chainsword and flung yourself at the Tyranid Prime. Tooth and claw pierced your armour as you ripped massive chunks of chitin armour from the beast. Despite its best efforts, it could not stop your advance and as it raised up both talons to pierce you, you thrust your chainsword up through its jaw ending its life. The resulting psychic backlash in the Tyranid forces caused them to break under the unrelenting fire of your Battle-Brothers. Collapsing from your wounds, you awoke in the Apothecarium, knowing that the day had been won.

EFFECTS:

Apply all of the following changes to your character:

Characteristics: When fighting a Master-level enemy in melee combat, you gain a +10 bonus to Weapon Skill and Willpower as you know you have the ability to stand and survive.

Squad Mode: When you are in Squad Mode and an enemy is within a number of meters equal to or less than your charge movement, you must pass a **Challenging (+0) Willpower Test** to resist moving in to engage the enemy in melee combat. The GM may decide that circumstances (such as battling the enemy in outer space or underwater) make this Test unnecessary.

NO QUARTER GIVEN

Cost: 500 xp

It is said that in order to improve, one must find others of greater talent to pit oneself against. For the Space Marines, this is a significant challenge, for aside from their own Battle-Brothers, there are few who can handle the martial prowess of the Adeptus Astartes. Practice against one’s own brothers has an element of unreality, however, and thus only in live combat does a Space Marine’s true potential shine.

In the Jericho Reach, as in other zones of the Galaxy, there are plenty of other foes capable of fighting on par with the Space Marines. The implacable Warrior class of Tyranids, the formidable battlesuits of the Tau, and the Traitor Legions all possess the skills and abilities to test an individual Battle-Brother one-on-one. When squads meet squads, however, the melees that invariably ensue are bloody drawn-out affairs that push the limits of skill and endurance for all the engaged parties.

EFFECTS:

Apply all of the following changes to your character:

Characteristics: You gain +3 Weapon Skill.

Talents: You gain the Counter-Attack Talent.



SPECIALITY DEEDS

Many Space Marines are not standouts because of their overt heroics or their battle prowess, but because they understand their role in the armoured machine that is their Chapter. They know where their skills can be applied to the greatest effect and how to best aid the others in their squads. Many Battle-Brothers have been saved by the forethought and application of these talents in the field.

PROTECTOR OF THE CHAPTER

Speciality: Apothecary

Cost: 400 xp

The passing of the gene-seed from the chapter to a new recruit is a major investment. The gene-seed is the Chapter's most precious gift and is constantly scrutinised to be sure it remains pure and untainted. Even when recovered from the field of battle, the Apothecaries of the Space Marines perform multiple tests to ensure that they are still viable gene-seed to pass to the next generation of recruits. Most Apothecaries normally work with the gene-seed of a single Chapter and are able to perform tests on larger quantities of gene-seed. Those who are a part of the Deathwatch, however, must constantly develop new tests and screen for anomalies that wouldn't be found in their own Chapter.

Deathwatch protocol dictates that after every mission and/or contact with a xenos race or Chaos-tainted being, the Apothecaries must take samples and determine if his Battle-Brothers are fit for duty. Both the protection of the gene-seed and the mission are paramount duties and they are occasionally directly at odds.

Apothecaries willingly bear this dual burden, for the sanctity and preservation of the Chapter's gene-seed is paramount. Though it is a difficult position to be in, they have accepted the relative dislike many of their Battle-Brothers have for their constant testing. They know, however, that when they are in need of medical aid in the field or on your table, there is no other brother they want to see working on them.

EFFECTS:

Apply all of the following changes to your character:

Skills: You gain Scholastic Lore (Chymistry) as an Advanced Skill. If you already possess this skill, you may instead increase it by +10.

Talents: You gain the Talented (Medicae) Talent.

Kill Markers: If any Mission Objective involves the recovery or handling of Space Marine gene-seed, successful completion of this objective gains the Kill Team an addition +10 Kill Markers.

RIGHT PLACE, RIGHT TIME

Speciality: Assault Marine

Cost: 400 xp

The Adeptus Astartes are known as the right hand of the Emperor, the hand that delivers justice and retribution to the enemies of the Imperium. The Assault Marine epitomizes this image: descending from the heavens with sword and pistol dispensing the Emperor's wrath. Using the Astartes Jump Pack, Assault Marines are the premiere rapid response troops.

As an Assault Marine, you have become an expert pilot of your jump pack and know how to make your presence felt. You have developed a talent for using the element of surprise to your advantage, suddenly appearing on the flank of enemy units and providing a "shock and awe" factor that often routs the troops you cannot outright kill. In your mind, engaging the enemy face to face is the most honourable way to dispense the Emperor's justice. Though normally accompanied by a squad of fellow Assault Marines, you understand how effective a well-placed solo operative can be with the right support behind it. When your Chapter answered the call for replacements on the Long Vigil, you did not hesitate to uphold the honour of your Chapter.

EFFECTS:

Apply all of the following changes to your character:

Characteristics: The Assault Marine gains a +2 bonus to Initiative if he uses his Jump Pack during the first round of any combat. The initiative bonus lasts for the entire combat.

Skills: You may increase your Pilot (Personal) Skill by +10.

PRECISION TARGETING

Speciality: Devastator

Cost: 200 xp

Most of the heavy weapons used by the Imperium are not known as precision weapons. Heavy bolters, multi-meltas, and lascannons are weapons of mass destruction, capable of destroying armoured emplacements or mowing down whole squads of troops. In the hands of a Devastator Marine, however, most heavy weapons can become scalpels capable of excising specific xenos threats.

According to the Codex Astartes and the Tactica Imperialis, the order of targets for heavy weapons operators should be: armoured vehicles, transports, emplacements, and leaders if they can be spotted and do not fall into the first three categories. Devastators live this ordering system, finding targets quickly and eliminating them in accordance with the Codex. Veteran Devastators often develop a knack with their weapons of choice; a knack for finding the weakest point in the armour of vehicles and destroying them with a single shot. While flame weapons have too short a range and an uncontrolled area of effect, most other heavy weapons have been known to be used in this way.

Some Space Marines have developed methods of locating the weak points in vehicles and armour. Whether they alter their own shooting method or placate the Machine Spirit, they have the ability to exploit inherent flaws in the protection used by the enemy and hunt them down with merciless precision.

Given the stagnation of the Acheros Crusade, these talents have become a necessity on every battlefield, including the more clandestine ones where the Deathwatch fight.

EFFECTS:

Apply all of the following changes to your character:

Combat: When firing a ranged weapon after taking the Aim action, you may choose to exchange the Ballistic Skill bonus from aiming for a +1 bonus to the weapon's Penetration.

WE ARE ALL ONE

Speciality: Librarian

Cost: 400 xp

Renowned as some of the most powerful psykers in the Imperium, Space Marine Librarians hold a unique place in a Chapter. As warriors they represent the dual capabilities of a fully trained Battle-Brother armed with sword and bolter and that of a battle psyker wielding the deadly power of his mind with devastating effect. When not actively engaged with an enemy, they are also some of the most widely respected counsellors to their Chapter Masters, often able to coax information of the future from the Warp. Names such as Varro Tigurius and Mephiston represent the pinnacle of the Librarian's abilities both in combat and in times of relative peace.

In many Chapters, Librarians are rarely called to lead squads or small strike forces as they are so few of them relative to other leaders in the rest of the Chapter. Librarians are well-suited to support another leader, providing counsel and bolstering his talents in commanding the Kill-team. Though they are fully capable of leading themselves, the Deathwatch in the Jericho Reach have found that using this resource as more of a failsafe or second-in-command option has produced much better results in the field.

EFFECTS:

Apply all of the following changes to your character:

Skills: You gain Command as an Advanced Skill.

Squad Mode: When the character is not leading, but is both within support range of the leader and in squad mode, he improves the support range of the Kill-team leader by one category regardless of his rank. In addition, should the designated leader of the Kill-team be incapacitated, killed, or otherwise removed from action, the Librarian is known to be the designated second-in-command.

RIGHT GEAR FOR THE JOB

Speciality: Tactical Marine

Cost: 400 xp

Tactical Marines are the backbone of every Chapter. Making up the bulk of the troops and well-versed in all forms of combat, Tactical Marines ensure that where firepower is needed, they are there. Traditionally armed with bolters, grenades, and combat knives, these warriors hold the battle lines strong and make sure that the specialists can focus on their targets.

Where the Tactical Marines in most Chapters provide backup for the specialists in their team, Deathwatch Tactical Marines are often given specialised gear to augment their utilitarian role. Many of the bolters in the Deathwatch are fitted with fire selectors with ammunition geared for specific threats or occasionally specialised scopes.

As a Tactical Marine in your Chapter, you have found a talent with a specific weapon or piece of wargear.

EFFECTS:

Apply all of the following changes to your character:

Talents: The Character gains the benefit of the Signature Wargear Talent, with the following modifications. Choose one piece of gear from the following list: Flamer, Combi-Flamer, Hand Flamer, Plasma Pistol, Astartes Shotgun, Astartes Sniper Rifle, Astartes Chainsword, Astartes Power Sword, Best-craftsmanship Astartes Scout Armour, Astartes Combat Shield. This piece of wargear must be selected at character generation and does not change unless the Signature Wargear Talent is received again. Note that the item's Renown requirements do not apply.

OMNISSIAH'S CALLING

Speciality: Techmarine

Cost: 500 xp

Due to ancient pacts between the Adeptus Mechanicus and Adeptus Astartes, Space Marines with the talents for technology are allowed to train on Mars with the Priesthood of the Omnissiah. It is a long journey and upon returning to their Chapter after years of training, a Techmarine is never viewed the same again by his peers.

While on Mars, the Battle-Brother is taught how to work with the Machine Spirits and commune with the Omnissiah. This shift from his primary role as a warrior from his Chapter to a priest of the Machine God places the Techmarine in a strange place between two worlds, not truly belonging to either. The Techmarine is, however, the sole mechanism by which the Space Marines are able to wage war. Without their knowledge, they would be unable to manufacture their power armour they wear, the Rhinos they ride to battle, or the bolt shells they fire. Without the presence of the Techmarines, a Chapter ceases to be able to fight.

EFFECTS:

Apply all of the following changes to your character:

Talents: You gain the Electro-Graft Use Talent.

Bionics: You gain one Common-craftsmanship bionic implant of choice.



CREATING A RELIC

Creating a relic that has been lost should be a joint process between the GM and the player as it provides an excellent opportunity to flesh out the story behind the location and loss of the item. There are two basic kinds of relics in the Warhammer 40,000 universe: Weapons and Non-Weapons, with the vast majority falling into the Weapons category. This is fitting as most of the known relics of the Space Marines are weapons. In order to create a weapon, a good guideline is to give it 1–3 Qualities found on pages 142–144 of the **DEATHWATCH** Rulebook. These qualities, when placed in conjunction with each other, can create some devastating effects. Craftsmanship level also can be added in to show that it was created with special care.

When making a non-weapon relic, it is important to think about what the purpose of the relic is. Is it an item that is viewed as a symbol of authority and somehow enhances the ability to lead others? Is it an ancient cogitator that is far more capable at correlating information than a modern equivalent? Here the world of possibilities opens up to allow any number of effects. Lore skills, characteristic gains or losses, really any combination that the GM and players agree upon is just fine. The most important thing is to tailor it to fit your campaign.

Example: Ed wants to create a Chapter Relic that was lost by his character. He envisions the axe having been blessed by the Emperor and was later given to the Deathwatch at its inception. Shawn feels that given those concepts, the Qualities of Sanctified, Master-Crafted, and Volatile would work nicely. What follows is this:

THE AXE OF THE EMPEROR'S WRATH

Over 1,000 years ago, the Imperial Fists entrusted the Deathwatch with a weapon of supreme artifice; the Axe of the Emperor's Wrath. Crafted from mirror-bright adamantine, it is a relic of legendary pedigree and a significant honour to be granted to the Deathwatch's armoury.

The Axe of the Emperor's Wrath is a master-crafted power axe with the Sanctified quality. It automatically confirms Righteous Fury against Daemons.

Qualities: Master-craftsmanship, Sanctified, Volatile



LONE SURVIVOR

Cost: 100 xp

It is extremely rare for a Space Marine to accept failure. As the elite warriors of the Imperium, the Adeptus Astartes are trained to see options where the average man would see defeat. Their battle records are filled hundreds of times over with tales of seeming defeat being turned around into Imperial victory.

In those crushing moments, though, where even the vaunted might of the Space Marines is unable to turn the tide, any who survive are cursed to bear the weight of the dishonour to their Chapter. The loss is often compounded by the loss of fellow Battle-Brothers, and in extremely grim circumstances, viable gene-seed. Such things are deemed unconscionable and must be righted if at all possible.

One such incident that is known only to the Ordo Xenos and the Storm Wardens Chapter is that of the Investigation of Rain in the Halo Stars. Called to investigate the disappearance of Imperial survey teams and colonists in 808.M41, the Storm Wardens found little left of the colony and research stations. No bodies remained, the structures looked to have merely fallen into disrepair rather than having been attacked. Puzzled by this, they investigated further and found one small vault where a series of data entries from the colony leader were kept. The entries spoke of the ghostly figures that came in the rain and stole the colonists away.

It was then that the Storm Wardens noticed that the rains had begun and that their auspexes were picking up phantoms. Veteran Sergeant Calyn MacAntir began the order to withdraw

when the three squads under his control were attacked. These were no ghosts, and the sergeant recognized the threat: Dark Eldar Raiders. Splinter cannons began to rain down death on the emplacement as Calyn and his Battle-Brothers began to fire shots on the incoming jetbikes and skimmers.

The forces of the xenos raiders quickly bore down on the embattled Space Marines. Several alien skiffs carrying snares began to fly by and latch onto individual squads, either killing them or snatching them and flying away. At the battle's end, the Storm Warden force suffered significant losses, a bitter defeat for the proud Chapter. Veteran Sergeant MacAntir has sworn a solemn oath to recover his captured Brothers and wreak a bloody vengeance against the Dark Eldar. While such a task is difficult, those who have seen the depth of MacAntir's rage do not doubt that he may one day succeed, though the cost may be great.

EFFECTS:

Apply all of the following changes to your character:

Characteristics: You suffer -3 Fellowship.

Talents: You gain the Hatred (Choose One) Talent.

Special: The character is not allowed to be the leader until he reaches 60+ Renown or atones for the losses of his Battle-Brothers by locating them or recovering their gene-seed. Should evidence of the lost Battle-Brothers be found, he must pass a **Hard (-20) Willpower Test** to resist immediately following up on it.

GENE-SEED ANOMALY

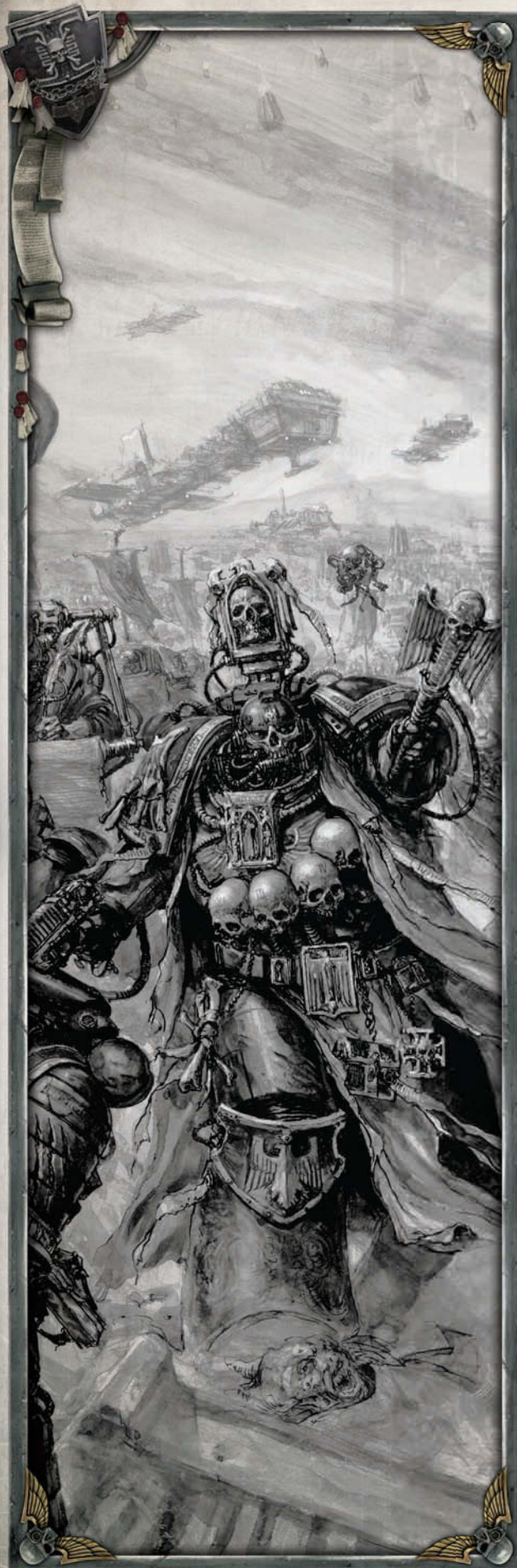
Cost: 300 xp

Since the First Founding, the Space Marines have stood as the shining examples of the ideals of Humanity. The pure gene-seed gift bestowed on them by the Emperor enabled them to be seen for their amazing virtues and hold humans to that standard.

Over the course of the last ten millennia following the Horus Heresy, subtle changes in the gene-seed have begun to emerge in some of the Chapters. Though some are subtle (such as the loss of the Betcher's Glands in the Imperial Fists) and others are potentially devastating (such as the Red Thirst of the Blood Angels), most are not experienced by the entire chapter initially. Most changes slowly find their way into the gene-seed matrix. While the Apothecaries strive to keep the seed as pure as possible, it is a losing battle to keep them 100% pure as they are transferred from host to host.

Following particularly brutal engagements with Renegade and xenos forces, Chapter Apothecaries make a routine screening of all the Battle-Brothers involved to ensure their gene-seed's continued viability. When a mutation or alteration is found, the Chapter will often provide that Space Marine with an opportunity to help the Apothecarion's research what can be done to reverse the process or at the very least stop its progress.

As long as the Space Marine stays within his Chapter, his secret is safe. Should the knowledge of a mutation be made known outside the Chapter, it is possible that the entire Chapter could be brought under scrutiny.



EFFECTS:

Apply all of the following changes to your character:

Characteristics: You may increase any single characteristic by +3, and you must also reduce any single other characteristic by -3.

Skills: You gain *Medicae* as an Advanced Skill.

Special Note: The character will strive to take care of his own wounds instead of relying on an Apothecary (unless they are from the same Chapter). Should an Apothecary from another Chapter be the one to heal this character, they must make a **Hard (-20) Medicae Test** to discern that there is something wrong with the character's gene-seed. Should the test be successful, the mutation becomes common knowledge within the team. The consequences of this knowledge are up to the GM, but the revelation should at least reduce the group's Cohesion by 1d10.



ADVENTURE SEEDS FOR DEEDS OF DISDAIN

The Deeds of Dismay can have significant effects on a campaign, and provide powerful motivations for the members of a Kill-team. These concepts can have epic consequences for your campaign. The GM should consider carefully before placing more than one such story in his campaign, as there is a danger of pulling a Kill-team apart at the seams.

- Following a mission to combat the Tyranids, the mutation in the gene-seed is becoming more pronounced, at least when tested. Though the character sees no outward signs, he begins to feel that it is somehow catalysed by exposure the Tyranids.
- Evidence of a lost Relic surfaces during a mission. Whether it is written records, a recorded image of it, or an actual eyewitness sighting, the Deathwatch Kill-team is present within days of it having been there. All indications are that it is still close by, but it is due to be taken off-world within 24 hours.

DISTINCTIONS

"We do not judge ourselves as lesser men are judged. For us to face the foe without fear and without retreat or surrender are a simple expectation. Victory, too, is seen as our right; the due reward for setting foot on the field of battle. For a Battle-Brother to earn distinction within the Adeptus Astartes he must go beyond what commanders and captains expect of him and make himself worthy of the Emperor."

—Brother-Librarian Hancarn of the Novamarines Chapter

Space Marines are among the greatest of the Imperium's heroes; living gods of war and valour shaped from the flesh of the Emperor himself. It is little wonder then that they are expected to perform superhuman feats and impossible missions the likes of which would smash lesser men to dust on the anvil of war. However, even with such great expectations there are those of the Adeptus Astartes who rise above their brothers and distinguish themselves as true paragons of the Imperium and pinnacles of the Deathwatch or their own Space Marine Chapters. They are heroes the like of which mankind seldom sees, legends among a company of legends, which stand out by the blazing light of their deeds. For these rare individuals there can only be glory and victory, nothing less will suffice.

Distinctions are a way of bestowing special abilities on characters who have achieved greatness within the Deathwatch or within the ranks of their own Chapter. This can mean unique sets of skills or talents gained from completing a perilous campaign, such as the battle-hardened Tyrannic War Veterans of the Ultramarines, or it might mean rising into a sacred circle of trust and secrecy, such as joining the legendary Deathwing of the Dark Angels. More simply, a Distinction may be a reward for extreme heroism in battle, or a great deed like saving a world, giving the Battle-Brother the favour of his peers, access to a unique combat technique, or even making him truly fearless. Typically, as a Battle-Brother advances in Rank and survives more and more encounters with the enemy, the chances to gain Distinctions will increase, and most old, hardened veterans of the Deathwatch bear a Distinction or two to show for their time in the service of the Emperor.

WHAT ARE DISTINCTIONS?

A Distinction is both a special reward and a special set of abilities which reflect some great deed or unique advancement by a Battle-Brother. Unlike Skills, Talents and Traits, a Distinction is only open to those which have achieved some in-game requirement as judged by the GM. Also unlike regular Advances, Distinctions are malleable, and their effects can be adapted and altered to represent the specific nature of the Battle-Brother's deed or achievement. In this way, each Distinction is a rare and precious thing that a player-character should feel rightly proud to have won and which will fundamentally alter his Battle-Brother in ways that normal Advances cannot.

DISTINCTIONS AND HONOURS

In some ways Distinctions and Honours (see page 204) are similar. They are both rewards for great deeds and mark a Battle-Brothers progress within the ranks of his Chapter or the Deathwatch. The main difference, however, is that Honours do not cost any experience points to purchase and are fixed rewards, usually taken from the rigid structure of the Codex Astartes. By contrast, a Distinction is created by the GM and paid for in experience by the player to reflect a special ability he has gained from an in-game experience, or by taking on a specialised role or title. Honours are also less rules-focused than Distinctions, and typically grant a role-playing benefit rather than bonuses to dice rolls or access to special skills, while Distinctions are by their nature special rules that either enhance the characters existing skills and talents or allow them to do something they could not do before.

EARNING DISTINCTIONS

It is up to the GM whether or not a player can buy a Distinction for his character and it should usually be the result of a role-playing situation, such as being granted a special rank (i.e., joining the Deathwing) or completing a momentous task (i.e., saving a world with only the aid of your Kill-team). Players can of course petition for Distinctions if they feel that their deeds are worthy of special recognition. However, the GM has the final say as to whether a player earned a Distinction and should only award them rarely. Equally, players do not need to accept Distinctions when they are offered (this may be the case if they do not have the experience points to purchase it). However, the GM should leave such offers open, unless there is a good role-playing reason not to, so that if at a latter time the player chooses to accept the Distinction they can. Once the player pays the experience cost for the Distinction, it is then added to their character and becomes a permanent addition to their abilities. For the purposes of determining a Battle-Brother's Rank, buying a Distinction counts as an expenditure of experience in the same way as buying a Skill or Talent.

EXAMPLE

Damien's character Palarius and his Kill-team have just saved the world of Avalos from the first tendrils of a full-scale Tyranid invasion, earning for themselves a glorious victory. Given the magnitude of their achievement, the GM creates the Hero of Avalos Distinction (combining the Campaign Hero and Enduring Name Marks of Distinction). If they wish to, Damien and the other players in his team can buy this Distinction to mark the skills they have learnt and the favour their mission has brought them.

EXAMPLE

Through role-playing and amassing great glory and renown, Jim's character Sylarn (a Battle-Brother of the Dark Angels Chapter) has just been inducted into the Deathwing. As a reward for this achievement, entrance into the Dark Angel's inner circle, the GM allows him to now take the Deathwing Distinction (combining the Master of Secrets, Chosen of the Chapter and Forbidden Lore Marks of Distinction).

DISTINCTIONS AND TALENTS

Distinctions share some of the characteristics of Talents (see page 108 of the **DEATHWATCH** Rulebook) in that they allow a character access to a special ability or a set of rules which modify their existing abilities. Distinctions differ from Talents however in that a Distinction cannot be purchased from the player-character's Advance Tables, nor can Distinctions be chosen simply if the player has enough experience points to afford them. Rather, a Distinction is something created by the GM to reflect some in-game deed or aspect of the narrative, such as gaining a special title within the Chapter.

CREATING DISTINCTIONS

The GM can create a new Distinction by taking one or more of the Marks of Distinction from the list below and combining them. When creating a Distinction, the GM may combine up to three Marks together, but must choose at least one. He then adds together the experience point cost of each Mark to find the overall cost of the newly-created Distinction. Finally, he can give the new Distinction a name to reflect the deed or achievement for which it rewards.

EXAMPLE

The GM wants to create a Distinction for Andrew's character Tartus as a reward for slaying a vile Greater Daemon of Slaanesh in single combat. The Distinction must have at least one Mark of Distinction but can have up to three. He chooses the Marks of Distinction Angel of Death (1000 xp), and Enduring Name (500 xp). Combining these he creates a new Distinction which he dubs Daemon Slayer for a cost of 1500 xp which Andrew can then buy for his character.



MARKS OF DISTINCTION

Marks of Distinction are the components that make up all Distinctions and each is a set of special rules or abilities that can be combined with other Marks to create a wide array of unique Distinctions. Marks of Distinction can also come in any shape or size and can represent all manner of special abilities and unique rules which are not covered by such things as Skills, Talents or Advanced Specialities. To help the GM define these Marks of Distinction, they have been divided into three broad groups (Command, Combat, and Determination) each of which covers a rough area of expertise or discipline within the development of a Battle-Brother. All Marks of Distinctions use the following profile:

Title—the Mark of Distinction's name.

Cost—the cost in experience points of the Mark of Distinction; this cost is then added together with other Marks in a Distinction to find its final cost.

Description—a description of the type of reward the Mark represents, as well as the effects or special abilities the Mark of Distinction confers upon the Battle-Brother.

COMMAND MARKS

These Marks of Distinction deal with rank, standing and leadership ability as well as the favour and reputation of a Battle-Brother. They are the purview of the greatest of commanders, lords and kings of war granting the Battle-Brother a vast degree of sway over both his fellow Space Marines and many other soldiers of the Imperium.

AURA OF LEADERSHIP

Cost: 750 xp

Through either training or as a result of their natural ability some Battle-Brothers develop a knack for leading others. Those around them can feel the pull of their powerful personal charisma and the authority of their voice spurs others on to do their duty no matter the cost. When the Battle-Brother is in the role of the leader (see page 228 in the **DEATHWATCH** Rulebook), this Mark of Distinction allows him to regenerate Cohesion while he is in Support Range of his Kill-team. Once per game session as a Half Action he can restore lost Cohesion to his Kill-team equal to his Rank. Perhaps more valuable than this is the affect this Mark has on those who are not Space Marines, who will instinctively see the Battle-Brother as the ranking Imperial commander if out of touch (or doubting the leadership) of their own officers. The GM can use this as both a benefit and a hindrance as Imperium troops look expectantly to the Battle-Brother for orders in the chaos of battle.

CHOSEN OF THE CHAPTER

Cost: 750 xp

Within a Space Marine Chapter there are those who will rise to greatness and positions of authority, shining bright even among the unforgiving standards and brutal expectations of the Chapter Master. These Battle-Brothers who rise to such ranks gain more than mere military command or station, and are viewed differently by their peers (even those from different Chapters) and given deference in matters of leadership. This Mark of Distinction will apply to either the Deathwatch or the Battle-Brother's own Chapter and indicates them rising to an elevated position of importance (as represented by the Bonus). The Battle-Brother can add +20 to any leadership-related tests (i.e., Command and Tactics Skill Tests, Squad Mode-related Tests, and so forth) when commanding Battle-Brothers of his own Chapter or the Deathwatch (depending on the nature of his special rank). This Mark may also grant the Battle-Brother greater control over Missions and even the command of other Space Marines at the discretion of the GM.

ENDLESS FAVOUR

Cost: 600 xp

There are countless worlds that owe a great debt to the Adeptus Astartes, and countless peoples and organisations which would not exist without their intervention. Sometimes, however, this debt is publicly recognised and formalised, such as when an Imperial Guard Regiment is saved from annihilation by the actions of the Adeptus Astartes or a when a planetary lord is rescued from certain death. Thereafter, the Battle-Brother will always be able to count on this bond and the un-repaid debt it represents. Not as all-encompassing as Lord of the Domain or Universal Renown, this Mark of Distinction instead singles out a sole organisation or important person and puts them in debt to the Battle-Brother. Whenever he deals with that person or organisation, he may add a +10 bonus to any Interaction Skills and gains an additional bonus degree of success to any successful Interaction Skill Test. The real benefit of this Mark, however, is the role-playing potential that such an unflagging ally represents and the Battle-Brother can use it to ask for favour, information, or support.

ENDURING NAME

Cost: 500 xp

It is the hope of all Battle-Brothers that their deeds will live on beyond their death to be sung by their Chapter long after they have returned to dust. Few achieve this personal glory, and fewer still see even a glimmering of it while they live. Rarely, however, a Battle-Brother's deeds will approach this level of remembrance, and mark him out as a hero of the Adeptus Astartes, giving his foes pause and his allies courage simply to be in his presence. Allies of the Battle-Brother may add +10 to their Willpower Test (such as Fear Test) when in his presence, equally if his enemies know of his name (as determined by the GM) then they will conversely suffer a -10 penalty to their Willpower when resisting effects generated by the Battle-Brother (i.e., Fear Tests caused by him, Intimidation Tests or certain Psychic Powers and Squad Mode abilities).

FIRST AMONG EQUALS

Cost: 1000 xp

The ranking system within the Deathwatch is different than that of other Chapters, and the glory and standing of individual Kill-teams counts for a great deal when measuring a Battle-Brother against his peers. Sometimes though great deeds and peerless performance in battle, a Battle-Brother will make a name for his Kill-team in the eyes of his commanders and earn a special place within the ranks of the Deathwatch. This Mark of Distinction allows the Battle-Brother, and his Kill-team, greater leeway when dealing with the Deathwatch and more favourable treatment for both requisition and choice of Missions. The Battle-Brother may add +10 to his Renown when determining what he can Requisition for Missions as well as +20 to his Requisition total for each Mission. At the GM's discretion, he may also allow the Battle-Brother to make special requests of the Deathwatch pertaining to things like Mission deployment and what kind of support they might have. If more than one member of the Kill-team has this Mark of Distinction, they may add together their bonuses when making Requisitions.

GREATER AUTHORITY

Cost: 600 xp

The Deathwatch and the Inquisition are inextricably intertwined and share a common purpose within the Imperium. Sometimes a Battle-Brother will work closely with an Inquisitor for an extended duration and create a special relationship with the Inquisition, one which he can call upon should the need arise. The Battle-Brother may add +10 to all Fellowship, Intelligence or Willpower Tests (plus Skill Tests related to these Characteristics) when dealing with the Inquisition (i.e., when making Command Tests to direct Imperial Assets or Fellowship Tests to deal with Inquisitors). In addition, the Battle-Brother is recognised by the Inquisition for his past deeds (and perhaps the good word of an Inquisitor), and as such may make demands and requests of the Inquisition he would not normally be granted. At the GM's discretion, this relationship may also extend to allowing the Battle-Brother access to privileged information.

LORD OF THE DOMAIN

Cost: 400 xp

Space Marines do not rule worlds or peoples in the way of kings and planetary lords, nor do they watch over such places if beyond the dominance of their Chapter. Sometimes, however, a Battle-Brother will earn an honorary title if he saves a world or aids a people, giving him unique rights and privileges. This Mark of Distinction is tied to specific world or group of people chosen by the GM when he creates the Distinction. Thereafter, whenever the Battle-Brother deals with these people or operates on this world he will be granted the deference of a great king. This is largely a role-playing effect, however, when appropriate the Battle-Brother can add +10 to any Tests in which his honorary title would give him an edge, as determined by the GM.

MIGHTY LINEAGE

Cost: 500 xp

Most Battle-Brothers can trace their lineage through their Gene-seed back down the centuries to the founding of their Chapter and their Primarch. For some however the link becomes more personal and they bear the Gene-seed of one of the great heroes of their Chapter now passed into legend. For these Battle-Brothers much greatness is expected and they are seen as natural leaders and a symbol of the purity and glory of the Adeptus Astartes. A Battle-Brother with this Mark of Distinction can add +3 to his Cohesion (see page 211 in the **DEATHWATCH** Rulebook) whenever he takes the role of the leader in his Kill-team. The GM may also allow him to add +10 to any Command Skill Test and related Tests when in a position of command over those who are aware of his powerful heritage.

UNIVERSAL RENOWN

Cost: 1000 xp

Sometimes a Battle-Brother will achieve a deed so great that it becomes a legend in his own time, spreading out across the Imperium to reach the ears of men light years away. Such deeds must be great indeed, given length and breadth of the galaxy and noteworthy enough to be remembered among an endless list of wars and conflicts. A Battle-Brother with Universal Renown has made a great name for himself through some incredible and glorious deed for the Emperor. Wherever he travels in the Imperium he can use his reputation to intimidate his foes or gain favour from his allies and may add +10 to any Fellowship Tests or any Skills based on Fellowship and +2 to his Fellowship Bonus whenever he deals with someone who could legitimately know of his deed as decided by the GM.

COMBAT MARKS

These Marks of Distinction reflect the warrior spirit and skill at arms of the Adeptus Astartes covering their legendary feats of combat and their years of hard won battle experience. They are held by true champions of the Imperium, warriors with few peers and almost without equal on the battlefield; those that have mastered the art of killing and honed their abilities to superhuman levels.

ANGEL OF DEATH

Cost: 1000 xp

Only a handful of times in each generation will a truly mighty champion rise from the ranks of a Chapter. Blessed by the Emperor, such warriors embody the legend of the Space Marine, and carry with them the shadow of their Primarch to watch over their greatness. A Battle-Brother with this Mark of Distinction is a true killing machine even by the impossibly high standards of the Adeptus Astartes and death to all he should meet. Once per combat encounter the Battle-Brother may make an attack with a Ranged Weapon or a Melee Weapon which cannot be Parried or Dodged. Alternatively he may instead choose for one of his hits (determined once a successful hit has been landed) to ignore either all his foe's Armour Points or his Toughness Bonus.

BROTHERS OF THE BLOOD

Cost: 750 xp

All Battle-Brothers share a special bond created by the lineage of their blood and the dangers they must face together. Sometimes though this bond goes further and Battle-Brothers within a Kill-team or of the same Chapter will forge an unbreakable alliance with one another which endures even in the most extreme of circumstances. A Battle-Brother with this Mark of Distinction will find it easier to lead his fellow Space Marines when in Squad Mode (see page 219 in the **DEATHWATCH** Rulebook), instinctively directing them into tactical formations and directing them against the foe. Once per game session he may use a Squad Mode ability without needing to pay a cost in Cohesion (provided it is an ability which he would normally be able to use given his Chapter, Rank and maximum level of Cohesion).

In addition the Battle-Brother can maintain the ability even should his Kill-team's Cohesion drop to 0 provided he remains in Support Range of his comrades. Should he choose to end the ability however, or he moves out of Support Range the ability will end as normal and cannot be used again until the Kill-team's Cohesion is restored. Finally, if every member of the Kill-team benefiting from the Squad Mode ability has the Brothers of the Blood Mark of Distinction then it unlocks an additional benefit, allowing them all to benefit from a Chapter-Specific Squad Mode ability even if they are of differing Chapters. Note, however, that the Battle-Brother who initiates such a Squad Mode ability must still be of the appropriate Chapter and as above have the Chapter, Rank and maximum level of Cohesion to access it.



CAMPAIGN HERO

Cost: 600 xp

The Adeptus Astartes fight on all fronts and against all foes in the endless war to safeguard the Imperium from her enemies. During his time in the Deathwatch a Battle-Brother will face a myriad of adversaries and set foot on countless worlds. Sometimes during one of these many gruelling campaigns a Battle-Brother will distinguish himself against a certain enemy or on a certain battlefield, gaining a lasting familiarity with its perils and pitfalls. When taking this Mark of Distinction the GM chooses a certain type of foe (i.e., Tyranids, Orks, Tau etc) or a certain kind of warfare (i.e., planetary assault, infiltration, defensive operations, etc). In any instance where the Battle-Brother faces this foe or fights in this kind of warfare he may add +10 to any Intelligence, Perception or Fellowship Characteristic Tests (or Skill Tests related to these Characteristics) to reflect his understanding of the foe. At the GM's discretion he may also give the Battle-Brother additional information or hints on mission objectives if it falls within his area of expertise.

DEATH WORLD VETERAN

Cost: 400 xp

Space Marines are trained to deal with all kinds of planetary environments and battlefield conditions, including some of the most inhospitable places known to the Imperium. In fact, many Aspirants to the Adeptus Astartes come from such hellish Death worlds, fighting to survive even before they are inducted into the ranks of the Emperor's finest. Some Battle-Brothers learn these survival skills on long campaigns, becoming as one with their environments as the indigenous predators themselves. When the GM selects this Mark of Distinction he chooses for the Battle-Brother a kind of world or environment in which he has gained unparalleled skills (i.e., jungle, ice, subterranean, the void, and so forth). Thereafter whenever the Battle-Brother fights or travels in such an environment he can add +10 to any rolls to either overcome the environment (i.e., Navigation or Wrangling Tests) or rolls to use it to his advantage (i.e., Tactics or Concealment Tests). In addition in all but the most extreme cases (as determined by the GM) the Battle-Brother is not slowed by difficult terrain (see page 247 in the **DEATHWATCH** Rulebook) in this environment, gliding across ice, through dense jungle or in zero gravity with ease. At the GM's discretion this Mark may also make the Battle-Brother completely immune to the natural hazards of the environment, such as toxic air, native predators or extreme weather, given his long exposure and instinctive relationship with his surroundings.

FAVoured FOE

Cost: 500 xp

Battle-Brothers are adept at all manner of killing and learn how to fell even the mightiest of foes. Repeated exposure to certain enemies however hones the Space Marine's skills and he learns how—with a well-placed bolt round or a vicious downward slash from a power sword—to kill such foes as quickly as possible. When taking this Mark of Distinction,

the GM chooses a certain type of foe (i.e., Tyranids, Orks, Tau, etc) and counts this as the Battle-Brothers Favoured Foe. When fighting a Favoured Foe the Battle-Brother adds 2 to the Penetration of all his attacks, both ranged and melee, to reflect his understanding of his foe's weaknesses, and may once per combat re-roll damage against such enemies. In addition to these advantages, the Battle-Brother has a greater chance of inflicting massive damage on his Favoured Foe, and should he score Righteous Fury (see page 245 in the **DEATHWATCH** Rulebook), he is considered to automatically pass his Weapon Skill or Ballistic Skill Test to see if he scores extra damage. In other respects Righteous Fury remains the same and additional damage beyond the first is still confirmed by scoring 10 on the damage dice roll. Finally, this Mark of Distinction represents an extensive understanding of the foe, and at the GM's discretion he can allow the Battle-Brother additional information and intelligence on how the foe operates, it's likely tactics and even the ability to quickly identify various members and weapons of the foe species.

MASTER OF ARMS

Cost: 1000 xp

The boltgun has a sacred role in the training and life of a Space Marine, next to his power armour it is the most important piece of equipment he will ever carry and is as vital to him as his loyalty to his brothers and his faith in the Emperor. A Master of Arms has achieved legendary skills with the bolter, and with many other types of common Astartes weapons; able to push them to their limits and tap into their killing power in ways common soldiers could not begin to imagine. When taking this Mark of Distinction the GM chooses two of Weapon Special Qualities from either: Accurate, Blast (2), Felling (1), Scatter, or Tearing (see page 142 in the **DEATHWATCH** Rulebook). Whenever the Battle-Brother uses a Ranged Weapon with the word "Astartes" in its title he can then apply one of these Special Qualities to it at the start of each of his turns (swapping between Qualities from round to round should he choose). Note, however, that if the weapon already possesses the Special Quality applied by Master of Arms then no further effects are added. In addition to these effects, all Astartes weapons wielded by a Battle-Brother with this Mark of Distinction also gain the Reliable Weapon Special Quality if they do not already have it.

MASTER OF BLADES

Cost: 1000 xp

Space Marines are gifted warriors and excel in both ranged and melee combat in all its forms, but even among their exalted ranks there are those whose abilities are breath-taking to behold and verge on the preternatural. A Master of Blades is such an individual, having gained great distinction for themselves through countless feats of melee combat. They can do things with a blade, axe or bludgeon that few could even hope of aspiring to. When taking this Mark of Distinction the GM chooses a type of melee weapon for the Battle-Brother to excel at, either Chain, Power or Force (see **DEATHWATCH** page 154). He then chooses two weapons of that type (i.e., if he selected Power Weapons as the type, he could choose Astartes Power Sword and Astartes

Power Fist, for instance). Whenever the Battle-Brother wields a weapon from those chosen in his Mark of Distinction he can choose to change his fighting style each round and switch his weapon's normal profile with that of the other chosen weapon (i.e., a Battle-Brother with the above chosen weapons could, when wielding an Astartes Power Sword, choose to count it as an Astartes Power Fist or visa versa at the start of any of his turns).

PEERLESS WARRIOR

Cost: 1000 xp

Space Marines train ceaselessly in many of the Imperium's most powerful weapons, becoming masters of bolter, power sword and power armour, to name just a few. Their ability to land blows or hit distant targets comes from these years of training and battlefield experience, and for some Battle-Brothers firing a bolter or swinging a chainsword becomes as easy as drawing breath. To reflect the Battle-Brother's intimate understanding of these tools of war he gains a number of re-rolls equal to half his Rank (rounded up), each of which may be used once in each game session. These re-rolls may only be used for the following things: Weapon Skill or Ballistic Skill Tests when rolling to hit with any weapon with Astartes in the title, Parry tests with Astartes melee weapons or rolls to Dodge while wearing Astartes Power Armour or Astartes Scout Armour, or damage dealt by any weapon with Astartes in its title. Remember you may never re-roll a re-roll and the second roll always stands even if it is not as favourable than the first.

WEAKNESS AS STRENGTH

Cost: 750 xp

Battle-Brothers can fight on long after ordinary soldiers would have fallen in battle, their superhuman frames pushing them on to do the Emperor's work even as fatigue, wounds or toxins work against them. When a Battle-Brother survives such trauma repeatedly he becomes even more hardened to it and can turn the weakness of blood loss or torn flesh into raw determination, driving him on against the foe. Whenever a Battle-Brother with this Mark of Distinction is reduced to 3 Wounds or less he adds +2 to both his Strength Bonus and his Toughness Bonus. In addition, while reduced to 3 Wounds or less, in any turn in which he suffers a level of Fatigue (regardless of its source) he may re-roll a single Weapon Skill, Ballistic Skill, Strength or Toughness Test (or Skill Tests based on these Characteristics). Both of these abilities last for as long as the character remains at 3 Wounds or less, or until they are slain.

DETERMINATION MARKS

These Marks of Distinction represent the strength of a Space Marine's will and the keen edge of his mind, sharpened by secret knowledge and sights few mortal eyes ever witness. They are the domain of those that have discovered true enlightenment though the crucible of war and faith and those that have transcended their savage humble beginnings to become true scholar soldiers in the Emperor's armies.

FORBIDDEN LORE

Cost: 400 xp

Battle-Brothers are far more than just warriors, and those that survive for long in the Imperium's endless wars of conquest study the ways of their enemies and the secrets of the past to bolster their combat prowess. Some among the Chapters are also tasked with the burden of learning forbidden lore and secret knowledge so that the Adeptus Astartes never forgets the true dangers that lurk between the stars. A Battle-Brother who has earned the right to learn such knowledge expands his understanding beyond that which is safely accepted by the bulk of Imperial Authorities and applies it for the betterment of his comrades when the need is great. When the GM chooses this Mark of Distinction he selects one of the Forbidden Lore Skills (see page 100 in the **DEATHWATCH** Rulebook). The Battle-Brother then gains this skill, even if it does not appear in their Advancement Tables.

JAWS OF INTELLECT

Cost: 750 xp

Part of being a good warrior is being smarter than your foe, seeking out new ways to defeat him and new understandings of his weaknesses. An especially adept Space Marine can turn his mind to such tasks easily and use his intellect to solve problems his brawn cannot overcome. The Battle-Brother has developed a knack for thinking laterally on the battlefield, having proved himself through a cunning plan or expertly coordinated attack and as such can apply his intelligence to tasks normally governed by muscles and reflexes alone. A Battle-Brother with this Mark of Distinction may choose to substitute his Intelligence for tests based on either Strength or Agility. He may also use his Intelligence Bonus instead of his Agility Bonus when rolling for Initiative (see page 235 in the **DEATHWATCH** Rulebook). If he chooses, the GM may also give the player hints about alternative solutions to problems or intelligent ways of overcoming challenges that the Kill-team may have missed, to reflect his Battle-Brother's ability to consider all angles of a dilemma.



MASTER OF SECRETS

Cost: 500 xp

The Imperium is filled with secret plots and hidden knowledge, a miasma of shrouded truth that lies beneath layers of lies and falsehoods. The Chapters of the Adeptus Astartes are not different from the rest of the Imperium in this respect, and keep their secrets close to their chests—hiding them from the outside world and often even from the ranks of their own warriors. As a mark of respect and honour, the Battle-Brother has been initiated into the inner circle of trust within his Chapter and been given the burden of some ancient knowledge or forbidden secret known only to a select few. The exact nature of this secret and what it means are determined by the GM when he chooses this Mark of Distinction, but it should be something of great significance usually relating to either the Battle-Brother's Chapter, the Deathwatch, Inquisition or Imperium. The advantage of this Mark is that the Battle-Brother will become part of a special circle of confidants, gaining access to a potent ally who can operate outside both normal Imperial channels and the Adeptus Astartes chain of command. In addition to being a useful plot device, the GM should also allow the Battle-Brother to call on this secret brotherhood to either gain privileged information, additional resources, or manipulate current events.

MENTAL ASCENSION

Cost: 600 xp

Space Marines are constantly training not only their bodies and skills at war but also their minds and intellect. For some Battle-Brothers, however, this mental training goes even further, elevating their minds and expanding their grasp of the universe and the very nature of reality. Librarians especially constantly seek such ascension; however Adeptus Astartes warriors throughout all specialities have been known to sharpen their senses so. The Battle-Brother has gained an enhanced understanding of his surrounding and the interaction of all things, allowing him to consider myriad perspectives and possibilities. This has the game effect of allowing him a number of re-rolls equal to his Rank each game session on any Intelligence, Perception or Willpower Tests (or Skill Tests based on these Characteristics). Alternatively, he may use a re-roll to instead double a Characteristic Bonus based on one of these three Characteristics for the purposes of a single test or effect (such as doubling his Perception Bonus to enhance his senses).

REASON AND WILL

Cost: 600 xp

Determination and will are part of being a good soldier, and the ability to endure the unendurable marks a Battle-Brother apart from almost all of his foes. Those that earn this Mark of Distinction have proven their ability to withstand great mental hardship and press on even when despair and hopelessness fill the air around them. The Battle-Brother gains a +10 to all Willpower Tests as well as the ability to re-roll one Willpower Test per game session. Such is the Battle-

Brothers indomitable will, that added to these advantages, he never suffers more than a -20 to any Willpower Test (after factoring in the Bonus to Willpower Tests that this Mark provides), and any penalties greater than this are disregarded. At the GM's discretion he may also allow the Battle-Brother to make a Willpower Test to resist mental hardship or trauma when no test would normally be allowed.

SECRETS OF OTHERS

Cost: 500 xp

During their many missions and forays into enemy territory Battle-Brothers may sometimes come into contact with a potential secret, either about their foes or even their allies. This single powerful piece of information can be as deadly as any weapon if used wisely and can change the perspective and standing of the Battle-Brother who learns it. When the GM chooses this Mark of Distinction he selects a secret for the Battle-Brother to have learned, either about a place, person or enemy. While knowing this secret provides no bonus to dice rolls, tests or other rules effects it does bring with it a significant role-playing advantage and the GM should allow the player (if he uses it wisely) to use the secret to influence the reactions of NPCs, alter the nature of a Mission, or catch an enemy off guard. For example, the Battle-Brother might decipher a xenos code, allowing him to predict his foes' movements or interpret their orders. Note that unlike the Mark of Distinction Master of Secrets this does not grant the Battle-Brother membership to any special group or secret brotherhood as it represents a relatively minor secret found by happenstance rather than an ancient one hidden for centuries.

TACTICAL EXPERIENCE

Cost: 750 xp

While most Battle-Brothers within the Deathwatch will only experience battle as part of a Kill-team, there are times when knowledge of larger combat tactics is required. Those that excel in such areas gain both greater experience and develop an intuitive understanding of the tides of war and how armies move and fight on the battlefield. A Battle-Brother with this Mark of Distinction has proven himself not only an able commander but to have an instinctive understanding of commanding and controlling combat formations and using combined arms tactics. He gains adds an additional 3 points to the Kill-team's Cohesion and a +10 to any Command and Tactics Skill Tests when in the role of the squad leader. Perhaps of greater value is that when in command of the Kill-team he also provides excellent fire direction against their foes allowing every Battle-Brother under his command (including himself; Battle-Brothers must be in Squad Mode to benefit) to inflict an additional point of damage per attack against Hordes with either ranged or melee weapons.



UNSHAKABLE

Cost: 600 xp

Fear is largely a foreign emotion to the Adeptus Astartes, a weakness of lesser men that must be covered by what they see as courage and determination. For a Space Marine there is only duty, and the perils of combat or the horror of battle are but shadows straining against its blazing light. Some of the galaxy's terrors, however, have the ability to bend even the minds of the Adeptus Astartes, their cursed warp-spawned forms cracking reality and battering the sanity of all mortal creatures. A Battle-Brother who faces these maddening foes will sometimes come away stripped of even these unnatural fears and become truly unshakable. A Battle-Brother with this Mark of Distinction suffers no ill effects from Fear at all (see page 277 in the **DEATHWATCH** Rulebook for details on Fear and its effects on Space Marines). In addition, the mind-breaking nature of his foes is also lessened and he is better equipped to deal with such horrors that defy reason. As such, whenever he would suffer Insanity Points (from any source) the total is halved (round down).

WATCHER

Cost: 500 xp

A well-trained Battle-Brother is always aware of his surroundings and misses nothing that might give him an edge in battle or hint at impending danger. Some are more gifted than others, however, and their ability to process and understand their surroundings is astounding indeed. More than simple senses however (like the enhanced sight and smell possessed by Space Wolves) this Mark of Distinction reflects the Battle-Brother's ability not only to sense danger but also interpret it swiftly and understand what it means before those around him. A Battle-Brother with this Mark of Distinction gains a +10 to all Perception Tests and a +1 to their Perception Bonus. The GM may also allow them to make tests to notice things even when he is not actively looking for danger or anything unusual (such as to spot unusual 'silent' communication between 'allies' in a formal ceremony or notice a foe is carrying a wound from the subtle way it moves). The Battle-Brother can also aid others in their understanding of their surrounding and once per encounter can give a fellow Battle-Brother (provided they are in Support Range) a re-roll on any Intelligence or Perception Test (including Skill Tests based on these Characteristics).

CREATING NEW MARKS OF DISTINCTION

The Marks of Distinction presented here are by no means an exhaustive list and the Game Master should feel free to create his own when fashioning new Distinctions for his campaign; using those from the above lists as examples. One thing all Marks of Distinction should have in common, however, is that they are rare and always represent a reward for some in-game experience, providing players with abilities which they could not gain through the acquisition of Skills and Talents alone. The bonuses provided by Marks of Distinction are also intended to be broad enough to cover a large range of tests and modifiers, adding to the power and prestige of having a Distinction. Finally, most Marks of Distinction also come with a role-playing component, something that transcends rules and grants the Battle-Brother a special title, area of expertise or ability which can be used in narrative play. This final benefit of Distinctions should not be overlooked, as in many ways it is more important than a bonus to a dice roll or characteristic and is in essence what having a Distinction is all about.

EXAMPLE DISTINCTIONS

There are many ways to combine Marks of Distinctions to create Distinctions and represent the special achievements of Battle-Brothers. Presented here are a few of the more well-known Distinctions (and the Marks of Distinction which make them up) held by some of the Chapters within the Deathwatch.

TYRANNIC WAR VETERAN

The Ultramarines were among the first of the Adeptus Astartes to face the Tyranids and fought a great battle against Hive Fleet Behemoth around their home world of Ultramar. During this titanic battle the Ultramarines lost their First Company, along with scores of other brave Space Marines. Those that survived reserved a special hatred for the Tyranids, and quickly moved to face this new threat to the Imperium. Among these a new elite section of Ultramarines emerged. Originally trained by the Ultramarine Chaplain Cassius (a veteran of Ultramar), they become known as the Tyrannic War Veterans. To a man these veterans have all fought against the Tyranid and trained extensively in the best methods of killing the vile alien menace. In the years since the great battles against Hive Fleet Behemoth, Tyrannic War Veterans have borne the brunt of the Chapter's efforts against the Tyranids, the veterans have also been integral to the rebuilding of the Ultramarine's First Company and many of them are eventually inducted into its ranks.

To earn this Distinction a Battle-Brother must be a member of the Ultramarines Chapter and have fought against the Tyranids in battle.

Cost: 1100 xp

Marks of Distinction: Campaign Hero (Tyranids), Favoured Foe (Tyranids).

SANGUINARY GUARD

The hallowed order of the Sanguinary Guard can trace its origins back to the Horus Heresy and those first Space Marines of the Blood Angels Chapter who served as Primarch Sanguinius' personal bodyguard. When the Sanguinary Guard was wiped out in the final hours of the Heresy, along with their Primarch, on Horus' Battle-Barge only a single member survived; Azkaellon, Herald of the Primarch, and only then because Sanguinius had ordered him to remain on Terra. It was from Azkaellon that the Sanguinary Guard as it is known today was born and spread down the years to many of the Blood Angel successor Chapters. To be a member of the Sanguinary Guard is to be the chosen from the best the Chapter has to offer, and to embody the spirit of the Primarch himself. Fearsome and unforgiving in battle they are the elite core of any force the Chapter fields.

To earn this Distinction a Battle-Brother must be a member of the Blood Angels Chapter and have proven themselves to their Chapter Master through some great deed or feat of arms.

Cost: 2500 xp

Marks of Distinction: Angel of Death, Brothers of the Blood, Chosen of the Chapter.

EMPEROR'S CHAMPION

The Emperor's Champion is an ancient title, which has different meanings within many different Chapters. The most widely known of these hail from the Black Templars Chapter; a legacy of their first High Marshal Sigismund, who was also the first Emperor's Champion. Selected on the eve of battle by a visitation in his dreams from the Emperor, the Champion is anointed by the Chapter's Chaplains and given the Armour

of Faith and the Black Sword, the mantle and weapon of the Champion. It then falls to the Emperor's Champion to distinguish himself in battle and lead the Chapter to victory with his blessing from the Emperor.

To earn this Distinction a Battle-Brother must be a member of the Black Templars Chapter and have had a visitation in his dreams by the Emperor and be anointed by a Black Templar Chaplain.

Cost: 2350 xp

Marks of Distinction: Chosen of the Chapter, Master of Blades (Power Sword/Power Fist), Unshakable.

DEATHWING

The Deathwing is the name of the First Company of the Dark Angel Chapter, and like the Ravenwing (also of the Dark Angels) are not organised according to the Codex Astartes. They fight exclusively in Terminator Armour, painted bone white in remembrance of the triumph of a single squad of Deathwing that saved a vital Dark Angel world from a Tyranid Infestation. The Deathwing are also the most trusted members of the Dark Angels Chapter, privy to secrets and lore normally reserved for the Chapter's Masters, Chief Librarian and Interrogator-Chaplains alone. This potent knowledge stems from the days of the Horus Heresy and the betrayal of Luther and the fate of their Primarch Lion El'Jonson. Consequentially, members of the Deathwing are at the forefront of the hunt for the Fallen, those Dark Angels who long ago betrayed the Chapter by joining Luther and became an enduring stain on the Chapter's loyalty.

To earn this Distinction a Battle-Brother must be a member of the Dark Angels Chapter and have received his Terminator Honours.

Cost: 1650 xp

Marks of Distinction: Chosen of the Chapter, Forbidden Lore (the Fallen), Master of Secrets.

TEMPEST BLADE

The Storm Wardens have a history of proud heroes and mighty warriors, men who have proved themselves both in the challenging arenas and on the battlefield. These heroes are recorded in the great Lexicon Heroica within the Chapter's Librarium, which is carefully maintained by the Chief Librarian. A Storm Warden who can trace his lineage and his Gene-seed back to one of these heroes can, if he, too, proves himself, gain the mantle of Tempest Blade; skilled duellists and excellent melee combatants. If he can make a name for himself and prove his greatness a Tempest Blade may even earn a place in the Lexicon Heroica, though usually only by the manner of his death.

To earn this Distinction a Battle-Brother must be a member of the Storm Wardens Chapter and have won at least three single combat challenges against a foe more skilled or powerful than himself.

Cost: 1500 xp

Marks of Distinction: Master of Blades (Power Sword, Thunder Hammer), Mighty Lineage.

War on All Fronts

The Achilus Crusade is a vast undertaking, one so prodigious as to hold the attentions of the High Lords of Terra themselves. As such, Lord Tetrarchus feels the gaze of powers far higher even than him, and has more to prove than any man save those gifted, some would say cursed, with the title 'Warmaster' can know. Hundreds of worlds shall stand or fall; billions of faithful warriors shall live or die, all at the word of the master of the Achilus Crusade.

So huge is the military and logistical effort required to maintain the crusade that no single administrative body is in possession of the complete picture. Thousands of Imperial Guard regiments have been committed to the conflict, yet scant few battle honours have been confirmed or allowed to be celebrated on the worlds of their founding. Of the dozens of Cadian regiments committed to the crusade, only two have been decorated for example. For every regiment whose efforts and sacrifices are officially recognised, hundreds more go uncelebrated, the deaths of thousands of bold men and women unmarked and unlamented.

The numbers of Imperial Guard fed into this never-ending meat grinder can only be guessed at. At the crusade's outset, it is possible that as many as a billion soldiers marched to reconquer the Jericho Reach. As the crusade found itself beset by far greater opposition than anticipated, this number steadily increased until an estimated four billion troops were in action. The Officio Munitorum's best estimates suggest that with the committing of the theatre reserves formally held back by Lord Militant Achilus as many as six billion troops may be operational. How many of these are serving in front line combat units and how many in support echelons and service arms is a matter of heated, if ultimately futile debate amongst Officio Munitorum adepts.

As if the sheer numbers involved in the crusade were not staggering enough, strategic planners must also contend with the need to obscure the true nature of the battle from all but the highest rulers of the Calixis Sector. Were the planetary governments of these worlds to discover that the ever-increasing tithes of warriors and materiel were being fielded in the defence of a sector on the other side of the galaxy they might very well balk at the high price being exacted from them. Even could they be made to understand the true nature of the Jericho-Maw Warp Gate and the threat posed by its utilisation by the enemies of Mankind, the rulers of the worlds of Calixis might rebel or despair. Far better, it is believed, to deny them truths they cannot or will not comprehend. To this end, the vast majority of Imperial servants dispatched to the Jericho Reach never return. Starships run only comparatively short legs in a supply chain broken into dozens of stages. Even the highest placed of servants are kept largely ignorant of the truth, and those who are not tend to move in such constrained societal circles that word rarely gets out beyond those authorised to know. Even when word does escape, few pay any attention to the void-touched rantings of one recently returned from a distant warzone. To the average Imperial subject, worlds in the same planetary system are distant and obscure, and a neighbouring sector beyond comprehension. Were a naval officer to claim to have served on the other side of the galaxy most of his peers would simply nod in sympathy and pour him another amasec.

Of course, not all of the crusade's resources are drawn from the Calixis Sector, for to do so would subject it to an intolerable drain. Individual regiments are raised for service in the Reach from worlds as far apart as Cadia and Mordia, routed through the Jericho-Maw Warp Gate and never heard from again. Other materiel, from lasgun power packs to orbital defence batteries, is produced across dozens of sectors according to an impossibly complex requisitioning system involving an army of scribes almost as large as the crusade itself. In truth, the Imperium is so vast, everyday existence so harsh and its power structures so stratified and its systems of administration and production so convoluted that even plainly evident facts are wilfully ignored or discounted in favour of obeying orders, doing one's duty and not invoking the wrath of the overseers.

Blessed is the slave who learns to love the lash.



ADVANCED SPECIALITIES

"Within the Deathwatch each Battle-Brother has a sacred duty and unique role to play; it is only when these roles come together as a single minded fighting machine that our duty is done."

—Watch Captain Hordian, Watch Fortress Erioch

The Space Marines serving in the Deathwatch are many and varied, drawn from all of the thousand Chapters of the Adeptus Astartes. Every one of them is an experienced warrior easily the equal of ten men in combat but their individual skills are what make them most valuable to a Kill-team. The experiences of Battle-Brothers in the Deathwatch soon teach them about the foul xenos and the ever-present perils of impending alien apocalypse and few are unchanged by their vigil. Some Space Marines join the Deathwatch and never return to their home Chapter, others complete their vigil and leave only to return decades later and take stand watch once more.

Advancement within the Deathwatch is possible but only slowly; such great terrible secrets as are to be found there can only be entrusted to the most loyal and dedicated of the Emperor's Chosen. Nonetheless, Space Marines in the Deathwatch can win honours and be promoted to fulfil roles similar to those found in other Chapters such as Chaplain or Captain, although the details of their duties vary greatly from those of their Codex Astartes equivalents. The Deathwatch also contains Space Marines entirely unique to that organization, including alien fighters specialised in the kind of operations seldom undertaken in open battle.

The following pages detail advanced Specialities suitable for Deathwatch Space Marines that have completed several missions. In some cases, such as the Kill-marine, Dreadnought, and Black Shield, these Specialities are particularly suitable for introducing entirely new Space Marine characters to an already established campaign or for marking a new arc in the story of an existing character.

USING ADVANCED SPECIALITIES

Advanced Specialities represent additional training, specialised skills and unique roles within the Deathwatch which a Battle-Brother might achieve during his time with the Chapter. An Advanced Specialisation may be taken by a player any time (with the consent of the GM) he makes a new Rank provided he meets the requirements and experience point cost. The character then gains the special benefits of the Advanced Specialisation and access to its advance tables in addition to access to the Generic Space Marine advances, Chapter advances and the advances for his specialisation.

Normally, it is not possible for a character to gain more than one Advanced Specialities. At the GM's discretion, a character may possess more than one Advanced Specialities (for example, he may have both the Deathwatch Chaplain

and Deathwatch Dreadnought Advanced Specialities), but the character must possess all the necessary qualifications and prerequisites.

DUPLICATE SKILLS AND TALENTS

It is likely that some of the advances a Battle-Brother receives as part of taking an Advanced Specialisation he will either already have access to or will gain access to as part of his normal Specialisation, Chapter or Deathwatch advance tables. However, reflecting the focused nature of an Advance Specialisation, players will find that these skill and talent advances are cheaper than in other places, and in some cases do not carry the same prerequisite requirements as on other advancement tables. As with all advance tables, should a player-character have access to the same skill, talent or trait on multiple tables he may choose where to acquire it from.

ADVANCED SPECIAL ABILITIES

When a Battle-Brother takes an Advanced Specialisation he gains a special ability in the same way as he gains a special ability at Rank 1 when he chooses his normal specialisation. This special ability works like a talent or trait and adds a new special rule to the character, reflecting specialised training or some other perk of taking the Advanced Specialisation. Unlike standard Specialities, Advanced Specialities always provide the same special ability (rather than offering a choice), once again reflecting their specialised nature. Players do not pay a separate experience cost for these abilities as they are included in the cost of taking the Advanced Specialisation itself.



DEATHWATCH BLACK SHIELD

"Woe unto he who forsakes his vows, behold that thrice-cursed is he in his blasphemy:

Firstly that his brothers shall spurn him and bear his presence no more.

Secondly that the Primarch's blessing is denied to him and by his Chapter he shall be disowned.

Thirdly that the Immortal God-Emperor shall turn His face from him and he shall be forever Unforgiven."

—Excerpt from the Castigation of Mentheus, M36 (redacted)

For a Space Marine, the icon of their Chapter is more than just a marking on their armour and their banners.

The Chapter icon is a sacred symbol of all that their Chapter stands for, a mark of all the proud history that can be traced back to the Chapter's very founding. During the initiation of a Space Marine, the receipt of a shoulder guard decorated with the Chapter icon marks their formal acceptance into the Chapter and only is given amid the most binding and terrible oaths to protect the Chapter's honour even unto death. To wear the Chapter icon is a subject of intense pride for a Space Marine, and to deface or obscure it is treated as a heinous crime. It is said by some that traitors prove themselves to the Ruinous Powers by spurning their Chapter Icon and the Imperial Eagle as evidence of their willingness to turn their back on their Primarch and the Immortal God-Emperor of Mankind.

However, among the ranks of the Deathwatch there are warriors that bear no Chapter mark. Where the other Battle-Brothers proudly display their Chapter's heraldry, the right pauldron of these warriors shows only featureless black. Only the silvered skull of the Deathwatch marks out the allegiance of these "Black Shields," who shun the company of other Space Marines until the time of battle is nigh. Such warriors are unique to the Deathwatch and even there are regarded as figures of ill omen.

By ancient tradition, a Space Marine with his heraldry obscured may present himself before a Watch Commander and petition for admittance to the Deathwatch. He may not be questioned or pressed to divulge anything about his origins, all such information having been ritually obliterated by the removal of his Chapter's mark. The Black Shield is a Space Marine without a Chapter, an individual that has severed himself from the very things that defined him as a Battle-Brother of the Adeptus Astartes.

What little passes between the Watch Commander and the supplicant is kept forever secret between them, but it is uncommon for the Black Shield to reveal more than bare details of his name and basic training. The Watch Commander is fully within his rights to refuse entry, but will seldom do so. The Deathwatch is a Chapter open to all Chapters, and for those of no Chapter it offers a path to atonement for any willing to undertake it. A lifetime spent guarding the outer reaches against the alien threat will perhaps earn a Black Shield the right to be interred in the tombs of the fallen in a great Watch Fortress one day. In this way, in death at least, the Black Shield can reforge the bonds of brotherhood he once chose to sever.

Black Shields are rare individuals; a Watch Commander will normally see only perhaps a handful in his lifetime. No two share the same motivation for taking up the Black Shield, and speculation as to their motives follows them wherever they go. One universal trait is clear among Black Shields: a fierce determination to expunge their past through service in the Deathwatch. They maintain a gruelling penitent's regime of prayer and self-castigation between training exercises to harden themselves for the battles ahead. In battle they fight without consideration for their wounds or the perils of the battlefield to achieve the Kill-team's goals.

No Space Marine fights recklessly, always knowing

their own worth in

the great struggle

against the enemies

of mankind. When

recklessness and

even self-sacrifice

are called for a Battle-

Brother is without

hesitation and has no fear

of putting himself in harm's

way. A Black Shield will

think nothing of placing

himself as bait in a trap

or drawing enemy fire. The

Black Shield does not seek personal

glory through his actions and will

do nothing to imperil those around him,

but he always stands ready to give his life if

circumstances call upon him to do so. In

his own mind he is already dead, and his

life only has value in how it may best

serve the Deathwatch.

The origins of a Black Shield can

vary greatly. Some may be the sole

survivors of their Chapters with all of

their Battle-Brothers lost to war, disaster

or the irreversible deterioration of their

gene-stock. With no other Chapter

organization left the survivor joins the

Deathwatch to mark his final years,

the saga of his Chapter is over and

now it only remains for him to fill his

ending with purpose. To do so in the

guise of a Black Shield is an act of pious humility



from a warrior who honours his brothers so much that he will set aside his personal glory so that the actions of the living may never besmirch the legend of the dead.

A darker origin for a Black Shield is that of one whose Battle-Brothers have turned away from their duty and the Emperor's Grace. Alone among his fellows the Black Shield did not fall into corruption or the subtle traps of the enemy, keeping his faith when all about him lost theirs. He may have suffered terrible trials as madness spread through the ranks of his comrades. Friends or even trusted leaders may have turned against him for refusing to embrace their new creed and join their foul rites. He may have witnessed the soul-blasting sight of daemonic servants of the Ruinous Powers disporting themselves in the once-hallowed halls of his own fortress-monastery. Such a Black Shield is driven by disgust to turn forever from the twisted mockery his Chapter has become, and evinces a deep personal desire to expunge the sins of his Battle-Brothers through his own zeal and purpose.

It has been whispered that Black Shields also include those that have damned themselves in some way. Perhaps they gave heed to the honeyed promises of the enemy in a moment of weakness, or gave way to overweening pride and anger, or were tainted by contact with aliens or other dark forces. It is said that those who have rediscovered the Emperor's Light may yet seek to absolve their traitorous past through service in the Deathwatch, forever striving to make amends for their fall from grace. Whether redemption can ever be truly found for the lost and the damned only the God-Emperor himself can say.

A Space Marine that feels they have failed their Chapter in some critical undertaking may choose to take the Black Shield to forever hide the shame of their failure. A great relic entrusted to their care may have been lost, or a vital mission

they led miscarried in tragic fashion with unconscionable casualties. The Black Shield may even have had to refuse some suicidal or pointless order in the heat of battle with the best of reasons and yet feel that they can no longer remain among their Chapter. Regardless of their reasons, the Battle-Brother will be struck from the Chapter annals without further comment and forever forgotten. It is believed that some of the sternest Chapters even exercise this permanent exile as a form of punishment, even though such a separation would be more kindly served by death. Still, a trained Space Marine is a resource not to be squandered and the Deathwatch can find duties for those rejected by their masters.

A Black Shield accepts the most dreadful privation and hardship as his lot. He will unquestioningly accept missions felt too low and inglorious for other Space Marines to perform. Whether at the forefront of a Kill-team purging a nest of enemies or cloistered for a long and lonely vigil in a Watch Station, a Black Shield offers no complaint. They become pure instruments of the Deathwatch with no thought to their own future. On rare occasions, thanks to their unwavering dedication, Black Shields rise through the ranks of the Deathwatch. In the past, Black Shields have become Deathwatch Chaplains, Watch Captains and, in the case of a bare few, even Watch Commanders.

PREREQUISITES

Requirements: Rank 1

Cost: Free

TABLE 2-2: BLACK SHIELD ADVANCES

Advance	Cost	Type	Prerequisites
Awareness	800	S	—
Carouse	200	S	—
Climb	400	S	—
Concealment	800	S	—
Concealment +10	800	S	Concealment
Drive (any)	800	S	—
Intimidate	400	S	—
Literacy	200	S	—
Lore: Common (Adeptus Astartes)	400	S	—
Lore: Common (Imperium)	400	S	—
Lore: Common (War)	400	S	—
Search	400	S	—
Silent Move	800	S	—
Silent Move +10	800	S	Silent Move
Speak Language (any)	200	S	—
Survival	800	S	—
Swim	200	S	—
Trade (any)	400	S	—
Ambidextrous	1000	T	Ag 30
Astartes Weapon Specialisation	1500	T	Signature Gear
Sound Constitution (x3)	1000	T	—

BLACK SHIELD SPECIAL ABILITY: UNKNOWN WARRIOR

Black Shields are often grimly determined to work smoothly together with their Battle-Brothers in the Deathwatch. A Black Shield Space Marine gains the following benefits:

The Black Shield Advances replace the Space Marine's Chapter-specific advances. His normal Space Marine, Speciality, and Deathwatch Advance options remain unchanged.

The Black Shield Space Marine may benefit from a Chapter-specific Squad Mode ability even if he is not of the Chapter in question.

The Black Shield Space Marine possesses no Chapter Solo Mode ability. He may use Codex Solo Mode abilities (Feat of Strength, etc.) as normal.

The Black Shield is from an unknown chapter, who may have a wide variety of Attack Patterns and Defensive Stances. To represent this, the Black Shield may choose any one Attack Pattern and any one Defensive Stance from any other chapter (or even two different chapters). He gains this Attack Pattern and Defensive Stance and may use both as if he is a part of the chapter to which they originally belonged. The Black Shield should choose a new name for both the Attack Pattern and the Defensive Stance, as these are the tactics of a different (and unknown chapter). For example, "Pack Tactics" may become "Brotherhood of Steel." This is purely to aid roleplaying and represent the fact that the Black Shield is from a different chapter—the mechanics of both abilities remain unchanged.

EXAMPLE

Mack is creating Brother Edosian, a Black Shield Space Marine. Mack chooses the Holy Vengeance Attack Pattern (normally available only to Space Marines from the Black Templars Chapter) and the Pack Tactics Defensive Stance (normally available only to Space Marines from the Space Wolf Chapter). Mack then must come up with a suitable new name and description for these abilities, although they will function exactly the same in-game.

BLACK SHIELD SPECIAL ABILITY: PRICE OF REDEMPTION

A Black Shield has chosen to join the Deathwatch to redeem himself some past dishonour, a memory which burns in his every waking thought and drives him on to great feats of courage. This recklessness can make other Battle-Brothers wary of a Black Shield as they are likely to act unpredictably in battle, though none would question their valour. In addition to the normal ways in which a Battle-Brother may use Fate Points (see page 204 in the **DEATHWATCH** Rulebook), a Black Shield may choose to expend a Fate Point for the following effects as part of his redemption.



- **Reckless Assault:** The Black Shield doubles his movement and gains a +10 to all Weapon Skill and Ballistic Skill Tests until the start of his next Turn.
- **Only in Death Does Duty End:** The Black Shield can ignore the effects of a single Critical Damage effect (not including death or the loss of a limb or eye) for the remainder of the encounter.
- **Strength in Ignorance:** The Black Shield may automatically succeed at a Willpower Test to resist a psychic power or other such ability that affects his mind (counting as if he had achieved a number of degrees of success equal to his Willpower Bonus).

BECOMING A BLACK SHIELD

When a Battle-Brother chooses to become a Black Shield he is abandoning his Chapter through self-imposed exile and joining the Deathwatch with his true past hidden. He then devotes his life to serving the Deathwatch and completing his own personal redemption, so that perhaps at some point he will consider himself worthy of bearing his Chapter symbol again and even returning to his own Chapter once more. The choice of whether or not to become a Black Shield is made by the player (with the consent of the GM) at Rank 1 during character creation, essentially the point at which they join the Deathwatch. Apart from replacing their Chapter advances with the Black Shield Advance table (and the Chapter Solo Mode ability, which they do not receive; see page 102) they are created just as other Battle-Brothers and choose a Specialization and a Chapter (though this is kept secret—see Warrior of an Unknown Chapter) as normal. Becoming a Black Shield is not something that should be taken lightly, as it is a heavy burden and while Black Shields are accepted into the Deathwatch, any Space Marine which obscures his Chapter marking is bound to endure a stigma from his fellow Battle-Brothers.

A Black Shield does not normally make any rolls for his Chapter History (see pages 28–29 in the **DEATHWATCH** Rulebook). The history of his Chapter should be discussed with the GM. The Black Shield does not normally begin the game with a Chapter Trapping (he may begin with some item appropriate to his true Chapter at the GM's discretion).

A Black Shield may either use his real name (the player may simply choose or roll on any other Chapter's name chart) or go by an alias.

A Black Shield may not normally select any Chapter-specific Deeds.

WARRIOR OF AN UNKNOWN CHAPTER

Part of being a Black Shield means keeping your Chapter and your origins a secret. During character creation a player choosing to play a Black Shield should choose an existing Space Marine Chapter or create a new one. The player and the GM should then create and agree on that Chapter's Demeanour and which Specialities are available to a character from that Chapter. The Battle-Brother's true Chapter will only be known to the player and the GM, though through the course of roleplaying it is possible the Battle-Brother might share his origins with some of his Kill-team (though this is far from common). Once the Battle-Brother has completed his redemption and is ready to join his Chapter once more (this is always the result of completing some role-playing event or an in game development and always determined by both the player and the GM), he may revert to his true Chapter and his in-game abilities may change (depending on the source of his original Chapter). The GM is the final arbiter of which abilities are granted or changed based on the Black Shield's true Chapter.



DEATHWATCH CHAMPION

"Praise be to the Emperor's Chosen, his Champion sent in times of need. Read carefully the signs of his coming, bestow upon him all that he desires.

Follow closely at his heels as he enters battle and the slaying begins. Mourn his passing when his task is done and then avenge his fall with righteous fury.

For he is our morning star, the first glimmer of a new dawn against the darkness."

—Extract from the Apocrypha of Eons, Verse XVIII

Deathwatch Champions are among the mightiest of the Emperor's Chosen. A Deathwatch Champion fears no alien monstrosity or xenos death machine, his skills and armaments the equal of anything the foe can bring to bear. His coming is an inspiration to his Battle-Brothers and a terror to his enemies, he is an all-destroying comet blazing across the battlefield in an arc of glory. A Watch Fortress will often have several Champions operating with different Kill-teams in a range of missions, their presence fortifying and exhorting their fellow Space-Marines to greater efforts against even the most deadly foes.

A Space Marine in the Deathwatch may be elevated to the status of Champion by several means. Most commonly it is bestowed by a Watch Captain in recognition of a mighty feat of arms in battle. However Champions are also elevated on the strength of their longstanding courage and steadfastness, by the turn of the Emperor's Tarot or by a common acquiescence of their Battle-Brothers.

A Deathwatch Champion might already be a hero of great renown, a Battle-Brother long noted as being destined for great things. He might just as easily be a newly arrived Space Marine just beginning his Vigil and virtually unknown among the Deathwatch until he performs a feat so daring it demands the recognition of his peers. The celebrated Deathwatch Champion Arrestus, for example, was so elevated after his very first Kill-team mission when he killed a bull Vorasaur single-handed. The Emperor chooses his own, and it falls to the Deathwatch to arm and train their Champions for the confrontations ahead without prejudice.

The deepest armoury-vaults are opened and the most sacred vestments of war are brought forth to garb a newly-raised Champion. The most finely crafted power

armour of ceramite and adamantium is fitted to their body and heavily laden with purity seals and inscriptions praising their ultimate progenitor—the Emperor. Weapons of the most illustrious heritage are proffered for the Champion's selection, from ancient and deadly chain blades with glitter teeth of mica to flashing Thunder Hammers and power fists once wielded by great heroes of the past.

How to fight is the choice of the Champion himself but almost without exception they train and arm themselves for close combat. Hypno-indoctrination is redoubled to instill a subconscious understanding of a host of different alien species and their specific vulnerabilities. The finest combat masters of the Deathwatch will dedicate themselves to a Champion's tutelage and their intensive instruction will include techniques drawn from the deepest mysteries of the Watch. The Seven Paths of Opening, for example, were learned from Officio Assassinorum operatives long ago and are only taught to a select few in greatest secrecy. The Seven Paths are a series of devastating blows any one of which will cripple an opponent and leave them vulnerable to a follow-up attack. The Thirteen Ways of Ending is the result of centuries of study and teaches the Champion thirteen fatal points that will kill any even vaguely humanoid xenos in a single blow.

A Deathwatch Champion fights in concert with a select Kill-team commonly chosen from his comrades prior to his elevation. The Champion will seek out and destroy the strongest foes under the cover of his Kill-team, demoralizing the enemy

with his deadly skills and dominating the battlefield. He will loudly proclaim his desire for the enemy to send their best to face him and will never refuse a challenge, no matter the odds. Few enemies can battle the Champion as an equal and lesser foes are dispatched with contemptuous ease. With their Champion before them Space Marines become nigh unstoppable and their combined fury will shatter all but the stoutest defences. They will give no thought to retreat until the battle is won

A Deathwatch Champion may fight on for decades in that guise, or endure for only a single engagement. It may be a Champion's destiny to participate in a righteous purgation of xenos races beneath a dozen alien suns or to eliminate a single mighty enemy of sufficient stature to change the course of a war. Few Champions survive to eventually rejoin the ranks of their Chapter and of those that do most bear terrible wounds.

Even through their death a Deathwatch Champion can serve a higher purpose. The Deathwatch will avenge a fallen Champion with a cold and dreadful determination. However strong the force needs to be more Kill-teams will be dispatched to retrieve the Champion's geneseed and his battle gear. Should a fallen Champion prove



TABLE 2-3: DEATHWATCH CHAMPION ADVANCES

Advance	Cost	Type	Prerequisites
Dodge	400	S	—
Dodge +10	400	S	Dodge
Dodge +20	400	S	Dodge +10
Intimidate	200	S	—
Intimidate +10	200	S	Intimidate
Assassin Strike	1000	T	Ag 40, Acrobatics
Blademaster	1500	T	WS 40
Blind Fighting	1500	T	Per 30
Combat Master	1500	T	WS 30
Counter Attack	1500	T	WS 40
Crippling Strike	2000	T	WS 50
Fearless	1000	T	—
Hammer Blow	1500	T	—
Lightning Attack	2000	T	Swift Attack
Precise Blow	1500	T	WS 40, Sure Strike
Signature Wargear: Hero (Weapon)	1000	T	—
Signature Wargear: Hero (Armour)	1000	T	—
Step Aside	2000	T	AG 40, Dodge
Sure Strike	1000	T	WS 30
Swift Attack	1500	T	WS 35
Sound Constitution	1000	T	—
Wall of Steel	2000	T	Ag 35

truly unreachable through even the most determined efforts of his Battle-Brothers then Kill-ships will follow. The Kill-ships will rain down their hellish payloads make the site of the Champion's martyrdom into a funeral pyre of continental proportions.

PREREQUISITES

Requirements: Rank 4 or more, Renown 40+, one or more Honours, WS 50+

Cost: 4000 xp

DEATHWATCH CHAMPION WARGEAR

Deathwatch Champions gain a power sword and a combat shield as standard issue wargear (see page 28 in the **DEATHWATCH** Rulebook).

CHAMPION SPECIAL ABILITY:

XENOS BANE

Deathwatch Champions excel at killing aliens and are masters of dispatching them in close combat with expert blade thrusts and crushing blows. As a result of this fearsome martial prowess the Champion has the ability to outright kill xenos with a single well-placed blow. Whenever the Champion scores Righteous Fury against an alien enemy with equal or fewer Wounds than he has (using his total rather than his current) the enemy must make a **Challenging (+0) Toughness Test** or be instantly slain. In addition, such is the champion's skill at killing aliens that he knows just where

to strike to cause lasting damage and the maximum amount of pain. To reflect this, all attacks (even unarmed ones) made by the champion against xenos creature count as having the Toxic Special Quality (see page 144 in the **DEATHWATCH** Rulebook). Because this is not a true poison but rather a cruel understanding of alien physiology, creatures normally immune to Toxic attacks will still be affected by it.

INTIMIDATE NEW SPECIAL USE:

DISTRACT

The Battle-Brother is skilled in incensing his foes in combat and goading them into making reckless attacks. As a Half Action the Battle-Brother may attempt to Distract any foe which can both see and hear him. The Battle-Brother then makes an Opposed Intimidation Skill Test against the foe who resists, using its Willpower. If the Battle-Brother is successful, the foe must spend its next turn either moving closer to the Battle-Brother or making an attack against him, favouring melee if possible. If the foe makes an attack with a ranged weapon it suffers a -10 to hit. The effects of Distract last for a number of rounds equal to the Battle-Brother's Fellowship bonus. A foe may not be affected by Distract more than once during an encounter, and a foe that resists Distract may not be targeted again in the same encounter. At the GM's discretion, enemies with the Machine or From Beyond Trait are immune to this effect. When this effect is used against a Horde, the Horde is affected as above. In melee, the Horde devotes its attacks against the Champion, suffering a -20 penalty to any attacks against any other target.

DEATHWATCH CHAPLAIN

*"Honour the fallen; speak their Rites of Passage with pride.
Give respect unto the battle gear of the dead.
Praise the bravery of the living with a loud, clear voice.
Above all else, honour the Emperor and the Primarchs for their hand
in our victory.
I undertake to do this at battles' end with reverence despite
exhaustion and many wounds.
It is my burden and my satisfaction to do so."*

—Deathwatch Chaplain Antieus at the Fallow Cross Massacre

In ordinary Space Marine Chapters, if such a term may be applied to such unique and diverse organizations, Chaplains are those appointed to minister to the spiritual well being of their brother Space Marines. As befits the spiritual leaders of such mighty warriors in battle, Chaplains lead from the front as awe-inspiring warrior priests, fighting wherever the fight is fiercest and praising the Emperor through the destruction of his enemies. They rejoice in the glorious act of war and exhort their Battle-Brothers to ever-greater deeds of bravery and devotion. Their stern demeanour and critical eye watches over every action of a Battle-Brother from his initiation to his last breath in service to the Chapter, ever alert for signs of a slackening in zeal or any wavering in belief. Above all, Chaplains remind the Battle-Brothers to honour the Primarchs and keep their faith with the Emperor.

Chaplains are treated with awed respect by their Battle-Brothers, and in many Chapters it falls to them to choose which supplicants will undertake training to become Space Marines. During the trials of new recruits the Chaplains are the ones who inculcate the culture and values of the Chapter into them, as well as weeding out the spiritually weak and faithless individuals they find unworthy to become a Space Marine. The development and guidance of such super-human warriors is only entrusted to the wisest and fiercest members of the Chapter, mighty heroes that have demonstrated their own enduring devotion and uncompromising zeal on countless occasions. Chaplains are renowned for their sense of duty and responsibility to their Battle-Brothers, knowing that only through unshakeable faith can a Space Marine stand firm against the darkness.

Deathwatch Chaplains act in a similar role to those of other Chapters by acting as the spiritual leaders of Battle-Brothers undertaking their Vigil with the Deathwatch. However, the challenges facing a Deathwatch Chaplain are unique. The rigours of serving in the Deathwatch can be sorely vexing for Space Marines accustomed to the rigidly ordered life of their own Chapters. Long periods of isolation and privation await them, only punctuated by chaotic, often-desperate combat against wildly diverse enemies. The need to work alongside Battle-Brothers of other Chapters in the Deathwatch can be challenging in itself, particularly among those from Chapters with long-running rivalries and past antagonisms. Most of all, Battle-Brothers in the Deathwatch are exposed to horrible truths about the true threat of the xenos lurking just beyond the circle of the Emperor's light. They will witness sights that can shake their faith to its very foundations and yet are often asked only to watch and report back on what they have seen.

The corrosive poison of seeming impotence and frustration can drive Space Marines to insane acts of self-sacrifice in a hopeless effort to overcome star-spanning evils. A Deathwatch Chaplain must always stand ready to renew a Battle-Brother's devotion when he falters, and to remind him of his duty and his vows when hope seems lost. On the most difficult missions a Deathwatch Chaplain will lead his Battle-Brothers personally to ensure that their fervour is directed squarely towards victory even if it comes at the cost of the sacrifice of the entire Kill-team.

The fierce dedication of a Chaplain to his own Chapter usually makes them unsuitable to become Deathwatch Chaplains, although examples of such broad-minded individuals do exist. More typically, Battle-Brothers find their calling through apprenticeship to an existing Deathwatch Chaplain that has noted their unflagging zeal in pursuit of the alien. Once a Deathwatch Chaplain takes his vows he will seldom see his old Chapter again, instead giving himself entirely to the Long Vigil and the duties of the Deathwatch.

A Deathwatch Chaplain must study extensively during their training. He must know the beliefs and values of a thousand different Chapters and their sometimes-contradictory legends of the Primarchs by heart. A Deathwatch Chaplain must become not only a righteous warrior but also a scholar of the Primarchs and of Chapter histories originating in the very birth of the Imperium. Thus, when a Deathwatch Battle-Brother stands at the brink of despair or impotent rage, the



Chaplain will know the right liturgies and catechisms to speak, and which Chapter heroes or legendary battles of the past to cite that will inspire the warriors of the present.

Deathwatch Chaplains also make it their business to know of every potential motivation, conflict and agenda among their Battle-Brothers before battle is joined. Many Battle-Brothers are amazed by the knowledge of Deathwatch Chaplains, and in some cases that knowledge extends even unto the deepest mysteries known only to the inner circle of Chapter hierarchies. A Deathwatch Chaplain takes no sides and makes no judgments about individual Chapters and in some senses their long study grants them a perspective denied to most. Deathwatch Chaplain doctrines hold that all Space Marines are united in their purpose of service to the Emperor and those bound by their vows to the Deathwatch must be united more than most.

Watch Fortresses include a central shrine called a Reclusiam where prayer and worship is conducted. The Reclusiam is greatly revered as a sacred place and contains precious relics of Deathwatch history: fragments of armour from fallen champions of the Watch, blessed weaponry that has drunk deep of xenos blood in millennia past, the captured banners and shattered icons of defeated foes. Here the sonorous voices of the Battle-Brothers are raised in honour of the Primarchs and the Emperor, and the catechisms of hate and repugnance are spoken. Among these relics of past glory the Deathwatch Chaplains proselytize on the sacred duties and the virtues of

service to the greater glory of the Emperor. But Chaplains also teach that the time for prayers and worship is not only within the ancient stones of the Reclusiam but also on the battlefield. Here, where the roar of bolters is the loudest and where the fires of righteous fury burn the brightest, Space Marines can exercise their most sacred duty and give praise to the Emperor with the slaughter of His enemies.

Chaplains are sinister and forbidding figures in battle. They wear macabre skull masks depicting the face of the Emperor mordant and their black power armour is heavily bedecked with icons and symbols of death. They wield the deadly Crozius Arcanum, both a rod of office and a lethal combat weapon. This righteous and most holy instrument symbolizes the importance of battle to Space Marines. It normally takes the form a heavily adorned power maul often topped with an Imperial Eagle or winged skull.

Chaplains are among the Chapter's greatest heroes and are invariably armed and armoured with the very finest wargear available. Chaplains are often recipients of the treasured Rosarius, a symbolic gift from Ecclesiarchy to express spiritual unity in spite of deep differences in creed. The most common form of the Rosarius is a Crux Terminatus richly embellished with gemstones and precious metals. Concealed inside it is a potent personal shield generator that symbolically bestows the blessed prayers of protection from the faithful for their champions to triumph in the battle against evil.

TABLE 2-4: DEATHWATCH CHAPLAIN ADVANCES

Advance	Cost	Type	Prerequisites
Command	200	Skill	—
Command +10	200	Skill	Command
Deceive	200	Skill	—
Intimidate	200	Skill	—
Intimidate +10	400	Skill	Intimidate
Intimidate +20	400	Skill	Intimidate +10
Interrogation	200	Skill	—
Interrogation +10	400	Skill	Interrogation
Interrogation +20	400	Skill	Interrogation +10
Lore: Common (Ecclesiarchy)	200	Skill	—
Lore: Forbidden (Traitor Legions)	400	Skill	—
Lore: Forbidden (Traitor Legions) +10	400	Skill	Lore: Forbidden (Traitor Legions)
Lore: Forbidden (the Primarchs)†	400	Skill	—
Lore: Forbidden (the Primarchs) +10†	400	Skill	Lore: Forbidden (the Primarchs)
Lore: Forbidden (the Primarchs) +20†	400	Skill	Lore: Forbidden (the Primarchs) +10
Lore: Scholastic (Imperial Creed)	200	Skill	—
Lore: Scholastic (Legends)	400	Skill	—
Lore: Scholastic (Legends) +10	400	Skill	Lore: Scholastic (Legends)
Air of Authority	800	Talent	Fel 30
Call to Vengeance	800	Talent	Fel 40
Good Reputation (Adeptus Astartes)	200	Talent	Peer (Astartes), Fel 50
Hatred (Any)	500	Talent	—
Icon of Duty‡	1500	Talent	—
Peer (Astartes)	500	Talent	Fel 30
Scourge of Heretics	1500	Talent	—

†New Skill Group

‡New Talent

To this existing panoply Deathwatch Chaplains also commonly add many xenos trophies: strips of tanned alien hide, strings of bones, skulls or shrunk heads inscribed with liturgies of hate and remembrance. Their passion for killing aliens is without peer and each trophy will mark a noteworthy foe or memorable battle. A Deathwatch Chaplain is a deep well of tried and trusted techniques for slaying xenos, not only from personal experience but from the vast tracts of Chapter legend and lore that they can draw upon. A Kill-team led by a Deathwatch Chaplain will plunge into the fires of hell and emerge victorious no matter the price.

PREREQUISITES

Requirements: Rank 4 or more, Willpower 45+, Fellowship 40+, cannot be a Librarian or Techmarine, cannot be a Space Wolf

Cost: 3000 xp

DEATHWATCH CHAPLAIN WARGEAR

Deathwatch Chaplains gain a Crozius Arcanum, a Skull Helm, and a Rosarius as standard issue wargear (see page 28 in the **DEATHWATCH** Rulebook).

THE STERLING RELIQUARY

Erioch's Reclusiam houses its most sacred relics in a depository known as the Sterling Reliquary. Its massive silver doors secure thousand of relics floating in illuminated stasis columns. Some of these items date back further than the Great Crusade, but each one's history has been meticulously detailed and is displayed with it. Such artefacts include:

- **The Banner of Ho'Tsun:** This golden heraldry was the personal standard of Balthazar Ho'Tsun, an early Master of the Watch on Erioch. The details of Ho'Tsun's final Mission remain shrouded in mystery, but the strange patterns of scorch marks on his preserved banner are said to be from that confrontation.
- **The Shattered Pauldron:** The iconography has been meticulously scoured from this shoulder plate, but its blank and fractured slate serves as a warning that no one is beyond corruption. The pauldron's history scroll contains many sections blotted out in midnight ink, but the first line reads: "May this blank emblem serve as a reminder that a moment of weakness can erase millennia of valour."
- **The Lightning Heart:** This fractured crystal formation dates thousands of years before the Achilus Crusade. It is said that only a single Battle-Brother survived the encounter which felled the xenos terror whose dead core floats on display.

CHAPLAIN SPECIAL ABILITY:

FEARSOME PRESENCE

Space Marine Chaplains are a fearsome sight on the battlefield, their skull faced helmets proclaiming their rank and instilling fear in their foes. In many ways a Chaplain represents the heart and soul of a Space Marine Chapter and carries the indomitable will of the Adeptus Astartes with him so that he might strengthen the resolve of his Battle-Brothers while breaking the spirit of his enemies. The Chaplain adds a bonus point to the Kill-team's Cohesion, and the Chaplain may perform a special Oath if he is the Kill-team's leader. The Chaplain gains the following **Talents:** Fearless, Hatred (Choose one), and Litany of Hate.

New Oath: Liturgies of Battle

Chaplains are the very embodiment of Honour, and when war calls, his righteous wrath at the foes of the Imperium inspires his Battle-Brothers. This Oath follows the same rules as Oath-taking (see page 228 in the **DEATHWATCH** Rulebook).

Effect: All Battle-Brothers in Support Range of the Chaplain gain the Fearless Talent. In addition, the effects of the Chaplain's Litany of Hate Talent extend to all Battle-Brothers in support range, and the effects of that Talent are Doubled (from +10 to +20) when performing a charge.

NEW TALENT: ICON OF DUTY

Chaplains are the spiritual advisors of a Chapter as well as those responsible for its morale. While they do not worship the Emperor in the same fashion as the teeming masses of the Ecclesiarchy, they are the closest thing the Adeptus Astartes has to men of faith-their focus however being more on the spirit of the Chapter rather than the Imperial Creed. Icon of Duty allows a Chaplain to tap into this fighting spirit to boost the will of the Battle-Brothers around him, spurring them on to victory and reminding them of their sacred place in the defence of the Imperium of Man. At any point during a game session a Chaplain may spend a Fate Point to gain one of the following effects on himself and all Battle-Brothers within Support Range of him.

- **Hardened Will:** The Chaplain and his allies steel themselves against mental and spiritual assault gaining a +10 to all Willpower Tests.
- **Fearsome Assault:** While this ability is active, the Chaplain and all Battle-Brothers in his Kill-team gain the Fear (1) Trait. If the Chaplain or any of the Battle-Brothers already possess the Fear Trait, it is instead increased by one level to a maximum of 3.
- **Extreme Prejudice:** The Chaplain whips his fellow Battle-Brothers into rage against a single type of foe. The Chaplain and any Battle-Brothers of his Kill-team in support range may re-roll a failed Weapon Skill Test against a foe during a charge. To gain this bonus, the Chaplain must possess a Hatred Talent against this enemy.

All of these benefits last for the duration of single encounter once activated and only one effect may be active at any one time; should the Chaplain use a different ability it will immediately end the effects of the previous one.



II: THE CALL OF WAR

DEATHWATCH DREADNOUGHT

"Blessed is he who shall be given unto walls of iron and limbs of steel. Remember his comings and his goings; call upon his holy power only at need.

Honour the ancestor for his wisdom and praise the machine for its battle-fury.

Mark the passing of his half-life with sorrow, for his like will not be seen again."

—Extract from the Book of Armaments Verse IX

A Space Marine Dreadnought is a towering engine of destruction; a lethal war machine equipped with devastating weaponry and powered limbs with the strength to literally tear opponents apart in close combat. They make deadly opponents combining the firepower of a battletank with the mobility of an armoured warrior. A Dreadnought is fully capable of striding through a veritable firestorm thanks to its thick adamantium armour and is often used to lead assaults or boarding parties with terrifying effect. Dreadnoughts excel in any kind of close, deadly fighting where their bulk, speed and power can demolish bulkheads or punch through obstacles to maintain momentum. Only truly monstrous opponents like Tyranid Carnifexes or Eldar Wraithlords can stand against a Dreadnought with any hope of success. Lesser foes can only flee or die before these fantastic, flame-gouting colossi of destruction.

A Dreadnought is more than the sum of its weapons and armour thanks to the ferocity and fighting skills of the venerated Space Marine hero that pilots it. Each Dreadnought bears one of the Old Ones, a mighty Battle-Brother who has suffered grievous wounds in past battles and been saved by interment in a life-support sarcophagus. Within this armoured coffin the Old Ones' flesh is preserved by amniotic fluid and his mind linked with mechanical senses that allow him to perceive the world around him. The decision to preserve a fallen Battle-Brother in this way is not lightly taken, and it is a great honour to be deemed worthy to continue the Emperor's battles. The creation of a Dreadnought is a matter of great ceremony for the Chapter, marking the rebirth of the Old One into the Emperor's

service once more as a fighting warrior, albeit with metal limbs and a fusion reactor for a heart.

Dreadnoughts are among the most ancient technologies to be found on the battlefields of the 41st millennium, with revered examples dating back to the legendary days of the Great Crusade and the Imperium's Founding. A Chapter's Dreadnoughts are among its holiest relics of a bygone era, living links in the great chain of history that binds its members together and spans the millennia since its founding. They are walking icons for their Battle-Brothers who will fight more furiously than ever in their presence. Beyond this inspirational effect the wisdom and experience of an Old One is a mighty weapon in its own right. A Dreadnought has learned the enemies' ways in countless previous engagements such that every trick and stratagem is laid bare. As an icon on the attack or a bulwark on the defence a Dreadnought is of incalculable value to any commander bold enough to heed the Old Ones advice and place it in the forefront of the action.

Dreadnoughts are incredibly difficult to stop. Their armour is proof against most handheld weapons and the battle-cunning of the Old One pilot ensures they are seldom exposed to heavy weapons fire. Even the occasional lucky hit made with tank-killing power struggles to find purchase on the adamantium hide of a Dreadnought and normal tank-assault techniques are virtually suicidal. Normally, only complete destruction of the life-support sarcophagus will kill the pilot and bring the machine to a halt. If a Dreadnought should be laid low in combat it is considered a terrible stain on the honour of the Chapter for it not to recapture the wreckage so that the Dreadnought can be painstakingly reconstructed later.



Rare as it is for a Space Marine to be revered enough to become an Old One it is rarer still for a member of the Deathwatch to achieve the same honour. The circumstances of the small unit actions undertaken by Kill-teams often make it impossible to retrieve a fatally injured Battle-Brother and inter them within a sarcophagus in time to be transported to a fortress. Even if such is achieved the Space Marine must be worthy and willing to remain with the Deathwatch, effectively renewing their vows to serve with the watch in perpetuity. Finally permission must be sought and received from the Space Marine's own Chapter that he may remain with the Deathwatch.

Should all these difficulties be overcome the sarcophagus of a Deathwatch Old One is placed in a great sepulchre with others of its kind in one of a handful of hidden Watch Fortresses. There the Old One will sleep away the centuries until the Techmarines awaken him to seek his knowledge or send him into battle once more.

The Deathwatch possess only a handful of Dreadnoughts in fortresses scattered across the galaxy, and many Old Ones preserved for their unique knowledge of fighting different xenos to occupy them with. At other times Old Ones remain in their sepulchre as effectively bodiless repositories of lore, the ghosts of old campaigns against extinct xenos and Kill-team operations of centuries past.

The value of the Old One's knowledge to the Deathwatch cannot be overestimated. Across the vast volumes of space overseen by the Deathwatch contacts with some species of alien can come centuries apart, making an eyewitness to previous encounters invaluable. On other occasions warp storms will slacken to reveal whole systems unseen by man for millennia but still remembered by the Old Ones that fought there long ago. In the past, xenos thought long extinct have emerged from the dust to assail humankind once more, and the Old Ones have been able to vividly recall every detail of them, every strength and weakness they revealed and each blow struck to lay them low. In all of these circumstances an Old One can bring incredible clarity and sharp-eyed perspective to the dry reports and corrupted records that can be unearthed from musty data-vaults.

It is a rare and valued Kill-team that is accompanied by a Deathwatch Dreadnought into the field. Such a precious resource is only risked at times of greatest peril and on missions that would be doomed to failure without their unique capabilities. Most Deathwatch Dreadnoughts follow of the traditional weapon configurations handed down over uncounted centuries like the Deredo with its power claws and heavy flamers, or the Furibundus with its twin-linked lascannon and cyclone missile launcher. At times of special need, however, Forge Masters have created many of their own armament variants based on these sacred designs but more suited to exceptional environments and particular xenos foes. In ages past, Deathwatch Dreadnoughts have been equipped with siege hammers expressly for the purpose of overcoming Ork fortifications, outfitted with quad autocannon for bringing down Eldar raiders and mounted with additional flamer batteries for clearing Hrud warrens. Such egregious interference with the sacred form of the Dreadnought does little to assuage the concerns of more traditionally-minded Chapters about the practices of the Deathwatch in this field.

A Kill-team blessed with Dreadnought support can face some unique challenges. A silent approach, for example, becomes almost impossible without extensive use of Stummers or other specialist equipment. The local terrain must also be capable of supporting the tremendous weight of the machine. In practice a Dreadnought is commonly kept in reserve, coordinating operations from an orbiting vessel. Once the enemy has been located the Dreadnought is normally inserted directly into combat via drop pod, Thunderhawk gunship or teleportarium.

PREREQUISITES

Requirements: 0 Fate Points, Renown 60+, Must have performed a great deed, may not be a Librarian

Cost: 5000 xp

TABLE 2-5: DEATHWATCH DREADNOUGHT ADVANCES

Advance	Cost	Type	Prerequisites
Lore: Common (Any)	600	Skill	—
Lore: Forbidden (Any)	600	Skill	—
Lore: Scholastic (Any)	600	Skill	—
Tactics (Any)	600	Skill	—
Berserk Charge	1000	Talent	—
Cleanse and Purify		1000	Talent
Crushing Blow	1000	Talent	—
Disturbing Voice	500	Talent	—
Ferocious Assault	1500	Talent	—
Good Reputation (Adeptus Astartes)	500	Talent	Peer (Adeptus Astartes)
Hatred (Any)	500	Talent	—
Lightning Attack	1500	Talent	Swift Attack
Storm of Iron	2000	Talent	—
Swift Attack	1500	Talent	—
Thunder Charge	2000	Talent	—
Whirlwind of Death	2000	Talent	—

BECOMING A DREADNOUGHT

When a Battle-Brother is entombed in a dreadnought's sarcophagus, he permanently changes and becomes both something more and less than he was. Because of this, the Deathwatch Dreadnought Advanced Specialisation is different from other kinds of Advanced Specialities and will irrevocably alter the character that takes it. Also, unlike the other kinds of Advanced Specialities, becoming a Dreadnought is not something which occurs lightly or as the result of a whim; only great heroes mortally wounded in battle are given the honour of becoming Dreadnoughts. This means that the choice to take this Specialisation must be made between both the GM and the player and usually only as the result of the player's character being mortally wounded with little or no chance of recovery. The process is also long and involved and will likely remove the character from play for some time and change their relationship with the rest of the Kill-team. For this and several other reasons, players should consider carefully before they decide to turn their Battle-Brother into a Deathwatch Dreadnought.

For guidelines and advice on including Dreadnought characters in games of **DEATHWATCH** and how they fit into the rest of the Kill-team see Role-playing Dreadnoughts on page 113.

CAST OFF YOUR MORTAL FRAME

When a Battle-Brother becomes a Dreadnought, the following effects apply:

The Space Marine is now entombed within a massive armoured shell, and he now follows all the game rules for vehicles found on page 164. The Space Marine's Strength and Agility are adjusted to match that of the Dreadnought he is placed into (most often 70 Strength and 20 Agility).

The character gains the Peer (Adeptus Astartes) Talent and the following Traits:

- Auto-stabilised
- Engine of War
- Size (Enormous)
- Sturdy
- Weight of Years

DREADNOUGHT ARMOUR AND WEAPONS

Dreadnoughts cannot use normal armour and weapons like other Battle-Brothers. When a Dreadnought is created it is sealed in armour plates that take the place of his power armour and each of his arms becomes a hard point which may mount a weapon. A Dreadnought character may choose a single weapon system for each of his arms from the following:

Right Arm: Assault Cannon, Heavy Bolter, Twin-linked Lascannon, Multi-melta, Plasma Cannon or Missile Launcher

Left Arm: Dreadnought Close Combat Weapon (comes with an under-slung Storm Bolter, Melta Gun, or Heavy Flamer) or Missile Launcher.

The GM may allow Dreadnought characters to mount different heavy or basic weapons and add additional armour plating in special circumstances or for special missions.

NEW TRAIT: WEIGHT OF YEARS

Dreadnoughts are both more and less than the Battle-Brothers they once were. The process of becoming a Dreadnought, combined with extended periods of inactivity (when the Dreadnought is kept in a slumbering state between battles), diminishes the character's mind, wearing away memories and jumbling up facts and time. Whenever the Dreadnought wishes to use a Skill based on either Intelligence or Fellowship he must roll equal to or under his Intelligence Bonus on 1d10. If he fails he cannot recall the information or knowledge required and cannot use the skill until the next time he is "awakened."

NEW TRAIT: ENGINE OF WAR

When a Battle-Brother becomes a Dreadnought he is permanently changed and no longer human. In addition to the traits listed above, Dreadnoughts gain the following benefits and disadvantages:

- Dreadnoughts can only take Advances from the Dreadnought Advances Table.
- Dreadnoughts are not affected by Blood Loss or Fatigue
- Dreadnoughts have no fine manipulators (i.e., fingers) and cannot complete tasks that require fine manual dexterity. Dreadnoughts without a Dreadnought Close Combat weapon have no hands at all.
- Dreadnoughts can only be healed (repaired) using the Tech-use Skill (this functions for all intents and purposes as the Medicae Skill for recovering lost wounds and repairing critical damage).
- Dreadnoughts suffer a -30 penalty on all tests when attempting the following skills: Climb, Concealment, Shadowing, Silent Move, Wrangling.

Dreadnoughts cannot use the following Skills at all and automatically fail them should they try: Acrobatics, Contortionist, Sleight of Hand, and Swim. Naturally, the GM is the final arbiter and may decide that any number of other applicable skills are also not suited for a Dreadnought and automatically fail.

Dreadnoughts and Advancements

In addition to the Dreadnought-specific advance table above, Dreadnoughts can benefit from the Skills and Talents on Table 2-6.

If a Dreadnought attempts to use a Skill (or Talent) that is not listed on Table 2-6, the Dreadnought automatically fails any associated Tests.

The Dreadnought may purchase new Skills and Talents from the General Space Marine Advances (see pages 60-63 in the **DEATHWATCH** Rulebook) provided they are on Table 2-6. In addition, he may purchase Characteristic Advances. However, Advances in Strength, Toughness, and Agility may not be selected (at the GM's discretion, these Characteristics may be eligible to be improved on a case-by-case basis).

TABLE 2-6: APPLICABLE GENERAL ADVANCES FOR DREADNOUGHTS

Skills

Awareness	Carouse*	Charm*	Climb**
Command	Concealment**	Deceive*	Dodge**
Evaluate	Gamble*	Inquiry*	Intimidate
Logic	Scrutiny*	Search	Silent Move**
Ciphers	Interrogation*	Invocation	Literacy
Lore (any)	Navigation	Psyniscience	Shadowing**
Speak Language	Tactics	Tech-Use	Tracking

*The Dreadnought, though aware, can become increasingly detached from the mundane aspects of “mortal life” as the pilot within ages in his Sarcophagus. At the same time, a towering monstrosity of steel and adamantium is hard to relate to on a personal level. This Test suffers a –20 penalty.

**The Dreadnought, though a marvel of craftsmanship, is still ungainly, loud, and clumsy compared to a man or Space Marine. This Test suffers a –50 penalty.

Talents

Abhor the Witch	Air of Authority	Ambidextrous	Astartes Weapon Training
Astartes Weapon Specialization	Bastion of Iron Will	Battle Rage	Berserk Charge
Binary Chatter	Blademaster	Call to Vengeance	Cleanse and Purify
Combat Formation	Combat Master	Combat Sense	Counter Attack
Crack Shot	Crippling Strike	Deadeye Shot	Deathwatch Training
Double Team	Enemy	Eye of Vengeance	Exemplar of Honour
Exotic Weapon Training	Favoured By the Warp	Fearless	Foresight
Frenzy*	Furious Assault	Good Reputation	Gunslinger
Hatred	Hunter of Aliens	Improved Warp Sense	Independent Targeting
Infused Knowledge	Inspire Wrath	Into the Jaws of Hell	Iron Discipline
Killing Strike	Lightning Attack	Litany of Hate	Marksman
Master Orator	Mental Rage	Paranoia	Peer
Precise Blow	Psy Rating	Psychic Technique	Rite of Sanctioning
Polyglot	Scourge of Heretics	Sharpshooter	Slayer of Daemons
Storm of Iron	Strong Minded	Sure Strike	Swift Attack
Talented	Target Selection	Thunder Charge	Total Recall
Two-Weapon Wielder (Melee, Ballistic)	Unbowed and Unbroken	Warp Affinity	Warp Conduit
Warp Sense	Wisdom of the Ancients	Whirlwind of Death	—

*Strength bonuses do not apply.

ROLE-PLAYING DREADNOUGHTS

Having a Dreadnought in a party can be both a blessing and a curse for any Kill-team. On the one hand a Dreadnought is a fearsome combatant, easily worth several Battle-Brothers on its own and able to take down enemies of considerable power. On the other a Dreadnought has little to offer in social situations and is difficult to travel with (many doors were not made with Dreadnoughts in mind for instance) and is appalling at any kind of stealth. For these reasons and others, the GM and players might consider some alternative ways to include Dreadnoughts in their games beyond using it simply as an Advanced Specialisation.

One option is that the players in the Kill-team could take turns in playing the Dreadnought (effectively creating it as an additional character) in much the same way as they take turns as the Squad Leader. In this way the Dreadnought character could appear only on missions where it will be useful and everyone can have a chance to experience its massive destructive abilities.

The GM may also allow a player whose character has died to have his character come back as a Dreadnought while also making up a new Battle-Brother. In this way the player has both a Dreadnought character and a normal character and can choose which one to use before each session ensuring that he has a character appropriate to the mission and also that he doesn't feel left out or limited in situations where a Dreadnought would be of little use.

Dreadnoughts can also be useful plot devices for the GM and can be used to link campaigns together. For instance, if the Kill-team is completely destroyed and the players must all make new characters, the GM could have one of its members come back as a Dreadnought to join the new Kill-team, bringing with him knowledge and valuable links to existing plot lines.

It is important to note that Dreadnoughts are highly valued and respected, and any Space Marine Chapter (including the Deathwatch) will go to great lengths to recover any Dreadnought (particularly the sarcophagus containing the warrior himself) from the battlefield.

DEATHWATCH

EPISTOLARY

"I have looked across the frozen plains of Ynnen and seen the ghosts of ancient civilizations stir back to life to show what once was: their war machines, their marching ranks, their jagged, ugly cities. They are all sand and dust now, fallen long ago even before the light of the Emperor reached that benighted place, but even dust remembers when it was once a mountain. They must not rise again."

—Deathwatch Epistolary Zoshan Firehand of the White Scars

Space Marine Chapters rigorously screen all their potential recruits for signs of mutation. One of the most important roles of Apothecaries is to test neophytes during their selection and the implantation of the organs that turn them into a Space Marine. The slightest physical deviation is grounds for termination, but the rare instances of psychic mutation mark a candidate as worthy of special attention.

The Chapter's Librarium is charged with the responsibility of monitoring and developing psychically active recruits. Psychic talent is both a great gift and terrible curse. Only a handful of those with talents survive their training and indoctrination. They must contend not only with the rigours undergone by all Space Marines but also a thousand invisible foes ready to feast on their soul. Every moment is spent walking at the edge of precipice where a single slip will send the recruit tumbling into damnation. A moment's weakness can be all a daemon needs to slip in and possess a nascent psyker. The toughened flesh of a Space Marine makes him a highly desirable host, as it is capable of containing the ravaging energies of a daemon for an extended time. Some Librarians encounter warp entities during their initiation that follow them for the rest of their lives like jackals, always alert for a chance to strike when the Librarian's defences are down.

Monstrous, warp-based parasites are also drawn to the bright light of a vulnerable soul until the recruit learns enough

to mask their presence. Some, like the insectile Psychneuein, use the psyker's mind as a place to breed. Others, such as the dreaded Dominators, take over their victim's own power and twist it to their ends with horrifying results. The focus and self-discipline necessary to overcome such terrors must be learned quickly or not at all as any member of the Librarium will not survive long unless they can protect themselves. Among psykers, as among the other recruits, the weak and vulnerable are mercilessly culled. To leave them alive would be to put everyone around them in the most dire peril imaginable.

Should a recruit survive the many trials before him, he joins a small and very select band even among the elite Space Marines. The indomitable strength of will required to hold the horrors of the warp at bay and wield its power marks out a truly exceptional warrior amongst the Emperor's Finest and those initiated into the Librarium are destined to win great renown. In most Chapters Librarians are keepers of the Chapter's lore and its deepest mysteries, acting as advisors and visionaries to its Master and his Captains in any decision of import. The members of a Chapter's Librarium, from the lowest ranked to the very highest, have skills as battlefield psykers mated to fearsome personal ability that make them resources of incomparable value to the Chapter.

Increasing duties within the Chapter often constrain higher-ranking individuals from taking extended Vigils with

the Deathwatch. Consequently

those at the lowest rank of the Librarium—that of Lexicanium—most commonly complete Vigils.

Nonetheless, it is rare but not unknown for individuals to unlock powers through their experiences during their Vigil that raise them to the rank of Codicier or even Epistolary while still

in the watch. Others return to the Deathwatch later in their lives in response to a personal request from the Watch

Commander, to finish

some matter first unearthed

in their formative years or simply because they have come to believe

the threat of the alien deserves special

attention. Such renowned individuals hold a high rank within the Deathwatch and are liable to be consulted on all

major undertakings. Their powers of

precognition offer an opportunity

to rend the veil on potential

outcomes and they have ways to

uncover hidden knowledge that

would be unreachable by the

other means.



THE WARNINGS OF EPISTOLARY DEMARUS

Although his last term in the Deathwatch ended over two centuries ago, the name of Epistolary Demarus is still revered by Librarians who serve upon Watch Fortress Erioch. Possessed of a prolific pen and keen insights into the future, Demarus penned hundreds of tomes during his term of service. They are, with a single exception, still referenced frequently today. One such catalogue warns of places in the Jericho Reach that pose particular risks to the minds of psykers, even those as staunchly warded as a Librarian's.

- **The Fifth Temple of the Young God:** Meniscus teems with the deviant worshippers of the so-called “Young God,” and far too many of their practices involve tearing down the walls between the human mind and the warp. However, the fifth documented worship site—a huge platform strung between almost a square kilometre of trees—reportedly pulses with the malign will of some powerful warp presence.
- **The Ivy Sea:** Hundreds of kilometres on Jove's Descent are covered in the so-called “Ivy Sea,” a deep unbroken pit of twining evergreen vines. This terrain feature defies all augury attempts to determine how deep the plant life runs or what might lie beneath it. Demarus warns that more than one individual crossing the Ivy Sea has become consumed with violent hatred and mindless bloodlust, even turning upon his own comrades.
- **The Scars of Andronicus:** Many deep fissures criss-cross the surface of Andronicus Prime. These shadowy depths resonate with the powerful impression of an alien mind. Even well-trained Librarians can find these unnatural echoes to be almost debilitating.

As part of a Kill-team an Epistolary wields devastating powers capable of incinerating hordes of enemies and entire nests of aliens. He bestrides the battlefield with fire and wielding lightning with the power of an angry god. Few foes will stand before the coming of an Epistolary as their minds fill with terror and webs of confusion. Those few that can resist the psychic onslaught must face the terrible fury of the Epistolary's force weapon, a blade blazing with the white-hot certainty of his own will. The most important call made for a Deathwatch Epistolary is to take the field against xenos psykers.

Many alien species boast warp-dabblers and sorcerers of varying talent that make pacts and sell themselves willingly to the Ruinous Powers. Others, like the Eldar, have their own esoteric methods to shape the warp to their will. Yet others have innate psychic powers that can render them immune to conventional weaponry, dominate or stupefy Space Marines. All of these and more represent dire threats to an unprepared Kill-team without psyker support. A Librarian can warn of such perils before they are encountered, or at least in time to act against them decisively with targeted attacks.

An Epistolary can overcome the most potent alien psyker coven or protect his Battle-Brothers from an overwhelming psychic miasma. With an Epistolary present, a battle is fought on two planes—both the physical and psychic—and Librarians are specially equipped for this task. Their awesome powers are channelled through the conductive wiring of a psychic hood, a piece of wargear linked directly into the Librarian's brain. The psychic hood extends the wearer's consciousness so that he can “feel” manipulation of the warp and counteract it. Augmetic crystals in the psychic hood help him to focus and enhance his strength in the battle of wills that follows. With their psychic defences stripped away, aliens easily fall prey to conventional kill-team tactics.

Time spent in the Deathwatch offers a Librarian a unique opportunity to learn about alien psykers and to study their methods for manipulating the warp. A Deathwatch Epistolary is deeply knowledgeable about such matters, a veteran of many encounters with not just xenos creatures but their artefacts and structures too. The reading of xenos minds, while distasteful, is acknowledged as an unpleasant art form in its own right that can expose the murky web of motivations and alien thought processes to full examination. Psychometry, the art of object reading, opens insights into

TABLE 2-7: DEATHWATCH EPISTOLARY ADVANCES

Advance	Cost	Type	Prerequisites
Command	400	S	—
Lore: Forbidden (Xenos)	400	S	—
Lore: Forbidden (Xenos) +10	400	S	Lore: Forbidden (Xenos)
Lore: Forbidden (Xenos) +20	400	S	Lore: Forbidden (Xenos) +10
Lore: Forbidden (Mutants)	400	S	—
Lore: Forbidden (Mutants) +10	400	S	Lore: Forbidden (Mutants)
Lore: Forbidden (Mutants) +20	400	S	Lore: Forbidden (Mutants) +10
Lore: Forbidden (Black Library)	800	S	—
Psychic Power (x2)	Varies†	T	Varies†
Sound Constitution (x2)	1000	T	—

†See *Deathwatch Chapter VI: Psychic Powers*; note that these advances are the only way to gain the special psychic powers listed below.

the operation and purpose of things made by alien hands (or their equivalent) even long past their extinction. On many occasions looking at past relics has prevented future disasters by correctly predicting the resurgence of an alien threat at a specific site or by revealing a key weakness that can be used to bring about their doom.

Such prolonged exposure to xenos also places particularly stringent demands on an Epistolary. The gradual insinuation of alien thoughts and concepts into the Librarian's mind is an ever-present peril that must be guarded against. Every piece of knowledge won can bring with it the seeds of potential destruction in the form of memetic trap or a psychic poison. Any psychic contact with an alien mind, living or dead, can bring with it a subtle corruption, a tiny chink in the Epistolary's mental armour that opens him to further attack. Against these perils the Epistolary must match the power of his will and he must maintain a blinkered mind always closed to new concepts and alien designs. He must master his own mind and know it always to be his own, uninfluenced and pure to the end.

PREREQUISITES

Requirements: Rank 5 or more, Librarian

Cost: 2000 xp

EPISTOLARY WARGEAR

Deathwatch Epistolaries gain a force weapon and a psychic hood as standard issue wargear (see page 28 in the DEATHWATCH Rulebook).

EPISTOLARY SPECIAL ABILITY:

XENOS PSYCHOLOGY

Deathwatch Librarians excel at countering and combating xenos psykers and alien witches, subverting their powers and breaking their will with a single thought. By the time a Battle-Brother attains the rank of Epistolary he has become a true master of psychic warfare and has learnt well the strengths and weaknesses of the alien mind and how best to exploit them. This ability gives the Battle-Brother an edge whenever he uses his psychic powers against a xenos foe, be it a cursed Eldar, bloodthirsty Ork or hated Tau. This 'edge' equates to a bonus to all damage caused by psychic means (including damage inflicted by force weapons) equal to the Battle-Brother's Willpower Bonus. This bonus damage is only ever added once, regardless of the amount of psychic damage caused or the number of dice rolled. In addition to this extra damage, the Battle-Brother is also more adept at defeating the alien will and so gains a +10 to all Opposed Willpower Tests to use psychic powers on xenos.

NEW PSYCHIC POWERS

The following two new psychic powers are only available to Battle-Brothers who have taken the Epistolary advanced specialisation. They are Telepathy powers, though they do not require any prerequisites and can be purchased by an Epistolary character for the experience points indicated.

Alien Minds

Cost: 1500 xp

Action: Half

Opposed: Yes

Range: 5 metre radius x PR

Sustained: No

Description: By reading the moods and surface thoughts of nearby aliens the Librarian can anticipate their actions and gain insight into their intentions. The Librarian chooses a number of xenos in range, equal to or less than his PR, to be affected by this power. Each affected alien must then make an Opposed Willpower Test with the Librarian to hide their thoughts from him. Those that fail suffer a $-5 \times \text{PR}$ penalty to Dodge and Parry Tests against the Librarian in the following Turn. In addition, the GM can provide the player with some limited insight into the affected aliens' actions on the following Turn such as where they intend to move, which weapons they are going to use or if they are planning on attacking or retreating.

Bond of Brotherhood

Cost: 1500 xp

Action: Half

Opposed: No

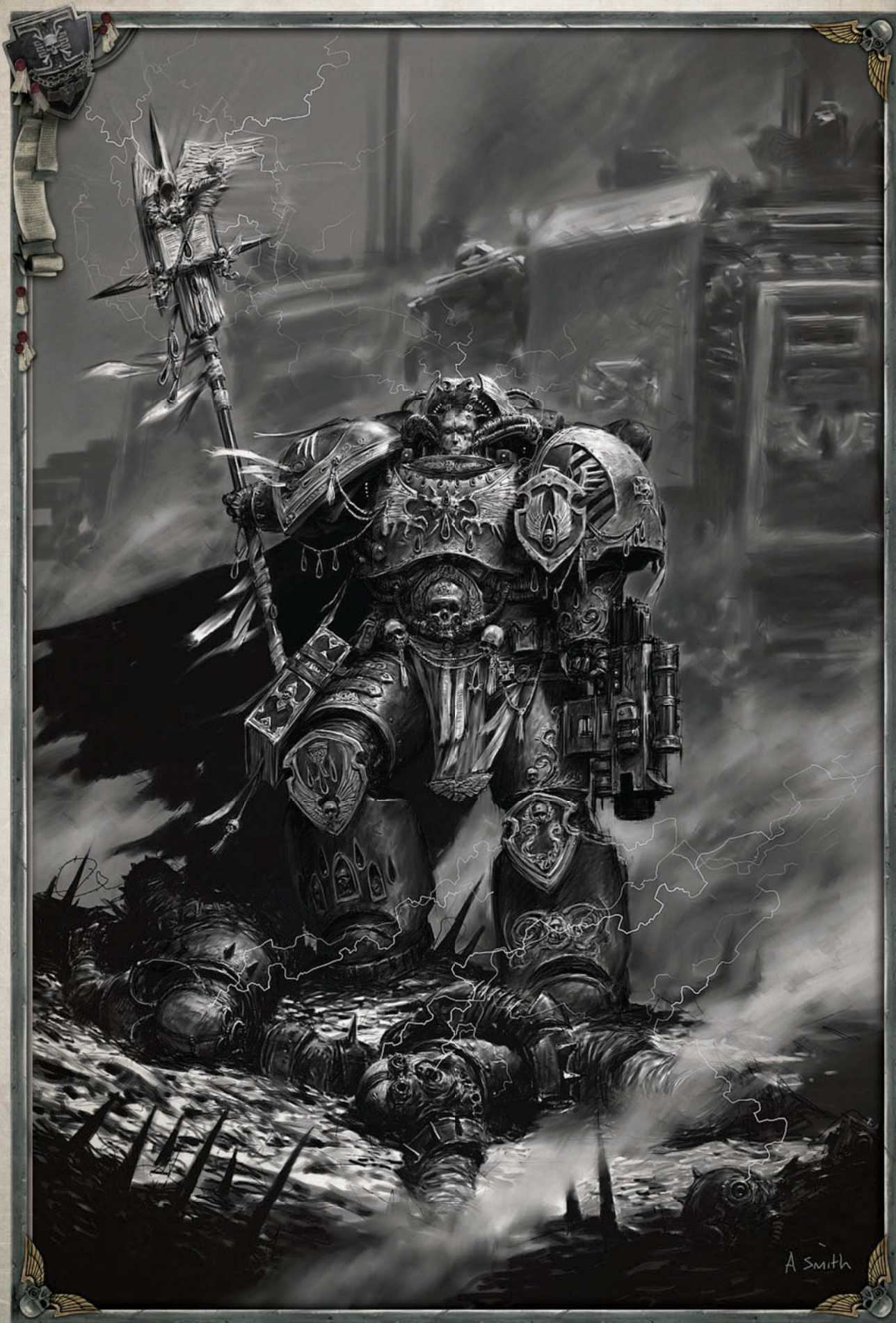
Range: 5 metre radius x PR

Sustained: Yes

Description: This power has two primary functions, one that helps the Kill-team work together and one that aids the Librarian's efforts at building goodwill with other Space Marines.

The Epistolary focuses his mind upon the links between himself and his fellow Battle-Brothers in the Kill-team, inspiring them with scenes of victory and shared peril. When this power is activated, the Kill-team may enter Squad Mode at no penalty and without requiring a Cohesion roll. The Kill-team regains 1 point of Cohesion per degree of success on the Focus Power Test if it had suffered any Cohesion Damage, and the Librarian may treat the other members of his Kill-team as if they were part of his Chapter for Squad Mode Abilities.

Alternatively, the Librarian may also use this power to subtly support the weight of his arguments in council or when influencing other Adeptus Astartes Chapters. A successful use of this power increases the Librarian's Fellowship by +5 for every degree of success on his Focus Power Test. However, the use of this ability does not function against a Space Marine with the Hatred (Psykers) Talent, and certain Chapters with prejudices against psykers (such as the Black Templars) may find the use of this power as an insult rather than an attempt at diplomacy.



II: THE CALL OF WAR

DEATHWATCH FORGE MASTER

"Take this as my blessing for when you go about your work. Is she not beautiful? She has been cleansed of her taint, and re-boned to serve the Adeptus Astartes far better than she did her old master. Take her now and remember our most sacred vow: suffer not the alien to live."

—Forge Master Ecuman on presenting the blade Bloodcry to Watch Captain Karmal

A Techmarine who wins sufficient renown may eventually be raised to the honoured rank of Forge Master. A Forge Master oversees the manufacture and maintenance of Deathwatch armaments of all kinds in a particular Watch Fortress, from Kraken bolt rounds to planet destroying Kill-ships. A Forge Master must also deal with all manner of xenotech captured by Kill-teams on their missions, studying, categorizing and determining its potential value or threat. A Forge Master is commonly a close confidant of the Watch Commander and acts as central cog to the functioning of the whole Watch Fortress and its associated Kill-teams.

To achieve such heights, the Techmarine must have demonstrated tremendous skill in the arts of the forge as well as the arts of war. Not all Techmarines show a great asperity with alien technology; indeed many find it repugnant in the extreme. This is seen as no barrier to them becoming a Forge Master in its own right; many Forge Masters are trenchant conservatives that hate all things xenos. However, a Forge Master must grasp the tainted paths of alien technology on some level so that they can ultimately dispose of its malevolence successfully.

Examples of xenotech might include anything from individual artefacts that can be returned to the Watch Fortress to monumental engines that must be examined in situ on some alien world or ship. By working closely with Inquisitorial representatives of the Ordo Xenos, it is the Forge Master's lot to pass judgment on the artefacts he surveys. He must decide whether some element of the alien science he sees may be blessed by the Omnissiah despite its unfamiliar guise, or

whether the foul taint of the xenos is so perniciously woven into an artefact's very fabric that it must be destroyed.

The slow, often painstaking process of examination can take years of effort to determine the fate of a single artefact and its less-than-certain results can be the subject of great argument between individual Forge Masters. Over the millennia several pieces of "rediscovered" technology derived from the study of xenotech have been incorporated into Deathwatch wargear and even into the munitions of the Imperium as a whole. However, some Forge Masters always remain sceptical and will only ever grudgingly accept any form of xenotech into their armouries. More radical Forge Masters are prepared to exploit new ideas without waiting for the results of a full investigation, incorporating xenotech into their own creations with little concern for the fears of others.

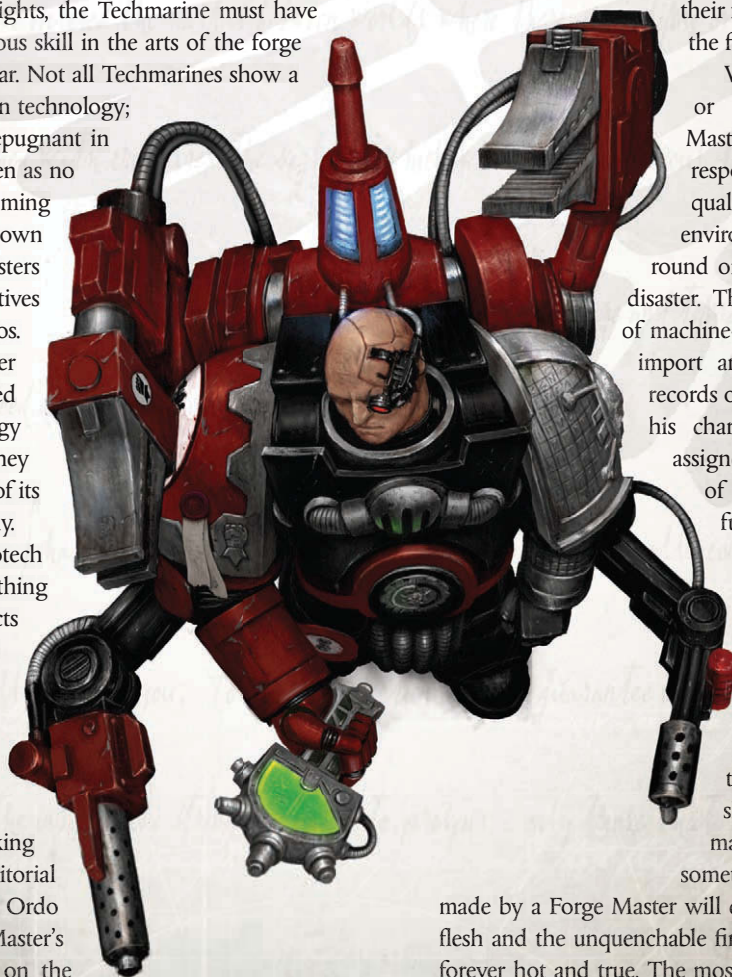
Each Watch Fortress incorporates extensive manufactoria for the production of weapons and armour. Within sweltering, flame-lit halls a lone Forge Master controls potentially hundreds of mono-task servitors and artisan savants as they hammer relentlessly, shaping new weapons of war. Monstrous crucibles of molten metal swing silently overhead, ready to tip their glowing contents into moulds and formers. Sparks fly from electro-welders and grindstones as the work continues without cease. Not all Forge masters are bound to a single Fortress, and some travel endlessly between Watch Fortresses and stations dispensing their knowledge, learning what they can from their fellows and assisting Kill-teams in the field.

Whether in a Watch Fortress or out on a mission, the Forge Master's position is one of the gravest responsibility. Kill-teams rely on the quality of the Forge Master's work in environments where a single dud bolt round or a faulty vox receiver can bring disaster. The maintenance and supplication of machine-spirits is a matter of the greatest import and the Forge Master maintains records of every piece of equipment under his charge, including the Techmarines assigned to maintain it and a history of past rituals undertaken to keep it functional.

The greatest joy of a Forge Master is in the crafting of magnificent armour and weapons for the Deathwatch.

While servitors can wield hammers and stoke furnaces, and Techmarines can attend to the maintenance of guns and ships, it takes the touch of a true master of the machine cult to build something anew. The chain blades

made by a Forge Master will cleave through the toughest alien flesh and the unquenchable fires of their plasma weapons burn forever hot and true. The most famous Forge Masters are often sought out by the greatest heroes of the Deathwatch, who desire a weapon worthy to carve a legend.



PREREQUISITES

Requirements: Rank 4 or more, Techmarine

Cost: 2000 xp

FORGE MASTER WARGEAR

Deathwatch Forge Masters gain a servo-harness, a power axe, and artificer armour as standard issue wargear (see page 28 in the **DEATHWATCH** Rulebook).

FORGE MASTER SPECIAL ABILITY: MASTER ARMOURER

The Tech-Priests of Mars are masters of the secret and lost technical lore of the Imperium, harbouring a knowledge of machines and machine spirits long lost to the bulk of humanity. When a Techmarine is trained on Mars he gains some of this knowledge so that he might better serve his Chapter, though even such training is only the tip of the iceberg and the very beginning of understanding. A Forge Master has taken the next step and through long years of working with ancient weapons and armour has developed a knack and empathy with machines that allows him to use them in unexpected and interesting ways, coaxing abilities from archaic tech and stubborn machine spirits. To reflect this unique gift, a Master Armourer may unlock or suppress a single Special Quality (see page 142 in the **DEATHWATCH** Rulebook) in a ranged or melee weapon. This must be done at the start of a Mission, during the preparation stage and will only apply to one item, though it need not be wielded by the Forge Master. The effects of this ability last for the duration of the Mission (at the GM's discretion, a particularly long Mission or one that is far away from any resources may mean that the ability does not last the entire time) but are otherwise not permanent.

Note: The Forge Master may only choose one quality to unlock or suppress.

The Forge Master may unlock the following qualities:

- Melee Weapons—Balanced, Defensive, Razor Sharp, Shocking
- Ranged Weapons—Accurate, Gyro-Stabilised, Reliable

The Forge Master may suppress the following qualities:

- Melee Weapons—Primitive, Unbalanced, Unwieldy
- Ranged Weapons—Overheats, Recharge

Unlocking a Special Quality in a weapon which already possesses it has no additional effects. In cases where unlocking or suppressing a quality would contradict an existing quality of the item (such as making an Unwieldy melee weapon Defensive) it has no effect.

In addition to this ability, Deathwatch Forge Masters are also adept at understanding xenos weaponry, coming into contact with it constantly during the course of their missions and studying it as part of their role within the Chapter. While no Space Marine would intentionally favour such cursed devices, this expertise does mean that a Forge Master does not suffer any unfamiliarity penalties when using such weapons, as if he had the appropriate weapon training talents. The GM may still of course rule that certain alien weapons are just too rare or unusual for a Forge Master to have come in contact with and so will not benefit from this special rule.

NEW SKILL GROUP:

TRADE (FORGE MASTER)

The Battle-Brother is adept at manufacturing weapons, armour and countless other tools of war. Given time and the right equipment (usually never found outside a Forge World or Chapter Fortress Monastery) he can create much of the basic gear used by the Adeptus Astartes and repair even its greatest machines of war. A player may use this skill in place of any Tech-use skill test if he is dealing with Astartes equipment.

TABLE 2-8: DEATHWATCH FORGE MASTER ADVANCES

Advance	Cost	Type	Prerequisites
Trade (Forge Master) †	400	S	—
Trade (Forge Master) +10†	400	S	Trade (Forge Master)
Trade (Forge Master) +20†	400	S	Trade (Forge Master) +10
Armour-Monger	500	Talent	Techmarine
Electrical Succour	1000	Talent	Techmarine
Energy Cache	1200	Talent	Techmarine
Ferric Summons	1200	Talent	Ferric Lure, Techmarine
Lumina Blast	1000	Talent	Techmarine
Machinator Array	1000	Talent	Techmarine
Sound Constitution (x2)	1000	Talent	—
Talented (Tech-use)	500	Talent	—
Talented (Security)	500	Talent	—
Talented (Lore: Forbidden)	500	Talent	—
The Flesh is Weak 4	1000	Talent	The Flesh is Weak 3
†New Skill Group			

DEATHWATCH KEEPER

“Who do you serve?”

I serve the Saviour of Mankind through the auspices of the hallowed Deathwatch.

“Who do you serve?”

I serve the Throne. The Immortal Emperor is my only master!

“Who do you serve?”

I serve he that reigns eternal upon Ancient Terra! Your questioning is meaningless!

“Yet your thoughts betray uncertainty. Now the truth: Who do you serve?”

—Excerpt from Watch Commander Rekin Vao’s questioning of a supplicant prior to their elevation to Keeper

Keepers appear most prominently on Watch Fortresses where their imposing figures bar entry to areas placed off-limits to ordinary Battle-Brothers, and stand sentinel over the captured xenos imprisoned within their walls. Even an Inquisitor may not pass a Keeper without special remit from the Watch Commander. Keepers occupy positions of the most solemn trust as guardians of the holy and the most profane objects in the care of the Deathwatch. They fulfil sacred duties that in other Chapters would more commonly be undertaken by Librarians, Apothecaries or Techmarines, but among the ranks of the Deathwatch such specialists are too few and their tasks too many for this to be practical. Instead these burdens are undertaken by Battle-Brothers that have served the watch across many decades’ Vigils. Keepers are entrusted with all manner of things important to the Deathwatch—everything from alien prisoners to the space ships carrying Kill-teams across the void.

A Deathwatch Keeper is first and foremost a veteran Space Marine, an extremely capable warrior with many long years of service. Within many Watch Fortresses, Keepers are equipped with ceremonial weapons and armour to make their status clear to all. They are often armed with tall powered glaives, double-handed chain blades or even incredibly ancient las-lances. Richly embroidered robes cover their armour, save for their helm and shoulder guards. Their helms bear the Imperial Eagle or the icon of the Deathwatch, cunningly wrought into their faceplates. Beneath their robes their power armour is of the earliest and most hallowed marks, hailing from the days of the Great Crusade. Their armour and weapons are heavily inscribed with esoteric sigils and catechisms in High Gothic.

The rank of Keeper is only offered to Battle-Brothers with a long and unblemished record in the Deathwatch. If accepted the supplicant Space Marine must undertake a lengthy period of prayer and fasting before they present themselves before the Watch Commander and his most trusted advisors to be put to the question. A long and gruelling trial ensues as the Watch Commander, with the assistance of his Librarians, drills deep into the psyche of the supplicant. Great temptation will come before a Keeper many times in his duties and the Watch Commander must determine that every last fibre of his being is totally loyal to the Emperor and the Deathwatch.

Not all Space Marines pass the test. Some are destroyed by it and descend into madness. In a few cases the questioning reveals flaws so deep and pernicious that they must be destroyed before their hidden malice can spread to others. Others might show no hint of treachery in their character but lack the steely determination to give the Watch Commander certainty that it will always remain so. Only if the trial is passed and the Watch Commander thoroughly satisfied by the unshakeable loyalty of the supplicant will they be raised to the rank of Keeper.

In a solemn ceremony the newly-appointed Keeper undertakes the most binding and terrible oaths to forever guard the secrets he has been entrusted with. Finally the Watch Commander locks a special piece of armour, a silvered vambrace known as a Clavis, around the right forearm of the new Keeper, symbolically and practically binding him to the additional duties he has pledged to undertake. A Clavis is a marvel of Dark Age Technology that links itself directly to the Space Marine’s nervous system and monitors his vital signs.



TABLE 2-9: DEATHWATCH KEEPER ADVANCES

Advance	Cost	Type	Prerequisites
Charm	200	S	—
Charm +10	200	S	Charm
Charm +20	200	S	Charm +10
Command	400	S	—
Command +10	400	S	Command
Command +20	400	S	Command +10
Ciphers (Imperial Codes)	200	S	—
Deceive	400	S	—
Evaluate	400	S	—
Evaluate +10	400	S	Evaluate
Drive (any)	800	S	—
Drive (any) +10	800	S	Drive (any)
Navigation (Stellar)	400	S	—
Navigation (Stellar) +10	400	S	Navigation (Stellar)
Navigation (Stellar) +20	400	S	Navigation (Stellar) +10
Pilot (any)	800	S	—
Pilot (any) +10	800	S	Pilot (any)
Pilot (any) +20	800	S	Pilot (any) +10
Tactics (Orbital Drop Procedures)	200	S	—
Chosen Representative†	1000	T	Fel 30
Foresight	500	T	Int 30
Good Reputation (Adeptus Astartes)	1000	T	Fel 50+, Peer (Adeptus Astartes)
Good Reputation (Imperial Navy)	1000	T	Fel 50+, Peer (Imperial Navy)
Good Reputation (Imperial Guard)	1000	T	Fel 50+, Peer (Imperial Guard)
Peer (Adeptus Astartes)	500	T	Fel 30+
Peer (Imperial Navy)	500	T	Fel 30+
Peer (Imperial Guard)	500	T	Fel 30+
Sound Constitution (x2)	1000	T	—
†New Talent			

The Clavis will only function for its selected bearer and no other while he still lives. At the point of death or removal the Clavis will shut down and become non-functional until it has been re-awoken by the correct abjurations from a Forge Master.

Each Clavis is a unique and complex kind of key that has been attuned to the objects in the Keepers' care. It speaks with an invisible light and an undetectable vibration that opens or reseals heavy magnetic locks and impenetrable shield barriers at the Keeper's command. It also enables auto-defences to register the Keeper as a friend and stand down when he is in areas protected by their vigilance. Aboard a ship the Clavis will permit access to the command chapel and stir the machine spirits therein for the rites of activation.

Though the Clavis is both a real and symbolic tool of the Keeper it is only a part of what defines him in his task. A Keeper must also learn many secret watchwords and hidden phrases of power; he must master the correct rites of opening and closing for the places under his guardianship and the proper supplications for the war-spirits in his care. A Keeper is inducted into many mysteries pertinent to the object of his duties and will come to know more of it than any other living Space Marine. He may often be called upon for counsel regarding what he has learned in later years and eventually it will fall to him to conduct the training of his own successor.

Individual Keepers may carry out widely diverse duties. The most militant are often given over to the confinement and control of the alien prisoners kept at Watch Fortresses for interrogation and vivisection. They will learn special techniques for restraint and pain amplification from Apothecaries and Inquisitors to better dominate their charges, as well details on the care and feeding of them so that they will not expire prematurely. Keepers originating from Chapters known for their experience in ship combat and manoeuvring will more commonly be placed in charge of Deathwatch rapid-strike vessels and bend their studies to combat in the void. The Keepers of the ships have the grave responsibility of successfully delivering Kill-teams to their targets and extracting them afterwards. Such undertakings require a balance of subtlety and boldness that has made certain Keepers within the Deathwatch justly famous for their skills in this regard.

Space Marines of a highly monastic or scholarly leaning will often be assigned to be Keepers in charge of data-crypts and logic engines containing restricted xenos lore. Such data may be felt too dangerous to be freely accessible but it is part of the Keeper's role to glean a core understanding of what he guards in case such knowledge is ever needed.

In some regions, Watch Stations must be permanently manned due to the dire nature of the threat they guard against. This duty is only given to the most stoic Keepers believed able to withstand the psychological impact of decades spent in lonely vigil at the edge of madness. Most highly trusted of all are the Keepers that stand guardian to the host of doomsday weapons, both Imperial and alien, locked away in Deathwatch vaults and armouries.

Despite these important responsibilities, a Deathwatch Keeper is not exempt from Kill-team duties, nor would they wish it to be so. The singular knowledge earned by a Keeper in his duties may mean the difference between success and failure for a Kill-team's mission. When a Keeper leaves his post to go on a mission he ritually unlocks his Clavis and leaves it in the care of a Forge Master until his return.

The benefits a Keeper might bring to his Kill-team are many and varied. For example, the forgotten lore gleaned from ancient cogitators in a Keeper's care might prove invaluable to a Kill-team investigating a little-understood threat. Likewise a Battle-Brother with experience as the Keeper of a prison can be essential for the capture of live alien specimens. For a vital mission the Keeper of a ship might even pass control of his vessel to a subordinate so that he can accompany the Kill-team to the surface. From there he can direct orbital bombardments and emplace beacons to ensure the rapid deployment or evacuation of Deathwatch forces.

DEATHWATCH KEEPER WARGEAR

Deathwatch Keepers gain a clavis (see page 145) and a power weapon of choice (power sword, power axe, etc.) as standard issue wargear (see page 28 in the **DEATHWATCH** Rulebook).

PREREQUISITES

Requirements: Rank 5 or more, Fellowship 40+, Renown 50+

Cost: 3000 xp

KEEPER SPECIAL ABILITY: OATH BOUND

A Keeper holds a special place within the ranks of the Deathwatch and has direct control over some of its most valuable assets as well as access to some of its most sensitive secrets. Before he is even considered for such a role a Battle-Brother must have made a great name for himself and proven his unflagging loyalty to the Chapter. He must also have undergone an extensive process of oaths and trials so that he might never betray the secrets of the Deathwatch even unwillingly. This binding process has the following effects on all who hold the title of Keeper:

- **A Closed Book**—the Keeper gains a +30 to resist all attempts to control his mind, such as from Telepathy powers. In addition if the Keeper would not normally be allowed a chance to resist a mind controlling effect he may spend a Fate point to be allowed a **Challenging (+0) Willpower Test** to ignore its effects.

- **Alien Witchcraft**—a Keeper is often required to deal with dangerous and subversive xenos and has had his mind hardened against their trickery. Whenever an alien foe uses a skill or ability which forces the Keeper to make an Opposed Willpower or Fellowship Test (excluding those from psychic powers) the Keeper automatically wins with one degree of success.
- **Beyond Reproach**—those that recognise a Keeper will respect his position and favour him with their trust. When dealing with NPCs, the Keeper improves their Disposition (see page 276 in the **DEATHWATCH** Rulebook) by two degrees. This automatically applies when dealing with members of the Deathwatch and may apply to other organisations at the GM's discretion.

NEW TALENT: CHOSEN REPRESENTATIVE

The Battle-Brother represents his Chapter, the Deathwatch or the Adeptus Astartes in his dealing with others and is seen as the "face" of his organisation. While all Battle-Brothers are seen as representatives of the Space Marines, this talent brings with it the weight of respect and the force of the Imperial war machine. When the Battle-Brother is dealing with other Imperial factions he gains the right to speak for his organisation and make dealings on their behalf. In addition to the role-playing benefits of this special dispensation, the Battle-Brother gains +10 to all Fellowship Tests when dealing with Imperial Authorities and can (with the GM's consent) spend a Fate point to gain the instant and total support of a local NPC or military force.



DEATHWATCH KILL-MARINE

"I understand that you petitioned for a company of the Adeptus Astartes, Imperial Guard Regiments, Legio Titanica and fleet support. However, your xenos problem does not require an army to solve. You need just one warrior to be in the right place at the right time."

—Kill-marine Jakus reporting to the Syndics of Quolm

Not every xenos-related crisis demands the full deployment of a Kill-team, but many seemingly inconsequential incidents can be harbingers of a greater threat that it would be foolhardy to ignore. Under these kinds of circumstances a Watch Captain may elect to send a single member of the Deathwatch, a specially trained "Kill-marine" skilled in solo operations, to investigate and exterminate where possible or to call in backup where it is truly needed.

Kill-marines are naturally denied the reliable supporting firepower of their Battle-Brothers and fall back on the stealth and infiltration techniques they first mastered as Scout-Initiates to perform their duties. Scout Sergeants often make superlative Deathwatch Kill-marines with little additional training but these specialists are drawn from all ranks of the Deathwatch as needed. A certain independence of thought and great strength of spirit are in many ways more important than exceptional stealth skills for a Kill-marine. A Kill-marine must possess the right temperament to operate for long periods cut off from their kind and from the sacred touchstones of their Chapter.

Space Marines ordinarily live a cloistered existence in their fortress-monasteries. Their contact with the outside world is normally limited to fighting wars in it and their interactions with humans only come in chance encounters on the battlefield. By contrast a Kill-marine has to interact frequently with the existing authorities and power structures of the Imperium, often acting as a direct representative of the Deathwatch before Planetary Governors, war councils and ruling bodies of Adeptus.

Kill-marines spend time living alongside those they must ultimately defend, sharing their trials and seeing the world through their eyes. In their missions a Kill-marine will make allies and enemies of many that they meet, and hear tales that would never reach a Watch Fortress. He might become involved in events that ultimately have little to do with the Deathwatch directly but rebound to the greater security of the Imperium. In this way the remote Deathwatch maintains a slender connection to the great masses it is charged to protect even as it stands vigil in the darkest gulfs surrounding mankind.

In practical terms the greatest step a Kill-marine must take is to secure travel between the stars as Deathwatch vessels can rarely be spared for their direct deployment. Interstellar ships are such rare and precious things that even the word of a Space Marine will not turn one from its course. More militant Battle-Brothers have sometimes opted for the expedient of capturing a pirate vessel and forcing its crew to do their will, exterminating their unwilling hosts once they reach journey's end. However many less drastic opportunities exist for a Kill-marine that is prepared to think more broadly. He might travel aboard Imperial Navy warships and Rogue Trader vessels for example, or join the retinue of an Inquisitor for a time if it will serve his purposes. To do this the Kill-marine may have to use his natural humility to ask, and not demand, his passage by offering his assistance in trade for reaching his destination.

Imperial authorities will usually welcome the opportunity to gain access the knowledge and experience of a Space Marine for their own purposes in some vexing matter. The singular skills a Kill-marine can bring to bear are liable to open whole realms of possibility that were previously out of reach to a Rogue Trader Captain or an Inquisitor. A previously unknown and potent player entering the game can be invaluable for their schemes. The guarantees of transportation to an undisclosed location that a Kill-marine may ask for are a small price to pay to secure his help.



TABLE 2-10: DEATHWATCH KILL-MARINE ADVANCES

Advance	Cost	Type	Prerequisites
Concealment	400	S	—
Concealment +10	400	S	Concealment
Concealment +20	400	S	Concealment +10
Deceive	400	S	—
Deceive +10	400	S	Deceive
Deceive +20	400	S	Deceive +10
Inquiry	400	S	—
Inquiry +10	400	S	Inquiry
Lore: Common (Any)	400	S	—
Lore: Common (Any) +10	400	S	Lore: Common (Any)
Lore: Scholastic (Astromancy)	400	S	—
Shadowing	400	S	—
Shadowing +10	400	S	Shadowing
Silent Move	400	S	—
Silent Move +10	400	S	Silent Move
Silent Move +20	400	S	Silent Move +10
Speak Language (any)	200	S	—
Survival	400	S	—
Survival +10	400	S	Survival
Good Reputation (Any)	2000	T	Fel 50, Peer (same group)
Peer (Any)	1000	T	Fel 30
Polyglot	500	T	Int 30, Fel 30
Sound Constitution (x2)	1000	T	—
Web of Peers†	3000	T	Fel 45, Peer (Any)
†New Talent			

More cynical commentators have noted that the portrayal of the Kill-marine as some kind of diplomatic emissary is disingenuous at best and an outright lie at worst. A Kill-marine is still a Space Marine, a super-humanly fast and strong warrior trained in the very highest arts of war.

Some accuse Kill-marines of being spies and assassins operating at the behest of the Watch Commander, independent and unregulated agents of a shadowy organization with a reputation for exterminating entire worlds. The coming of a Kill-marine may be treated with great alarm by some, an unsubtle reminder that the harbingers of death are near.

Kill-marines do often forego power armour and use non-standard weaponry of a somewhat stealthier demeanour than the sacred boltgun and holy chainsword. They maintain that this practice is born of practicality when they are commonly moving through environments designed for an unarmoured man, and that employing more easily concealed weaponry only serves to soften their otherwise intimidating and war-like aspect. It is to be expected that such peerless warriors would adapt to their circumstances by honing their stealth and unarmed combat skills to exceptional levels so that they can slay quickly and quietly in case of trouble.

However such paranoid accusations may have some foundation in reality. At times Kill-marines have turned on those apparently giving them aid, even unto slaying entire households from within on the pretext of uncovering corruption in their ranks. How often these events are rooted in coincidence and spontaneous action as opposed to the carefully considered orders of the Watch Commander is

impossible to say. The responses of the Deathwatch to those brave enough to level such charges are simply that those who have no truck with the alien have nothing to fear.

It is true that Kill-marines are often sent on missions obscure to their Battle-Brothers in the Deathwatch and even to themselves. The Librarian and the Apothecary can layer mental blocks and hypno-conditioning into a Space Marine's mind to make it receptacle for the most sensitive knowledge. Secret orders or communiqués that a Watch Captain will not entrust to Astropathic communication may be buried deep in a Kill-marine's subconscious for him to transport to another Watch Fortress. A Kill-marine may carry, knowingly or unknowingly, relics or other items of key importance for delivery into the hands of specified individual. They may be assigned to guard an individual while having pre-programmed assassination protocols in place to eliminate them if the call arises. Some whisper that these enigmatic figures have even dealt directly with aliens, a feat that would surely require extreme Hypno-indoctrination for a Deathwatch Space Marine to achieve.

PREREQUISITES

Requirements: Rank 1 or more, Fellowship 40+, cannot be a Techmarine or Apothecary

Cost: 1000 xp

KILL-MARINE SPECIAL ABILITY:

ONE MAN KILL-TEAM

It is the life of the Kill-marine to seldom work alongside his own Battle-Brothers. Usually he works alone or in the company of powerful members of the Imperium such as Inquisitors, Rogue Traders or Tech Magos. As a result of their time away from the support of their Battle-Brothers, a Kill-marine learns to be more resourceful, develop his own combat techniques and fight as a one man Kill-team. This unique ability allows the Kill-marine to enter Squad Mode (see page 219 in the **DEATHWATCH** Rulebook) without the support of another Battle-Brother. The Battle-Brother generates and uses his Cohesion as normal, though he receives no bonus Cohesion points for having the Command Skill—he simply need not be in support range of another Battle-Brother to enter or maintain Squad Mode.

When in Squad Mode the Kill-marine can use the following (and only the following) Squad Mode Abilities: Bolter Assault, Dig in, Fire for Effect, Furious Charge and Regroup.

NEW TALENT: WEB OF PEERS

During their travels the Battle-Brother has come into contact with dozens of different organisations and individuals from all across the Imperium. With such a commanding presence and memorable appearance (few forget meeting a member of the Adeptus Astartes) it is possible that NPCs will have heard of the Battle-Brother before they meet him. Whenever the Battle-Brother meets an NPC (though not a fellow Space Marine) for the first time he should roll 1d10. If the roll is equal or less than his Fellowship Bonus then the NPC has heard of him (for better or worse) and the Battle-Brother gains a +10 on all Fellowship Tests when dealing with the NPC or his organisation. At the GM's discretion this reputation might also have other consequences depending on the Battle-Brother's past actions.

This bonus is cumulative with other Fellowship bonuses from talents such as Peer and Good Reputation.

KILL-MARINES IN DARK HERESY AND ROGUE TRADER

Kill-marine Battle-Brothers are ideally suited to working alongside either Inquisitors and their retinues or Rogue Traders and their crews. During the course of their travels it is even possible that a Kill-marine may spend extended periods in the company of such individuals and accompany them on many adventures, aiding them in whatever endeavours they might undertake. Kill-marines nevertheless stand apart from those around them (they are members of the Adeptus Astartes after all), and will usually be following their own agendas. GMs should also consider carefully before allowing a player to introduce a Kill-marine Battle-Brother into either a game of **DARK HERESY** or **ROGUE TRADER** as they are considerably more powerful (most notably in combat) than other characters from those games. However, under the right circumstances and with the right players it can make for an interesting and exciting campaign.

THE SAVIOUR OF BERSITOR

Bersitor is located in what is now the Orpheus Salient. During the Crusade's first contact with the planet, a lone Battle-Brother was dispatched to deal with an unknown xenos threat in the ruins of the planet's primary hive. Recent speculation disagrees on whether the alien presence was in fact a vanguard of Hive Fleet Dagon, or some other un-documented xeniform. However, the deployed Kill-Marine was apparently able to single-handedly cleanse the hive ruins, as the Imperium began repopulation of the site only a few weeks after his departure.



DEATHWATCH WATCH CAPTAIN

"Yours shall be the glory. In triumph they shall call out your name. Yours shall be the burden. In defeat they shall cry out to you for succour.

One Hundred Brothers shall be your blade to strike down the Emperor's foes.

Lead them forth with honour. Be worthy of the divine instrument entrusted to you.

Deliver His Wrath unto thine enemies, and turn aside from all temptations.

Do this and when you go before the Throne on your day of judgment you may hold your head high and say 'I did not fear to lead.'"

—Extract from the Apocrypha of Eons, Verse III

A Space Marine Chapter normally comprises ten separate companies each commanded by its own Captain. Company Captains are superb leaders with a depth of experience excelled only by the Chapter Master himself. A Chapter's Captains are inducted into the greatest secrets and mysteries of their order with the most binding and terrible oaths and when it is time for a new Chapter Master to be chosen he will most likely be elevated from among their ranks. As well as leading their Space Marines in battle, each Captain holds titles and responsibilities in relation to the functioning of their Chapter and their homeworld such as master of the fleet or guardian of the temple.

A Space Marine Captain has to be a remarkable individual. He must be a scholarly adept of the teachings of the Codex Astartes and show himself to be an astute tactician through the maelstrom of uncounted battles. He must be a diplomat and act as a representative of the Chapter to Imperial authorities. He must be a charismatic hero able to win the confidence and respect of his Battle-Brothers in both triumph and adversity. Under their Captain's command a company of Space Marines can defeat seemingly insurmountable odds, the individual prowess of the Battle-Brothers magnified a hundredfold when coordinated by the ferocious tactical acumen of their leader.

It is a position of tremendous responsibility to command a hundred of the Emperor's Space Marines. The hammer blow delivered by a Space Marine company can devastate a battle zone or strike with pinpoint accuracy, and this decision is also the responsibility of the Captain. Collateral damage may be inevitable, or even desirable; civilian casualties will often be unavoidable. Space Marines will not hesitate to sacrifice themselves in the cause of victory,

but it falls to the Captain to make the decision on when and where such sacrifices must be made. A moment's hubris could bring about a disaster that decimates the company's ranks but every campaign demands boldness and an aggressive fighting spirit. The Captain must weigh all of these factors as he plans for battle; the burden is his to bear alone.

It takes a resolute and often ruthless commander to command a Space Marine company in battle. The unflinching zeal of the Battle-Brothers is one of their greatest weapons and must be exploited to the fullest. As the enemy tires, Space Marines must relentlessly attack with redoubled fury. Foes in retreat must be mercilessly crushed and put to flight before they can regroup, their strongpoints eliminated, their defences bypassed. A Space Marine Captain will seize the initiative and keep it, orchestrating a rising crescendo of mayhem that shatters the enemy force into bewildered fragments fleeing from the battlefield.

A Space Marine Captain can win great glory for himself and his company, entering the annals of Chapter history as a celebrated hero. A Captain leads from the front, his words and deeds an inspiration to the mighty warriors at his command. Their individual prowess with blade and bolt gun is peerless, as it must be to command the respect of the Space Marines in their charge. Captains are often lionized by their Battle-Brothers in the company, and forge an unshakeable mutual bond of loyalty and trust across decades of war.

Space Marine Captains are clear-eyed enough to understand the necessity of the Deathwatch.

When the time comes they

dutifully

set aside

their own

desires to remain

with their company and undertake their Vigil with humility. The Deathwatch traditionally extends the rank of Captain to a Space Marine company commander during their Vigil, but most Captains entering the Watch refuse to accept such a lofty position until they have earned it. Thus, the scarred hero of a thousand battles will accept a role in a Kill-team as a simple Battle-Brother under the command of an individual centuries his junior until he feels he has learned the ropes.



There is wisdom behind the pride of such an approach. A Deathwatch Captain must learn how to fight a new kind of war, a shadow war against opponents on a dozen fronts where a single Kill-team must tip the balance. The methods, tactics and targets of the Deathwatch are best learned in the field, and a Space Marine Captain will stand side-by-side with his Battle-Brothers to learn their way of battle before presuming to take command of them.

Deathwatch Captains are also raised from Battle-Brothers that have served in the ranks of the Kill-teams with great distinction and undertaken many vigils in the watch. A particularly skilled xenos-hunter may be called to duty with the Deathwatch repeatedly. Eventually such a renowned Battle-Brother may be afforded the honour of assuming the rank of Watch Captain and leading the Kill-teams he has fought as a part of for so long.

The demands on a Deathwatch Captain are very different to those found in other Space Marine Chapters. A Deathwatch Captain is usually placed in charge of several Kill-teams and given guidance on broad objectives by the Watch Commander. Beyond that and advice from Chaplains and Librarians the Watch Captain sets his own missions and organizes his Kill-teams appropriately. He is responsible for every detail of their recruitment, training, equipment and deployment. It is also his solemn duty to record their deeds in battle and, where possible, to return the remains of a fallen Battle-Brother to their parent Chapter with all due honour.

It is unlikely the Watch Captain will ever have a full hundred Battle-Brothers to command in the Deathwatch, and the handful of Space Marines available will always be widely scattered across the vast area under the scrutiny of a single Watch Fortress. Instead the Watch Captain must learn how to best employ a changing roster of Battle-Brothers from different Chapters to assemble the most effective Kill-teams for the missions required.

Much of the Watch Captain's time is occupied by endless analysis of data and closeted consultations with Librarians and Inquisitors in an attempt to determine when and where to intervene. It is rare to have the luxury of planning campaigns in the Watch. All too often the Watch Captain is engaged in long-term triage of a series of alien threats across an entire sector. Precision strikes by Kill-teams to keep the enemy off-balance, often in collusion with Ordo Xenos Inquisitors, and some subtle prodding of Imperium military forces in the right direction is commonly the best that can be achieved.

A Watch Captain will often take personal command of important missions, particularly ones that involve multiple Kill-teams or diverse objectives. A Watch Captain makes for a truly deadly opponent but one armed with the ancient weaponry and forbidden wargear available to the Deathwatch is more terrible still. Under his deft control the most diverse Kill-teams work together with the smooth efficiency of a well-oiled bolter. Unconquerable fortresses and indestructible war machines are meat and drink to the fertile mind of a Watch Captain. Even the strongest enemy forces are liable to be pulled apart and defeated at the hands of a Watch Captain's Kill-teams before they know they are under attack.

When a major xenos threat is identified by a Watch Captain, his role is to formally warn nearby Imperial Commanders of

the threat. If the Imperial response proves weak or ineffective it may then fall to the Deathwatch to intervene directly and put an end to the matter. The Deathwatch has access to weaponry that is the doom of worlds. Where conventional defences fail, a Watch Captain may have to sorrowfully order the complete destruction of a planet, potentially sacrificing innocent lives in their billions to protect other worlds in peril.

It is not unknown for Imperial Commanders to beg a Watch Captain to take command of their defences in the event of an alien invasion in hopes of saving their world from Exterminatus. A Watch Captain is a wise choice of supreme commander in such times as their skill and zeal will wring the very best out of even the most lackluster planetary defence forces. It is also a pitiless choice, as a Watch Captain will not hesitate to turn the whole world into a charnel house for the invaders, a devastated war zone piled high with countless dead. Destroying the alien is the Watch Captain's primary objective; preservation of the world and its people is a secondary concern.

Such dreadful power is also a Watch Captain's greatest potential peril. A Space Marines' stalwart character is a proud and ferocious one as befits such a mighty warrior. But in these traits the seeds of damnation can also be sown. Overweening pride can turn to hubris and narcissism; excessive ferocity can beget bloodlust and madness. A Watch Captain can order whole worlds burned with a single word and entire populations slaughtered without fear of censure. The temptation to abuse such power, often with purest of motivations, can be a seductive one.

There is a certain grim hopelessness in the eternal battle against the alien, fighting an unwinnable war against a galaxy full of enemies. The belief that the threat of the xenos must be attacked directly with every weapon available is a form of lurking madness that a Watch Captain must learn to always keep at bay. In truth, the adamantium protecting the flesh of a Deathwatch Captain is weak and brittle in comparison to the unbreakable steel to be found in his soul.

PREREQUISITES

Requirements: Rank 5 or more, Renown 60+, Command +20, Must have distinguished himself as a leader on a least one mission, must have earned the Crux Terminatus

Cost: 3000 xp

DEATHWATCH WATCH CAPTAIN

WARGEAR

Deathwatch Watch Captains gain a chainsword as standard issue wargear (see page 28 in the **DEATHWATCH** Rulebook). Additionally, if the Watch Captain has earned the Iron Halo honour (see page 208), he also gains the Iron Halo wargear as standard issue.

DEATHWATCH CAPTAIN SPECIAL

ABILITY: COMMAND AND CONTROL

Space Marines are exceptional shock troops; highly trained and extremely organised. Much of this organisation, of course, falls to their commanders, like the Deathwatch Captains, who use their knowledge of warfare and their canny understanding of logistics to ensure that missions are completed swiftly and successfully. To reflect this elite command ability, Deathwatch Captain characters may make use of one the following abilities when in the role of the Kill-team Leader (see page 228 in the **DEATHWATCH** Rulebook). The player must choose which ability they wish to use during the preparation stage of the mission and it cannot be changed afterwards.

- **Improved Tactics**—taking time to review data on the Kill-team's intended target, the Battle-Brother gains insight into the intentions of the enemy. The Battle-brother may re-roll a number of Tactics Tests up to his Intelligence Bonus during the course of the Mission. These Tactics Tests must be directly related to his Kill-team and their actions on the Battlefield. Furthermore, this ability allows all members of the Kill-team to automatically enter squad mode a number of times equal to the Watch Captain's Intelligence Bonus during the Mission.
- **Increased Resources**—the Deathwatch Captain places a request for more resources for his Mission, stressing its vital importance with the higher echelons of command. The Battle-Brother gains an additional 1d10 x Intelligence Bonus in Requisition points for his Kill-team which he may choose to divide amongst his team as he sees fit.
- **Renown Boost**—using his logistical savvy the Deathwatch Captain secures hard-to-find resources or rare equipment from the Chapter's quartermasters. All members of the Kill-team, including the Deathwatch Captain, count as having a level of Renown one higher than normal for the duration of this Mission (i.e., a Battle-Brother with a Renown of Respected counts as Distinguished, etc).
- **Auxiliary Support**—the Deathwatch Captain calls in additional units to help the Kill-team in their mission by hitting another nearby target or attacking the enemy in another location to ease pressure on the Battle-Brothers. This equates to 2d10 x the Deathwatch Captain's Intelligence Bonus in Kill Markers which he can apply to any mission objective making it easier for the Kill-team to complete.
- **Bolster Morale**—at a crucial moment the Deathwatch Captain can boost the morale of his men using his natural aura of command to spur them on to greater efforts. Once during the course of the mission the Deathwatch Captain can restore his Kill-team's Cohesion by 1d10 + his Fellowship Bonus. This can be done at any time and counts as a Free Action. This cannot raise the Kill-team's Cohesion above its normal maximum.

TABLE 2-11: DEATHWATCH WATCH CAPTAIN ADVANCES

Advance	Cost	Type	Prerequisites
Charm	200	Skill	—
Command	200	Skill	—
Command +10	200	Skill	Command
Command +20	200	Skill	Command +10
Lore: Forbidden (Adeptus Astartes)	400	Skill	—
Lore: Forbidden (Adeptus Astartes) +10	400	Skill	Lore: Forbidden (Adeptus Astartes)
Lore: Forbidden (Adeptus Astartes) +20	400	Skill	Lore: Forbidden (Adeptus Astartes) +10
Lore: Forbidden (Inquisition) 400	Skill	—	—
Lore: Forbidden (Traitor Legions)	400	Skill	—
Lore: Scholastic (Codex Astartes)	400	Skill	—
Lore: Scholastic (Codex Astartes) +10	400	Skill	Lore: Scholastic (Codex Astartes)
Lore: Scholastic (Codex Astartes) +20	400	Skill	Lore: Scholastic (Codex Astartes) +10
Lore: Scholastic (Tactica Imperialis)	400	Skill	—
Lore: Scholastic (Tactica Imperialis) +10	400	Skill	Lore: Scholastic (Tactica Imperialis)
Lore: Scholastic (Tactica Imperialis) +20	400	Skill	Lore: Scholastic (Tactica Imperialis) 10
Tactics (any)	400	Skill	—
Tactics (any) +10	400	Skill	—
Tactics (any) +20	400	Skill	—
Air of Authority	1000	Talent	Fel 30
Combat Sense	500	Talent	—
Commanding Presence†	1500	Talent	—
Master Orator	500	Talent	Fel 30
Sound Constitution (x2)	1000	Talent	—

†New Talent

NEW TALENT: COMMANDING PRESENCE

Some Space Marines are born for greatness and shine like beacons of leadership and strength amongst their Battle-Brothers. These powerful and charismatic individuals invariably rise in rank and end up commanding scores of men in battle where their natural abilities can be used to the greatest effect and they can claim glory in the name of the Emperor. A Battle-Brother with this talent has both a knack for command and a naturally impressive presence that shrouds him in awe and demands respect. This presence has two effects: the first is that the Battle-Brother may use his Strength characteristic for Fellowship Tests should his Strength be higher. The second is that the Battle-Brother never suffers more than -20 to any Fellowship Test (including when using his Strength as Fellowship as noted above) regardless of modifiers.

BECOMING A WATCH CAPTAIN

When a character gains the Watch Captain Advanced Specialisation, it is presumed that he is the default choice for the Kill-team's leader, unless an Inquisitor or the Watch Commander is personally taking charge. This means that most Kill-teams should limit themselves to only one Watch Captain each. The GM should consider this before giving permission for a character to take this Advanced Specialisation. Additionally, Watch Captains have many responsibilities and duties, including acting as a liaison to the Inquisition, briefing the Kill-team about an upcoming mission, and ensuring that each Battle-Brother is equipped with the correct wargear for the task at hand. Much like the role of a Leader (see page 228 in the Deathwatch Rulebook), taking on this Advanced Specialisation should be something cool and fun to add to your game; it should not be used as license to boss the other characters around!



FIRST COMPANY VETERAN

"Honour the Chapter unto your last breath, and make of this day a day of legend that will echo down the eons! Go forth boldly, knowing the prayers of your Battle-Brothers are with you and their eye is upon your every deed. Let there be a reckoning that shall be remembered in the annals of the Chapter when we have all become dust. We are the First Company, the very finest of the Emperor's Angels of Death. Though the foe may be deadly we are deadlier still. The enemy trembles before our coming and knows that his doom is at hand."

—Veteran Sergeant Morant of the Revilers Chapter at the third siege of Qancour

The Deathwatch is not formally divided into separate companies as are other Space Marine Chapters. The basic tactical unit of the Kill-team is the only set organization used and individual Kill-teams can often change their composition from mission to mission as ordered by the Watch Captain in command of them. A higher level of organization than this would be cumbersome and pointless with the members of the Deathwatch spread across the galaxy on a thousand unrelated missions. Nonetheless, there are First Company Veterans to be found in the ranks of the Deathwatch, expert warriors that have come to perform their vigil and bring their considerable prowess to the service of the Watch. More rarely a Space Marine will win such renown within the Deathwatch that he is accorded the rank and privileges of a First Company Veteran in recognition for his zeal and purity during his Vigil. When the Battle-Brother returns to his Chapter it is rare for his Chapter Master not to acknowledge this honour, inducting him into the First Company at the first opportunity.

According to the precepts of the Codex Astartes, the First Company of a Space Marine Chapter is by ancient tradition the Veteran Company. It is made up of the most heroic, brave and trusted Battle-Brothers in the entire Chapter, seasoned veterans that have proved their mettle in hundreds of conflicts from squad-level

raids to full-blown Crusades. Most of the First Company is made up of Space Marine warriors that have already achieved the rank of Veteran Sergeant in their own company, but exceptional acts of courage can occasionally lead to younger recruits being inducted into the First Company to honour them. Such younglings must be driven indeed to match the deeds of the First Company Veterans, and will have to prove themselves many more times before they become fully accepted into their ranks.

The Chapter Master and his senior officers will carefully consider each candidate and their acts of valour before granting their elevation. The members of the First Company will be entrusted with many precious mysteries hidden from the Chapter's other Battle-Brothers, and holy artefacts of incomparable value. More than this, the First Company bears the honour of the Chapter before all others and in times of doubt and confusion it is to them the Battle-Brothers will look to for guidance. Chapter legends are littered with examples of a handful of First Company veterans expunging a stain on the Chapter's honour despite the risks, or selflessly sacrificing themselves in the cause of victory. The Ultramarines' First Company, for example, died to the last man defending their homeworld of Macragge in the first Tyrannic war and has only recently regained full strength after centuries of rebuilding.

The Dark Angels' First Company is known as the Deathwing and still wears bone-white armour in remembrance of the self-sacrifice of their fellow veterans to safeguard the future of the Chapter long ago.

Every recruit aspires to become part of the First Company one day and competition between them to prove themselves worthy to enter its ranks is always fierce. To join the First Company is to become a part of the annals of Chapter history and uphold the proud traditions of its greatest heroes. Veterans of the First Company are acknowledged as exceptionally skilled and zealous even among other Space Marines, and train relentlessly to hone their skills further with gun and blade.

The First Company has the honour of being assigned the hardest missions against the toughest opponents and as such is always the most powerful Company in the Chapter. In the Deathwatch, as in all other Chapters, First Company Veterans are given access to the finest weapons and armour available: masterfully crafted plasma weaponry and power blades, relic armour of great renown,



protective shields and rare grenades. Most notably its members are trained to make use of Tactical Dreadnought armour, or Terminator armour as it is more commonly known.

All of the veteran warriors of the First Company hold the *Crux Terminatus*—an honour signifying that they have undergone the rigorous training necessary to use Terminator armour. Only Space Marines so honoured are permitted to don the revered Terminator armour at times of special need. Terminator armour is so rare and precious that it is only deployed in the most difficult and exceptional circumstances. Those so equipped know their mission is a vital one and that the eyes of the whole Chapter will be upon them.

Each Space Marine Chapter possesses just a handful of highly-prized suits of Terminator armour, each one greatly revered and rightfully feared by the Emperor's foes. The armour is of an incredibly ancient design, and the secrets of its manufacture have long since been lost. The few suits that have survived to more recent times are reverently maintained by the Chapter's Techmarines and carefully restored after every battle. Between battles Terminator armour is stored with great sanctity surrounded by trophies and testaments detailing its histories and the deeds of past occupants. The machine-spirits within Terminator armour are treated with great deference for their tremendous age and war-wisdom, often being feted for a victory as much as their occupant.

Some First Founding Chapters are still capable of fielding a full company in Terminator armour, but most Successor Chapters are limited to using no more than a few squads at a time. It is impossible to say just how many suits of Terminator armour the Deathwatch has in the armouries of its Watch Fortresses across the galaxy. A Watch Commander always

seems able to access a few suits when needed, but larger numbers must be begged from other Chapters, something the Deathwatch is loathe to ask. Terminator armour is particularly useful for combat-heavy Kill-team missions and the addition of one or two suits to a team can tip the odds decisively in their favour.

In principle, Terminator armour is similar to a Space Marine's power armour in that it employs electrically activated fibre-bundle muscles to magnify the wearer's strength and enable him to fight with deadly skill at close quarters. However, the thickened fibre-bundles and reinforced exoskeleton of Terminator armour carry much heavier plates of ceramite and adamantium than ordinary power armour, affording considerably more protection. The additional load-bearing capability also enables the suit to be equipped with improved weaponry and targeting gear, superior communications and other ancillary equipment. Deathwatch Terminators, for example, are always fitted with teleport homers to assist in the retrieval of team members, living or dead, from the foul alien pits they must enter.

Weaponry for Terminator armour is designed for close quarters combat. By default they wield the noble Storm Bolter with its murderous rate of fire in one hand, and an all-destroying power fist encases the other, a potent close combat weapon capable of crushing the strongest armour or alien carapace. Other specialised weapons include assault cannon, heavy flamers, thunder hammers and storm shields, lightning claws and chain fists. Although a few long-range weapons like the carapace-mounted cyclone missile launcher exist for Terminator armour these are rarities, the armour is designed for savage engagements at point-blank range.

TABLE 2-12: FIRST COMPANY VETERAN ADVANCES

Advance	Cost	Type	Prerequisites
Command	200	Skill	—
Command +10	300	Skill	Command
Command +20	400	Skill	Command +10
Concealment	400	Skill	—
Concealment +10	500	Skill	Concealment
Demolition	200	Skill	—
Demolition +10	300	Skill	Demolition
Dodge	200	Skill	—
Dodge +10	300	Skill	Dodge
Drive (any)	200	Skill	—
Drive (any) +10	300	Skill	Drive (any)
Lore: Common (Any)	200	Skill	—
Survival	200	Skill	—
Survival +10	300	Skill	Survival
Tactics (any)	400	Skill	—
Bolter Drill	1200	Talent	Astartes Weapon Training
Combat Formation	1000	Talent	Int 40
Foresight	600	Talent	Int 30
Nerves of Steel	800	Talent	—
Sound Constitution (x2)	1000	Talent	—
Survivor†	1500	Talent	—
Wisdom of the Ancients	800	Talent	Int 40

†New Talent

Space Marines in Terminator armour excel in city assaults, boarding actions or any other kind of engagement where the fighting is close and vicious. The superb protection afforded by Terminator armour mated with its devastating close-range capability enables First Company veterans to wade into the battle with irresistible force. When they are protected by Tactical Dreadnought armour, Deathwatch Space Marines can fight toe-to-toe with the deadliest Tyranid creatures or the most monstrous Orks. No matter how heavily armoured or numerous the foe, Deathwatch Terminators can vanquish them with the devastating weaponry at their disposal.

PREREQUISITES

Requirements: Rank 4+, Terminator Honours (the Crux Terminatus)

Cost: 2000 xp

FIRST COMPANY VETERAN SPECIAL

ABILITY: BATTLE-HARDENED

The veteran Battle-Brothers of the First Company have a wealth of battlefield experience and combat training. Through years of bloody campaigns and crusades they have learnt all manner of skills and techniques, facing the foe toe-to-toe and defeating him at every turn. This level of experience is a treasured commodity among the Space Marines, who value such proven ability highly and respect those who have earned glory for themselves in the name of the Emperor. To reflect this extensive combat experience, First Company Veterans may choose one of the following special abilities when embarking on a mission. The ability is chosen during the preparation stage the mission and once chosen it cannot be changed later.

- **Seen it All Before:** The Veteran draws upon his world-weary nature and dogged determination to get the job done regardless of the horrors which may try and divert him from his task. For the duration of the mission the Veteran is unaffected by the rules for Fear (see page 277 in the **DEATHWATCH** Rulebook), the mind-bending terrors of the universe having little impact on his jaded mind.
- **A Familiar Foe:** The mission has brought the Veteran into contact with a foe he has faced before and he recalls the best way to beat them as he has done numerous times before. For the duration of the mission, the Veteran may re-roll any damage rolls against a single xenos enemy type chosen at the outset of the mission (e.g., Tyranid Warrior, Tau Fire Warriors).
- **Old Scars:** First Company Veterans have been wounded countless times and their bodies are a latticework of scars and marks. Sometimes these old wounds flare up and rather than weakening the Battle-Brother, they make him less vulnerable to pain and injury. For the duration of the mission the Veteran may re-roll a number of failed Toughness Tests equal to his Toughness Bonus.

- **Flashback:** The Veteran has been here before, done this exact same thing on some other mission on some other world and knows how best to complete the objective. Once during the course of the mission the Veteran may add 2d10 x his Intelligence Bonus in Kill Markers to a single objective, reflecting his past knowledge of how best to achieve it.
- **An Old Friend:** A Veteran's weapons are his oldest and most trusted friends and he keeps them in excellent condition. Sometimes he takes extra special care of them if he feels he requires a great service of them in a coming battle. For the duration of the mission the Veteran may re-roll a number of Ballistic Skill Test or Weapon Skill Tests (one or the other, chosen at the start of the mission) equal to his Rank. In addition he may ignore the first Jam result he suffers. Both of these benefits only apply when the Veteran is using his own weapons.

NEW TALENT: SURVIVOR

The Battle-Brother has come into contact with countless alien horrors and other deadly perils and lived to fight another day. This feat of survival means that he is better equipped to deal with certain foes and hazards as he has encountered them before. When the Battle-Brother takes this Talent he chooses a single Characteristic from: Strength, Toughness, Agility, Intelligence, Perception, Willpower or Fellowship. This represents some situation in which the Battle-Brother was tested, such as surviving a virulent poison with Toughness or solving an alien riddle with Intelligence. Once per game session the Battle-Brother may call on his experience to remove all negative modifiers from a test associated with his chosen Characteristic, in effect making it a **Challenging (+0) Test** plus any bonuses that might apply.





EXPANDED WARGEAR

RANGED WEAPONS

•

MELEE WEAPONS

•

ARMOUR

•

TOOLS AND
EQUIPMENT

•

POWER ARMOUR

•

RELICS



CHAPTER III: EXPANDED WARGEAR

"I have watched massive Titans striding the battlefield. I have seen entire armoured divisions at war with the Ork hordes. I have borne witness to the firepower of an orbital lance strike. Yet among all these, none compare to the effectiveness of the Adeptus Astartes at war."

—Commissar Holt

The Jericho Reach is a war-torn region of space, ripped apart by constant battles and skirmishes as the massive Achilles Crusade grinds its way towards the galactic rim. The most dangerous forces of the Crusade are the Space Marines of the Adeptus Astartes, many of whom have been seconded into the elite brotherhood of the Deathwatch. Within the Deathwatch's myriad of installations from Watch Stations to the mighty Watch Fortress Erioch, Space Marines gird themselves for battle with a variety of the finest arms and armour in the Imperium's arsenal.

This chapter covers just a few of the myriad tools of war available to the Deathwatch. Many of these items are rare, unusual, or completely unknown outside of this mysterious organisation. However, the Space Marines of the Deathwatch are certainly amongst the most elite and specialised troops in the galaxy; it is only right and proper that their wargear should match.

RANGED WEAPONS

"My boltgun has seen nearly as many worlds as I have. It has awed primitive warriors, overcome lesser foes by the dozen, and has often been underestimated by my enemies. It has served me well."

—Battle-Brother Rafe Widowmaker of the Space Wolves

The Imperium's military might is vast, from the Titan Legions of the Adeptus Mechanicus to the uncountable mass armies of the Imperial Guard. The Space Marines often form the spearhead of any assault, and they bear with them a host of weapons, eager to reap a deadly toll from the enemy.

BOLT WEAPONS

Bolt weapons fire a mass-reactive, self-propelled shell that penetrates a target before exploding, destroying the opposition with lethal (and often messy) results.



HESH-PATTERN BOLTER

The Hesh-pattern bolter first appeared in Deathwatch armouries in M36. It was initially designed by Magos Cymbry Jamis, an adherent of the Omnissiah, and gifted to Deathwatch in appreciation for services rendered to the Mechanicus and Holy Mars. These bolters are of exceptional craftsmanship, and more compact than typical weapons of their type. Thanks to their relatively smaller size and ease of use, Hesh-pattern bolters are well suited to close-quarters combat, such as in buildings or aboard voidships, and are favoured by vehicle crews, Tactical Marines specialising in close combat, and, to a lesser degree, Assault Marines. Along with their fine craftsmanship, these bolters also have an integral folding stock, motion predictor, and preysense sight. Hesh-pattern Bolters are automatically of best Craftsmanship (all bonuses have already been added into the weapon's statistics).

GUARDIAN BOLT PISTOL

Awarded to Deathwatch Space Marines of any rank for conspicuous gallantry, courage under fire, or actions above and beyond the call of duty, these finely made bolt pistols are as much a sign of status among Deathwatch Space Marines as they are a weapon. Any Space Marine wearing one of these bolt pistols on his person is immediately recognised as a veteran combatant who has gone above and beyond to protect mankind from ravaging xenos. When issued to a deserving Space Marine, his name and deeds are inscribed on the weapon by

Deathwatch Techmarine during the awarding ceremony. Each weapon is one of a kind, tailored specifically to the receiving Space Marine, and is his to keep when he returns to his home chapter. Many guardian bolt pistols that have not gone to the grave with their owners have found their way back into the Deathwatch armouries. These “foundling” weapons are never re-issued, instead they are enshrined in the Deathwatch data vaults along with the details of their owner’s glorious deeds.

PLASMA WEAPONS

Superheated bolts of starstuff make for an extremely dangerous weapon, both for the target and (occasionally) the wielder.

BARRAGE PLASMA GUN

These rare and venerated weapons are jealously guarded by the Techmarines of the Jericho Reach Deathwatch, and issued only to the most honoured Space Marines. Barrage plasma guns are highly tuned, rapid-fire weapons that can lay down incredible volumes of devastating plasma energy. While their ability to fire in semi-automatic and automatic modes make them both versatile and deadly, they use an immense amount of energy and are more prone to overheating than a typical plasma weapon. Deathwatch Space Marines see this as a small price to pay for the ability to spray volleys of plasma energy into charging bands of xenos.

BARRAGE PLASMA PISTOL

These deadly plasma side arms are unique to the Jericho Reach Deathwatch, and few exist even within their hallowed armouries. Like their larger siblings, the Barrage plasma pistols feature a higher rate of fire at the cost of increased overheating and energy consumption.

MELTA WEAPONS

Melta weapons fire a beam of ravening heat, formed of gases ignited into a sub-molecular state. This beam can cut through the thickest armour plate, making them useful anti-vehicle weapons.

CONFLAGRATION MELTAGUN

Crafted in very limited numbers by Enthor Calibos, a Techmarine of the Salamanders Chapter garrisoned aboard Watch Station Erioch, these compact, high-output meltaguns have gained favour among those Battle-Brothers of the Deathwatch lucky enough to have wielded them. Reflecting the fine workmanship and deep love for cleansing flame of their creator, these powerful weapons have higher penetration and damage output at the expense of energy consumption.

CONFLAGRATION INFERNUS PISTOL

These powerful weapons are the pistol-sized siblings of the conflagration meltaguns. Like their larger siblings, these weapons trade increased power usage for higher penetration and damage yield. These weapons are a favourite of many Space Marines of the Salamanders Chapter seconded to the Deathwatch.

FIRESTORM MULTI-MELTA

Created millennia ago by a forgotten Deathwatch Techmarine as a field modification of a damaged Maxima-pattern multi-melta, firestorm multi-meltas trade higher energy consumption and shorter range for higher damage yield and the ability to fire short bursts. Although modifications of this kind are typically frowned upon by the Mechanicus, the Deathwatch Techmarines of Watch Station Erioch have received special dispensation to perform this operation on limited numbers of existing weapons. If an attack roll using a firestorm multi-melta fails by five or more levels, the weapon flares out, dealing damage equal to the number of charges left in the fuel canister to an area equal to the weapon’s blast radius.

FLAME WEAPONS

Ancient and often feared by the foe at close quarters, flame weapons spray a gout of promethium that ignites when fired, showering targets in an inferno of liquid fire.

IMMOLATION RIFLE

Not a flame weapon in the strictest sense, the Immolation rifle is an ancient, exceedingly rare, and barely understood weapon possessed by Watch Fortress Erioch in limited numbers. It is a brutal anti-personnel weapon that fires a seething, short-range beam of intense heat. When used on lightly armoured or un-armoured targets, the beam sears and blisters exposed flesh. This causes a target intense pain and, with enough damage, these weapons can cook enemies alive. While they are incredibly lethal when used against organic foes, the beams cause no damage to inorganic objects like machinery, bulkheads, and weapons. This makes them extremely useful in boarding actions for use against massed crew, as well as in any situation where collateral damage needs to be minimised. While these weapons have the Flame Special Quality, they are unable to set things afire.

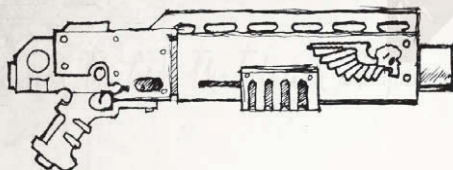
BALEFIRE GUN

Brutally effective against Orks and other xenos with natural regeneration, this flamer uses highly refined promethium fuel mixed with a number of radioactive compounds to both burn and irradiate foes. Only rarely deployed due to the collateral environmental damage it causes, balefire guns are used solely by the Deathwatch to cleanse particularly resilient xenos. They are particularly effective in controlling and eradicating Ork infestations.

SOLID PROJECTILE WEAPONS

The technology for solid projectile weapons dates back to the earliest history of ancient Terra and beyond.

ASTARTES ASSAULT SHOTGUN



While not as iconic or widespread amongst Space Marines as the Astartes bolter, the Astartes assault shotgun is a powerful and versatile weapon used by their Scouts. These bulky, clip-fed shotguns can fire in single shots and in both semi- and fully automatic modes, and can use an array of specialty ammunition ranging from armour-piercing penetrator rounds to the powerful manstopper rounds. Assault shotguns are best used in urban and close-quarters combat, as well as in boarding actions aboard voidships.

GRENADES AND EXPLOSIVES

This very broad category of weapons are designed to damage enemies in an area, often carrying a deadly payload such as poison gas or stunning electricity.

ASTARTES ANTI-PLANT GRENADES & MISSILES

A more lethal version of the common anti-plant munitions used elsewhere in the Imperium, these grenades and missiles are popular amongst the Deathwatch Scouts of the Jericho Reach. Like their more common cousins, Astartes anti-plant grenades and missiles release a vicious cocktail of toxins, viral agents, defoliants, and anti-fungal agents on detonation that reduce even the heartiest flora to a foul-smelling muck in minutes. Typically used to deny cover and to clear landing zones and fortification sites, the Techmarines of Watch Station Erioch have recently discovered a pleasant and heretofore unknown benefit of using these weapons.

Among the numerous and terrible xenos that the Deathwatch has battled over the millennia, some have been more plant than animal. When used against xenos who have plant-like features or are, in fact, sentient plants, these munitions deal Toughness Damage to their targets that ignores any armour or other damage reducing bonuses.

CONCUSSION GRENADES & MISSILES

These are grenades and missiles packed with volatile high-explosives that create a powerful shock wave and an incredible, deafening din upon impact. Concussion grenades have proven especially lethal in close quarters like ships' compartments and inside buildings. Concussion missiles are very effective at breaking up fortifications, and are much beloved by the Battle-Brothers of the Imperial Fists garrisoned at Watch Station Erioch.

CRYO GRENADE

Found only in the armoury of Watch Fortress Erioch, these grenades are packed with a chemical gel that freezes solid upon exposure to air. Cryo grenades flash-freeze enemies when they detonate and are deadly against enemies who are susceptible to cold. When a cryo grenade detonates, it immediately deals 4d10+6 points of energy damage to everything in its blast radius. Any enemy that suffers damage from the attack must make an **Arduous (-40) Toughness Test** to resist the searing pain as they are splashed with the freezing chemical gel. Those who pass their Toughness Test weather the attack, and receive no further damage. Those who fail continue to take 2d10 Toughness Damage for 1d5 rounds as the gel slowly loses its potency and eventually becomes inert. If a being is reduced to 0 Toughness by a cryo grenade, they are killed and their corpse is frozen solid. Any further damage to the corpse causes it to shatter into dozens of bloody shards.

INHALATION GRENADE

Unloaded, an inhalation grenade is nothing more than an impact-activated canister of pressurized air. However, each of these innocuous devices contains a venting core that can be filled with a chemical of the user's choice, allowing it to deliver substances as harmless as signal smoke or as deadly as genophage toxin. An inhalation grenade affects everyone in its Blast radius (not protected by environmentally sealed gear) with its payload. However, the dispersive nature of this delivery method reduces the effectiveness of the contents, granting affected targets a +10 bonus to any resistance Tests they would normally make.

LEAPER MINE

Leaper mines are a vicious anti-personnel mine unique to the Jericho Reach Deathwatch typically deployed against hordes of massed enemies like Orks and Tyranids. Appearing as little more than a discarded heavy bolter shell, when their proximity sensors detect bio-signs within 5 metres these mines leap up roughly two metres and spray an area ten metres across with vicious clouds of shrapnel. A handful of well placed leaper mines can eradicate large groups of enemies before they can even react. Leaper mines have no timer, instead they are triggered by close proximity to a living being.

MELTA BOMB

Used to breach ships' hulls and heavily armoured vehicles and emplacements. Melta bombs are used by attaching them to a wall, hull, or bulkhead where they emit a furious, high-intensity melta beam that instantly cuts through even the thickest armour. While they're not designed as anti-personnel mines, anyone unfortunate enough to be on the other side of a surface that a melta bomb is attached to takes half damage as the melta beam blasts through into the room or compartment. Melta bombs come with an integral timer that can be set for one hour. If the Demolition Test used to set the melta bomb fails by more than four degrees, the bomb immediately discharges, dealing full damage to everyone in its blast radius.

MONOBALL GRENADE

An ancient pattern anti-personnel grenade from deep within the Deathwatch vaults, these vicious grenades bear a passing resemblance to heretical Eldar technology. Little more than dozens of metres of monofilament wrapped tightly around a small explosive charge, these weapons are designed much like leaper mines to destroy massed enemy formations. Instead of killing with explosive force, upon detonation the grenade dissolves into an expanding cloud of fast-moving monofilament guaranteed to shred un-armoured and lightly armoured enemies. Lethal in the extreme, these grenades are unfortunately in finite supply and are guarded jealously by Deathwatch Tech-Priests.

LAUNCHERS

"ARMOURBANE" MISSILE LAUNCHER

The armourbane missile launcher (unique to the Jericho Reach Deathwatch) is a squat, wide-barrelled launcher half as tall as a Space Marine. That's where the similarities end however, for whereas the anti-aircraft missile launcher is built to take down airborne targets, the armourbane specialises in dealing with heavily-armoured ground units. This launcher is typically loaded with hunter-killer krak missiles, and is fitted with an array of augurs and special cogitators to guide its missiles smoothly to their targets. Armourbane launchers give a Kill-team extra protection against armoured vehicles and large xenos beasts over and above that of a standard Soundstrike missile launcher. The special augur array mounted to the armourbane combines the benefits of a preysense sight and a red-dot laser sight. These powerful augurs, along with the special ground following cogitators, grants a +20 bonus to Ballistic Skill Tests when attacking ground-based targets. The armourbane launcher can be used against flying enemies in an emergency, but isn't well suited for it and loses the +20 bonus to Ballistic Skill Tests when doing so.

EXOTIC WEAPONS

The Deathwatch's armoury contains numerous exotic weapons, some of which were constructed by the Imperium and many other manufactured by alien races via bizarre means. Rarely, a Deathwatch Space Marine will choose to bear one of these strange (but highly effective) weapons during a mission to ensure victory.

ASTARTES WEBBER

When a battle-brother finds it necessary to take a target alive, or sometimes just incapacitate persistent but innocent civilians, the webber offers a quick and effective means of incapacitating a fleeing assassin or a small crowd of citizens. The weapon fires masses of filaments, which expand to form a sticky, near-unbreakable net. The filaments constrict as the target struggles, only further entrapping him if he attempts to escape.

In addition to the normal effects of a Snare weapon, each time the ensnared character fails a Strength or Agility Test to escape, he imposes a cumulative -10 penalty on future tests. Should this exceed -30, the victim is hopelessly trapped with no further escape attempts possible. The webbing breaks down on its own and flakes away after 1d5 hours.

ATOMIZER CANNON

The atomizer cannon is a relic from the Dark Age of Technology. One of the more horrific weapons of war fielded by the Deathwatch Space Marines of the Jericho Reach, they resemble bulky multi-meltas with a heavily shielded back-mounted power unit. The weapon fires a blast of heavily irradiated particles that effectively melts living creatures, blowing their individual cells apart and boiling them alive from the inside. Atomizer cannons have even been known to set fire to metals and ceramite momentarily before utterly disintegrating them. Only a handful of these frightening weapons exist among the Deathwatch, and their use against humans is heavily proscribed. Many chapters refuse to use them at all, claiming the technology used is deeply heretical and objecting on moral grounds.

Along with their more obvious effects, atomizer cannons also irradiate everything in their blast area—this is reflected in the Toxic Special Quality as listed in the weapon's profile.

DEATHWATCH GRAVITON CANNON

Yet another field expedient modification made to an existing weapon by the Techmarines of Watch Station Erioch, the Deathwatch Graviton Cannon is a higher output and decidedly more deadly version of the more common graviton gun. Where the common graviton gun has but one setting that effects the gravity in a sizeable area, the Deathwatch version can also focus its energies into a continuous tight beam of incredibly dense gravity waves.

When fired as a continuous focused beam, the graviton gun can pin one target up to Enormous size. On a successful attack, the target takes must make an **Arduous (-40) Strength Test** or be knocked down and pinned which deals 1d10 points of

Impact damage. Once pinned the target takes a further 1d10 points of Impact damage that ignores armour every round until the target escapes the beam or is crushed to death. When used in this mode, the graviton gun can maintain the gravity beam for 2d10 rounds until it runs out of energy and needs reloading.

When used on its broad setting, everything caught in its area of effect is subject to extreme gravitational forces for 1d10 rounds and must make a **Very Hard (-30) Strength Test** or be knocked down and pinned. A being that fails its Strength Test and is thrown into a solid object or surface from a standing position takes 1d10 points of impact damage to their body. This damage may be increased at the GM's discretion depending on the surface the being is thrown into (electrified, covered in spikes, has a sharp corner) or how far the being is thrown or falls.

Moving or attempting any physical action while pinned by one of these weapons requires an Opposed Strength Test versus Strength 50 (Unnatural (x2)) for the broad setting and Strength 70 (Unnatural (x2)) for the focused beam setting. See page 136 of the **DEATHWATCH** Rulebook for more information regarding Unnatural Characteristics. The Deathwatch graviton blast may also shatter fragile objects, collapse weak floors or structures, jam machinery, damage vehicles, rupture storage tanks, or cause any other sort of mayhem as the GM sees fit.

SEISMIC ESCALATION DETONATOR

Originally designed as a tool for use in mining and exploration, these seismic generators were weaponised by the Deathwatch Techmarines of Watch Station Erioch. Favoured by those Deathwatch Space Marines hailing from the Imperial Fists, the unit consists of a powerful sound emitter roughly the size of a man that is planted in solid ground or the walls of a fortification by way of a large spike. Once in place, it broadcasts ultra-low frequency sounds that set up sympathetic vibrations in ground and structures. These units are powered by rechargeable power packs that are good for about one hour of constant operation. The longer the unit operates, its tremors grow more powerful and it causes more and more damage to surrounding terrain and structures. For every ten rounds of use, increase the generator's damage by 1d10. Anyone attempting to approach an operating seismic wave generator must make a **Very Hard (-30) Agility Test** or be immediately knocked down and dealt half the current damage the unit is producing. Used en masse, these tools can crumble the mightiest fortifications and the tallest buildings in a matter of minutes.

TECHXORCISM GUN

Brutally effective against highly technological xenos races like the Tau, these weapons are unique among other Deathwatch weapons in their ability to directly attack machine-spirits. Known colloquially as techxorcism guns, they fire crackling, bright blue bolts of energy that not only damage a machine's body but can harm or even drive out its machine-spirit. These weapons can even stun living creatures if they hit exposed flesh, and all techxorcism weapons have the Shocking quality. Whenever a player causes critical damage to a target with a techxorcism gun, roll on Table 5-4: Haywire Field Effects on page 143 of the **DEATHWATCH** Rulebook.

It is unknown, even among the learned engineers of the Deathwatch, whether these weapons are archeotech or of xenos origin. Whatever their provenance, they have proven to be a valuable anti-xenos tool, and are requisitioned by or assigned to kill-teams facing known technological threats. Techxorcism weapons affect the machine-spirits of nearly all known xenos races with one exception. Technology fielded by orks can be physically damaged by these weapons, but their machine-spirits seem to be immune to the special properties of the EP weapons. Research done by Deathwatch Techmarines has so far turned up no explanation for this phenomenon.

"ULTRA" PATTERN Mk. IX SNIPER RIFLE



Just over two metres in length and weighing close to fifty kilograms, the massive Mk. IX Ultra is as intimidating as it is effective. The Mk. IX is a heavy needle sniper rifle used by the Deathwatch for long-range anti-personnel and anti-materiel work. With its long barrel and powerful scope, the Mk. IX allows a Deathwatch sharpshooter to engage targets with incredible accuracy at very long ranges. The Mk. IX is a highly-respected and revered weapon, and it is often selected as the weapon of choice for Space Marine snipers in many Deathwatch Kill-teams. Each Mk. IX has the following integral systems:

- **Tailor Made:** Each Mk. IX is tailored to fit the Battle-Brother to which it has been assigned. The weapon's stock and hand guard are matched to the owner's size and shooting stance, making carrying, pointing, and shooting the sniper rifle as easy and natural as pointing a finger. While this increases the sniper rifle's accuracy, the custom furniture makes it uncomfortable and nearly impossible for anyone else to use it without serious modification. Each Mk. IX is also fitted with a special security system programmed with the owner's genetic code. This system, composed of a sensor pad in the weapon's stock, makes contact with a matching pad in the palm of the glove worn on the Space Marine's shooting hand. The Space Marine's genetic data is then transferred to the weapon's cogitator and analysed. If the cogitator array senses the owner, the sniper rifle operates as normal. If anyone else attempts to use the weapon, the cogitator will disable the firing mechanism. This renders the sniper rifle unusable until the true owner picks it up again.
- **30x Scope:** This powerful telescopic sight allows the sharpshooter to engage enemies at extremely long range. It is a telescopic sight as found on page 157 of the **DEATHWATCH** Rulebook.
- **Suppressor:** This combination silencer and flash concealer reduces both muzzle flash and the signature report of a needle weapon. Any Awareness Tests to locate the sharpshooter via sight or sound suffer an additional -20 penalty and can only be attempted at half the normal distance.

- **Highly Accurate:** With its long barrel, integral recoil compensators, and under-barrel bipod, the Mk. IX is an incredibly accurate and well-balanced weapon. The Mk. IX has the Accurate Quality, and its turbo-chem needle ammunition means that the weapon has the Toxic Quality as well.
- **Astartes Weapon:** While this sniper rifle is in the Exotic Category, for Space Marines it counts as a Solid Projectile Weapon. This means that the Astartes Weapon Training Talent (see page 113 in the **DEATHWATCH** Rulebook) is all that is needed for a Space Marine to use this weapon.



BREACHING AUGUR

Another tool turned into an implement of war by the Techmarines of the Deathwatch, the breaching augur is a powerful impact drill initially designed for use in mines and foundries. Made of super-dense adamantine alloys and fitted with a matter-wave generator that causes the augur to vibrate millions of times per second, Deathwatch Techmarines often use this tool to great effect for breaching walls, bulkheads and destroying fortifications and vehicles. The augur can also be used against individual enemies with gruesome effect, rending flesh and drilling holes through armour and carapace alike. Heavy and awkward, a breaching augur comes with a harness mount for ease of use, but can also be fitted to a Techmarine's servo-harness. Breaching augurs can also be grafted onto servitors, and even implanted as a cybernetic limb on a wounded Battle-Brother. Along with its regular damage, any attack with a breaching augur that results in Righteous Fury (see page 245 in the **DEATHWATCH** Rulebook) doubles the number on the Righteous Fury damage roll.

BULKHEAD SHEARS

Used for cutting through the thick deck plates and bulkheads of voidships, bulkhead shears can be used to lethal effect as both a breaching tool and a close combat weapon. Adapted by Deathwatch Techmarines from the Jericho Reach from an industrial tool used commonly in heavy manufactoria, these tools are smaller and more man portable than a chainfist, and can be deployed with Kill-teams without the support of Terminator Armour. Bulkhead shears are made up of two heavy, chisel-tipped adamantine blades that can be driven between hull or deck plates or in gaps between hatches and bulkheads and then forced apart by heavy-duty hydraulic systems. The tool is worn on a special harness with a built-in power system and wielded with both hands, but can also be mounted to a Techmarine's servo harness. Used in combat, the blades of a set of bulkhead shears have no difficulty in tearing un-armoured targets to shreds, and they have even proven useful at separating reluctant Chaos Space Marines from their heretical power armour.

MELEE WEAPONS

In the 41st Millennium, melee weapons are found on every inhabited world and amongst nearly every warrior in the galaxy. The officers of the Imperial Navy bear powerswords at their hip, whilst a Commissar of the Imperial Guard might wield a powerfist or chainsword instead. Unless otherwise stated, all weapons in this category require one hand.

ASTARTES EXECUTIONER AXE

The armouries of Watch Fortress Erioch contain a set of twelve of these large, heavy-bladed two-handed power axes. Each weapon is of master-crafted quality, and each has a long history of valour in the Jericho Reach. Only those who have earned the trust of the Watch Commander are granted the use of one of these axes to slay the enemies of the Emperor.

ASTARTES POWER FALCHION

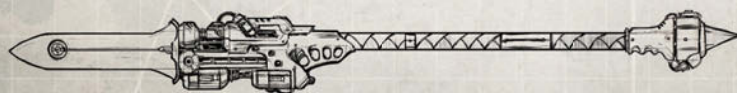
The power falchion is a heavy, brutal power weapon found commonly among those Battle-Brothers of the White Scars aboard Watch Station Erioch. Combining the striking power of a power axe with the versatility of a power sword, it has a broad blade with a single cutting edge that tapers to the hilt and the tip of the blade is heavy and curves up in a dramatic sweep. This makes the weapon more suited to chopping strikes as opposed to deft manoeuvres, and in the hands of a skilled user can rend armour and remove limbs with ease.

ASTARTES POWER CLAYMORE

These massive, two-handed swords are nearly as long as an average Space Marine is tall, and are extremely devastating in the right hands. These weapons are fit more for open field combat and are woefully ineffective in tight quarters.

ASTARTES POWER SPEAR

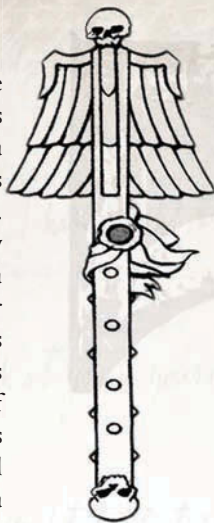
This power weapon requires two hands to use and is rarely seen amongst the Space Marines of the Deathwatch. Some Battle-Brothers of the Iron Snakes Chapter have donated these proud weapons to the armoury of Watch Fortress Erioch.



CROZIUS ARCANUM

The Crozius Arcanum is a Space Marine Chaplain's ornate rod of office. It is often adorned with the Imperial Aquila or symbols that reinforce the Chaplain's role, such as winged skeletons or skulls. Some Crozius Arcanum's are shaped by the Chapter's iconography, such as a smith's hammer or a dragon's head for the Salamanders. Within the Crozius Arcanum is a generator that produces a powerful energy field capable of disrupting matter in the same manner as a power weapon. Chaplains are powerful warriors, and the blows struck with a Crozius Arcanum can overwhelm nearly any defense. This wargear is only ever issued to Space Marine Chaplains.

Effect: If a Chaplain armed with a Crozius Arcanum has the Hatred Talent against a foe he is engaged with in melee, that foe may not take the Defensive Stance action against him.



SPECIAL ISSUE AMMUNITION

Deathwatch Kill-teams are deployed into a variety of unusual situations and missions that require tactical flexibility. Deathwatch Space Marines often make extensive use of special ammunition in order to achieve victory.

BREACHING ROUNDS

These shells are packed with tiny explosive pellets and are used to breach doors and hatches for hasty entry. They also make good (if short-ranged) anti-personnel rounds when fired into massed enemies.

Effects: Changes the weapon's damage type to Explosive (X) and reduces its range by half.

Used With: Astartes Shotguns, Astartes Assault Shotguns.

IGNIS ROUNDS

Filled with a sticky, viscous chemical that bursts into flame upon contact with a target, these rounds turn a weapon into an ersatz flamer.

Effects: Changes the weapon's damage type to Energy (E). A target hit with Ignis Rounds must make an Agility Test or be set ablaze in addition to suffering damage as normal.

Used With: Autoguns, Autopistols, Astartes Shotguns, Astartes Assault Shotguns.

PENETRATOR ROUNDS

Designed to punch through armour, these rounds feature a hardened-adamantine dart contained in a discarding sabot.

Effects: Any weapon loaded with Penetrator Rounds increases its penetration by +5. Shotguns loaded with Penetrator Rounds lose their Scatter Quality.

Used With: Autoguns, Autopistols, Astartes Shotguns, Astartes Assault Shotguns.

RAZOR-WEB

Razor webs originated in the Calixis Sector, and have made their way into Jericho Reach arsenals during the Crusade. Rather than using the typical sticky bonding agents that form normal webber ammunition, a razor-web is composed of the rare alloys produced in the unique astronomical and gravitic alignment of the Lathe forge worlds. This metal can be used to create super-thin threads that are adamantine-strong and singularly sharp. This deadly mesh is so fine that it is difficult to even see, but the victim's slightest movements risk shredding him to ribbons.

Effects: A webber loaded with razor-webs inflicts an additional -20 penalty on all attempts to escape it. Furthermore, each escape attempt, whether successful or not, deals 2d10 rending damage with a Penetration of 8.

Used With: Webbers

SHREDDER ROUNDS

These rounds are packed with shards of razor sharp adamantine and are designed to penetrate light armour and mangle massed hordes.

Effects: A shotgun loaded with Shredder Rounds increases its penetration by +1 and gains the Tearing Quality.

Used With: Astartes Shotguns, Astartes Assault Shotguns.

SLUG ROUNDS

A heavy, solid block of adamantine designed to deal massive damage and inflict as much trauma on a victim as possible. Slug rounds also make good close-range anti-materiel rounds.

Effects: Shotguns loaded with Slug Rounds lose their Scatter Quality but gain both the Tearing and Felling (1) Qualities.

Used With: Astartes Shotgun, Astartes Assault Shotguns.

TABLE 3-1: SPECIAL ISSUE AMMUNITION

Name	Req	Renown
Breaching Rounds	8	Distinguished
Ignis Rounds	10	Famed
Penetrator Rounds	6	Distinguished
Razorweb Ammo	6	Famed
Shredder Rounds	7	Distinguished
Slug Rounds	4	—

TABLE 3-2: RANGED WEAPONS

Name	Class	Range	RoF	Dmg	Pen	Clip	Rld	Special	Wt	Req	Renown
Bolt Weapons											
Bolter (Hesh)	Basic	50m	S/2/4	2d10+5 X	5	28	Full	Tearing, Accurate, Reliable	15	Special**	Special**
Guardian Bolt Pistol	Pistol	30m	S/3/-	2d10+5 X	5	14	Full	Tearing, Accurate, Reliable	5.5	Special	Distinguished
Plasma Weapons											
Barrage Plasma Gun	Basic	120m	S/3/5	1d10+7 E	8	30	4 Full	Overheats, Volatile	30	28	Distinguished
Barrage Plasma Pistol	Pistol	40m	S/3/-	1d10+6 E	8	9	3 Full	Overheats, Volatile	7	32	Famed
Melta Weapons											
Conflagration Infernus Pistol	Pistol	10m	S/-/-	2d10+10 E	15	2	Full	—	5	35	Distinguished
Conflagration Meltagun	Basic	20m	S/-/-	2d10+10 E	15	4	2 Full	—	14	35	Distinguished
Firestorm Multi-melta	Heavy	100m	S/2/-	5d10+5 E	15	6	2 Full	Blast (2), Recharge, Volatile	70	65	Distinguished
Flame Weapons											
Balefire Gun	Basic	20m	S/-/-	2d10+2 E	3	6	2 Full	Flame, Toxic	7	16	Respected
Immolation Rifle	Basic	25m	S/-/-	2d10+5 E *	1	5	Full	Flame	5	15	—
Solid Projectile Weapons											
Astartes Assault Shotgun	Basic	30m	S/3/5	2d10+4 I	0	20	Full	Reliable, Scatter	10	7	—
Launchers											
Astartes Armourbane Missile-Launcher	Heavy	200	S/-/-	**	**	1	2 Full	—	12	15	—
Exotic Weapons											
Astartes Webber	Basic	80m	S/-/-	—	0	5	Full	Blast (5) Snare	8	10	Distinguished
Atomizer Cannon	Heavy	50m	S/-/-	4d10+4 E	8	25	3 Full	Blast (5), Devastating (4) Volatile	80	50	Famed
Deathwatch Graviton Cannon	Heavy	45m	S/-/-	Special	—	5	3 Full	Blast (5)	65	45	Distinguished
Seismic Escalation Detonator	Heavy	100m	S/-/-	4d10+10 I per round	—	Special	3 Full	Blast (10)	40	40	—
Techxorcism Gun	Basic	80m	S/3/-	1d10+4 E	4	30	Full	Shocking, Special	30		Respected
Mk.IX Ultra-Pattern Sharpshooter's Rifle	Heavy	250m	S/-/-	1d10+2 R	0	5	Full	Accurate, Felling (1) Toxic	4	25	—

* To organic targets only. This weapon deals no damage to inorganic targets.

** These weapons cannot be requisitioned and are unique to the Ultramarines in service to Deathwatch. Other Deathwatch Space Marines may only come into possession of one of these weapons through role-playing.

ARMOUR

Armour in the Imperium ranges from simple and flexible bodygloves favoured by assassins and scouting forces to the massive adamantine and ceramite plates of power armour.

DEATHWATCH SCOUT ARMOUR

Based on the scout armour fielded by all Space Marine Chapters, Deathwatch Scout armour is a lightweight, non-powered suit of armour modified by Erioch Deathwatch armourers specifically to suit the needs of their unique mission. Similar to the armour worn by sniper Scouts of chapters like the Raven Guard, Deathwatch Scout armour is composed of a hardened ceramite chestplate that covers the Space Marine's torso, shoulders and groin area worn over a reinforced body glove. Armoured, elbow-length gauntlets protect the wearer's hands, while heavily reinforced, ceramite-toed grox-hide boots keep his feet safe and dry. Since Deathwatch Scout armour is essentially a half-suit over a form-fitted body glove, and is made of light materials, it doesn't hinder the wearer's movement and allows him to retain his natural agility and stealthiness while still providing excellent protection. This armour is often worn in conjunction with cameleoline cloaks.

Although it's not environmentally sealed like Astartes power armour, the composition of the body glove and numerous built-in systems keep the wearer relatively safe from hazardous conditions. The body glove is impregnated with special fibres coated with powerful unguents that provide limited protection from atomic, chemical, and biological threats. It is also woven with small, gel-filled passages that allow the Space Marine wearing it to better withstand heat

and cold as it regulates his temperature. Mounted on the armour's back is a heavy, hardened unit that contains, among other things, both drinking water and an oxygen supply. Water and air are delivered to the wearer through a dual-purpose re-breather/hydrator that acts as a gas mask and filters air from the surrounding atmosphere. He also wears an auto-injector glove beneath one of his gauntlets that functions much like the auto-injector system found in Astartes power armour.

Along with the protective elements, there are a number of built-in systems designed to assist the Space Marine in his mission as the eyes and ears of his Deathwatch Battle-Brothers. In his back unit, the wearer carries an encrypted, long-range vox system that allows him to maintain contact with command, as well as communicate with airborne, armoured, and artillery units to act as a forward observer or fire-controller. The hard plates of the armour are painted with a special coating that makes it difficult to detect with auto-sense, auspex, and augur arrays. The combination of built-in systems and the inherent qualities of the armoured body glove and carapace make a Space Marine wearing this armour, while not as deadly as his power armoured Battle-Brothers, still an extremely formidable combatant. The different built-in systems and abilities of Infiltrator armour are as follows:

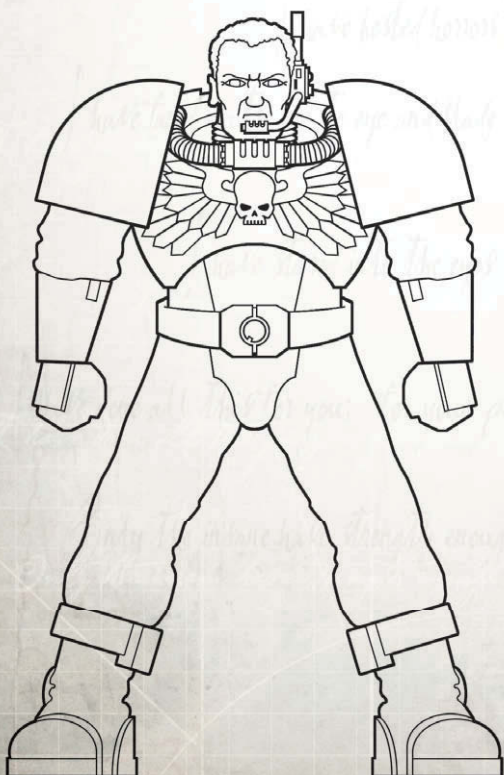
Ceramite Plates: The chestplate and gauntlets provide AP 7 to the body and arms.

Body Glove: The body glove worn under the Infiltrator's ceramite plates provides respectable armour protection and does a decent job of protecting the wearer from hostile environs. It provides AP 5 to the legs, and grants +10 to any toughness tests to resist contact poisons, radiation, acids, or chemicals.

Anointment of Obfuscation: The sacred unguents and special coatings worked into the armour's hard plates and body glove make it incredibly hard to detect via technological means. Anyone trying to detect a Space Marine wearing infiltrator armour using auto-senses, auspex, or augur arrays suffers a -10 to any Tech-use or Scrutiny tests.

Scout's Vox: Each suit of Infiltrator armour carries a long-range, encrypted, multi-band vox system that allows the wearer to stay in constant contact with his unit. The transmitter is housed in the armour's back mounted storage unit, and is heavily insulated from shock and damage. The unit is voice activated, and is operated via a headpiece featuring a headphone/microphone combo. It also allows the wearer to communicate with other units as well as any Deathwatch armour or aerospace units. The Scout's Vox has a range of 35 kilometres, which can be stretched indefinitely with signal relays like other Scouts or vehicle and power armour mounted vox systems, and can transmit both voice and data.

Interlocutor Beacon: An Infiltrator suit's interlocutor beacon helps identify the wearer as an ally to all friendly forces he fights with. Broadcasting on a narrow-band, highly-encrypted frequency with a range of ten kilometres, the interlocutor beacon not only identifies the wearer as a Space Marine, but also acts as an emergency distress beacon if he becomes trapped or incapacitated. Each chapter has a unique frequency that all of their beacons broadcast on, and this frequency is constantly changed by the chapter's Tech-Priests in the interests of security.



Auto-injector Cuff: Worn beneath one of the infiltrator armour's armoured gauntlets, the auto-injector cuff is a scaled-down version of the same item found on standard Astartes power armour. It consists of a number of small vials and an auto-injector system run by a small cogitator array with built-in bio-monitor. Like the power armour unit, when the bio-monitor detects a problem with the wearer's life signs, the cogitator immediately administers the proper drug to counteract whatever ails the Space Marine wearing it. This unit provides the following benefits:

- +5 to all Tests resisting the Toxic Quality and similar poison effects.
- Two doses of pain suppressing drugs that allow a Space Marine wearing the armour to ignore the effects of critical damage for 1d10 rounds. These doses can be used in succession or staggered.
- If the wearer gets stunned, the cogitator will inject him with a cocktail of stimulants within 1d5 rounds, which will negate the stun effects.

FENRIS-PATTERN WOLF HELM

Fenris is the frozen home world of the Space Wolves Chapter. There, the Iron Priests of the Space Wolves reverently repair and maintain the extensive armoury of these fierce and valiant Space Marines. Among the small number of innovations created by the Iron Priests is a distinctive power armour helmet that bears the snarling features of a massive Fenrisian Wolf, the totem animal of the Chapter. While there are many versions of these helmets, some of them are constructed with an ingenious atmospheric interchange system that allows small portions of the surrounding air to be drawn into the helmet without compromising its protective seal. In addition, the helmet's auto-senses and augur-spirits are finely tuned to match the heightened sensory abilities of the Space Wolf wearing it.

Effect: The Fenris-Pattern Wolf Helm acts as a normal power armour helmet with one exception. A Space Wolf wearing this pattern of helm may freely use his Wolf Senses Solo Mode ability and also gains the benefit of the power armour's auto-senses.

SKULL HELM

The armour of a Space Marine Chaplain is a daunting sight, adorned with icons of battle and death. Every aspect of a Chaplain's garb serves as a reminder of mortality's impermanent nature, and thus, the significance of preserving the immortal soul. One of the most iconic elements of a Chaplain's wargear is his skull helm, a stern visage that evokes the Emperor's wrath. These helmets may take many different forms and have been crafted by numerous Space Marine artificers across the galaxy. Universally, however, they are all fearsome in aspect.

Effect: The skull helm acts as a normal power armour helmet and grants the wearer a +10 to all Intimidate Tests.

FORCE FIELDS

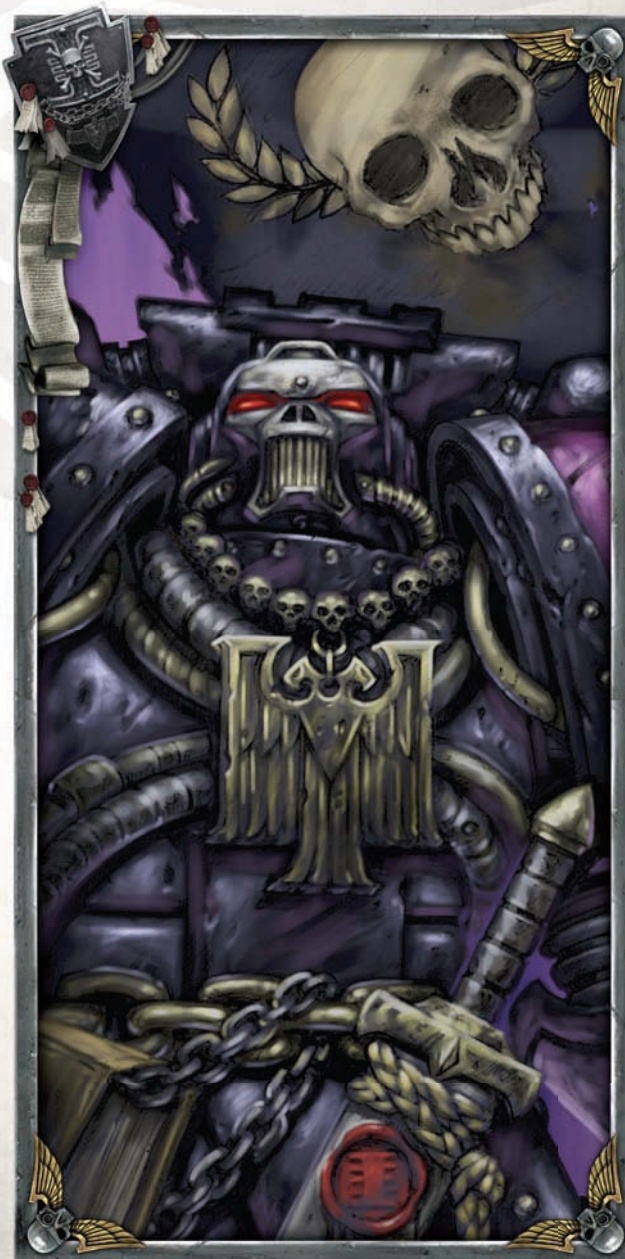
The items in this section follow the rules for Force Fields found on page 166 of the **DEATHWATCH** Rulebook.

ROSARIUS

More than a simply a field projector, a Rosarius is an icon of the Imperial Creed, and is often only entrusted to the highest officials in the Ecclesiarchy. Space Marine Chaplains are often entrusted with a Rosarius as a symbol of the link between the Ecclesiarchy and the role of a Chaplain. A Rosarius appears to be a square, stylised cross of adamantium or some other dense and durable metal, with a jewel or Ecclesiarchy symbol in the centre. It is worn around the neck or waist on a sash, a cord, or a string of prayer beads. However, within each is a powerful field mechanism.

A Rosarius does not give off the same glow as a Refractor Field. However, they do convert some of the energy they observe into visible light, causing them to flash and spark when they are hit. Space Marine Chaplains are granted a Rosarius upon attaining that rank within the Chapter.

Effect: The Rosarius is a force field (see page 166 in the **DEATHWATCH** Rulebook) with a rating of 50.



WEAPON UPGRADES

Weapons can be fitted with upgrades to enhance their utility. Each upgrade description lists which weapons it can be applied to. The Requisition cost for an upgrade covers both the components to fit the weapon and any labour required to install it.

TRIPOD

When suspensors are not available, the tactically inferior but widely-available mode of bracing a heavy weapon is still quite viable: a tripod. The three-legged stand provides a simple, stable platform for bracing a weapon on any relatively flat surface. However, the tripod requires remaining in a stationary position and fixes the weapon in a 180-degree arc of fire. Therefore, its usefulness is limited outside of objective defence or ambush scenarios.

Upgrades: Any Heavy Weapon.

VOX-OPERATED

This upgrade integrates specifically-coded vox receivers into the weapon's trigger mechanisms, so that the user can operate it by voice if needed. Users can also operate the shot selector and switch firing modes if applicable merely by speaking the appropriate command. For security reasons each receiver is usually keyed to just one voice pattern. Additionally, if the weapon is equipped with a fire selector, the clip may also be selected simply by speaking aloud.

Upgrades: Any Pistol, Basic, Grenade, or Heavy weapon.

TOOLS AND EQUIPMENT

The equipment available uniquely to the Deathwatch is as varied as the worlds in the Imperium, and may be used for any number of tasks. This section includes many devices useful for a Deathwatch Space Marine during his long vigil.

ASTARTES COMBAT WEBBING

Astartes combat webbing consists of a sturdy web belt and detachable load-bearing suspenders. The belt and load-bearing suspenders are five centimetres wide and adjustable to fit nearly every body size, as well as over standard Astartes Scout armour. The webbing is designed to carry hard and soft-sided pouches for equipment and ammunition that a scout needs readily at hand. These pouches come in a variety of sizes, and range in use from magazine pouches to medikits to holsters and drop pouches. The pouches connect to the belt and suspenders with a series of semi-permanent clips that can be undone with any flat-bladed tool. Common pouches include:

Clip Pouch: Holds two weapon clips. These pouches come in different sizes depending on the kind of clip (Bolt, autopistol, charge pack, etc.).

Medicae Pouch: Contains cataplasms patches, contraseptics, synthetic skin applicators, single-use injectors containing detox, pain suppressant, morpha, resuscitex, a few bandages and a tourniquet. Grants +20 to any Medicae Tests.

Vox Pouch: Holds one standard hand-held Astartes vox unit.

Grenade Pouch: Carries four standard Krak or Frag grenades.

Knife Sheath: Carries one Astartes Combat Knife.

Shotgun Pouch: Carries eight rounds of Astartes shotgun ammunition.

Sidearm Holster: Strapped to the thigh and attached to the belt via a quick-release strap, each holster is specifically tailored to fit a specific Deathwatch issue sidearm.

Drop Pouch: Attached to the combat webbing belt like the sidearm holster, the drop pouch is useful for spent magazines or samples and has a draw-string opening (soft) or a magnetic lock (hard).

Game Masters or players should feel free to come up with any other speciality pouches as they see fit.

ASTARTES GRAPNEL

Sometimes used by Space Marine Scout Squads in the field, a grapnel fires a hooked or magnetic grapnel from a bolt pistol, connected to the launcher with a thin but strong 100m wire. Once the grapnel attaches to the desired rock outcropping, gargoyle edifice or other anchor, the user can manually climb the line or activate a powered winch. In a pinch, a grapnel can also be used as a crude—and messy—projectile weapon, doing 1d10+2 R Damage with a Penetration of 2.

ASTARTES GRAV CHUTE

On occasion, Space Marine Scout Squads must deploy stealthily, unable to utilise more common methods like teleportation or drop pods. Under those unusual circumstances, the Scouts utilise an Astartes grav chute. Grav chutes rely on suspensor fields to counter gravity and slow descent. Unlike a jump pack, which allows the user to leap into the air, a grav chute's lower power output only allows for a safe, guided fall such as a combat drop from a transport. It allows for a safe fall from any height.

AUTO-SENSE GOGGLES

These bulky goggles (most often worn by Space Marine Scout snipers) provide the wearer with a number of vision enhancements. There are many models and variants of these goggles. Many of them combine the effects of photo-visors (no penalties due to darkness) and preysense (+20 to vision based Perception Tests at night or in the dark) sights, can detect and see a broad range of radioactivity frequencies, can record pict-captures, have a 5x optical enhancement, 5x micro-magnification, and a number of coloured filters that can be flipped in and out of the view ports. These goggles also have an integral laser range finder that allows the wearer to act as a forward observer or fire controller for artillery and aerospace units by pinpointing targets, calculating firing solutions, and broadcasting the data to waiting units. When using the laser range finder to guide artillery or aerospace fire, the forward observer grants +20 to the allied unit's Ballistic Skill Test.

CAMO-CLOAK

Favoured by Deathwatch sharpshooters, these hooded cloaks are composed of a mesh backing woven with thousands of ribbons of colour shifting and light-absorbing material. A sharpshooter wearing a camo-cloak gains a +20 bonus to all Concealment Tests. When stationary, the wearer counts as being one range bracket farther away when targeted by ranged weapons.

CAMELEOLINE TARPAULIN

These thin, resilient tarpaulins are made of sheets of photo-sensitive, colour-shifting fabric that can take on the appearance of their surroundings. Issued in five metre by five metre sheets, cameleoline tarps can be hooked together to hide anything from a land speeder to a rhino to an entire encampment. Use of cameleoline tarps to hide vehicles and emplacements grants the user a +30 to all Concealment Tests.

CLAVIS

A clavis is a special silvered vambrace, a piece of armour granted to Space Marines upon becoming a Deathwatch Keeper. Created during the Dark Age of Technology, the workings of the clavis are not fully understood by the Adeptus Mechanicus, but it is known that it interfaces with the Space Marine's nervous system and monitors his vital signs.

The clavis acts as a unique and complex key that contains a myriad of Inquisitional override codes and other, more arcane systems that allow it to bypass nearly any technological seal. The clavis communicates with light, vibration, and other, less-known means to unseal magnetic locks and shield barriers at the Keeper's command. Servitors and other auto-defences register the Keeper as a friend and stand down in his presence. The clavis is what allows a Keeper to walk his vigil undisturbed and reach nearly any secure zone.

Effect: The clavis bypasses nearly any Imperial lock, seal, or automated defence system. If a roll is required, the clavis allows its wearer full use of the Security Skill even if he does not possess it, and in addition adds a +30 bonus to any Security Test. In addition, Medicae Tests used on the wearer of a clavis gain a +10 bonus due to the device's ability to monitor its wearer's vital information.

DIAGNOSTICATOR

This small, hand-held device contains a number of technological diagnostic tools and a small cogitator array that allows a Deathwatch Techmarine to diagnose what ails a machine's spirit. It has a number of common plugs and adaptors that allow it to be plugged into nearly every machine of human manufacture, as well as sensors and scanners that can see through hulls and casings, detect microscopic cracks and material fatigue, and generally help the Techmarine in his daily obligations to the Omnissiah. A Techmarine using a machine-spirit Diagnostor gains a +20 bonus to all Tech-use Tests when diagnosing or repairing malfunctioning equipment.

TABLE 3-3: TOOLS AND EQUIPMENT

Name	Req	Renown
Astartes Combat Webbing	3	—
Astartes Grapnel	3	—
Astartes Grav Chute	5	—
Auto-sense Goggles	10	—
Cameleoline Cloak	20	—
Cameleoline Tarpaulin	5	—
Clavis	—*	Distinguished
Diagnosticator	25**	Distinguished
Grav-flares	7	—
Infiltriol Enamel	10	Distinguished
Luminator Signal Flare Capsules	5	—
Siege Auspex	13	—
Stalker Flares	8	—
Vivisection Gage	35***	Distinguished
Cybernetics		
Bionic Hand	10	Distinguished
Psyber Familiars		
Psyber-Raven	20	Famed
Force Fields		
Rosarius	N/A	—
Weapon Upgrades		
Tripod	3	—
Vox-Operated	5	Distinguished

*Only issued to Deathwatch Keepers

**Only issued to Techmarines

*** Only issued to Apothecaries

INFILTRIOL ENAMEL

On rare occasions, a mission requires a Kill-team to deploy on a planet where the Tyranid threat rages unabated. Although the Adeptus Astartes are mighty indeed, the odds are not in their favour against numberless swarms of Tyranids. A battle-brother would never shirk from such a mission, but his life is too valuable to squander.

To solve this problem, Magos Genetus Iyrzek (attached to the Mechanicus forces of the Achilus Crusade in the Jericho Reach) synthesised Infiltriol, which takes advantage of the strong scent receptors common in most Tyranids. Infiltriol uses essential pheromones extracted from members of the gaunt genus to mask the bio-signature of the subject receiving an application of this substance. Infiltriol is formulated for the chem-receptors of Hive Fleet Dagon only. It is currently completely unknown how it could be created for other Hive Fleets. When a battle-brother's power armour is treated with Infiltriol enamel, most Tyranid organisms do not recognise him as an enemy. This allows him to walk through areas teeming with brood relatively unimpeded. However, drawing too close to more intelligent and perceptive species such as synapse creatures or vanguard organisms risks revealing the deception and bringing down the Tyranid's wrath upon the intruder.

A character must be inside an environmentally sealed unit (such as Astartes power armour) for the enamel to be effective. While bio-masked, a character does not warrant notice by members of the applicable Hive Fleet, remaining effectively “invisible” as long as he does not approach closer than 2 x Perception Bonus meters to a Tyranid creature. Once a character enters that range, any Tyranid creature the GM deems appropriate can make an Awareness Test to recognise the character as food. Such discovery by any Tyranid creature, or any attack on a member of the Hive Fleet, automatically reveals the character to all Tyranids in sight. An application of Infiltriol lasts 1d10+10 hours. Naturally, psy-active Tyranids (such as Hive Tyrants) are rarely fooled by such a deception, and thus gain a +20 bonus to their Awareness Test.

Infiltriol reserves are most often dispensed by the mission authority separately from the other equipment Requisitioned for the Mission.

GRAV-FLARES

Fired from integral tube launchers, Grav-flares are used to light large swaths of terrain. With a small rocket motor to get it to altitude and a low-power grav-system similar to a grav plate to keep it there, these extremely high-intensity chemical flares can illuminate an area roughly ten kilometres across and lasts for 2d10 minutes. They come in red, white, green, gold, and blue.

LUMINATOR SIGNAL FLARE CAPSULES

Roughly half the size of a standard bolt round, these high intensity beacons have two operating modes, steady and stroboscopic. In steady mode they are used for marking and illuminating, and can light an area five metres in diameter. In stroboscopic mode the Luminator Flare flashes on and off hundreds of times per minute and is typically used as a distress beacon. Unlike lamp packs or glow globes, Luminator Flares are one-use only—simply discarded when they run out of power. Luminators last 1d10 hours in steady mode, and 1d5 hours in stroboscopic mode.

SIEGE AUSPEX

The siege auspex is a powerful scanner that can see through the densest materials to find their weak points. These items are used for finding stress fractures, reinforced or up-armoured areas, hidden passages, power conduits, and the numerous other items of interest to a siege engineer. The machine-spirits of a siege auspex, while canny, can only see so far through solid objects and have a fixed range of about 20 metres. Things like energy fields, thick bulkheads, iron, stone, armaplas, and plasteel can reduce the range of the unit or blind it all together. GM's should take into consideration the materials being scanned and adjust the siege auspex's range accordingly.

STALKER FLARES

Invisible to the naked eye, these small chemical markers can only be detected through photo or preysense sights or by those using auto-sense goggles. They allow Space Marines to mark trails and landing zones in ways difficult or impossible to detect by enemy forces.

VIVISECTION GAGE

Primarily a tool used by Deathwatch Techmarines and Apothecaries, especially those affiliated with the Magos Biologis, this wicked looking device is used mainly to maintain the ranks of Deathwatch servitors. Common in the forges and laboratories of the Techmarines in Watch Fortress Erioch, the vivisection gage is an elbow-length gauntlet composed of tightly interlocking plates of adamantine and ceramite. The hand itself contains augmentation similar to that of a cybernetic hand, and the fingers contain a number of laser cutters, bio-solvents, auto-injectors, shears and flensing instruments. While designed as a medical or scientific device, the vivisection gage can also be used as an extremely efficient interrogation device as well.

When used by a Techmarine or Apothecary for the purposes of research or maintaining servitors, the vivisection gage grants the user a +10 bonus to all Medicae Tests. When pressed into service as an interrogation device, it grants the wearer +10 to Interrogation and Intimidation Tests, deals 1d5+5 R damage, and possesses the Tearing and Toxic Qualities.

CYBERNETICS

All cybernetics and implants follow the rules on pages 176–177 of the **DEATHWATCH** Rulebook.

BIONIC HAND

The hand is a frequent choice among Techmarines and other Adeptus Astartes who voluntarily give a part of themselves over to the Omnissiah. Common craftsmanship bionic hands function identically to the replaced appendage. Those of Exceptional craftsmanship provide the same +10 bonus to fine manipulation Tests as a bionic arm, but not the Strength bonus.

PSYBER FAMILIARS

A psy-bonded (or psyber) familiar is a living creature bonded to its master by arcane technology. Interface circuitry in both familiar and master allows the creature to be directly and precisely controlled, with the master having access to the sensory experience of the creature and able to give it instantaneous commands at great distance. The range at which a character can influence a psy-bonded creature is equal to his Willpower Bonus in kilometres, although local conditions might limit this drastically.

PSYBER-RAVEN

A psyber-raven is a common choice of familiar among the Adeptus Astartes, particularly with Librarians. These dark-winged creatures are excellent for scouting objectives, their keen eyes picking out enemy ambushes and relaying troop positions.

The bird's brooding appearance atop a shoulder pauldron and its occasional muttering of ominous phrases can be useful side effects as well.

TABLE 3-4: MELEE WEAPONS

Name	Class	Dmg	Pen	Special	Wt	Req	Renown
Astartes Executioner Axe	Malee	2d10+8 E	6	Power Field, Unwieldy, Felling (1)	22	25	Famed
Astartes Power Claymore	Melee	2d10+6 E	6	Power Field, Unwieldy, Devastating (1)	18	15	Distinguished
Astartes Power Falchion	Melee	1d10+4 E	5	Power Field, Razor Sharp	7	25	Distinguished
Astartes Power Spear	Melee	1d10+6 E	7	Power Field	8	15	Distinguished
Breaching Augur	Melee	4d10+3 R	7	Tearing, Unwieldy, Power Field	28	18	—
Bulkhead Shears	Melee	4d10+5 R	6	Tearing, Unwieldy	10	17	—
Crozius Arcanum	Melee	1d10+7 E	7	Balanced, Power Field	10	—	—

TABLE 3-5: MINES, GRENADES, AND MISSILES

Name	Class	Range	RoF	Dmg	Pen	Special	Wt	Req	Renown
Astartes Anti-Plant Grenade	Thrown	SBx3	S/-/-	3d10 E*	0	Blast (3)	0.5	18	—
Astartes Anti-Plant Missile	—	—	—	5d10 E*	0	Blast (5)	1	25	—
Concussion Grenade	Thrown	SBx3	—	4d10 I	3	Concussive, Blast (3)	0.5	18	—
Concussion Missile	—	—	—	6d10 I	5	Concussive, Blast (5)	1	20	—
Cryo Grenade	Thrown	SBx3	S/-/-	Special	3	Blast (3)	0.5	18	—
Hopper Mine	Placed Explosive	2m	S/-/-	4d10+5 I	3	Blast	2	5	—
Inhalation Grenade	Thrown	SBx3	S/-/-	**	0	Blast (5)	2	—	—
Melta Bomb	Placed Explosive	5m	S/-/-	6d10+7 E	15	Blast (5)	4	12	—
Monoball Grenade	Thrown	SBx3	S/-/-	5d10+5 R	6	Blast (3), Tearing	0.5	50	Distinguished

*Only vs. plant life

**The Inhalation Grenade can be loaded with any form of gas or toxin the GM feels is appropriate.

TABLE 3-6: ARMOUR

Name	Locations Covered	AP	Kg	Req	Renown
Deathwatch Scout Armour	Arms, Body, Legs	6	30	N/A	—
Fenris Pattern Wolf Helm	Head	8	4	N/A	Respected
Skull Helm	Head	9	4	N/A	—

Psyber-raven Profile



WS	BS	S	T	Ag	Int	Per	WP	Fel
40	—	16	35	48	20	45	30	—



Movement: 2/4/6/12

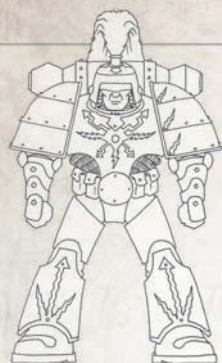
Wounds: 5

Skills: Awareness (Per)+20, Concealment (Ag) +10, Dodge (Ag).

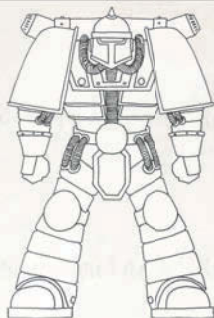
Talents: Fearless, Swift Attack

Traits: Bestial, Dark Sight, Flier 12, Natural Weapons (Claws), Size (Puny).

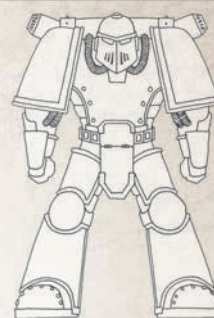
Weapons: Claws (1d10+1 R; Pen 2)



Mk1 "THUNDER"
PATTERN POWER ARMOUR



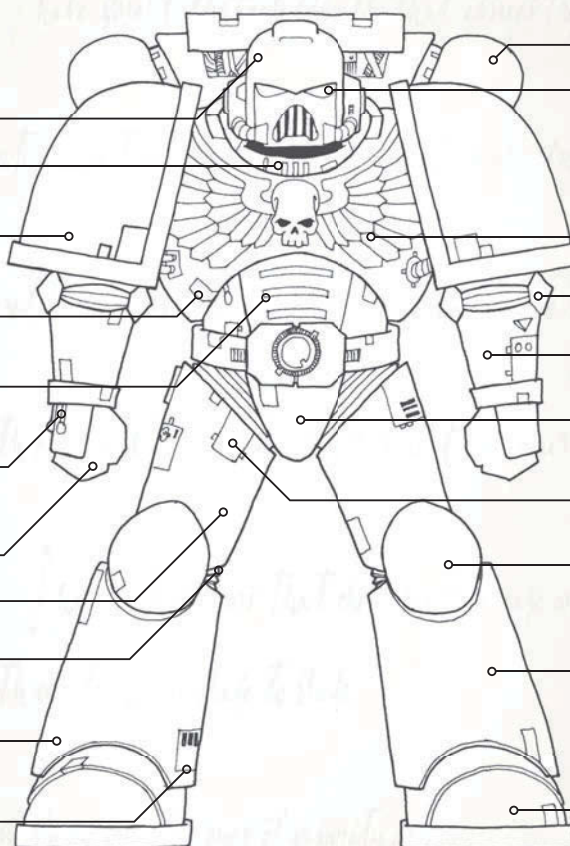
Mk2 "CRUSADE"
PATTERN POWER ARMOUR



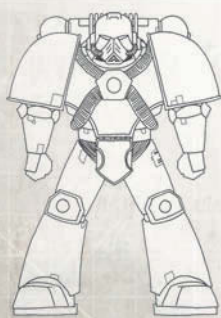
Mk3 "IRON"
PATTERN POWER ARMOUR

Mk7 "AQUILA" PATTERN POWER ARMOUR

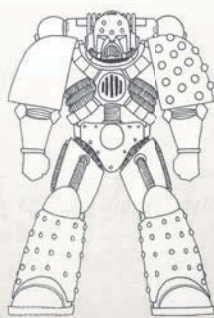
- HELMET
- Gorget
- SHOULDER
GUARD/SHOULDER PAD
(PAULDRON)
- EXTERNAL POWER JACKS
(FOR AUSPEX)
- ARMoured UMBILICALS/
POWER FEEDS
- WEAPON
SIGHT/AUTO-SENSE
INTERFACE JACKS
- GAUNTLET
- CUISSES
- ARMoured
FLEXIBLE SEALS
- BONDED, LAYERED
POWER ARMOUR SUIT,
CERAMITE SHEATH
- ANKLE GYRO-STABILISER
COVERS



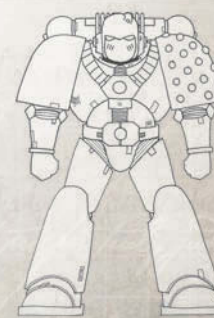
- BACKPACK
- EYE LENSES
- PLASTRON (CHESTPLATE)
- COUTER
- VAMBRACE
- GRIN GUARD
- ARMOUR
SYSTEMS PANELS
- POLEYN
- GREAVES
- MORPHIC TREAD
SABATONS



Mk4 "MAXIMUS"
PATTERN POWER ARMOUR



Mk5 "HERESY"
PATTERN POWER ARMOUR



Mk6 "CORVUS"
PATTERN POWER ARMOUR

POWER ARMOUR

"Shells, blades, fire or claw—none shall slow the march of a power armoured Space Marine."

—Codex Astartes

The common image of the Emperor's Space Marines is of mighty warriors arrayed in imposing suits of armour made of ceramite plates, adorned with a bold two-headed eagle on their chests. This style of power armour, dubbed "Aquila," is the one most often seen, but is in fact just one of eight distinct "Marks" seen on battlefields over the millennia. All the recent types are still in active use, to varying degrees, by the existing Chapters of the Adeptus Astartes, and thus may be worn by those Space Marines who join the Deathwatch. Working examples of the older Marks, meanwhile, are extremely rare and valued as a physical link to the glorious history of the Space Marines. They are reserved for ceremonial guards or used as the badge of office of high-ranking officers. It may be noted that there appears to be a steady improvement in engineering and design through the years. However this progress is not because of any particular invention or creativity. Rather, the changes were triggered by the gradual rediscovery of knowledge and materials from the Dark Age of Technology, as the Emperor's Great Crusade reconquered the galaxy.

Mk1 "THUNDER" ARMOUR

The original powered armour, later dubbed Mark 1, was not in fact a specific design. It was simply the general type of armour utilised by the techno-barbarians that dominated Earth at the close of the Age of Strife. When the Emperor began his conquest of the planet, his armies, including the first Space Marines, were clad in this same fashion. The armour was not air-tight, or even all-enclosing, and had no life-support facility—none of these were necessary for fighting on Earth. It comprised a massive torso and arms, with enclosed energy cables to transmit power, increasing the wearer's strength and fighting prowess enormously. The legs were not powered at all, but usually covered in tough breeches and sometimes in basic armoured plates. Many suits featured a thunderbolt and lightning symbol, the personal emblem of the Emperor at that time, giving rise to the name "Thunder" armour.

Mk1 Rules

This ancient style of armour is noticeably noisier than later Marks. The wearer suffers an additional –10 penalty to Concealment and Silent Move Tests.

To be in the presence of such an ancient relic is an enormous honour for all Space Marines, who are reminded of the Emperor and the long, glorious history of the Adeptus Astartes. Whoever is the Squad Leader may add +15 when testing to prevent Cohesion Damage. The wearer also gains a +30 Fellowship bonus in any dealings with other Space Marines. Furthermore, this Fellowship bonus also applies to members of the Ecclesiarchy, who are overawed by an artefact from the time of the Emperor.

Mk2 "CRUSADE" ARMOUR

With the Terran system under control, the Emperor could begin his expansion into the stars, to reunite Humanity. A new fighting suit was designed for the Space Marines, far more sophisticated than before, and manufactured on Mars. The Mk2 "Crusade" armour was a totally enclosed suit, with life-sustaining capabilities, to allow combat on toxic alien planets as well as in the depths of space. The armour was formed of multiple linked plates to allow relative ease of movement, and most of the power cabling was hidden inside. The backpack retained a similar shape to that of Mk1 suits, but now incorporated advanced equipment such as air-scrubbing, fluid recycling and emergency medical functions. The helmet was fixed in a single position, but allowed the occupant to turn his head inside. It also contained sensory devices that monitored the surrounding battle environment and fed visual and auditory signals directly into the wearer's brain via a neural connector. This enhanced sight and hearing to super-human levels, while at the same time dampening any blinding flashes or deafening explosions. These "auto-senses," as well as the other internal devices, became standard equipment in every subsequent type of power armour.

Mk2 Rules

Crusade Armour was not built for stealth. The wearer suffers an additional –10 penalty to Concealment and Silent Move.

The presence of such an ancient suit is a great honour for all Space Marines, who are reminded of the glory of the Great Crusade. Whoever is the Squad Leader may add +10 when testing to prevent Cohesion Damage. The wearer also gains a +20 Fellowship bonus in any dealings with other Space Marines.

Mk3 "IRON" ARMOUR

A new variant of power armour was created during the Emperor's wars with the inhabitants of the worlds close to the galactic core. These high-gravity planets were home to an extensive industrial civilisation that put up stiff resistance to the Imperial Crusade. Mk3 armour was not a replacement for Mk2, rather an alternative, heavier suit, designed for combat in the close confines of spacecraft and mining complexes. It featured extra front armour, with lighter rear protection to compensate, and was considered ideal for full frontal assaults, despite being clumsy and awkward to wear. Mk3 is known as the Iron Suit or *Armorum Ferrum* in reference to its great strength.

Mk3 Rules

Iron Armour clanks and grinds with the slightest movement. The wearer suffers an additional –20 penalty to Concealment and Silent Move.

The presence of such an imposing suit is a considerable honour for all Space Marines, who are reminded of the greatest battles of the Adeptus Astartes. Whoever is the Squad Leader may add +5 when testing to prevent Cohesion Damage. The wearer also gains a +20 Fellowship bonus in any dealings with other Space Marines.

Mk4 “MAXIMUS” ARMOUR

As the Great Crusade expanded across the galaxy, and the size of the Imperium reached what was to be its zenith, a new variant of armour was produced by the Adeptus Mechanicus on Mars. The main development of the “Maximus” suit was to abandon the use of abutting plates in favour of larger, inflexible armoured casings. These were considerably easier to produce and maintain, with only a slight reduction in mobility, and thanks to technology uncovered as the Crusade progressed, were lighter as well as being more efficient protection. The helmet was a new design that allowed articulated movement, while retaining an environmental seal.

Mk4 Rules

A Space Marine who wears an ancient suit of Mk4 Armour commands the respect of his Battle-Brothers. The wearer gains a +15 Fellowship bonus in any dealings with other Space Marines.

Mk5 “HERESY” ARMOUR

With the outbreak of rebellion, supply lines fell into turmoil and it became difficult to repair and maintain the advanced Mk4 suits. Mk5 was created as a stop-gap, a style with the flexibility to use new or old materials depending on availability. In many cases older, heavy power cabling was used, which created a weak point on the chest. The armour was reinforced with an extra skin plate fitted over the top using molecular bonding studs, thus giving “Heresy Armour” its distinctive appearance. After the Heresy, most examples of the armour were dismantled and used for spares—the Chapters perhaps preferring not to be reminded of those dark days. However, it is still commonplace among the hated Traitor Legions.

Mk5 Rules

Mk5 “Heresy” armour carries resonances of the Imperium’s darkest hour and its greatest victory. Battle-Brothers will offer the wearer their solemn respect. However, members of the Inquisition are instinctively suspicious of any connection to the Horus Heresy. The wearer gains a +10 Fellowship bonus in any dealings with other Space Marines, but suffers a –10 penalty with Inquisitors and their agents.

USAGE OF THE DIFFERING MARKS

The many different Space Marine Chapters utilize varying ratios of the different armour types. Some seek to equip their troops with the most advanced armour possible, while others cherish the older styles and dutifully maintain them in a battle-worthy state. The Consecrators Chapter, one of the Successors of the Dark Angels, avoids the use of suits newer than Mark 6, and consequently has all the appearance of a Legion from the days of the Horus Heresy. In many cases, only sections of older suits remain, adapted to fit more recent armour. However, even a shoulder pad or gauntlet that has seen millennia of service and countless victories is a treasured relic that brings much honour to its wearer.

Mk6 “CORVUS” ARMOUR

The Mk6 “Corvus Suit” also saw much action during the Horus Heresy. It featured dual technology circuits that allowed the replacement of rare or sophisticated parts with common or basic alternatives. It also included fail-safes such as duplicate power cabling. The left shoulder pad, which always took the brunt of enemy fire, retained the studded Mk5 construction so as to be easily replaced.

Mk6 Rules

Mk6 is the lightest variant of power armour, and has gained a reputation for having a smoother fit to its moving parts (despite them being interchangeable with Mk7 armour). This small difference has often led to the Corvus suit being fitted with a jump pack, for use by an Assault Marine. The wearer gains a +10 bonus to Agility.

Mk7 “AQUILA” ARMOUR

As the final stages of the Heresy played out, Mk7 armour started to be deployed. It was a continuation of the technology of Mk6 suits, with many similarities, and one of its great advantages was that parts were readily interchangeable between the two. A Mk6 helmet, for example, would fit straight onto a Mk7 suit, with no need for any re-engineering by the Techmarines and Artificers. The most obvious change was the new chest plate that gave the suit its common name of “Aquila,” “Imperator” or “Eagle” armour.

Mk7 Rules

Mk7 “Aquila” Armour uses the rules presented in the DEATHWATCH Rulebook.

TABLE 3-7: POWER ARMOUR MARKS

Mark	Locations Covered	AP	kg	Enhanced Strength	Auto-senses (Awareness modifier)	Osmotic Sustainer	Gill Life	Pain Suppressant Doses
1 "Thunder"	Full*	4/6/8**	200–250***	+15 to 25****	None	None		None
2 "Crusade"	Full	7/9	280	+25	+5	Yes		6
3 "Iron"	Full	9(6)/10(6)*	300	+25	+5	Yes		8
4 "Maximus"	Full	7/9	220	+20	+10	Yes		6
5 "Heresy"	Full	8/9	200	+20	+5	Yes		6
6 "Corvus"	Full	8/9	170	+20	+15	Yes		6
7 "Aquila"	Full	8/10	180	+20	+10	Yes		6
8 "Errant"	Full	8/11	190	+20	+10	Yes		6

*Mk3 Iron Armour was intended for frontal assaults, so has much stronger armour at the front than the back. Attacks from the wearer's rear use the lower AP value of 6.

*Mk1 armour is a general type rather than a specific pattern, so there is considerable variation in actual examples. "Full locations covered" assumes a complete suit of Mk1 armour, including leg armour. However, protection for the legs is not an integral part of the main suit, and may be missing, in which case the AP for legs will be 0.

**A full Mk1 suit provides 4 AP on the legs, 6 AP to the arms and head, and 8 to the body.

***The varying manufacture of Mk1 power armour means that the weight can range considerably. A particular factor is the type (or lack) of protection for the legs.

****The Strength bonus provided by a Mk1 armour varies depending on the specific suit—both the original engineering and its state of repair.

*****Mk1 Armour is not designed to function in coordination with a Space Marine's Black Carapace. As a result, enemies receive normal modifiers to attack a Hulking target.

Mk8 "ERRANT" ARMOUR

Only one new Mark of power armour has emerged in the long millennia since the Horus Heresy, a clear demonstration of how much progress and innovation have stagnated. "Errant" armour is a development on the Mk7 design, mainly addressing some of the flaws and weak points of that type. It adds extra plating on the torso to further protect the energy cabling, and a high gorget, or collar, covering the weak point at the neck join (the only drawback is that older helmets are not easily compatible). It has had limited deployment thus far, so tends to be reserved for veteran Space Marines as a sign of rank.

Mk8 Rules

Mk8 armour features a higher collar, or gorget, that gives enhanced protection to the neck and head. Every time an attack hits the wearer's head, roll a d10. On a result of 8, 9 or 10, the attack counts as hitting the body instead.

Thus far, Mk8 suits have mostly been issued to Sergeants and higher-ranking officers, and as such their appearance has taken on an air of authority amongst the Adeptus Astartes. The wearer of a suit of Errant Armour gains +5 to Command Tests.

TABLE 3-8: POWER ARMOUR MARKS, CONTINUED

Mark	Vox Link	Magnetised Boot Soles	Nutrient Recycling (time per test)	Recoil Suppression	Manual Dexterity Modifier	Rolls on History Tables
1 "Thunder"	None	None	None	None	–15	N/A
2 "Crusade"	Yes	Yes*	1 week	Yes	–20	N/A
3 "Iron"	Yes	Yes	1 week	Yes	–20	N/A
4 "Maximus"	Yes	Yes	2 weeks	Yes	–10	3
5 "Heresy"	Yes	Yes	2 weeks	Yes	–10	2
6 "Corvus"	Yes	Yes	2 weeks	Yes	–10	2
7 "Aquila"	Yes	Yes	2 weeks	Yes	–10	1
8 "Errant"	Yes	Yes	2 weeks	Yes	–10	1

*Most suits of Mk2 Armour have magnetised boot soles as a permanent feature—only later models introduced the capacity to switch them on and off.

TABLE 3-9: STANDARD ISSUE POWER ARMOUR MARKS

Dice Roll	Armour Mark
1	4 "Maximus"
2	5 "Heresy"
3-5	6 "Corvus"
6-9	7 "Aquila"
10	8 "Errant"

CHOOSING YOUR POWER ARMOUR

When generating your Deathwatch character, he comes equipped with a suit of Astartes Power Armour as standard-issue gear. The rules presented on these pages allow you to generate which Mark of armour this is, and then develop a rich and detailed history for the suit. The first step is to roll a d10 on the table below—it takes into account the relative numbers of the different Marks in deployment during the 41st Millennium, Mk7 being the most common. You will see that Marks 1, 2 and 3 are not included on the table. They are exceptionally rare and not in general usage by Space Marine Battle Companies. However, such ancient suits may still feature in your games, as we will discuss shortly. Players may of course reach an agreement with the GM to forego the table and choose instead, often because they have a particularly interesting back-story in mind!

The basic rules for each Mark of armour are given here, but that's just half the story—the second step is to create the history of your character's power armour, and this is addressed on page 153.

GOING WITHOUT A HELMET

It is fairly common to see a Space Marine fighting in battle without his helmet, especially among those of higher rank, and many Battle-Brothers prefer to remove their headgear when there is no immediate threat. Despite the added risk to their safety, or perhaps because of it, many see this practice as an act of courage and defiance of their enemies. The absence of a helmet does mean the loss of the Auto-senses that are housed inside, so as a result, many who favour this practice utilize earpieces and ocular devices, either temporarily or grafted on as permanent bionics.

If a Space Marine is not wearing his helmet, the following effects apply, in addition to the loss of AP on the head:

- Auto-senses do not function.
- Rather obviously, the suit is no longer airtight and environmentally sealed.
- The Vox Link works still, through systems built into the collar, but provides audio transmissions only.
- The character gains +5 to Fellowship-based tests.
- The character adds +5 when testing to prevent Cohesion Damage.
- At the GM's discretion, the character may also gain +1 bonus additional point of Renown whenever Renown is awarded.

Of course, if the Kill-team does find itself in the middle of a fire-fight, the Space Marine in question may decide that the only prudent course of action is to put his helmet back on as fast as possible. While the proper rituals and battle-prayers for donning a complete suit of power armour take a considerable time, it is possible to replace a helmet quickly if the need is urgent. While in combat, a character can put on his helmet (or take it off, if he really wants to) as a Half Action (subtype: miscellaneous). The Auto-senses and full Vox Link will not be available until the following turn, as it takes a few moments for the Machine Spirit to fully activate after its abrupt re-awakening. Furthermore, it is necessary to observe at least some of the correct rituals if a full environmental seal is required. In this case, it will take a Full Action to replace the helmet.



POWER ARMOUR HISTORY

The DEATHWATCH Rulebook allows you to roll up a history for your character's power armour, giving a hint of the great deeds achieved by previous wearers of the suit, and the distinct personality developed by its Machine Spirit. Presented on the following pages are expanded rules for generating the history of your armour, including three new tables of heroic feats, battle damage and calamitous occurrences, to add to the table already in the main book.

This is especially useful in conjunction with the different Marks of power armour already covered, because the older types of armour have born witness to even more cataclysmic conflicts and devastating wars. Because of this, the older your character's suit of armour is (in terms of its Mark), the more times you roll on the History Tables, as detailed in the last column of Table 3-8 on page 151. You will find that what the older Marks lack in terms of protection, they make up for with their character.

For each roll you are permitted on the History Tables, first roll 1d5 to determine which table to use. Re-roll any duplicate results—you should only roll once on any given History Table for a single suit of armour.

TABLE 3-10: CHOOSING A HISTORY TABLE

d5 Roll	History Table
1	Table 5-12 on page 162 in the DEATHWATCH Rulebook
2	Table 3-11: Battle Scars
3	Table 3-12: Legends of War
4	Table 3-13: Skill of the Artificer
5	Choose any table.

Players may, if their GM concurs, ignore this roll and simply choose if they have a great role-playing idea that fits well with a particular History Table (though multiple rolls on the same table are still not advised). Whichever table is used, players may (just like in the main book) modify the result of the roll by 1 up or down, to get a result they like.

Finally, having made your rolls, remember to flesh out the details of the events in question. If you have made two or more rolls, then these could have been the results of separate occasions or one momentous action—the choice is yours.

TABLE 3-11: BATTLE SCARS

d10 Roll History Result

1-2	Blood of the Enemy: In a long ago battle this suit was drenched with gore, as its wearer carved through rank after rank of the enemy. Despite many attempts, the blood seemingly refuses to wash off, leaving dark streaks and spatter patterns all across the armour plates. Any foe that witnesses these marks is left in no doubt of his fate. The wearer gains the Fear (1) Trait against his enemies (or increases his Fear Rating by 1 if he already has one).
3	Trophies of Battle: During some terrible battle, the wearer of this suit fought a xenomorph with claws strong enough to slice right into the armour plating. Perhaps the bonded ceramite proved its worth, or perhaps those talons pieced through into the flesh of the occupant. Either way, the claws were snapped or cleaved off, and remain embedded in the armour to this day. The Machine Spirit seems especially focussed and determined when facing that same class of xenos, providing the wearer a +5 Ballistic Skill bonus when targeting the relevant type of alien.
4	Blood of a Battle-Brother: The blood of a squad-mate is upon this suit of power armour. Its wearer was standing side by side with his comrade, but failed to save him. Perhaps there was nothing to be done, or perhaps the wearer was negligent, distracted by his zeal for battle. Whatever the truth, the suit and its latest wearer make every effort to atone. Add 1 to the Kill-team's base Cohesion.
5-6	Blood of Those Who Came Before: This suit is stained forever on its inside surfaces by the blood of its previous occupants. For some reason a tradition has developed that the life-fluids spilt when the wearer of this suit is killed should not be cleaned away. Rather they are left as a harsh and visceral reminder of a Space Marine's ultimate duty, one that steels his mind against the threat of death. The wearer gains a +10 bonus to Pinning tests.
7-9	Battered by War: It is obvious that this suit has seen countless warzones, for its surface is pockmarked with bullet impacts, damage from energy blasts and the dents of enemy blows. Not a single part is smooth or unscratched. None that witness this suit are left in any doubt that it is a weapon of war. The wearer gains +10 to Intimidate test, but -5 to Charm tests.
9-10	Pristine Condition: This suit of armour is gleaming and untarnished by the rigours of war. It has been meticulously repaired and anointed by its wearers and diligent Techmarines, and the Machine Spirit seems to thrive in the armour's perfection, becoming truculent and uncooperative if that perfection is marred. From the outset of each mission, this suit provides +1 AP to all locations up until the wearer suffers any injury, or becomes dirty in any other way (such as wading through a swamp). This benefit is then replaced with a -3 Initiative penalty, until the armour can be repaired and cleaned.

TABLE 3-12: LEGENDS OF WAR

d10 Roll	History Result
1	Warp Taint: At some time in its history this suit was exposed to the raw stuff of the Warp. Perhaps its wearer was fighting at a Warp Rift, completed a mission inside the Hadex Anomaly, or was onboard a vessel navigating the Immaterium during some kind of accident. Whatever the case, the event has had a strange effect on the armour. The occupant permanently gains +10 Corruption Points, but also receives a +10 bonus to Fear tests.
2	A Hero's Shame: In the history of this armour, it was worn by a mighty Captain who led his Company in a crucial battle. For some reason, however, the Captain failed in his duty and the battle was lost, along with many brother Space Marines. Subsequent wearers have fought hard to prove that this was an isolated case, but none have ever become great leaders. The wearer gains +5 Weapon Skill and +5 Ballistic Skill, but suffers a -10 penalty to Command tests.
3-4	The Emperor's Finest: The wearers of this suit have time and again shone out as magnificent examples of the Adeptus Astartes—holding breaches, saving commanding officers from certain doom and eliminating enemy leaders to single-handedly win glorious victories. The current occupant has a lot to live up to! He gains a +5 bonus to Pinning tests, Fear tests and Command Tests.
5	Undefeated: Through an incredible series of fortuitous events, the fickle hand of fate and of course a lot of hard fighting, no previous wearer of this armour has ever suffered a major defeat. As a result, they have been bold and fearless, if not a little overconfident. The wearer gains a +10 bonus to Pinning tests and Fear tests, but reduces the Kill-team's base Cohesion by 1. Every time the occupant retreats for any reason, the +10 bonus (not the Cohesion penalty) is permanently reduced by 1.
6-7	Last Survivor: A previous wearer of this suit was involved in a terrible battle that saw every other member of his squad wiped out. Perhaps he fought his way clear, perhaps he was left for dead, or perhaps it was just dumb luck. Either way, fate played a hand that day, and has continued to smile upon the subsequent occupants of the armour too. The wearer gains an extra Fate Point at the beginning of every mission. It is lost again at the end of the mission if it has not been used.
8-9	A Hero's Spirit: This armour was once worn by a Space Marine hero of great legend. Following his eventual fall, something of his valorous spirit seemed to remain within the armour. It is said to guide the arm of later occupants and occasionally seems to take control—the wearers claiming to have been in a trance. While in Solo Mode, the wearer may choose to gain bonuses of +15 Weapon Skill, +15 Ballistic Skill and become immune to Fear and Pinning for the duration of the combat. He may not enter Squad Mode during this time, and after the combat is over gains 3d10 Sanity Points.
10	Unknown Provenance: All records of the history of this suit have been lost, the honours or misdeeds of its wearers a mystery. In fact the Machine Spirit seems to behave differently from one mission to the next. Roll a d5 at the start of each mission to determine how the Machine Spirit will behave. 1: +5 Ballistic Skill, 2: +5 Weapon Skill, 3: +5 Strength, 4: +10 to Pinning Tests, 5: -10 Agility.



OLDER ARMOUR IN YOUR GAMES

You will have noticed that power armour Marks 1 through 3 are not available when generating a Deathwatch character—these ancient suits are incredibly rare and are not in general use. They have been worn by many legendary heroes, and have been present at, and scarred by, some of the crucial turning points in the history of the Imperium. This is also why we have not simply given them a few extra rolls on the History Tables. Each of these suits is a unique relic, and has its own individual story. So if one is to appear in your game, the GM needs to come up with its own particular tale of epic deeds.

Then, having created an armoured suit, the GM can work it into an adventure as an interesting side-mission or even the primary objective. The armour would be priceless as a Chapter relic or for its ancient technology. A Mk1 suit has a particular value, because it is contemporaneous with the Emperor himself when he walked the Earth. The armour would almost certainly have been in His presence, possibly touched by His hand, and its wearer strode the same battlefields. Should rumours of such a suit emerge, the Ecclesiarchy would be eager to claim it as a religious icon. However, the Adeptus Mechanicus might also desire its secrets, and the Successor Chapters to the suit's Legion of origin would wish to reclaim this proud artefact of their past. Meanwhile, the forces of Chaos would want to defile and destroy such a powerful Imperial symbol. So what are the Kill-team's orders? Who will they side with? Or do they wish to claim the armour for themselves?

TABLE 3-13: SKILL OF THE ARTIFICER

d10 Roll History Result

1	Destroyed and Rebuilt: This suit of armour was completely blown apart by enemy ordnance (along with its occupant), but the shattered, gore-stained pieces were collected and returned to the Chapter forges. There they were painstakingly reassembled by the Artificers, and eventually re-made into a fully functioning suit. The rebuilt armour has weak points in some areas but is actually stronger in others. Roll a d10 for each target location. On a result of 1–3 that location has one less AP than normal. On a 8–10, it has one more AP than normal.
2	Cannibalised: This armour has been crafted using sections and parts from a variety of different sources, and incorporates pieces of more than one Mark of power armour, skilfully engineered into one suit. Choose two locations, then roll d5+3 for each target location (roll once for each leg and each arm) and refer to Table 3–9 to determine which Mark of armour forms the majority of that location (giving you its AP). For example, a roll of 1 for a leg would indicate Mk4 greaves with AP 7. All other rules remain as for the original Mark rolled up on Table 3–9.
3	Mk8 Elements: A section of this suit has been replaced with parts from a rare suit of Mk8 “Errant” armour. Roll a d10: On a 1–5 it is chest plating, providing AP 11 to the body. On a 6–10 it is a gorget, giving the chance to deflect shots as described on page 151. Note that helmets of other Marks will have been adapted to fit the gorget or are simply missing (randomly determine which). Note that there is no way to adapt a Mk6 “Corvus” helmet.
4	Mk7 Elements: A section of this suit has at some time been replaced with parts from a suit of Mk7 “Aquila” armour. Roll a d10: On a 1–5 it is an Aquila chest plate, providing AP 10 to the body. On a 6–10 it is a helmet, providing AP 8 to the head.
5	Mk6 Elements: A section of this suit has been replaced with parts from a suit of Mk6 “Corvus” armour. Roll a d10: On a 1–5 it is leg armour (randomly determine which leg), providing AP 8 to that location and a +5 Agility bonus. On a 6–10 it is a helmet, providing AP 8 to the head and improved Mk6 Bio-monitors (see page 151).
6	Mk5 Elements: A section of this suit has at some point been replaced with parts of Mk5 “Heresy” armour. Roll a d10: On a 1–5 it is a shoulder pad (randomly determine which arm), providing AP 8 to that location. On a 6–10 it is a helmet, providing AP 8 to the head and Mark 5 Auto-senses (see page 151). Either piece provides a +5 Fellowship bonus in any dealings with other Space Marines.
7*	Gauntlets of Xirion: This suit’s armoured gloves have been replaced with a unique pair of Mk4 gauntlets (with AP 7). They are said to have been worn by one of the Space Marines in the army that fought furthest away from Terra than any other in history—the ultimate reach of the Imperium, now long lost to aliens and warp storms. There is some disagreement among the Adeptus Astartes as to which Legion actually holds this honour, but it is good-natured for the most part. Regardless, the wearer is filled with all the potential and valour of the Imperium Maxima. He gains a +10 Weapon Skill bonus, plus a +5 Fellowship bonus when dealing with anyone loyal to the Imperium of Man.
8*	Pauldrons of Fury: The shoulder pads of this power armour have been removed and in their place, those from a Mk4 suit have been attached. Though their construction is less effective than later types, they seem to imbue the wearer with righteous fire and great strength in his arm. This suit has AP 7 on the arms and grants the occupant a +10 Strength bonus.
9*	The Iron Greaves: An ancient pair of particularly heavy, Mk3 greaves has been worked into the leg armour of this suit. They are surely witness to some of the hardest fighting of the Great Crusade, for the evidence of blast impacts is still visible on the ancient metal. The feeling for the occupant of the power armour is that of being an immovable bulwark, solid and unshakeable as a stone statue. The suit grants +1 AP against attacks to the front of the legs as well as +10 to Pinning Tests. However, the wearer incurs a –10 penalty to Agility.
10*	Helm of Mordicus: This suit has been modified with the addition of a rare Mk2 helmet, dating from the very outset of the Great Crusade. Its Machine Spirit is a veteran indeed. Such a prized relic commands much respect and authority among the Adeptus Astartes. This helmet provides AP 7 to the head and Mk2 Auto-senses. It also grants +5 Ballistic Skill, +10 to Command Tests and +5 Fellowship when dealing with other Space Marines.

**Results 7–10 are really just examples of power armour suits that have unique elements crafted into them. Players should feel free to come up with different names. You could even change the details entirely and ask your GM to devise suitable rules along similar lines to those here.*



RELICS

"If you bear the honour and glories of the past, you must also bear its duties."

—Danarth Lysander, Imperial Fists Captain

The treasured and powerful Relics presented in this section add to those given in the **DEATHWATCH** Rulebook. Remember that all Relics are Master-Crafted, unless otherwise stated.

CHAPTER RELICS

The following Relics are heirlooms of the Chapters that have sent their members to the Deathwatch. These Relics may only be requisitioned by Battle-Brothers who are originally from the same Chapter.

CHAIN OF ZEAL (BLACK TEMPLARS)

Most Black Templars use Devotion Chains to bind their weapons in their fists on the eve of battle, removing them only once victory is achieved. The Chain of Zeal, however, is no such fleeting token. It is secured to weapon and armour with a permanent weld that lasts as long as the Space Marine serves. Furthermore, because taking off a gauntlet with the chain still attached is a shameful act that entails great dishonour, the wearer of the Chain of Zeal must keep his armoured glove donned and weapon in hand every minute for the rest of his days.

The bearer receives +10 to Fear Tests and Pinning Tests, and adds 1 to his effective Rank for determining the Black Templars Solo Mode ability effectiveness. The Chain of Zeal must be attached to a weapon of Requisition value 20 or less. Both weapon and chain must be requisitioned for every subsequent mission the character undertakes. Should the chain and weapon be forcibly removed, this counts as losing a Relic (see below) until both can be reattached with due ceremony by a Black Templars Chaplain.

WITCHBANE (BLACK TEMPLARS)

Black Templars Brother-Sergeant Navrell bore this chainsword into battle against Eldar pirates on the world of Scoth in the Ixaniad Sector. What started as a small skirmish escalated when a webway portal opened on a ridge above the fighting. Through it stepped a black-robed Farseer, and behind him, a stream of Eldar reinforcements. Navrell led three squads to eliminate the new threat. Crackling balefire and slicing shurikens decimated his men, but Navrell fought through to cut down the Farseer. The portal snapped shut, and Navrell's chainsword slew many more Eldar that day. It was this deed that led to Navrell's secondment to the Deathwatch, bringing his weapon, now named Witchbane, with him.

Witchbane has an improved profile (see Table 3–14), and in addition, grants the bearer a +5 to any Willpower tests to resist the effects of psychic powers.



OCTAVIO'S BURDEN (BLOOD ANGELS)

Brother Octavio was deeply troubled by the Red Thirst that afflicts many Blood Angels, until one of the Chapter Chaplains inscribed the Cantic of Unceasing Service upon his bolter.

Octavio was deployed immediately, and henceforth, as long as he used the weapon to smite down an enemy of the Emperor each day, his mind was clear and untroubled. It is recorded that from then on, he fought a battle every day of his life.

Firing this bolter helps to calm the thoughts of its Blood Angels bearer, focussing his rage into cold and deadly skill. If the weapon has contributed to the death of an enemy within the last 12 hours, the firer gains +10 to the Willpower test for the Bloodlust Primarch's Curse. In addition, should the bearer's Red Thirst demeanour be triggered, he also receives +15 bonus to Ballistic Skill for the duration of the current encounter. However, if the weapon has not killed in the previous 12 hours, the bearer suffers –10 to the Willpower test for the Bloodlust Primarch's Curse, –5 to all Fellowship tests, and if his Red Thirst is triggered he receives +10 to Weapon Skill and –10 to Ballistic Skill.



WINGS OF SARONATH (BLOOD ANGELS)

Sanguinary Guard Saronath was a legendary figure within the Blood Angels, but he was laid low by unknown alien attackers on Baraspine, in the Adrantis Nebula. When he was found, his body was a dry husk, his golden armour shattered into thousands of fragments. Only his winged jump pack was salvageable, and was reverently repaired by the Chapter's Techmarines and Artificers. The wings were gifted to the Deathwatch in exchange for a pledge to hunt down and exact vengeance upon Saronath's killers.

The Wings of Saronath follow the normal rules for Astartes Jump Packs, except that they triple normal movement instead of doubling it. In addition, they grant +20 to Command Tests and a +20 Fellowship bonus in any dealings with other Blood Angels Space Marines. Note that should the character discover a body in similar condition to that of Saronath's, he will be duty bound to investigate to the best of his ability.

FURIOUS VENGEANCE (DARK ANGELS)

This ancient boltgun was created by master-artificers on the Rock, only a few centuries after the Horus Heresy, and although it bears no inscription, it was consecrated with terrible oaths of vengeance and retribution against traitors. Over the millennia it has cut down many hundreds of accursed Space Marines who betrayed their Emperor and their brothers, selling their souls to Chaos. Among its victims are a number of Fallen Dark Angels, although this fact is only known by the inner circle of the Chapter.

Furious Vengeance has the Felling (1) Quality, as well as an improved Penetration of 8.

DUTY'S END (IMPERIAL FISTS)

Brother Sergeant Artor and his squad were posted on the world of Deepcut IX, guarding a mine colony, when Ork raiders attacked. Despite assurances of assistance from the hundred or so miners, their chief foreman convinced them to flee and hide deep in the tunnels. The ten Space Marines were left to defend the mine head unaided against a horde of nearly a thousand Orks. The mine entrance was an excellent place to defend, but inevitably the Ork numbers overwhelmed the

Imperial Fists. Artor was last to fall, countless slugga shells impacting on his great storm shield as he hacked down greenskin after greenskin.

Duty's End is an Astartes Storm Shield with a Protection Rating of 60, and Overload Roll of 01–05.

STRIKERS OF ALLEROX (IMPERIAL FISTS)

These heavy gauntlets were worn by Captain Allerox in the purging of Hive Greyreach. The hive was infested by daemons who had slaughtered nearly half of the workforce populace. Allerox himself strangled the Herald of Khorne who had led the bloody rampage.

The Strikers of Allerox grant the wearer +5 Strength. When fighting unarmed, or grappling, they grant +15 Strength.

TEETH OF THE BLIZZARD (SPACE WOLVES)

During a Space Wolves deployment to drive back splinter elements of Hive Fleet Behemoth, the leading pack, led by none other than Great Wolf Logan Grimnar, became surrounded when hundreds of voracious bio-organisms burst from the ground behind them. The pack fought ferociously to defend their Lord, and one Wolf Guard named Ralaff leapt on the back of a monstrous Trygon to slice its throat with his Frost Blade. Ralaff died from his injuries, but his actions allowed reinforcements to reach the Great Wolf in time.

Teeth of the Blizzard is a Frost Blade (see page 168 of the **DEATHWATCH** Rulebook) that grants the bearer +10 Weapon Skill and adds +5 instead of the normal +3 to Critical Damage.

BLACKSNOW CHARM (SPACE WOLVES)

When an Ork Waaagh ravaged the heavily colonised ice world of Geot, it was the Space Wolves that turned the tide. It is said that the snow itself was turned black by the ash and filthy smoke of thousands of burning Ork vehicles. The Blacksnow Charm contains a few crystals of the blackened ice, kept at permanently frozen temperatures, as a reminder of that great victory.

The Blacksnow Charm gives the wearer +5 Strength when fighting Orks.

SKYBOLT (STORM WARDENS)

Skybolt is a unique power weapon crafted in the form of a heavy spear. While the Sacris Claymore is the weapon of choice among the tribesmen of the Storm Wardens' home planet, spears are commonly used when fighting in larger battles, often in conjunction with a shield. This Relic was fashioned for an honoured Chapter Master from before the time of the Nemesis Incident, whose name is now lost. His weapon remains, a bold symbol to be wielded by a skilled warrior.

Skybolt's profile is given in Table 3–14. The bearer gains a +15 Fellowship bonus in any dealings with other Storm Wardens Space Marines.



TABLE 3-14: CHAPTER RELICS

Name	Class	Range	RoF	Dmg	Pen	Clip	Rld	Special	Wt	Req	Renown
Chain of Zeal	—	—	—	—	—	—	N/A	—	3	20	Distinguished
Witchbane	Melee	—	—	1d10+5 R	4	—	N/A	Balanced, Tearing	8	10	Famed
Octavio's Burden	Basic	100m	S/2/4	2d10+5 X	5	28	Full	Tearing	18	25	Distinguished
Wings of Saronath	—	—	—	—	—	—	N/A	—	45	45	Hero
Furious Vengeance	Basic	100m	S/2/4	2d10+5 X	8	28	Full	Tearing, Felling (1)	18	25	Hero
Duty's End	—	—	—	—	—	—	N/A	—	12	60	Hero
Strikers of Allerox	—	—	—	—	—	—	N/A	—	4	30	Famed
Teeth of the Blizzard	Melee	—	—	1d10+12 E	9	—	N/A	Balanced, Power Field, Tearing	10	75	Hero
Blacksnow Charm	—	—	—	—	—	—	N/A	—	0.1	10	Distinguished
Skybolt	Melee	—	—	1d10+4 E	8	—	N/A	Power Field, Felling (2)	15	50	Hero
Urion's Doom	Basic	120m	S/2/4	2d10+5 X	5	60	2 Full	Storm, Tearing	26	35	Famed
Jaw of Bloodcharn	Melee	—	—	1d10+3 R	4	—	N/A	Balanced, Tearing	10	30	Famed

URION'S DOOM (ULTRAMARINES)

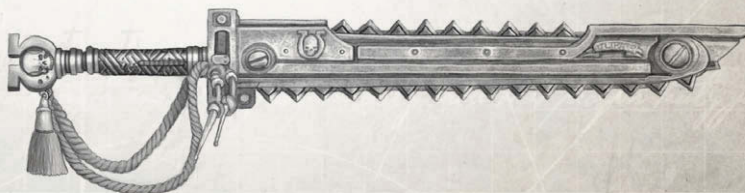
Urion was an honoured member of the Ultramarines 1st Company, at the time of the invasion of Ultramar by Hive Fleet Behemoth. He was stationed at the Northern Polar Fortress during the defence of Macragge. He fought on the outer wall until it was overrun, his storm bolter reaping a heavy toll among the Tyranid horde. He defended the silo doors until they were breached, mowing down countless more bio-organisms. He battled in the catacombs as the surviving defenders fell back deeper and deeper. He fired burst after burst, each one finding its mark, until at last his ammunition was spent, when he charged into hand-to-hand combat and was overcome.

Urion's storm bolter was gifted to the Deathwatch, as a secret mark of respect and pledge of assistance. It grants the firer +15 Ballistic Skill when shooting at Tyranids.

JAW OF BLOODCHARN (ULTRAMARINES)

The Jaw of Bloodcharn is the chainsword wielded by Tactical Squad Sergeant Kuriel during the war for a vital agri-world in the Ango sub-sector. Sudden attacks by dark-armoured Chaos Space Marines assassinated Kuriel's Captain and the Sergeant stepped into his place to take command of the strike force. As the conflict escalated, Kuriel coordinated his efforts with allies from the Red Wolves and Sons of Orar Chapters, showing outstanding leadership ability. He was subsequently elevated to the 1st Company and his promotion to Captain was only prevented when he volunteered to join the Deathwatch. His weapon is the mark of a great commander.

The Jaw of Bloodcharn adds +15 to Command Tests, and +10 when testing to prevent Cohesion Damage.



DEATHWATCH RELICS

The Relics that follow are, with one notable exception, not claimed by any other Chapter, and so may be issued to any Deathwatch Space Marine.

AUGURY MALIFICA

The Augury Malifica was crafted by the techno-seers of the Grey Knights Chapter. A heavily modified Auspex scanner, it is barely recognisable as the original device. Strange attachments have been added, subtle alterations have been made, and seven rituals of detection were performed to consecrate the Augury. The result is a piece of equipment that can, with a reasonable degree of accuracy, detect the malignant auras of daemons in the vicinity, and even, on rare occasions, predict an imminent warp breach. However, the Augury's presence in the Deathwatch Vaults is not with the blessing of the Grey Knights, for they are entirely unaware that the Deathwatch have it in their possession. Rather, they believe it lost to the foul hands of the Word Bearers Chaos Space Marines, and have been actively seeking its recovery for many years. It would be most detrimental to Chapter relations should the item's real location be revealed.

The Augury Malifica follows the same rules as an Auspex, but its user gains +30 to Awareness Tests to detect Daemons and only +5 for other adversaries. At the GM's discretion, the device may also provide clues and hints of impending Daemonic activity, though this will always be vague and cryptic.

THE CORRODED FALCHION

This ornate, curving blade is a revered relic that has seen countless centuries of service with the Deathwatch. However, roughly fifty years ago it was used against the encroaching swarms of Hive Fleet Dagon, and plunged into the toxic flesh of a Venomthrope. After the battle, it was discovered that bio-acid blood of the Tyranid organism was eating into the blade, weakening its structure. All attempts to cleanse the Falchion and halt the corrosion failed, for the acid had penetrated at the molecular level. So the Chapter artificers constructed a sheath that keeps the blade in stasis as long as it remains inside, undrawn. On rare occasions since, the Falchion has been used in battle and the ingrained bio-acid has caused swift and horrific damage to its victims. However, even a few minutes out of the stasis-sheath brings the inevitable collapse of the blade closer to fruition.

This once-elegant blade has the following qualities: Balanced, Devastating (1), Toxic. Every time the weapon makes a successful hit, roll a d10. If the result is a 1, the Falchion collapses into useless shards. This obviously means the Relic has been lost (see page 161) with no possibility of recovery.



FIST OF DRAGOS

Brother Dragos battled with great success against Orks, Eldar, and even Space Marine Renegades, always seeking out the most heavily-armoured targets to destroy personally with his combi-meltagun and his mighty powerfist. Battlewagons, grav-tanks and even Dreadnoughts were added to his tally. However, Dragos was never satisfied, with the performance of his wargear. After every engagement, he would return to the Chapter forges and beseech the Techmarines to make adjustments and modifications. The Techmarines protested that such tinkering would offend the Machine Spirits, but given Dragos' victories in the field, his wishes were usually granted. His obsession was finally ended when his overcharged meltagun exploded in his hand as he attacked an Ork Dreadnought. His powerfist was recovered intact along with his mangled body.

The Fist of Dragos is an up-charged powerfist (and follows the normal rules for doubling the Strength bonus), but it is prone to violent overloads. It has the Overheats Quality, though there is no possibility of dropping the weapon as there is with a gun.

THE KRIXIAN CHAINGLAIVE

The Krixian Chain glaive combines the power of a long, curved, two-handed blade with the rending teeth of a chain weapon on its cutting edge. The design was produced secretly during the Keflan IX Techno-schism, by an unsanctioned forge-complex in the Krixis system. The templates were subsequently declared unsound, and removed to Adeptus Mechanicus stasis-vaults. This is thought to be the last actual example surviving.

The Krixian Chain glaive's profile is given in Table 3–14. It requires two hands to wield.

PLASMA GUN 438

The weapon denoted 438 in the Deathwatch armoury vaults is a plasma gun of ancient, pre-Heresy design. It has noticeably different muzzle casing than that of later patterns and exposed cooling ducts. While the gun is undeniably a powerful weapon, its provenance is entirely unknown. As such, many of the Deathwatch refuse to contemplate its use, for fear it has been in the hands of traitors, tainted with the blood of brethren.

Plasma Gun 438's bearer suffers a –20 penalty to Fellowship when dealing with other Space Marines, and imposes a –1 penalty on base Squad Cohesion.

TABLE 3-15: DEATHWATCH RELICS

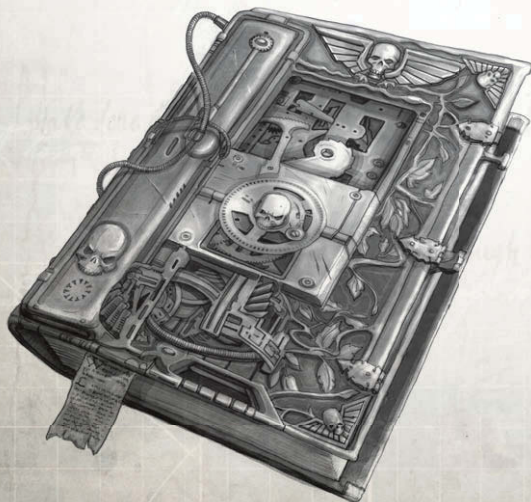
Name	Class	Range	RoF	Dmg	Pen	Clip	Rld	Special	Wt	Req	Renown
Augury Malifica	—	—	—	—	—	—	N/A	—	1	20	Hero
The Corroded Falchion	Melee	—	—	1d10+5 R	3	—	N/A	Balanced, Devastating (1), Toxic	8	30	Hero
Fist of Dragos	Melee	—	—	2d10+4 E	9	—	N/A	Power Field, Unwieldy	25	35	Famed
The Krixian Chainglaive	Melee	—	—	1d10+8 R	4	—	N/A	Tearing	18	35	Famed
Plasma Gun 438	Basic	120m	S/2/—	1d10+12 E	9	40	4 Full	Volatile	30	25	Distinguished
The Pleician Tome	—	—	—	—	—	—	N/A	—	5	30	Hero
Redemption of St. Sulech	Heavy	160m	—/—/12	2d10+12 X	6	60	Full	Tearing	68	40	Famed
Remembrance Shield	—	—	—	—	—	—	N/A	—	3	30	Famed
Salvation of Correus	Melee	—	—	1d10+3 R	2	—	N/A	Devastating (2)	2	40	Hero
Skull of Brantor	—	—	—	—	—	—	N/A	—	3*	35	Distinguished
Triflame Vambrace	Basic	30m	S/—/—	2d10+4 E	5	12	3 Full	Flame	13	45	Famed

*Weight only applies if anti-grav unit is disabled.

THE PLEICIAN TOME

The Pleician Tome was created by a senior Tech-priest of the Adeptus Mechanicus, as a portable font of certain archives, templates and pieces of ancient lore. Even to a trained eye, the information is a seemingly random collection, with no easy means of navigation, and so it takes much study to glean anything relevant to a particular task. Indeed, only those with a wide knowledge of Machine Spirits and engine lore have any hope of understanding the information contained within. However, those with patience and the appropriate skills can find secrets of great use within the datacore.

The Pleician Tome may only be requisitioned by Techmarines. The Techmarine gains an additional +10 bonus to Lore: Forbidden (Adeptus Mechanicus), and Tech Use +2d10 (roll each time).



REDEMPTION OF ST. SULECH

A Deathwatch Kill-team posted to the isolated colony of St Sulech was caught up in the fighting when an Ork raiding force attacked. Delaying their extraction and the completion of their mission, the Space Marines chose to join the defence. Brother Frosius, a Devastator from the Imperial Fists Chapter, deployed in the highest tower of the Imperial shrine with his favoured heavy bolter, while the others remained below. Thanks to the devastating bursts of accurate fire from the tower, the Orks were defeated, but not without the loss of the rest of the Kill-team. Upon his return to Erioch, Frosius was severely censured for the decision to stay and fight. To this day, his heavy bolter remains a symbol of honour, but also a disregard for orders.

The bearer of Redemption of St. Sulech may not be the Squad Leader. Whoever is the leader suffers a –10 penalty when testing to prevent Cohesion Damage.

REMEMBRANCE SHIELD

Roughly four hundred years ago, the Deathwatch was engaged in operations against the Eldar of Craftworld Ulthwé. The xenos had been launching sudden raids in the Slinnar Drift Star Cluster, then disappearing before a military force could be mobilised. However, when a Kill-team secured information about a forthcoming attack, the Chapter was able to lay a trap. The next Eldar raid met not disorganised Guardsmen, but a large force of black-armoured Space Marines. The majority of the raiders were cut down, and the few survivors vanished back into their webway portals. To commemorate this crushing victory, a combat shield was fashioned, incorporating a number of large, deeply coloured jewels, taken as trophies from the fallen xenos. The shield must offend the Ulthwé

Eldar greatly, for there have been numerous attacks over the intervening years apparently designed to seize the shield and kill the one who bears it. So far, all have failed.

The Remembrance Shield is a Combat Shield with Protection Rating 30 and Overload Roll 01–10. All members of the Kill-team suffer –30 to Fellowship when dealing with Craftworld Eldar as long as the shield is present (even if it is not visible—they just seem to know!). Eldar of all types receive +10 Weapon Skill when targeting the bearer of the shield, and will do everything they can to take it.

SALVATION OF CORREUS

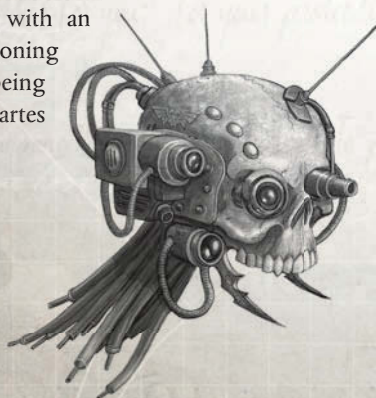
Deathwatch Brother Correus was seeking information about a high-ranking Dark Eldar known as “Lady Malys,” when he was captured, his mission compromised by a false lead. After many weeks of horrific torture in the dungeon of a Master Haemonculus, his tormentor bound Correus onboard a grav-craft, and forced him to watch a hideously devastating surprise attack on a Space Marine force. When another Battle-brother was dragged, unconscious, onto the craft, Correus broke his bonds and grabbed the new victim’s combat knife. He plunged the blade deep into the heart of the Haemonculus, before leaping to the ground. He was found hours later by Space Marine Scouts, still clutching the weapon, and eventually returned to Erioch. The combat blade meanwhile was tainted with whatever vile concoction passed for blood in the Dark Eldar’s veins. The slightest scratch from it now causes nightmarish visions and agonising pain.

The Salvation of Correus is an Astartes Combat Blade with the Devastating (2) quality.

SKULL OF BRANTOR

This Servo Skull is unusual in that it is built around the cranium of a Space Marine, three service studs clearly embedded into the brow. Brother Brantor was a highly skilled tracker and marksman, and his current position allows him to continue his service to the Deathwatch. The skull is fitted with a low-noise anti-grav unit and various scopes and tactical sensors. As such, it has proved extremely useful for covert reconnaissance, and is regularly requisitioned for field missions.

The Skull of Brantor follows the rules for Servo Skulls given on page 376 of the **DEATHWATCH** Rulebook, with the following exceptions: it has Weapon Skill and Toughness of 30, and its Awareness, Concealment and Silent Move skills all provide a +20 bonus instead of +10. It is equipped with an Auspex and the requisitioning Space Marine counts as being equipped with an Astartes Signum.



LOSING A RELIC

The loss of a sacred Chapter Relic is a grievous occurrence, and the one who was charged with its protection will be disgraced, and in some cases even exiled. Unless he can recover the item, the Space Marine will have a stain on his honour that lasts not just the rest of his life, but on into Chapter history. If a player character should lose a Relic, then he will suffer a –20 penalty to Fellowship when dealing with other Space Marines, cannot be awarded further Honours (and may be stripped of those he has, at the GM’s discretion), and counts as 1 Rank lower than he really is. He must also make it his personal goal to recover the Relic and so win back his honour (assuming the item has not been destroyed completely), at which time all the penalties are removed. The GM now has a great opportunity to create interesting side missions to track down clues and pursue those who might have taken the precious Relic. There may well be a tough dilemma for the character that forces him to choose between the Primary Mission Objective and the chance to reclaim his honour. If evidence of the Relic should appear while in Squad Mode, the character must take a **Challenging (+0) Willpower Test**, or be forced into Solo Mode to pursue his personal agenda.



TRIFLAME VAMBRACE

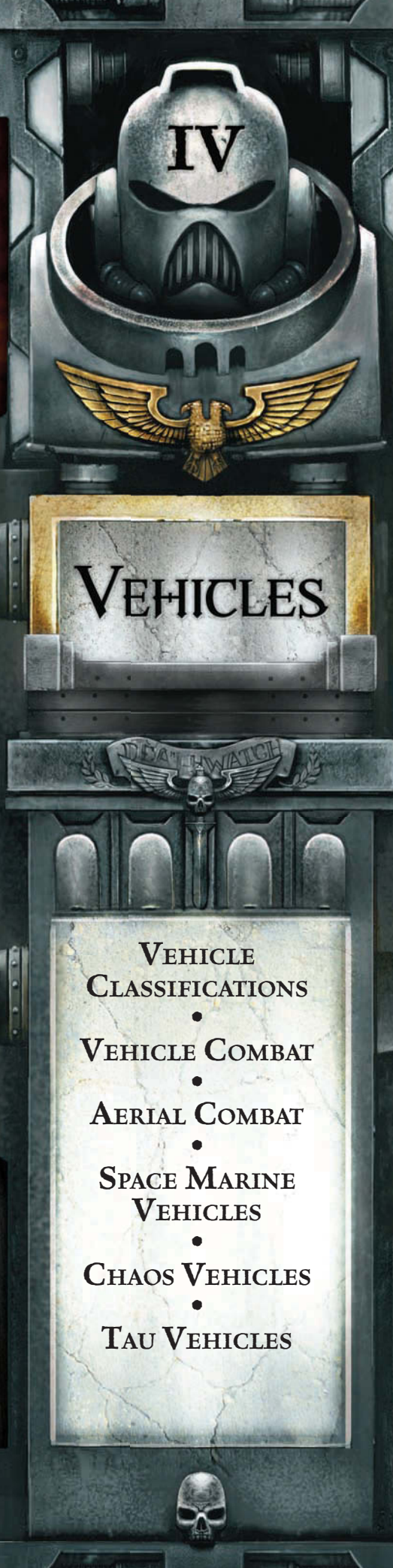
This gauntlet was forged and first worn by a Techmarine serving in what is now the Orpheus Salient. The Deathwatch has long utilised shot selectors to deal with the unending diversity of aliens’ deviant designs. This forearm-mounted flamer embodies the same idea: a variable feed of dihydro-promethium to a trifurcated ignition chamber allows versatility in how the rare fuel is expended.

The Triflame Vambrace has three modes of fire: Concentrated, Wide, and Burst. In Concentrated mode, the incandescent blast ignites nearly anything with an inextinguishable flame. Agility Tests to avoid catching on fire, and to put out flames from the weapon, suffer a –20 penalty. Wide mode doubles the arc of the weapon to 60 degrees, doing an additional 1d5 Magnitude Damage to Hordes. In Burst mode, the weapon loses the Flame Quality, but inflicts massive damage while still forcing any target struck to take a **Challenging (+0) Agility Test** or catch fire as though caught in the blast of a Dragonfire Round.

THE SHAME OF KEEPER LOKHAN

BATTLE-BROTHER LOKHAN WAS A DEATHWATCH KEEPER DURING THE INFAMOUS FEAST OF THE ASCENSION INCIDENT ON ERIQCH. IT IS SAID THAT KEEPER LOKHAN TOOK PERSONAL RESPONSIBILITY FOR THE INCIDENT THAT COST SO MANY LIVES, AND SOME WHISPER THAT HE LOST HIS CLAVIS DURING THE EVENT. HE IMMEDIATELY EMBARKED UPON A PENANCE QUEST, AND HAS NOT SENT A SINGLE COMMUNICATION TO THE DEATHWATCH SINCE. HOWEVER, AS RECENTLY AS 812 ACCOUNTS EXIST OF A LONE BATTLE-BROTHER MATCHING LOKHAN'S DESCRIPTION SCOURING THE DEAD WORLDS ALONG THE REACH'S SPINWARD EDGE FOR SOME UNNAMED FOE.





IV



VEHICLES

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CLASSIFICATIONS

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TAU VEHICLES



CHAPTER IV: VEHICLES

"Never was there a finer steed than the Angelis Infernus. That Predator held the gate at Prius IX for fifty hours against the Ork hordes, and its machine-spirit did not falter. I am honoured to have been the Angelis' commander."

—Brother-Sergeant Achero of the Black Consuls Chapter

There are a wide range of vehicles in the 41st millennium, from the average citizen's ground vehicle and noble's speeder, to the mighty tanks of the Imperial Guard, and the flyers and spacecraft soaring high over a planet. Vehicles make up an essential part of the Deathwatch armoury: drop pods, Rhino transports, and Thunderhawk gunships allow Space Marines to travel quickly, and strike suddenly and unexpectedly. On foot, a Space Marine is still highly dangerous, but only a localised threat, one that enemies can avoid and evade, or dispatch their most powerful forces against. With a vehicle, however, a Space Marine realises his true potential, and is able to strike locations at a time of his choosing, catching the enemy where he is weakest. Small wonder that when many think of the Space Marines, they envision a barrage of drop pods falling from the sky to smite the ground below.

This chapter provides rules for using, purchasing, and repairing vehicles in the **DEATHWATCH** game, from Rhino transports and Land Speeders to the fearsome Thunderhawk gunship.

VEHICLE CLASSIFICATIONS

There are five basic vehicle types: ground vehicles, walkers, skimmers/hover vehicles, flyers, and spacecraft.

Ground vehicles commonly use treads or tyres as their means of locomotion. They're as fast or manoeuvrable as skimmers, but can't handle rough terrain like a walker. They're usually reliable, easy to manufacture, and cheap. In the Imperium, where skimmer tech is a dying and arcane art rather than a science, ground vehicles are easily the most common form of transport.

Walkers are subtypes of ground vehicle that rely on two or more mechanical legs to move. These range from the ubiquitous Imperial Guard Sentinel to the fearsome Dreadnoughts of the Adeptus Astartes. Though they are slower than most ground vehicles, walkers are able to move through terrain that would be impassable to anything with tyres or treads, as well as climb steep inclines, making them extremely useful on frontier worlds and in military situations.

Skimmers or hover vehicles use vertical jet engines or anti-grav technology to "skim" above the ground. Skimmers are not high-altitude vehicles, and slower than true flyers.



However, since they do not rely on aerodynamics to keep them aloft, they are much more versatile, able to move as quickly or as slowly as needed, make sharp turns, and even hover in place. The Imperial Guard Valkyrie and Space Marine Land Speeder are both skimmers.

Flyers are aircraft that use aerodynamic principles of lift and powerful engines to remain aloft. They must be moving at least half of their Cruising Speed at all times other than during take-off or landing to remain airborne, otherwise they will crash into the ground. This means that flyers are not as versatile as skimmers. However, they can fly faster, higher, and further than any other vehicle besides spacecraft.

Spacecraft come in many different shapes and sizes, but the ones dealt with here are on the small end of the spectrum: shuttles and fighter craft. These are used to transport goods and people from a planet into orbit to rendezvous with larger spaceships, or fight other fighter craft in the cold vacuum of the void. Spacecraft are the only vehicles able to leave the atmosphere of a planet.

TACTICAL SPEED AND CRUISING SPEED

Tactical Speed represents how fast a vehicle moves in situations that require skilful handling, or when the vehicle is operating in a limited or specific area, such as a parking area, narrow canyon, or small field. This is not the vehicle's full speed, but an abstraction of the distance it can move taking into account turns, acceleration, driver distractions, and terrain.

Cruising Speed represents how fast a vehicle moves when it's travelling long distances or involved in a high-speed situation such as a chase along a hive roadway or a mid-air dogfight.

ARMOUR

A vehicle's principle defence is Armour. Armour reduces damage from attacks in the same manner as an individual's armour.

Vehicles may also have different Armour Points depending on their facing. The front of a Leman Russ battle tank is high invulnerable, for example, but a shot to the weaker rear armour may have a devastating effect.

STRUCTURAL INTEGRITY

This is a representation of how much damage a vehicle can sustain before being destroyed. Like Wounds, Structural Integrity is a fixed number, and damage to Structural Integrity remains on a vehicle until it is repaired.

A vehicle's Structural Integrity can be affected by any number of things, from the sturdiness of the materials used to construct the vehicle to the amount of redundancy built into critical systems.

WEAPONS

Many vehicles in the Imperium are armed, ranging from the heavy stubber on a Munitorium five-tonne hauler to the multiple banks of forward-firing lascannons aboard a Fury starfighter.

All vehicle weapon entries include the statistics for the weapon, whether it is controlled by the vehicle driver or independently crewed, as well as its firing arc. The arc indicates whether the weapon can fire to the vehicle's front, left side, right side, rear, or any combination thereof.

CARRYING CAPACITY

A Land Speeder or bike only needs one driver, a shuttle requires a pilot and co-pilot, and a Predator battle tank has a crew of at least two. The crew section indicates how many people are needed to run the vehicle and lists their individual tasks. The passenger number and cargo capacity indicates how many passengers or how much weight the vehicle can handle. These numbers should be considered "rough" estimates, and the GM should determine whether players may cram one more person in their double-seat skimmer, or how many barrels of promethium will fit in the passenger compartment of their shuttle.

MANOEUVRABILITY

A Land Speeder is extremely fast and agile, able to perform complex manoeuvres and respond to the pilot's every command. A Vindicator tank, however, is slow and unwieldy—more likely to go through a building than around it. Although much of a vehicle's manoeuvring depends on the skill of the driver, some vehicles are innately more manoeuvrable than others. This is represented by the vehicle's Manoeuvrability, which provides a modifier (either positive or negative) to the driver's Drive or Pilot Skill while operating said vehicle. This modifier is applied whenever a Drive or Pilot Test is made using the vehicle.

DRIVING AND FLYING

To drive or pilot a vehicle, a player must have the relevant Drive or Pilot Skill. Players may be able to drive a simple ground vehicle untrained at the GM's discretion (with a suitable penalty to their Skill Tests, of course!) but driving a walker or piloting a flyer would be beyond them.

When piloting or driving a vehicle, a player with the correct Skills will not have to make Skill Tests to perform routine driving or flying. The player is assumed to know how to take off, land, and obey local traffic laws.

Skill Tests come in when the player is attempting something particularly challenging, or is trying to operate his vehicle during combat or another high stress situation. Ramming your vehicle into another vehicle during a high-speed chase would require a Skill Test, for example. High-speed evasive manoeuvring during an aerial dogfight may require several.

These Skill Tests may be standard or opposed tests, depending on the situation. For example, both of the above situations would require an Opposed Test against the other drivers or pilots involved. Landing a shuttle during a thunderstorm or driving quickly on an icy road would require a standard Skill Test, modified due to circumstances.

Table 4–1 sums up some of the different types of terrain a vehicle may travel through, and the penalties such terrain imposes on any Drive Tests. These penalties are cumulative with any other penalties the vehicle or driver may suffer.

TABLE 4-1: DIFFICULT TERRAIN AND OTHER HAZARDS

Types of Terrain	Modifier
Clear, paved roadway.	+0
Rough gravel roadway, cleared dry field.	-5
Deep mud or standing water less than 20 cm deep, drifting sand, dense undergrowth and brush (most wheeled vehicles are unable to pass through this terrain at all, although military vehicles with tires and most treaded vehicles are equipped to do so).	-10
Flowing water approximately 1 metre deep, rocky and unstable terrain, thick forests or ruined cityscapes. (The above restrictions apply. In addition, failing a Drive Test by four or more degrees results in the vehicle becoming bogged down and stuck, and it must be pried free before continuing).	-15

VEHICLE COMBAT

Players operating vehicles may take Actions during their Turns in a Combat Round. These Actions vary from those available to players not operating vehicles, but still fall into the same basic categories: Half Actions, Full Actions, Reactions, Free Actions, and Extended Actions.

Some vehicles have multiple crew members. In this case, the driver's Initiative roll will determine the Initiative of the remaining crew. The order of Initiative should be rearranged so the crew member who rolled the highest Initiative takes his turn immediately after the driver, then the crew member with the next highest Initiative, and so forth. Each crew member may take a different Action. For example, a driver may move the vehicle, while the gunners spray their targets with shots. Each crew member may only take up to one full Action, however, and some Actions may be precluded by others. If two potential Actions conflict, the driver's Action has priority.

VEHICLE ATTACKS

Any Attack Actions a vehicle's gunner or passenger may take are the same as those listed on Table 8-1: Combat Actions (see page 237 in the **DEATHWATCH** Rulebook), with the following restrictions. Any shooting from the vehicle suffers a -10 to hit if the vehicle moved its Tactical Speed in its previous turn. If the vehicle moved twice its Tactical Speed in its previous turn, shooting suffers a -20 instead. Gunners or passengers may take Full Attack Actions even if the vehicle has moved. A driver may take an Attack Action only if he has not used his entire Action to move the vehicle.

A character with the appropriate Drive or Pilot Skill for a vehicle does not need specific weapon proficiencies to fire any weapons mounted on that type of vehicle without penalty. It is assumed that his expertise covers weapon use as well.

VEHICLE MOVEMENT

The following Combat Actions are available to vehicle operators. These Actions only apply to ground vehicles, walkers, skimmers, and spacecraft operating as skimmers. Flyers, due to their great speed, cannot operate on a battlefield the same way as a tank or slow-moving skimmer. Some flyers also operate as skimmers (such as the Thunderhawk).

Dodge (Reaction)

The driver sees a threat and dodges, hopefully throwing his vehicle out of the line of fire. This action may only be taken if the vehicle has moved at least its Tactical Speed during its previous turn. The driver makes a Drive or Pilot Test, with a penalty equal to the vehicle's size modifier (someone attempting to dodge with an Enormous truck, which grants opponents +20 to hit due to size, would suffer a -20 to his Drive Test). For every success, he avoids one shot from a single source, as with a Dodge Reaction.

If the driver fails the Drive Test by five or more degrees, he loses control of the vehicle and it crashes. See Crashing on page 121.

Tactical Manoeuvring (Half or Full Action)

The vehicle moves its Tactical Speed (half) or twice its Tactical Speed (full). A vehicle must move directly forward or back at least its own length before turning 90 degrees in any direction (it may turn more than once, provided it makes the move each time). Walkers and skimmers may ignore this limitation.

Evasive Manoeuvring (Full Action)

The vehicle weaves and dodges, presenting a hard target. The vehicle must move its Tactical Speed (following the limitations given for Tactical Manoeuvring above, however it is assumed the vehicle is moving more erratically to get to the same location). While doing so, the driver makes a **Challenging (+0) Drive Test**. On a success, and for every additional degree of success, the vehicle imposes a -10 penalty on all attacks against it until the beginning of its next turn. Any shooting the vehicle performs during the turn suffers the same penalty.

If the driver fails the Drive Test by five or more degrees, he loses control of the vehicle and it crashes. See Crashing on page 121.

Floor it! (Full Action)

The vehicle moves twice its Tactical Speed, and may only turn once. The driver makes a **Difficult (-10) Drive Test**. If he succeeds, at the end of his move he may move an additional five metres, plus five metres for every additional degree of success. If he fails, the vehicle does not gain any additional movement. In either case, all shooting at or from the vehicle suffers a -20 penalty. Walkers may not use this Combat Action.

If the driver fails the Drive Test by five or more degrees, he loses control of the vehicle and it crashes. See Crashing on page 121.

Ram (Full Action)

The vehicle attempts to ram a person or another vehicle. The vehicle must move at least its Tactical Speed in a straight line, and the Driver must make a **Challenging (+0) Drive or Pilot Test**. If he succeeds, his vehicle hits his target, doing damage equal to the AP on the vehicle's facing that hit plus 1d10. If the vehicle moved twice its Tactical Speed, it does an additional 2d10 damage. If the vehicle is ramming another vehicle (or something equally large and solid, such as a plascrete wall or promethium storage tank), it also takes damage equal to the AP of the vehicle it hit plus 1d5. For every point of damage the ramming vehicle inflicts, it also moves its target 1 metre.

AERIAL COMBAT

Aerial combat is unique in warfare. Swift flyers cross vast distances in minutes, lumbering bombers pummel targets on the ground from high above, and 2,000 metres in the air, sleek fighter craft duel at supersonic speeds.

Aerial combat in **DEATHWATCH** is represented in a similar fashion to regular and space combat. When fighting in the air, position and manoeuvre is the key. An attacker tries to get and stay on the tail of his target, while the target desperately tries to break away and escape – or perhaps loop around and end up on his attacker's tail in turn. Aerial combat is a true duel, decided less by the performance of the machines involved and more by the raw skill of the pilots.

Though the rules refer to combat between two aircraft, they can easily be used to represent a dogfight between two small spacecraft, such as Thunderawks or Stormravens.

COMBAT MECHANICS

Aerial combat is handled in Structured Time, just as regular combat is, with one Round equalling approximately five seconds. The other rules for regular combat should be followed as well. Initiative for a flyer (even one with multiple crew members) is always rolled by the pilot, and everyone in a vehicle must take their turn at the same time (as stated in the vehicle rules).

In a combat situation, the distance a flyer moves is represented by Air Units (AUs), which are equivalent to 100 metres. The reason for this is one of simplicity—vehicles move fast enough that if combat distances were measured in metres, the numbers would be very large, very quickly.

Due to flight principles in atmosphere, flyers are somewhat limited in how they can manoeuvre. A flyer must always move its Tactical Speed every turn (unless performing a specific manoeuvre to adjust it). In addition, a flyer's turning is limited by how far it moves. For every five AUs a flyer moves, it may turn up to 45 degrees. There are no other limits as to how many times a flyer can turn.

This is a flyer's basic move. A pilot with the Piloting Skill does not need to test to perform this move, unless there are extenuating circumstances such as a storm.

HIGH-SPEED CHASES

Although Combat rules could be used to represent high speed chases and pursuits, they do not accurately portray the tension and excitement of driving through a treacherous mountain pass to cut off a retreating enemy patrol, or trying to shoot down an enemy drop pod before it disgorges virulent Nurgle plagues on a defenceless city below.

Instead, high-speed chases can be represented by a series of opposed Drive or Pilot Tests. When the chase begins, the GM determines how many metres separate the pursuer and the pursued. Then the two players roll opposed Drive or Pilot Tests (depending on the vehicles involved). If the pursuer wins, he decreases the distance between the vehicles by 10 metres for each success. If the pursued wins, he increases the distance by the same amount (10 metres for each success). This continues once per round until the distance between the vehicles drops to zero or increases to 300 metres. At this point, the two sides make another opposed Drive or Pilot Test. If the pursuer wins, he forces his quarry to pull over and stop. If the pursued wins, he increases the distance as defined above.

Faster vehicles add a bonus to this test. Compare the maximum speeds of the vehicles—for every full 10 kph the faster vehicle has over the slower vehicle, that vehicle's driver gains +10 to his Drive or Pilot Tests.

Of course, high-speed chases are anything but safe. Besides exchanges of gunfire (which should take place following normal and vehicle combat rules), there is the constant risk of spinning out of control, or even running into other traffic. When making Drive or Pilot Tests during a high-speed chase, any rolls of 99–100 mean that the vehicle flips out of control or crashes into an obstacle—counting as destroyed (see Vehicle Critical Hit Chart, page 170). The “danger zone” can be increased depending on the circumstances of the chase. Chases along a crowded roadway may mean that crashes occur on a roll of 97–100, while chases proceeding against traffic may modify that to 92–100. As always, the GM should be the final arbitrator.

The basic move can be modified by various Manoeuvres available to the pilot. By adding difficulty to any Piloting Skill Tests, the pilot can perform more complicated Manoeuvres. Typically, only one Manoeuvre can be performed each turn. However, the pilot can choose to perform multiple Manoeuvres in a single Movement Action (unless the Manoeuvre specifically states otherwise). When a pilot combines Manoeuvres, he should determine the highest penalty to the required Piloting Test amongst all the Manoeuvres he wants to perform. Then, he should make that Piloting Test one degree more difficult for each additional Manoeuvre he adds. Then he makes the Piloting Test, and if the Test is successful, he gains the benefits of all the Manoeuvres he performed.

EXAMPLE

Brother Marcus is piloting a Thunderhawk against a Tau Barracuda in atmosphere, and needs to make a sharp turn to come in on the Tau's tail. He decides to combine the Speed Up and Sideslip Manoeuvres. The Sideslip Manoeuvre is Difficult, and the Speed Up Manoeuvre is Challenging, so the base difficulty of the test is Difficult (–10). However, he takes an additional –10 (one degree of difficulty) for each additional Manoeuvre (one, in this situation). So the final difficulty is Hard (–20). Marcus has a Pilot (Flyers) Skill of 60, but with the –20 penalty, he tests on a 40. He rolls a 29, succeeding with one additional degree of success. Marcus is able to move an additional two AUs during his movement, and due to the Sideslip, he chooses to move those additional two AUs sideways at the end of his movement, putting him directly behind the Tau.

Note: All of the Manoeuvres list Piloting Tests, but do not specify the type of Piloting Test required. This is because the Manoeuvres can be performed by both flyers or spacecraft such as shuttles and fighters. The type of vehicle piloted determines the type of test required.

Speed Up/Stall

The pilot can modify how fast or slowly his flyer moves by making a **Challenging (+0) Piloting Test**. On a success, and for every additional degree of success, he may decrease or increase the number of AUs his flyer moves this turn by one. He may not move more than double or less than half his flyer's Tactical Speed.

Immelmann Turn

If the pilot wants to quickly change direction, he can make an extreme loop-turn, completely reversing direction in a very tight loop. The pilot must make a **Hard (–20) Piloting Test**. If he succeeds, the flyer moves forward, turns in a very tight turn, and ends up back where it started, facing the opposite direction. This counts as the aircraft's move for the turn. This may not be combined with any other Manoeuvres. This manoeuvre was perfected by the Imperial Navy fighter ace Manfred von Immelmann, after whom it has been named.

Tight Turn

If a pilot wants to turn more quickly, he can make a **Challenging (+0) Piloting Test**. On a success, and for each additional degree of success, he may move one less AU (to a minimum of two) before turning up to 90 degrees during this turn. The flyer must still move its Tactical Speed.

Sideslip

Most flyers are equipped with vectored thrust engines, and can make small "sideslip" manoeuvres. To do this, a pilot must make a **Difficult (–10) Piloting Test**. On a success, and for each additional degree of success, he is able to move one Air Unit of his Tactical Speed directly to the left or right without changing the direction his flyer is facing, up to half

his Tactical Speed. The pilot may Sideslip before or after his remaining move, but the flyer must move its remaining Tactical Speed as normal.

Jinx

If the pilot wants to avoid incoming fire, he can jinx, making his movements erratic and unpredictable to avoid incoming fire. He makes a **Challenging (+0) Piloting Test**. On a success, and for every additional degree of success, he imposes a –10 penalty on all shooting at and from his flyer until the beginning of his next turn.

If a pilot fails his Piloting Test by less than 2 degrees, he must make his basic Manoeuvre as normal. If he fails by 2 degrees or more, the flyer goes into a steep dive, and the pilot must make a **Challenging (+0) Piloting Test** to recover. Otherwise the flyer will move its Tactical Speed downwards until it hits the ground.

In some cases, flyers may be operating in adverse circumstances, such as stormy weather. In this case, the GM should increase the difficulty of all Piloting Tests by one step (or force pilots to make a **Challenging (+0) Piloting Test** if they would not normally have to test), and impose a –10 to all shooting. These penalties should be increased if the conditions are especially bad.

Six Position

The pilot endeavours to keep his opponent locked in his gunsights, even if it makes himself an easier target. The pilot makes an opposed **Challenging (+0) Pilot Test** against one opposing flyer. If he succeeds, and is able to end his movement so that his flyer is able to target that opponent, all shooting from his flyer against the opponent that round gains a +20 bonus. All shooting directed at the pilot's flyer from anyone gains a +10 bonus until the beginning of the pilot's next round.

ATTACKING IN AERIAL COMBAT

Before or after a flyer has moved, it may fire any or all of its weapons. Shooting in aerial combat obeys the following restrictions:

- Each pilot or gunner may only fire one weapon system on a flyer. However, pilots may make Manoeuvres and still make shooting attacks.
- All shooting from a flyer suffers an additional –20 to Ballistic Skill Tests. The only Attack Actions flyers can take are Attack, Semi-Auto Burst, and Full-Auto Burst (see pages 236–243 in the **DEATHWATCH** Rulebook). These Actions provide their standard bonuses to shooting, which can mitigate the innate penalty (rapid-firing automatic guns have long been the best weapons in dogfights).
- The firing arc of a weapon determines whether it may be used. This is determined in the same way as vehicle shooting (see below).

SHOOTING VEHICLE WEAPONS

When firing a weapon mounted on a vehicle, it is important to consider the weapon's Facing. This determines the direction (relative to the vehicle) that the weapon may be aimed and fired. A pintle-mounted storm bolter on a Rhino APC, for example, has Facing All, since it can be spun in any direction. However, a Sentinel's autocannon has Facing Front, so it can only be used to fire on targets in the front of the vehicle. Facing is usually divided into four quadrants: Front, Left, Right, and Back (or some combination of the four). As a general rule, each Facing extends in a 90 degree arc from the side of the vehicle in question. If the target is inside a weapon's Facing arc, the weapon can shoot at it.

The Facing arc is also used to determine what side of the vehicle a given individual can shoot at (see below).

DAMAGING VEHICLES

Attacking vehicles is very similar to attacking people or creatures. When firing at a vehicle, players should determine which side of the vehicle they can see, and which they can hit. The side facing the players directly is the one they can shoot at (subject to the GM's judgement). Once they have determined the side they are attacking, players roll to hit, using Weapon Skill or Ballistic Skill as appropriate to their weapon. Remember, vehicles have size modifiers, which will most likely provide a bonus to hit.

Vehicles have two primary defensive characteristics—Armour Points (also referred to as AP or Armour) and Structural Integrity (also referred to as SI or Integrity).

Armour represents both the innate hardness of the materials used to construct a vehicle, as well as the physical protection built into a vehicle to defend against attacks. The adamantium hull of a Fury, for example, has extremely good Armour, while

the ramshackle hull of an Ork Trukk has extremely poor Armour. Armour works in the same manner as the armour of a person or creature. When shooting at a vehicle, roll damage then subtract the number of Armour Points (AP). Be sure to take the weapon's Penetration value into account as well.

The remaining damage is applied to the vehicle's Integrity. Integrity represents how solidly a vehicle is constructed, the number of redundant and back-up systems built into it, and how many hits a vehicle can take before exploding in a ball of fire. In game terms, Structural Integrity functions in the same manner as Wounds do for a person or creature. When a vehicle has sustained an amount of damage equal to its Integrity, any additional damage is applied to the Vehicle Critical Chart (Table 4–2). Like the Critical Hit Charts for individuals, any results on the Vehicle Critical Hit Chart are cumulative. For example, if a vehicle takes two damage after already sustaining damage equal to its Structural Integrity, it will suffer the “2” result on the Critical Hit Chart. If in a later turn, the vehicle takes four more damage, it will suffer a “6” result on the Critical Hit Chart.

Attacks against vehicles also benefit from the Righteous Fury rules. Righteous Fury against vehicles is generated in the same manner as against individuals—if a character rolls a ten on a damage die against the vehicle, then confirms the attack by succeeding on a subsequent Ballistic Skill Test, he generates Righteous Fury (it is important to note that this attack must actually damage the vehicle). However, Righteous Fury affects vehicles differently than it does creatures or individuals. If a character generates Righteous Fury and confirms it against a vehicle, instead of rolling an additional die of damage, he rolls 1d5 on the Vehicle Critical Hit Chart, and applies the result to the vehicle. Note, that although the vehicle suffers the results of the roll, it does not count as having sustained a Critical Hit. Future damage is still applied to the vehicle's remaining Structural Integrity, and rolls on the Vehicle Critical Hit Chart generated by Righteous Fury are not cumulative with actual Critical Hits.

DIAGRAM 5-1

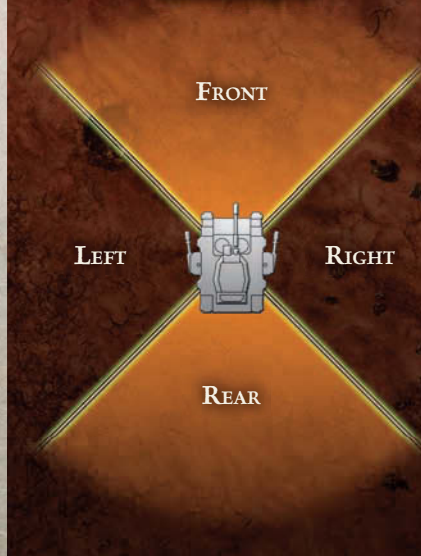


DIAGRAM 5-2



DIAGRAM 5-3

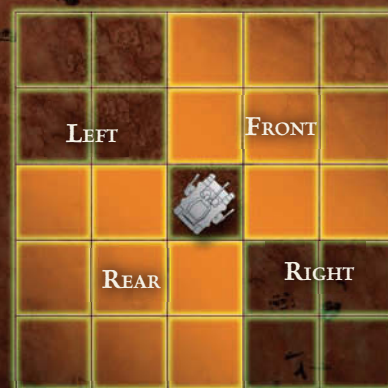


TABLE 4-2: VEHICLE CRITICAL HIT CHART

d10

Roll Result

1-2	Jarring Blow: The impact tosses the vehicle around, throwing anything inside about the interior compartments. Any crew or passengers who are not strapped in or otherwise secured must make an Ordinary (+10) Toughness Test or be Stunned for 1d5 Rounds. All shooting from the vehicle during the next Round suffers -20 to hit as aims are knocked askew and shots go wide.
3	Staggered: A direct hit on the armour surrounding the driver's compartment leaves the pilot stunned and reeling. He must pass a Challenging (+0) Toughness Test or become Stunned and unable to drive or pilot for 1d5 Rounds. A ground vehicle comes to a screeching halt, a skimmer will drift in the direction it last moved at its acceleration, while a flyer will slowly tip over and begin a terminal dive unless the pilot comes to his senses and rights the aircraft.
4	Weapon Destroyed: A randomly selected weapon on the vehicle is hit by the blast, twisted and melted beyond repair. The weapon no longer functions, and there is a 25% chance of the weapon's ammo cooking off. If it does so, roll damage against the vehicle and any gunners manning the weapon as if the destroyed weapon had hit them, halving all damage rolled.
5	Drive Damaged: The hit tears off a tread, penetrates an air intake, or tears into the grav generator housing, doing severe damage. Reduce the vehicle's Tactical Speed by 2d10 (and the Cruising Speed by half). If this brings the Tactical Speed to 0, the vehicle is immobilised. Ground vehicles shudder to a halt, while skimmers and flyers crash into the ground, which could be a problem if they're at a high enough altitude.
6	Penetrating Hit: The hit tears through the vehicle's armour, leaving only useless shards of metal. Reduce the vehicle's AP on this facing by half. If the attack was a ranged weapon, the shot rips through the interior of the vehicle as well. Each passenger and crew member has a 20% chance of being hit by the same shot and taking half of the rolled damage. In addition, the vehicle is now open to the outside, which could be a problem if the vehicle is in a poisonous atmosphere, underwater, or in a vacuum.
7	Fire: The vehicle catches fire as its fuel stores ignite or power reserves overload. Anyone inside must make a Difficult (-10) Agility Test or catch on fire every Round they are inside the vehicle. In addition, each round there is a 20% chance that the vehicle will explode.
8-9	Destroyed: The hit wrecks the vehicle, turning it into a shattered hulk. Anyone inside the vehicle takes 2d10 Explosive damage, and must make a Difficult (-10) Toughness Test or be Stunned for 1d10 Rounds. Skimmers or flyers crash to the ground or go into a terminal dive, depending on their altitude at the time. Hopefully there are enough grav-chutes to go around...
10+	Explodes: A direct hit to ammo stores, fuel tanks or another vital portion of the vehicle turns it into a raging fireball. Anyone inside takes 5d10 Explosive damage. Anyone within 2d10 metres of the vehicle suffers 2d10 Explosive damage from the explosion. If the vehicle has an open top, sides, or hatches, passengers or crew may make a Dodge Reaction to bail out at the last second. Anyone who succeeds at the Dodge Test only suffers the 2d10 damage from the vehicle's explosion. Note: Depending on the contents of the vehicle, the GM may enhance the explosion's radius and/or damage as he sees fit.

REPAIRING VEHICLES

Repairing damaged vehicles is usually accomplished using the Tech-Use Skill. If a vehicle has suffered an Immobilised or Penetrating Hit critical, a character can spend 1d5 hours and make a **Challenging (+0) Tech-Use Test** to restore it to operational status (as long as he has the proper tools and supplies). Each additional success will reduce the repair time by one hour, to a minimum of one. Damaged weapons are also sometimes repairable as well. Before attempting to repair a damaged weapon, roll 1d10. On a 5 or lower, the weapon is too badly damaged to be repaired, and must be replaced.

Repairing vehicles also restores half of their Integrity if the individual or individuals are working in a decently equipped repair shop and devote an additional 1d5 days to repairs. All of the vehicle's Integrity can be repaired if the individuals devote an additional 2d5 days to repairs.

Non-combat damage such as leaking fuel lines, cracked axles, or thrown treads can be repaired using the same system. Depending on the type of damage, however, the GM can decrease or increase the difficulty and time involved in the repairs. Replacing a tire shouldn't take as long as rebuilding a skimmer's thrusters, after all.

DROP POD

While the Imperial Guard is rightfully called the Hammer of the Emperor, it is the Space Marines that are His lightning bolts. Their attacks rely on speed to deliver overwhelming force at the selected location, for despite their individual prowess it is very rare for a Space Marine assault force to outnumber its enemies. Once they arrive in orbit, the goal is to deliver Space Marines into combat with such swiftness and devastation that their foes cannot mount a defence, and nothing does this better than assault via drop pods. To hear the approach of a drop pod assault is to hear doom itself arriving, and to view them landing is to witness death from above.

Often used by the Space Marines, drop pods are one-way planetary assault vehicles. Launched from orbiting starships, they scream through the planet's atmosphere with oversized rocket thrusters boosting them far past terminal velocity. They use an on-board cogitator to guide themselves on a collision course to their targets. Even the most advanced air defence systems have difficulty locking on to a drop pod travelling at up to 12,000 kilometres per hour straight down. At the last moment, powerful retro-rockets around the base fire off, "slowing" the pod to a crushing, but survivable, landing.

CRASHES

Any pilot or driver knows too well the risks associated with pushing a vehicle to its limits, and one of the most spectacular (and deadly) risks is ploughing into a nearby building, bystanders, or other vehicles. Crashes can range from minor accidents with shaken passengers and cosmetic damage, to a vehicle flipping end-over-end before exploding in a massive ball of burning promethium.

When a vehicle (or skimmer travelling 10 metres or less above the ground) crashes, there are several potential results. These results primarily depend on how fast the vehicle was travelling and what it hit when it crashed.

- If the distance the vehicle moved (or was attempting to move) during the turn it crashed was equal to its Tactical Speed or less, the vehicle moves half the distance it was attempting to travel in the direction it is currently facing (the GM can choose a different direction if he chooses, based on the momentum or actions of the vehicle). The vehicle comes to a complete stop. Roll 1d5 on the Vehicle Critical Hit Chart—the vehicle suffers that Critical Hit. If the vehicle hits an object with AP, such as a wall, tree or other vehicle (or even someone wearing power armour), the vehicle behaves as though it has rammed them while moving at its Tactical Speed (this may cause an additional Critical Hit). At the GM's discretion, the object may arrest the vehicle's forward movement.
- If the distance the vehicle moved (or was attempting to move) is more than its Tactical Speed, the GM determines the direction the vehicle is travelling, measures a distance in that direction equal to its Tactical Speed then scatters 1d10 metres in a random direction (page 248 of the **DEATHWATCH** Rulebook). This is the spot the vehicle ends up after it crashes. The vehicle comes to a complete stop. Roll 1d10 on the Vehicle Critical Hit Chart – the vehicle suffers that Critical Hit. If the vehicle hits an object with AP, such as a wall, tree, or other vehicle (or even someone wearing power armour), the vehicle behaves as having rammed them while moving at twice its Tactical Speed (this may cause an additional Critical Hit). At the GM's discretion, the object may arrest the vehicle's forward movement.
- If a vehicle crashes while moving at its Tactical Speed or faster, there is a chance that the vehicle rolls. In this case, roll 1d10. On a 6 or higher, the vehicle rolls onto its roof (or if moving fast enough, cartwheels end over end). When rolling for the Critical Hit, add +4 to the roll. If the vehicle survives, it loses half its Structural Integrity, and must be repaired before it can be used again. At the GM's discretion, it may be completely wrecked and unusable instead.
- If a flyer (or skimmer more than 10 metres in the air) crashes, the results are far worse. The pilot has time to make a single **Very Hard (–30) Piloting or Drive Test**. If he succeeds, the flyer crash-lands, ploughing a gaping furrow into the ground. The flyer is wrecked, and anyone inside takes 2d10 I damage ignoring Armour, and is stunned for a number of Rounds equal to the damage sustained. If the pilot fails the Test, the flyer ploughs into the ground and explodes, as per the 10+ result on the Vehicle Critical Hit Chart. Individuals may bail out at the last second, according to the rules, though they will count as falling from whatever altitude the flyer was at the turn before it crashed.

The landings are devastating, blasting the surrounding area as if a small meteor had struck, and the drop pods act as offensive weapons as well as delivery systems. Before the enemy has had time to recover, the pod doors slam down and the Angels of Death are among them. Few can withstand such a furious assault.

Normal humans would be killed by the intense deceleration forces experienced during a normal atmospheric entry unless the vehicle was modified heavily in advance, making drop pods a uniquely Space Marine transport. Each can normally carry a full squad of Space Marines or even a mighty Dreadnought, and most have a storm bolter or other weapon operated by its Machine Spirit to lay down suppressive fire as the passengers disembark. Drop pods can also be used to deploy automated sentry weapons or cargo as needed, when it is essential that they arrive directly into a combat zone as fast as possible.

Type: Spacecraft **Tactical Speed:** 200 AUs
Cruising Speed: 12,000 kph **Manoeuvrability:** +0
Structural Integrity: 30 **Size:** Enormous
Armour: All 24 **Crew:** None
Renown: Initiate

Weapons

Storm bolter (Facing All, Range 100m, S/2/4, 2d10+5 X, Pen 5, Clip 100, Reload 2Full, Storm, Tearing)

Carrying Capacity: 10 Space Marines in power armour

KILL-TEAMS ACQUIRING VEHICLES

Many of the Space Marine vehicles listed in this Chapter may be assigned to a Kill-team if their mission requires it. Each vehicle has a Renown requirement; ancient Land Raiders are only assigned to Battle-Brothers who have proven themselves worthy of such an honour!

During the Preparation step for any Mission (see page 227 in the **DEATHWATCH** Rulebook), the Kill-team leader may request a vehicle for his Kill-team. If the leader's Renown is high enough and the GM agrees that the vehicle is appropriate for the mission, the Kill-team may have access to the vehicle.

Under normal circumstances, the Kill-team acts as the vehicle's crew. However, at the GM's discretion, the vehicle may include additional crew to operate it; a Thunderhawk Gunship would have its own crew if the Kill-team needs it for extraction, as an example.

Special Rules

Drop Pod Assault: Drop pods are somewhat unique amongst vehicles, in that once they “land” they do not move under their own power. Drop Pods must be launched from a starship with drop pod launch bays and travel directly downward towards the target planet until they hit the ground. They cannot engage in manoeuvres, but provided they are at least 500 km above the planet’s surface, their destination may be changed in-flight to any location within 25 km of the original destination. All shooting at a drop pod suffers a –30 to hit while the pod is in flight.

When landing, the drop pod picks a set destination, then scatters 2d10 metres in a random direction. This is the final location of the pod, which cannot move until it is recovered and returned to its parent ship.

LAND RAIDER

The STC design of the Land Raider pre-dates the Imperium by many thousands of years. Its original design was lost during the Age of Strife, and remained unknown for centuries before it was re-discovered by legendary Techno-Archaeologist Arkhan Land.

Arguably the most advanced and powerful battle tank in current service with the Adeptus Astartes, the Land Raider contains many specialised and complex systems. The tank is hermetically sealed to allow it to operate in nearly any environment, from hard vacuum to underwater depths.

Every Land Raider contains a high-functioning machine-spirit and command and control equipment. Individual squad status screens allow a commander to observe his squad’s bio-status readouts, relayed through the tank’s communication dish. Land Raiders also contain holographic tactical displays and direct interfaces with the tank’s machine-spirit. These provide the vehicle’s commander with access to vast amounts of battlefield information, meaning that the Land Raider is well suited for a command and control hub in addition to being a front line fighting vehicle and transport.

Additional features of the Land Raider include atmospheric sampling gear, rad-counters, air filtration and purification, multi-spectral optic periscopes around the turret rings, gene-coded controls for security purposes and slaved remote targeting systems to control the sponson weapons.

Protected by bonded ceramite and adamantium armour, the Land Raider is all but impervious to most destructive weaponry. These vehicles are considered blessed artefacts to the Techmarines who oversee its repair and maintenance, due in part to the strength of the tank’s machine-spirit. Many devotees of the Machine Cult believe that a substantial portion of the Omnissiah’s essence resides within the impenetrable adamantium hull of a Land Raider. In fact, there are many legends and stories of Land Raiders continuing to function and fight under the sole direction of their machine-spirits after the death or incapacitation of the crew.

Type: Ground Vehicle
Cruising Speed: 70 kph
Structural Integrity: 95
Armour: Front 50, Side 50, Rear 50
Crew: Driver, Commander

Tactical Speed: 15 m
Manoeuvrability: +0
Size: Enormous

Carrying Capacity: 12 Space Marines or equivalent cargo.
Renown: Distinguished

Weapons

Turret-mounted twin-linked Heavy Bolters (Front/Side, Range 150m, Heavy, –/–/10, 2d10+10 X, Pen 6, Clip 400, Tearing, Twin-linked)

Two sponson-mounted twin-linked Lascannons (Front, Sides, Rear, Range 300m, Heavy, S/–/–, 6d10+10 E, Pen 10, Clip 30, Twin-linked)

Special Rules

Power of the Machine Spirit: The Land Raider is equipped with a complex core-cogitator that is blessed with an unusually cunning Machine Spirit. When firing the Land Raider’s weapons, the Land Raider’s commander may fire one additional weapon system. That weapon’s firing is directed by the pilot character, but uses the Machine Spirit’s BS of 50. The attack does not benefit from any Talents or other attributes the pilot possesses (in effect, it is being fired by the Machine Spirit).

Command and Control: The special features of a Land Raider allow a character using them to use his Command skill to affect a number of squads, units (such as a Thunderhawk or Predator Tank) or Kill-teams (in any combination) equal to his Fellowship bonus. This effect combines with Fellowship-based Talents such as Iron Discipline, Master Orator, and the like. Any character using this equipment also gains a +10 bonus to Command Skill Tests.

Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the results, rounding up. This does not affect rolls on the Critical Hit chart generated by Righteous Fury.

LAND RAIDER VARIANTS

The Land Raider chassis is quite versatile and has given rise to a number of modified vehicles in use by Space Marine Chapters across the galaxy. The Deathwatch is no exception, and due to the unique organisation of the Deathwatch, Kill-teams have access to any of the variant designs described below.

Land Raider Crusader

This variant of the Land Raider was developed by the Black Templars Chapter during the Jerulas Crusade. The Land Raider Crusader is a peerless linebreaker tank, able to smash through enemy fortifications and deliver an assault force of Space Marines to the heart of the foe’s formation. These tanks are often used far more aggressively than other variants, for they feature numerous short-ranged and fast-firing weapons.

Carrying Capacity: The Land Raider Crusader can carry up to 16 Space Marines or equivalent cargo.

The Land Raider Crusader replaces the twin-linked heavy bolter turret with one featuring twin-linked assault cannons:

Turret-mounted twin-linked assault cannon (Facing Front/Sides, 150m, –/–/10, 3d10+6 I, Pen 6, Clip 300, Reload 3Full, Tearing, Twin-linked)

The Land Raider Crusader replaces the twin-linked lascannon sponsons with hurricane bolters:

Sponson-mounted Hurricane Bolters (Facing Front/Sides, 50m, $-/6/12$, $2d10+5$ X, Pen 4, Clip 300, Reload 3Full, Tearing, Twin-linked)

Frag Assault Launchers (Facing Front, 50m, $-/3/-$, fires frag grenades found on page 150 of the **DEATHWATCH** Rulebook)

Land Raider Helios

The Helios variant of Land Raider was created by the Red Scorpions Chapter as a stop-gap measure to provide additional artillery support for a Space Marine force. The main difference for the Land Raider Helios is that it replaces the top-mounted weapon with a whirlwind missile launcher mount. The additional ammunition stowage space required for extended artillery operations reduces the vehicles transport capacity. The Helios has only limited utility in anti-personnel operations on the battlefield and it remains an uncommon variant. The Deathwatch in the Jericho Reach sometimes equip a Land Raider Helios with the anti-aircraft missile launcher common to the Whirlwind variant known as the Hyperios. This modification has proven highly useful in battles in the Canis Salient when facing the air-mobile forces of the Tau.

Carrying Capacity: The Land Raider Helios can carry up to 6 Space Marines or equivalent cargo.

The Land Raider Helios replaces the twin-linked heavy bolter turret with a Whirlwind missile launcher (see page 185).

Land Raider Prometheus

The origin of the Land Raider Prometheus design is an enigma that has yet to be solved, although some Tech-adepts of Mars believe that the Prometheus is a variant of the mysterious "Tartarus" pattern Land Raider (a theory that has never been proved). Others claim that it was developed on Nocturne by Space Marines of the Salamanders Chapter. The Land Raider Prometheus mounts two twin-linked heavy bolters in each sponson and it includes extensive communications and sensor equipment. All Land Raiders contain a tactical holosphere and squad status displays, but the Prometheus augments these systems with a long-range signals booster for improved communications at all levels. It also utilises secure multi-band communications for co-ordination with allied forces, and transmission monitoring equipment for interception and decryption of enemy signals. In addition, the Prometheus features a multi-spectral ground surveillance auspex for locating and tracking enemy forces. This information can then be sent forward to other Imperial forces.

The Land Raider Prometheus replaces the twin-linked lascannon sponsons with two twin-linked heavy bolters:

Sponson-mounted twin-linked heavy bolters (Front/Side, Range 150m, Heavy, $-/-/10$, $2d10+10$ X, Pen 6, Clip 400, Tearing, Twin-linked)

The Land Raider Prometheus removes the top-mounted heavy bolters and replaces them with improved command and control gear.



Improved Command and Control: The special features of a Land Raider Prometheus allow a character using them to use his Command skill to affect a number of squads, units (such as a Thunderhawk or Predator Tank) or Kill-teams (in any combination) equal to his Fellowship bonus. This effect combines with Fellowship-based Talents such as Iron Discipline, Master Orator, and the like. Any character using this equipment also gains a +20 bonus to Command Skill Tests and may re-roll any failed Command Skill Tests. These systems are often used to coordinate the actions of large forces, up to the size of a Space Marine Battle Company.

Land Raider Redeemer

The Land Raider Redeemer is an evolution of the Land Raider Crusader design, intended for the brutal close-quarters fighting in the streets of rubble-strewn cities or the passageways of an alien tomb. Originally a modification introduced by the Fire Lords Chapter of Space Marines, the Redeemer's design has spread to many other Chapters, including the Deathwatch. The Redeemer replaces the sponson weapons with flamestorm cannons, blasting huge swaths of promethium-fuelled flame into enemy positions to devastate infantry and light vehicles alike.

Carrying Capacity: The Land Raider Redeemer can carry up to 16 Space Marines or equivalent cargo.

The Land Raider Redeemer replaces the twin-linked heavy bolter turret with one featuring twin-linked assault cannons: Turret-mounted twin-linked assault cannon (Facing Front/Sides, 150m, –/–/10, 3d10+6 I, Pen 6, Clip 300, Reload 3Full, Tearing, Twin-linked)

The Land Raider Redeemer replaces the twin-linked lascannon sponsons with flamestorm cannons: Sponson-mounted Flamestorm Cannons (Facing Front/Sides, 40m, S/–/–, 3d10+6 E, Pen 9, Clip 200, Reload 3Full, Flame)

Land Raider Terminus Ultra

The design of the Terminus Ultra pattern maximises its ability to destroy enemy armoured vehicles and threaten even the most powerful forces on the battlefield. The Terminus Ultra pattern sacrifices all of its transport capability to mount a trio of twin-linked lascannons supplemented by two additional sponson-mounted lascannons, granting it a formidable array of high-powered armament. However, these venerable war machines are only fielded in the most dire circumstances, for the huge power build-up generated when a Terminus Ultra fires can cause irrevocable damage to its systems.

Carrying Capacity: None

The Land Raider Terminus Ultra replaces all of its weapons with the following:

Three twin-linked lascannons (Facing Front, Front/Right, and Front/Left, Range 300m, Heavy, S/–/–, 6d10+10 E, Pen 10, Clip 30, Twin-linked)

Two lascannons (Facing Right, Left, Range 300m, Heavy, S/–/–, 6d10+10 E, Pen 10, Clip 30)

Power Overload: If four or more results of 90–100 are rolled when firing the Terminus Ultra's weapons, the vehicle automatically generates one roll on the vehicle critical hit chart against itself, unmodified by the Reinforced Hull rule.

LAND SPEEDER

It is said that long ago, during the Dark Age of Technology, Mankind's command of science was such that countless vehicles could repel gravity at whim. Entire fleets could skim through the air on invisible waves of energy, mocking the ground as they flew into combat. Such secrets were for the most part lost forever during the Age of Strife, but due to the successful STC quests of the legendary Techno-Archaeologist Arkham Land, one vehicle's design was rediscovered and put back into operation. "Land's Speeder," as it was called, became a mainstay combat vehicle as the Emperor's armies swept across the galaxy, but the ravages of the Heresy caused many such precious discoveries to be lost again. Now few remain, and only the Adeptus Astartes regularly field such wonders.

Land Speeders are small but powerful craft, designed to carry two Space Marines, one acting as pilot and the other as the commander/gunner. They fly by means of arcane anti-grav plating mounted around the nose to provide primary lift, and twin jet engines to provide thrust. Unlike many air vehicles, Land Speeders have an open cockpit and light armour, as the Space Marines' own sealed power armour protects the occupants. Rather than heavy armour, the vehicle's speed as well as the pilot's skill is used to protect against enemy fire. In the standard configuration for a Land Speeder, one weapon is nose-mounted and operated by the pilot whilst the gunner fires another swivel-weapon set in front of him. Variants can carry extra weapons or even act as small troop transports, but primarily Land Speeders are designed to offer fast-moving fire support using their manoeuvrability and velocity to elude enemy fire. As they cannot overcome gravity enough to reach high altitudes, their pilots normally fly close to the ground in harassing operations, popping out from cover to blast the enemy and to support their battle brothers on the ground.

Type: Skimmer **Tactical Speed:** 30 m
Cruising Speed: 275 kph **Manoeuvrability:** +20
Structural Integrity: 20 **Size:** Hulking
Armour: Front 18, Side 18, Rear 18
Crew: Driver, Gunner
Renown: Respected

Weapons

Gunner-operated heavy bolter (Facing Front/Right, 150m, –/–/10, 3d10+1 X, Pen 6, Clip 100, Reload 2Full, Tearing)

Some variant patterns are armed with a driver-operated assault cannon. These are referred to as Land Speeder Tornadoes.

Driver-operated assault cannon (Facing Front, 150m, –/–/10, 3d10+6 I, Pen 6, Clip 300, Reload 3Full, Tearing)

Carrying Capacity: None (although some variant patterns are designed to carry a small complement of Space Marine Scouts for insertion and infiltration missions, the Land Speeder Storm. These have an extended rear chassis and have a carrying capacity of five Space Marine Scouts, or four full Space Marines in power armour).



Special Rules

Skimmer: This vehicle hovers over the battlefield, allowing it to ignore terrain that might otherwise hamper movement. If it ever becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes into the ground.

Open-topped: Enemies may target the crew and passengers of the vehicle by using a Called Shot Attack Action.

Land Speeder Tempest

The Tempest is a fully enclosed variant of the Land Speeder that possesses heavier armour and armament. Land Speeder Tempests are designed to act as a pure gunship rather than the standard reconnaissance and patrolling missions often undertaken by Land Speeders. The Tempest is slightly larger than a standard Land Speeder, and heavier as well (taking into account the increased armour and additional weaponry). To address this issue, the crew of the Tempest was reduced to one, with the pilot aided by slave targeting systems and a sophisticated machine-spirit to fulfil the fire control duties of the missing gunner.

Type: Skimmer **Tactical Speed:** 30 m
Cruising Speed: 275 kph **Manoeuvrability:** +20
Structural Integrity: 30 **Size:** Hulking
Armour: Front 30, Side 21, Rear 21
Crew: Driver
Renown: Respected

Weapons

Driver-operated assault cannon (Facing Front, 150m, --/10, 3d10+6 I, Pen 6, Clip 300, Reload 3Full, Tearing)

Driver-operated Missile Launcher (Range 250m, Heavy, S/--/, Twin-Linked, may fire any missiles found on page 150 of the **DEATHWATCH** Rulebook)

Carrying Capacity: None.

Special Rules

Skimmer: This vehicle hovers over the battlefield, allowing it to ignore terrain that might otherwise hamper movement. If it ever becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes into the ground.

Land Speeder Storm

The Land Speeder Storm is a significant modification of the original Land Speeder design, trading heavy armament for a modest transport capacity. In most Codex Chapters, the Land Speeder Storm is used to carry a small squad of Space Marine Scouts. In the Deathwatch, it fulfils a similar role, although modified to carry Initiate Battle-Brothers in full armour.

The Land Speeder Storm's baffled engines and sophisticated spy array make it a stealthy vehicle well suited to clandestine operations behind enemy lines. It can be used as a mobile firebase, assault transport, or stealth insertion craft as the needs of the mission require.

Many Chapters choose to replace the Land Speeder's underslung heavy bolter with a cerberus assault launcher to further enhance the vehicle's effectiveness in strike missions. The cerberus assault launcher fires disorienting volleys of frag, stun, and blind rockets from a tri-barrelled launcher. These weapons are used primarily to assault enemy-held positions that would be otherwise difficult to engage in close assault.

Type: Skimmer **Tactical Speed:** 30 m
Cruising Speed: 275 kph **Manoeuvrability:** +20
Structural Integrity: 20 **Size:** Hulking
Armour: Front 18, Side 18, Rear 18
Crew: Driver, Gunner
Renown: Initiate

Weapons

Gunner-operated heavy bolter (Facing Front/Right, 150m, --/10, 3d10+1 X, Pen 6, Clip 100, Reload 2Full, Tearing)

Driver-operated Cerberus Launcher (Facing Front, 30m, --/3/--, may fire Frag, Blind, or Stun grenades found on pages 150–151 of the **DEATHWATCH** Rulebook)

Carrying Capacity: These have an extended rear chassis and have a carrying capacity of five Space Marines in Scout Armour, or four Space Marines in power armour).

Special Rules

Skimmer: This vehicle hovers over the battlefield, allowing it to ignore terrain that might otherwise hamper movement. If it ever becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes into the ground.

Jamming Beacon: Auspexes, locator beacons, teleport homers, and similar wargear does not function within 15 meters of a Land Speeder Storm. The etheric interference caused by a Jamming Beacon also makes it difficult for other forms of teleportation, including summoning of daemons from the warp, within this radius. The GM should use his discretion as to whether or not a particular type of teleportation (such as those listed above) should function, and to what extent.

SPACE MARINE BIKE

Many Space Marines find that the use of heavy motorbikes greatly enhances their ability to strike rapidly at an opponent's weaknesses. Each of these combat bikes is huge, with reinforced frames to not only carry the immense weight of the power armoured rider but also to withstand the intense combat manoeuvring they must endure. Layers of armour plating run along the sides, protecting the oversized engine and fuel tank (the rider's own power armour also adds protection to the bike as well). The tyres themselves can withstand most small arms fire, and contain bladders of pressurised foam to seal punctures. The overall impact of such a powerful vehicle moving at speed is enough to drive right through most enemy barricades, even penetrating rockcrete walls with little diminishment of velocity.

Each bike also has built-in weaponry, commonly a pair of linked bolters mounted along the forward armour cowl, fixed to fire in the direction of travel. The sheer amount of

bolter shells that can be brought to bear at whatever xenos that might stand in the way of their charge is often enough to make the enemy break and run before the bikes have even reached them. Despite this potent firepower, many drivers also carry personal weapons, such as bolt pistols or even close combat weapons such as chainswords for greater flexibility. This is especially true once the bikes are in the midst of their foe, where selected pistol shots can bring down enemies to their sides and rear.

A common upgrade is to add a sidecar, both to carry an extra Space Marine and to allow a separate gun mounting. A sidecar can carry a larger weapon for the passenger to fire, such as a heavy bolter or a multi-melta. These Attack Bikes are more akin to mobile heavy weapon platforms, combining the speed and flexibility of a bike unit with the firepower of a Devastator squad.

Type: Ground Vehicle

Tactical Speed: 20 m

Cruising Speed: 110 kph

Manoeuvrability: +15

Structural Integrity: 15

Size: Hulking

Armour: Front 18, Side 14, Rear 14

Crew: Driver

Carrying Capacity: Personal gear only

Renown: Initiate

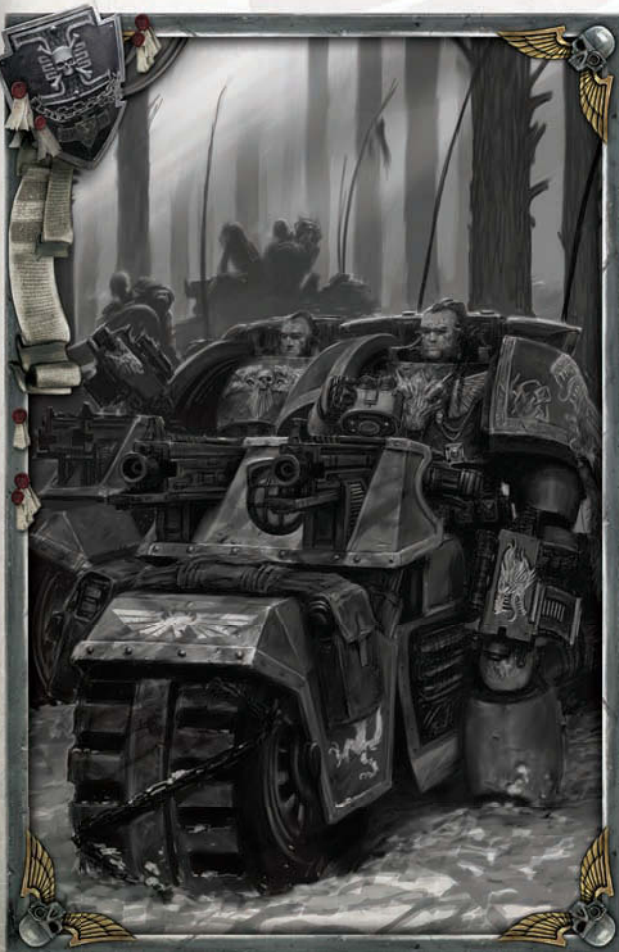
Weapons

Twin-linked driver-operated bolter (Facing Front, 100m, S/2/4, 2d10+5 X, Pen 5, Clip 40, Reload Full, Tearing, Twin-linked)

Special Rules

Exposed: Enemies may target the crew and passengers of the vehicle by using a Called Shot Attack Action. If someone makes a Full Automatic Attack Action against the bike, every third hit is resolved against the rider (or passengers, if any) instead of the bike.

Attack Bike: The Space Marine Bike can be upgraded to an Attack Bike. This allows the bike to carry one passenger, and gives the bike a passenger-operated Astartes Heavy Bolter or Astartes Multi-melta with a facing to the front and right. The bike's size increases one step, its Manoeuvrability decreases to +12, and it requires Respected Renown instead.



PREDATOR TANK

The Predator is the main battle tank of the Adeptus Astartes, broadly based on the Rhino STC but featuring improved frontal armour and the capacity to mount sponson- and turret-placed heavy armament. The Predator is well-suited to either holding ground or acting as the spearhead of an armoured assault into heavily-defended enemy territory.

The Predator is a design lauded for efficiency, durability, and versatility. The two classes of Predator found amongst most Codex Space Marine Chapters are the Destructor (equipped with a turret-mounted autocannon) and the Annihilator (featuring twin-linked lascannons in the turret). The Destructor pattern is perfect for the suppression of light vehicles or enemy infantry, whilst the Annihilator pattern is deadly to enemy armour. The firepower of both types can be increased by adding sponson-mounted lascannons or heavy bolters, ensuring that a Predator tank need never find itself without the correct weapon for the task at hand.

The Predator's chief role in many Chapters is fire support, and it is thus rarely fielded amongst the Deathwatch. In the Jericho Reach, some Kill-teams are assigned Predators in order to breach a particularly well-defended alien stronghold or to assist beleaguered forces of the Achilus Crusade.

Type: Ground Vehicle **Tactical Speed:** 15 m
Cruising Speed: 70 kph **Manoeuvrability:** +0
Structural Integrity: 45 **Size:** Enormous
Armour: Front 42, Side 31, Rear 20

Crew: Driver, Gunner
Carrying Capacity: None
Renown: Distinguished

Weapons

Predator Destructor: Turret-mounted Autocannon (Range 300m, Heavy, S/2/5, 4d10+5 I, Pen 4, Clip 200)

Predator Annihilator: Turret-mounted twin-linked Lascannons (Range 300m, Heavy, S/-/-, 6d10+10 E, Pen 10, Clip 30, Twin-linked)

Sponson weapons (choose one of the following two options):

- Two Heavy Bolters (Range 150m, Heavy, -/-/10, 2d10+10 X, Pen 6, Clip 400, Tearing)
- Two Lascannons (Range 300m, Heavy, S/-/-, 6d10+10 E, Pen 10, Clip 30)

Special Rules

Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the results, rounding up. This does not affect rolls on the Critical Hit chart generated by Righteous Fury.



RHINO APC

The Rhino is perhaps the most durable and versatile vehicle in the Imperium as well as one of the most ancient, predating even the Great Crusades. It is strong enough to withstand most standard firepower, allowing it to transport its cargo of Space Marines quickly and safely directly into intense war-zones. The rugged yet simple design has also allowed it to serve as the basis for a host of other vehicles, ranging from main battle tanks to communications and command centres, and mobile heavy artillery. All these features and more have made it the main transport for the Adeptus Astartes.

The Rhino began as the RH1-N-0 Tracked Exploration and Multi-Purpose Defence Vehicle, one of the legendary creations of the Standard Template Construct (STC) system designed to aid colonists as Humanity began its first conquest of the stars. These explorers needed a vehicle that could operate in unexpected types of terrain and environments, could be manufactured from differing materials depending on the planet, and could run on a wide variety of native-produced fuels. As the colonists began facing ever-more-hostile xenos races, many began adapting the Rhino into more of a military role. By the end of the Dark Age of Technology, the Rhino had become the mainstay troop transport for all armed forces and had already been adapted into a multitude of variants, only some of which have remained in use or been rediscovered in current times.

During the Age of Strife, however, many of the secrets of the Rhino were lost and it was considered too valuable to entrust to lesser forces. With the rise of the Emperor and the Great Crusades, it was decided that only the Adeptus Astartes and selected other elite forces (such as the later Adepta Sororitas) would forthwith be allowed to operate them. There have been few major refinements over following millennia, a testament to the soundness of the original design. In all forms, Rhinos have two side hatches as well as a wide rear door and upper hatch, making movement in and out very simple. The crew consists of a single driver/tank commander. Overall it is a fitting transport for such warriors as the Adeptus Astartes, and each vehicle is as much a member of the Chapter as the Space Marines. Indeed, many have survived dozens of centuries, and should they have to be removed from active service they will stay on as honoured relics of the Chapter's history.

Like all Space Marine vehicles, the Rhino used by Adeptus Astartes Chapters is heavily armoured and ruggedly built.

Type: Ground Vehicle	Tactical Speed: 15 m
Cruising Speed: 70 kph	Manoeuvrability: +0
Structural Integrity: 25	Size: Enormous
Armour: Front 31, Side 31, Rear 20	
Crew: Driver	
Carrying Capacity: 10 Space Marines with wargear.	
Renown: Respected	



RAZORBACK APC

One of the standard variants of the hardy Rhino transport is the Razorback. Unlike most other Space Marine vehicles, the Razorback is relatively new to service and only dates back to M36 when its plans were discovered in an STC expedition. That it seemed to match ancient descriptions of a troop-carrying forerunner of the Predator Main Battle Tank led to its rapid reinstatement after fewer than two centuries of prayer and testing. Many Chapters still view it with some suspicion, however, not fully trusting such a new vehicle. Like the Rhino, it is primarily a troop transport, but it sacrifices some personnel capacity for a dorsal-mounted heavy weapon that can be operated remotely by the driver (or in older models fired by a transported Space Marine from a shielded upper hatch).

Opinions as to the Razorback's worthiness vary amongst the Adeptus Astartes. Some believe its lower transport capability renders it inferior to the basic Rhino, especially as the Razorback's weapon mounting reduces access hatches. Similarly, its additional weapon is not as powerful as the Predator, making it less useful in sustained combat. Others see the Razorback as filling a unique role of its own for infantry support. It can travel with Rhinos and offload additional troops whilst providing superior firepower during an operation, or can be used in extraction missions where its suppressive fire can keep the enemy at bay until the rescue is accomplished. It can also act in conjunction with scouting forces to provide ground troops additional fire support, and is a favourite among small squads venturing deep into enemy territory. Overall, the Razorback is an ideal vehicle when tactical flexibility is needed as it can fulfil more combat roles than almost any other.

Twin-linked lascannon (Facing All, 300m, S/-/-, 6d10+10 E, Pen 10, Clip 40, Reload 4Full, Twin-linked)

Twin-linked heavy bolter (Facing All, 150m, -/-/10, 3d10+1 X, Pen 6, Clip 200, Reload 2Full, Twin-linked, Tearing)

Weapons

Pintle-mounted storm bolter (Facing All, 100m, S/2/4, 2d10+5 X, Pen 5, Clip 100, Reload 2Full, Storm Tearing)

Special Rules

Reliable: Any Tech-Use Test made to repair or restore this vehicle receives a +20 bonus

Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the results, rounding up. This does not affect rolls on the Critical Hit chart generated by Righteous Fury.

DAMOCLES COMMAND RHINO

The Damocles Command Rhino is a variant of the common Rhino STC design. Damocles Rhinos are used by many Space Marine Chapters to co-ordinate their combat operations, for the Damocles pattern is a standard Rhino equipped with sophisticated tracking and communication equipment. The Damocles can help direct a Space Marine force on the ground and act as the central link between orbiting strike cruisers, thunderhawk formations, and the Space Marine commander on a planet's surface. Rarely committed to front-line actions, the Damocles is most often deployed in a location kept well-hidden from the enemy. In the Deathwatch, Damocles-pattern Rhinos are occasionally sent in with a Kill-team on a mission that has a special need for precise timing or co-ordination with allied Inquisitional or Imperial forces.

The Damocles contains a suite of notable features, including:

- Company or battlegroup command and control systems, including signal boosters for squad-to-squad, ground-to-air, and ground-to-orbit communications
- Secure multi-band communications for co-ordinating with other Imperial forces
- Multi-spectral ground surveillance auspex for locating enemy units

- Chapter-wide squad and vehicle tracking information, supplied via orbital relay
- Teleport homer beacon; the Damocles provides a strong signal for any teleporting units to lock onto, allowing for faster and more accurate teleportation
- Transmission monitor for intercepting enemy signals and decrypting enemy codes
- Bio-status readouts relayed directly from individual Space Marine's power armour

Type: Ground Vehicle

Cruising Speed: 70 kph

Structural Integrity: 25

Armour: Front 31, Side 31, Rear 20

Crew: Driver, up to 2 Space Marine commanders (see Carrying Capacity, below)

Carrying Capacity: Up to 2 Space Marine commanders or equivalent cargo.

Renown: Distinguished

Tactical Speed: 15 m

Manoeuvrability: +0

Size: Enormous

Weapons

Pintle-mounted storm bolter (Facing All, 100m, S/2/4, 2d10+5 X, Pen 5, Clip 100, Reload 2Full, Storm Tearing)

Special Rules

Reliable: Any Tech-Use Test made to repair or restore this vehicle receives a +20 bonus

Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the results, rounding up. This does not affect rolls on the Critical Hit chart generated by Righteous Fury.

Improved Command and Control: The special features of a Damocles Command Rhino allow a character using them to use his Command skill to affect a number of squads, units (such as a Thunderhawk or Predator Tank) or Kill-teams (in any combination) equal to his Fellowship bonus. This effect combines with Fellowship-based Talents such as Iron

Discipline, Master Orator, and the like. Any character using this equipment also gains a +20 bonus to Command Skill Tests and may re-roll any failed Command Skill Tests. These systems are often used to coordinate the actions of large forces, up to the size of a Space Marine Battle Company.

SPACE MARINE DREADNOUGHT

For some Space Marines, their duty does not end—even in death.

When a truly valiant and lauded warrior of the Adeptus Astartes is finally laid low on the field of battle, his brother space marines may bring his body back when they return to their watch station, battle barge, or fortress monastery. Space Marines are notoriously difficult to slay, and so long as the barest hint of life remains in his shattered form, the chapter Techmarines can resurrect him. His body is interred within the complex life-support system of a specially-designed sarcophagus. Within this tomb he must remain, but even then he can still join his fellow Adeptus Astartes in battle.

Standing three times the height of a Space Marine in power armour, the Dreadnought is a bipedal combat walker used exclusively by the Adeptus Astartes. The oversized torso carapaces, massive weapon arms, and squat, solid legs give the Dreadnought an awkward, ungainly appearance. In fact, nothing could be further from the truth. These war machines move with surprising speed and fury, capable of scything through hordes of opponents or destroying nearly any target with a fearsome arsenal of weaponry. This is as much due to the pilot as it is the marvel of the machine's construction—for instead of a mere driver, each Dreadnought contains the sarcophagus of a great Space Marine hero, preserved at the brink of death.

A Dreadnought is a treasured relic for any chapter, a true piece of living history. Often they are left to sleep in hallowed crypts below a chapter's fortress monastery, only awakened in times of great need. At the same time, the sarcophagus can keep its occupant alive for millennia, or even longer. One of the oldest Dreadnoughts is Bjorn the Fel-Handed of the Space Wolves, who fought alongside his Primarch Leman Russ in the Horus Heresy—ten thousand years ago. A Dreadnought can remember—and may have even lived—the greatest events of a chapter's history, and also possesses the distilled memories of the intervening millennia of war. For this they are revered and respected by their brothers, and their wise council is sought at the darkest times.

Dreadnoughts are extremely resilient fighting machines, with massive armour plates protecting the torso, arms, and legs. They do have substantially less armour to the rear, but the Dreadnought's exceptional manoeuvrability all but guarantees that getting behind one is a very difficult proposition.

Their manoeuvrability and armour means Dreadnoughts excel at fighting in built-up areas, tight quarters such as underground tunnels, and even boarding actions aboard enemy starships. Other armoured vehicles and enemy infantry might possess long-ranged anti-armoured weaponry, meaning Dreadnoughts excel when they can close quickly with a foe to make the best use of their assault weaponry and close-combat power.



Most patterns of Dreadnoughts are also prized for their versatility. Their arms can be equipped with weapons for almost every battlefield role; close support with multi-meltas and heavy flamers, fire support with assault cannons and plasma cannons, and tank hunting with lascannons and missile launchers. The Dreadnought's massive bulk allows for an extremely stable firing platform, and the Dreadnought is also well-equipped with targeters, recoil dampeners, massive ammunition stowage, and sophisticated liquid-nitrogen cooling systems.

In addition to ranged weaponry, many Dreadnoughts carry a close-combat power weapon, a brutal fist incorporating magna-coil servos for vastly increased arm strength. A Dreadnought can tear through troops or vehicles with equal ease, and makes one a horrifying opponent to face in close combat.

The Dreadnought is powered by a thermic reactor located in the core of the vehicle—next to the sarcophagus it is the most heavily protected aspect of the vehicle. All of these aspects make the Dreadnought the pinnacle of technology in the Imperium of Man. However, it is the fusion between the mechanical and biological that makes Dreadnoughts truly unique.

Rules for Dreadnoughts

Though the Dreadnought is a strange and wondrous relic, in many ways it is simply a vehicle—albeit one with an unusual pilot. This means Dreadnoughts follow rules for vehicles and for individuals.

The Dreadnought has a complete vehicle profile, including a type, tactical and cruising speed, manoeuvrability, structural integrity, size, armour, and crew. As a walker, a Dreadnought is slow for a vehicle (though faster than a man on foot), and is able to move through rough or broken terrain that would cripple a vehicle with treads or tires.

What makes the Dreadnought different from other walkers is the pilot.

The “pilot” of a Dreadnought is permanently interred in a massive sarcophagus designed to preserve his life. At the same time, he is linked to the Dreadnought’s systems through a highly complicated mass of wires, electrodes, and arcane tech-devices ill understood in this day and age. Dreadnoughts cannot be driven by anyone else, and this imposes some unique rules applying to Dreadnoughts.

The Sarcophagus

The rules for being implanted in a sarcophagus are discussed on page 112. However, once a Space Marine has been interred, his profile undergoes the following changes:

- Wounds decrease to half their original value
- Strength and Toughness are reduced to a value equal to 1d10+1. Roll separately for each.
- Agility is reduced to 0. This means the Space Marine, even if he was able to leave the sarcophagus somehow, cannot move and would be completely helpless.

The sarcophagus is extremely reinforced with multiple layers of armour, and grants AP 30 to the space marine. The sarcophagus is self-powered, but alone is nothing more than a complex, life-sustaining tomb. It must be installed in a Dreadnought for the space marine to move, speak, or even sense his surroundings.

Installing a sarcophagus is a time-consuming procedure, as the sarcophagus and its occupant must be blessed and honoured before being presented to the Dreadnought they will inhabit. Once interred, the Space Marine remains with the Dreadnought for the rest of his life.

ADEPTUS ASTARTES DREADNOUGHT

Little is known about the origins of the Dreadnought, and those few that do (notably the most powerful magos of the Adeptus Mechanicus) do not reveal their secrets. Very few new Dreadnoughts are constructed today, and because many chapters preserve Dreadnoughts for centuries or millennia in the deepest crypts of their fortress-monasteries, it is impossible to know for certain how many different types of Dreadnoughts exist, or if a Chapter possesses a specific design.

The most common Dreadnoughts possess a pair of arms that can be equipped with a wide variety of weaponry, making them effective for almost any battlefield role.

Type: Walker **Tactical Speed:** 7m
Cruising Speed: 10 kph **Manoeuvrability:** —
Structural Integrity: 35 **Size:** Enormous
Armour: Front: 37, Side 37, Rear 20
Carry Capacity: None
Crew: One Space Marine Hero
Renown: Famed

Adeptus Astartes Dreadnought Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
*	*	⁽¹⁴⁾ 70	—	20	*	*	*	*

*Uses Pilot Stats

Weapons

A Dreadnought may equip its left and right arms with any of the following options. These weapons have a facing of forward, left, and right, and are always pilot-operated. Dreadnought weapons must be reloaded by support teams, and reloading takes several minutes:

Dreadnought Close Combat Weapon (Melee, 2d10+24 E, Pen 6, Power Field)

A Dreadnought Close Combat Weapon may be equipped with one of two auxiliary weapon systems: (Astartes Storm Bolter; Range 100m, Basic, S/2/4, 2d10+5 X, Pen 5, Clip 200), (Astartes Heavy Flamer; Range 30m, Heavy, S/-/-, 2d10+6 E, Pen 6, Clip 20, Flame)

Twin-linked Heavy Bolters (Range 150m, Heavy, -/-/10, 2d10+10 X, Pen 6, Clip 400, Tearing, Twin-linked)

Twin-linked Autocannons (Range 300m, Heavy, S/2/5, 4d10+5 I, Pen 4, Clip 200, Twin-linked)

Twin-linked Lascannons (Range 300m, Heavy, S/-/-, 6d10+10 E, Pen 10, Clip 30, Twin-linked)

Plasma Cannon (Range 150m, Heavy, S/-/-, 2d10+11 E, Pen 10, Clip 30, Blast (1), May be fired on Maximal Setting)

Assault Cannon (Range 150m, Heavy, -/-/10, 3d10+6 I, Pen 6, Clip 400, Tearing)

Missile Launcher (Range 250m, Heavy, S/-/-, may fire any missiles found on page 150 of the **DEATHWATCH** Rulebook)

Multi-melta (Range 60m, Heavy, S/-/-, 4d10+6 E, Pen 13, Clip 30, Blast (1))

Special Rules

Walker: Walkers are able to ignore penalties for moving through difficult terrain, and negotiate obstacles such as rock slides, tank traps, fallen trees, and shattered buildings without penalty.

Combat Walker: Dreadnoughts always have a Basic Melee Attack (representing their ability to charge, batter, and smash targets): (Melee, 1d10+14 I, Pen 0, Unwieldy)

Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the results, rounding up. This does not affect rolls on the Critical Hit chart generated by Righteous Fury.

Dreadnought Special Rules

Dreadnoughts are a unique fusion of man and machine, and thus have aspects of both in their profile. When a Space Marine enters the Dreadnought, the Dreadnought comes with a pre-determined Strength, Toughness, and Agility Characteristic. The remaining Characteristics come from the Space Marine being interred.

Instead of performing Movement Actions following the vehicle rules, Dreadnoughts make Combat Actions in the same manner as a Space Marine (see the **DEATHWATCH** Core Rulebook, page 237 for more information), with the following limitations.

- Dreadnoughts may not use the following Combat Actions: Brace Heavy Weapon, Jump or Leap, Ready, Reload, Run, Mount, and Stun.
- Dreadnoughts have the Auto-Stabilized Trait, and thus may fire Heavy weapons without bracing and fire on Full Auto and Semi-Auto as a Half Action.
- The sophisticated sensor arrays built into a Dreadnought mean that the pilot within always counts as benefiting from the Auto-senses of a Space Marine helmet, an Auspex with a range of 500 metres, an Astartes Targeter, and an inbuilt Vox Caster.
- When calculating movement, use the Dreadnought's Tactical Speed as its Half Action Move distance, not its Agility Bonus.
- Dreadnoughts do not have a Manoeuvrability bonus.
- Dreadnoughts count as having the Two-Weapon Wielder (Melee) Talent, the Two-Weapon Wielder (Ballistic) Talent, and the Ambidextrous Talent, meaning that they can attack with up to two Melee or Ranged Weapons in the same turn with a -10 penalty, or one without a penalty.
- Dreadnoughts (and their pilots) are Fearless.
- Dreadnoughts always count as Trained in any weapons they can carry.
- Any attacks that reduce a Characteristic automatically fail against the Dreadnought or its pilot.
- When it comes to taking damage and moving long distances (using the Cruising Speed Characteristic) Dreadnoughts are treated in the same way as vehicles.
- Dreadnoughts can benefit from certain Skills and Talents their pilots possess. These are detailed on Table 2-6 on page 113.

IRONCLAD DREADNOUGHT

Ironclad Dreadnoughts are an uncommon variant of Dreadnought, designed for brutal, close-combat assaults on fortifications and emplacements. When faced with fortified positions, these units are brought in to clear the way.

Ironclads forgo the options for long-ranged weaponry in exchange for extremely heavy armour plating and incredibly destructive close-combat weapons. Massive chainfists can cut through adamantium armour, while a seismic hammer can pulverize an entire rockcrete bunker with a single blow.

Type: Walker

Cruising Speed: 10 kph

Structural Integrity: 35

Tactical Speed: 8m

Manoeuvrability: —

Size: Enormous

Armour: Front: 43, Side 36, Rear 20

Carry Capacity: None

Crew: One Space Marine Hero

Ironclad Dreadnought Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
*	*	⁽¹⁴⁾ 75	—	10	*	*	*	*

**Uses Pilot Stats*

Weapons:

An Ironclad Dreadnought's left arm is equipped with a seismic hammer (Melee, 2d10+25 I, Pen 5, Unwieldy, deals an additional 2d10 damage to structures). This may be equipped with one of two auxiliary weapon systems: (Astartes Heavy Flamer; Range 30m, Heavy, S/-/-, 2d10+6 E, Pen 6, Clip 20, Flame), (Astartes Meltagun; Range 20m, Basic, S/-/-, 2d10+8 E, Pen 13, Clip 5)

A Dreadnought must equip its right arm with any of the following options. These weapons have a facing of forward, left, and right, and are always pilot-operated. Dreadnought weapons must be reloaded by support teams, and reloading takes several minutes:

Dreadnought Close Combat Weapon (Melee, 2d10+24 E, Pen 6, Power Field)

Dreadnought Chainfist (melee, 2d10+22 R, Pen 8, Tearing)

A Dreadnought Close Combat Weapon or Chainfist may be equipped with one of two auxiliary weapon systems: (Astartes Storm Bolter; Range 100m, Basic, S/2/4, 2d10+5 X, Pen 5, Clip 200), (Astartes Heavy Flamer; Range 30m, Heavy, S/-/-, 2d10+6 E, Pen 6, Clip 20, Flame)

Hurricane Bolters (Facing Front, 50m, -/6/12, 2d10+5 X, Pen 4, Clip 300, Reload 3Full, Tearing, Twin-linked)

Special Rules

Walker: Walkers are able to ignore penalties for moving through difficult terrain, and negotiate obstacles such as rock slides, tank traps, fallen trees, and shattered buildings without penalty.

Combat Walker: Dreadnoughts always have a Basic Melee Attack (representing their ability to charge, batter, and smash targets): (Melee, 1d10+14 I, Pen 0, Unwieldy)

Frag Assault Launchers: Ironclad Dreadnoughts are armed with Frag Assault Launchers, single-shot scatter grenades employed to cover the Dreadnought's final assault (Facing Front, Range 10m, 2d10 X, Pen 0, Clip 1). Frag Launchers may be fired as a Free Action, and fire in a 45 degree cone from the Dreadnought, hitting everything within range. When they fire, they force automatic Pinning Tests from all eligible targets within range.

Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the results, rounding up. This does not affect rolls on the Critical Hit chart generated by Righteous Fury.



THUNDERHAWK GUNSHIP

Thunderhawk Gunships are the primary aircraft of the Adeptus Astartes, combining the roles of orbital dropship, air-to-ground attack gunship and bomber, and space attack and transport vessel. They are the backbone of many missions, and more than one planetary assault has succeeded due to their timely intervention.

Each Thunderhawk has more armour plating than many bunkers, as well as layers of heat-resistant ceramite capable of withstanding multiple orbital re-entries as well as direct enemy fire. Aided by an onboard Machine Spirit comparable to that of a Reaver Titan, a Thunderhawk is fully armed with a huge battle cannon or turbo-laser as a main dorsal gun, plus a multitude of heavy weapons to provide devastating fire support for its transported troops. It can alternatively carry massive bombs or air to surface missiles, and some variants can even transport tanks into combat. No matter the requirement, if Space Marines need to deploy massive forces into a combat area from the skies, the Thunderhawks will be ready and capable.

Type: Spacecraft **Tactical Speed:** 30 m/ 30 AUs
Cruising Speed: 1,750 kph **Manoeuvrability:** +20
Structural Integrity: 90 **Size:** Massive
Armour: Front 37, Side 37, Rear 25
Crew: Pilot, Co-Pilot, Gunner, Navigator
Carrying Capacity: 30 Space Marines or equivalent cargo.
Renown: Famed

Weapons

Pilot-operated double lascannons (Facing Front, 300m, S/-/-, 6d10+10 E, Pen 10, Clip 40, Reload 2Full)*

Gunner-operated turbo-laser (Facing Front, 750m, S/-/-, 4d10+30 E, Pen 20, Clip 5, cannot be reloaded in flight, Blast (8), Felling (2))

6 Co-pilot-operated Hellstrike missiles (Facing Front, 1000m, S/-/-, 4d10+6 X, Pen 10, each missile can only be fired once, Blast (1))

4 Twin-linked heavy bolters (Facing Front/Left or Front/Right, 150m, -/-/10, 3d10+1 X, Pen 6, Clip 200, Reload 2Full, Twin-linked, Tearing)**

*These weapons can either be operated by the co-pilot, gunner, or the gunship's Machine Spirit, which has a BS of 40. The co-pilot selects targets for these weapons, and should roll for them, using the Machine Spirit's Ballistic Skill.

****This weapon system counts as two separate weapons in all respects, except that both weapons can be fired by one person and are under the same targeting restrictions as a single weapon. Roll to hit with each weapon separately.**

Special Rules

Spacecraft: This vehicle may exit the atmosphere. While in the atmosphere it may operate as a skimmer or flyer at the pilot's choice. It gains all the benefits and drawbacks of skimmers and flyers.

Ceramite Armour: Thunderhawks are equipped with heat-resistant ceramite armour for atmospheric re-entry. Any melta weapons count their Penetration as 0 against a Thunderhawk.

Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the results, rounding up. This does not affect rolls on the Critical Hit chart generated by Righteous Fury.

STORMRAVEN GUNSHIP

The Stormraven gunship is a versatile and extremely potent strike craft, a smaller brother to the ubiquitous Thunderhawk. Primarily used by the Blood Angels Space Marines, the STC files for the Stormraven were discovered on Mars only a thousand years ago. After a thorough vetting process by the Adeptus Mechanicus, the gunship was given to select Space Marine Chapters for use.

However, rumours abound that the Stormraven has served Humanity far longer than the "official" records suggest, particularly in the armouries of the secretive Grey Knights of Titan. There may be some truth to these rumours, because soon after the templates were unearthed, Stormravens became available to Watch Commanders in the Reach.

The Stormraven is smaller than the Thunderhawk, but correspondingly more agile. It can serve either as a fire-support gunship or as a rapid-insertion strike vehicle equally well, with numerous egress-hatches. It is even designed to allow the aerial deployment of assault troops armed with jump packs.

Type: Spacecraft **Tactical Speed:** 30 m / 30 AUs
Cruising Speed: 3,000 kph **Manoeuvrability:** +35
Structural Integrity: 35 **Size:** Enormous
Armour: Front 37, Side 37, Rear 37
Crew: Pilot

Weapons: Front-mounted twin-linked assault cannon (Facing Front, 150m, –/–/10, 3d10+6 I, Pen 6, Clip 300, Reload 3Full, Tearing, Twin-linked), Twin-linked Heavy Bolters (Range 150m, Heavy, –/–/10, 2d10+10 X, Pen 6, Clip 400, Tearing, Twin-linked), 4 Bloodstrike missiles (Facing Front, 750m, S/–/–, 4d10+6 X, Pen 14, each missile can only be fired once)

Carrying Capacity: 12 Space Marines in power armour (or 6 with jump packs) and 1 Dreadnought or 12 tonnes of cargo carried by the rear cargo grapples

Special Rules

Spacecraft: This vehicle may exit the atmosphere of a planet. While in the atmosphere it may operate as a skimmer or flyer at the pilot's choice. It gains all benefits and drawbacks of skimmers and flyers.

Ceramite Armour: Stormravens are equipped with heat-resistant ceramite armour for atmospheric re-entry. Any melta-weapons count their AP as 0 against a Stormraven.

Power of the Machine Spirit: The Stormraven is equipped with a complex core-cogitator that is blessed with an unusually cunning Machine Spirit. When firing the Stormraven's weapons, the Stormraven's pilot may fire one additional weapon system. That weapon's firing is directed by the pilot character, but uses the Machine Spirit's BS of 50. The attack does not benefit from any Talents or other attributes the pilot possesses (in effect, it is being fired by the Machine Spirit).

Renown: Distinguished

Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the results, rounding up. This does not affect rolls on the Critical Hit chart generated by Righteous Fury.

VINDICATOR

A very old and highly prized variant on the Rhino chassis, the Vindicator is a siege tank for Space Marine assaults. The Vindicator mounts a massive demolisher cannon for breaching enemy walls and fortifications. The Vindicator is usually deployed to support Space Marines involved in fighting in dense terrain, such as jungles or street fighting in the depths of a ruined city.

The design of the Vindicator has been upgraded numerous times over the millennia since the Horus Heresy, and the Vindicator has earned an honoured place at the forefront of any Space Marine assault. The Deathwatch occasionally fields Vindicators when Kill-teams require the support of the tank's heavy armour, siege shield, or demolisher cannon to break open an enemy fortification.

Type: Ground Vehicle

Cruising Speed: 70 kph

Structural Integrity: 45

Armour: Front 42, Side 31, Rear 20

Crew: Driver, Gunner

Carrying Capacity: None

Renown: Distinguished

Tactical Speed: 15 m

Manoeuvrability: +0

Size: Enormous

Weapons

Gunner-operated Demolisher Cannon (Range 50m, S/–/–, 4d10+20 X, Pen 10, Clip 200, Blast [10])

Special Rules

Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the results, rounding up. This does not affect rolls on the Critical Hit chart generated by Righteous Fury.

Siege Shield: Drive Tests for Difficult Terrain (see page 166) gain a +10 bonus, and any failed Drive Tests for Difficult Terrain may be re-rolled.

WHIRLWIND

A lightly-armoured tank chassis armed with a multiple rocket launcher system capable of raining precision fire down on enemy positions, the Whirlwind is an adaptation of the Rhino STC design. The nature of the Space Marine's role as a highly mobile strike force means that they require an artillery piece that will not slow them down. The Whirlwind was developed for one specialised mission: the vital task of suppressing and breaking the morale of enemy forces from a distance before such foes can take advantage of the Space Marines' lack of overwhelming numbers.



The Whirlwind's multiple rocket launcher can fire two distinctly different kinds of ordnance. The first are known as Vengeance Missiles, consisting of solid fuel frag missiles launched in programmed salvoes. The second are known as Castellan Missiles, exchanging the fragmentation charge for an incendiary volatile chemical warhead.

The Hyperios variant of the Whirlwind fires specialised hunter-killer missiles designed to track and destroy enemy aircraft. The chassis also includes automated tracking and targeting gear to guide the logis-engine of the anti-aircraft missile to its target.

Type: Ground Vehicle **Tactical Speed:** 15 m
Cruising Speed: 70 kph **Manoeuvrability:** +0
Structural Integrity: 25 **Size:** Enormous
Armour: Front 31, Side 31, Rear 20
Crew: Driver, Gunner
Carrying Capacity: None
Renown: Distinguished

Weapons

Turret-mounted Whirlwind missile launcher (Vengeance)
(Facing All, 300m, S/-/-, 3d10+5 X, Pen 6, Clip 10, Reload 2Full, Blast [10])

Turret-mounted Whirlwind missile launcher (Castellan)
(Facing All, 300m, S/-/-, 2d10+5 E*, Pen 4, Clip 10, Reload 2Full, Blast [10], Tearing)

**Castellan Missiles may set targets on fire like a Flame weapon (see page 260 in the DEATHWATCH Rulebook)*

Turret-mounted Whirlwind missile launcher (Hyperios)
(Facing All, 500m, S/-/-, 4d10+15 X, Pen 8, Clip 10, Reload 2Full)

Special Rules

Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the results, rounding up. This does not affect rolls on the Critical Hit chart generated by Righteous Fury.

Hyperios: The Hyperios variant of the Whirlwind gains a +20 bonus to all Ballistic Skill Tests when firing its missiles at an airborne target.

WARHOUND TITAN

"A Titan is nothing less than the Ommissiah given form."

—Techmarine Ignatius

Titans are massive walking war machines, the most powerful vehicles the Imperium can field—though to call them a mere "vehicle" is to belittle their sheer awe-inspiring power. Plated in thick adamantium armour, protected by crackling void shields, and mounting terrifyingly destructive weapons, Titans are more than simply fighting machines. They are the wrath of the Ommissiah present on the field of battle, and the tech-adepts of the Adeptus Mechanicus revere them as such.

Titans are organised into Titan Legions, controlled by the Adeptus Titanicus—itsself the military arm of the Adeptus Mechanicus. From their Forge worlds, the Mechancius dispatches its Titans throughout the galaxy to reinforce the fighting forces of the Imperium. To the Mechanicus, Titans are living relics, carefully tended with thousands of rituals and prayers. The loss of a Titan is a grievous blow, each mourned on the Titan's Forge world as one might mourn the death of a great leader or peerless warrior. Thus, Titans are not sent forth needlessly, but only dispatched when their presence is the only possibility of changing the tide of battle.

Titans are bipedal machines that tower over other vehicles on the battlefield. Most have two arms sporting weapons more powerful than anything carried by lesser vehicles, and the larger variants often have carapace-mounted weapons as well. They have heavily armoured chests containing massive and dangerously volatile plasma reactors, the burning heart of the Titan. The machine's head is the command module, where the vehicle's pilots and crew direct the Titan's actions.

The Warhound Titan is the smallest class of Imperial Titan, sometimes referred to as "Scout" Titans. Though it may seem ludicrous to think of these behemoths as scouts, compared to the larger Reavers, Warlords, and the monstrous Imperators, the Warhound is lightly armed and armoured. However, it is much faster and more agile, allowing it to outflank and outmanoeuvre larger Titans. For this reason, Warhounds often operate in pairs.

The Warhound is crewed by devout members of the Adeptus Mechanicus. The commander of any Titan is known as a Princeps, and he communes directly with the Titan's machine-spirit through mind-impulse controls. Two Moderati aid him in this task, one of whom serves as the steersman and navigator while the other functions as the gunnery commander and sensor operator. The forth member of the crew is a Tech-priest, who remains in the Titan's engine room and controls the plasma reactor, constantly monitoring and balancing its power output to avoid catastrophic meltdown or a runaway reaction. Several mono-tasked servitors aid the crew in their operations.

In battle, Warhounds often operate on the flanks of conflicts, seeking enemy tanks and infantry more often than other Titans. Their weapons—Vulcan Mega-bolters, Double-barrelled Turbolaser Destructors, Inferno Guns, and Plasma Blastguns—are the lightest Titan weapons, better at taking out tanks and infantry than enemy machines.

In the Jericho Reach, the Titans of the Legio Venator have proven invaluable in the Crusade, as much so as the contributions of the Adeptus Astartes. While the Legion's Warlords and Reavers earn much of the glory with their impressive contributions to decisive victories, the Warhounds of the two scout maniples sent through the Gate win just as many battles with accurate intelligence and crippling hit and fade strikes.

Warhound Titan Lupus Tempestus

Lupus Tempestus is a renowned machine, a veteran Titan of the Legio Venator. In the Crusade it cut its teeth fighting Tau in the Canis Salient. *Lupus* and its Princes, Terrach Vex, used their mobility to full effect and employed the Tau's Hunter Cadres' own tactics of lightning strikes and hit and run attacks against them. More than one Tau thrust headed from the front found itself engaged from an unexpected quarter and robbed of momentum by *Lupus Tempestus*, before being destroyed by a concerted Imperial counterattack. Although the Tau do not use Titan-like vehicles as a rule, Vex has brought down two of their super-heavy warship flyers, the Mantas.

Type: Walker **Tactical Speed:** 16m
Cruising Speed: 58kph **Manoeuvrability:** +0
Structural Integrity: 90 **Size:** Massive
Armour: Front 50, Side 45, Rear 45
Carrying Capacity: None
Crew: Princes, 2 Moderati, 1 Tech-priest, 6 monotask servitors

Weapons

The *Lupus Tempestus* is equipped with two arm-mounted weapons, a Plasma Blastgun and a Vulcan Mega-bolter. All of a Titan's weapons may fire in a turn, as they are either being fired by the Moderati or the Princes.

Plasma Blastgun: the plasma blastgun has two firing modes. It may only be fired in one mode in any given turn:

Regular: (Facing Front/Left/Right, Range 600m, Heavy, S/2/—, 2d10+20 E, Pen 8, Clip —, Reload —, Blast [12], Volatile)

Maximal: (Facing Front/Left/Right, Range 800m, Heavy, S/—/—, 3d10+26 E, Pen 10, Clip —, Reload —, Blast [16] Volatile)

Vulcan mega-bolter: (Facing Front/Left/Right, Range 400m, Heavy, —/—/15, 2d10+13 X, Pen 7, Clip 14000, Reload —, Inaccurate, Storm, Tearing)

These are two additional weapons the Warhound is often equipped with:

Double-barrelled Turbo-laser Destructor: (Facing Front/Left/Right, Range 1000m, Heavy, S/—/—, 4d10+30 E, Pen 20, Clip —, Reload —, Blast [8], Felling [2], Twin-linked)

Inferno Gun: (Facing Front/Left/Right, Range 50m, S/—/—, 2d10+15 E, Pen 8, Clip 200, Reload —, Flame, Reliable)

Special Rules

Super-heavy Walker: Walkers are able to ignore penalties for moving through difficult terrain, and negotiate obstacles such as rock slides, tank traps, fallen trees, and shattered buildings without penalty. This walker is particularly large and powerful. It is 14 metres tall and can walk over obstacles 5 metres high, or simply bulldoze through walls, forests, or medium-sized buildings without suffering negative affects.

Enhanced Auspex Arrays: Titans have powerful auspex arrays to aid in combat. The crew of this vehicle suffers no penalties for darkness, foul weather, or other effects that would normally obscure vision. In addition, they gain a +20 to all Awareness Tests, and may make Awareness Tests at ranges of up to 5 kilometres (at the GM's discretion, the Auspex may function far further than that in certain circumstances, such as if the target is another Titan).

Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the result, rounding up. This quality does not affect rolls on the Critical Hit chart generated by Righteous Fury.

Titanic Critical Hits: Titan and other extremely large vehicles use their own Critical Hit Chart, see page 188.

Weapon Qualities: Titan-class weapons have certain unique characteristics based on their size:

Vulcan Mega-bolter—Area Saturation: The Vulcan Mega-bolter is extremely inaccurate, and a Titan's crew often simply saturate an area with fire to eliminate swaths of troops. When used in this manner, instead of firing normally designate a 20 metre by 20 metre area. The Titan then makes one Ballistic Skill Test against each target in the area—anything hit takes one hit from the Vulcan Mega-bolter, and can dodge as normal.

Inferno Gun—Titanic Flame Weapon: When firing the Inferno Gun the Titan may pick any point with the weapon's range as the point of origin for the spray. The spray extends for 40 metres past that point, following normal Flame rules.

Void Shields: Titan generators can produce enough power to run massive void shields, protecting the vehicle in an invisible nimbus of energy. However, void shields can be overloaded by sustained fire. Void shields count as a barrier with 25 AP that surrounds a Titan in all directions at a 5 metre distance. To disable a void shield, attacks must deal 20 damage past the 25 AP. This damage is cumulative (to represent the void shield) slowly overloading, but a weapon's Penetration has no effect on a void shield. Attacks from within the 5 metre projection distance ignore the void shields and directly affect the Titan.

The Warhound has two void shields, each of which must be brought down before any ranged attacks outside the void shield radius can affect the Titan. Once a shield is brought down, the Tech-priest can attempt to restore them by making a **Difficult (–10) Tech-Use Test**. Success means one shield is restored in 1d5+5 Rounds. This time is reduced by one Round for every degree of success, to a minimum of one Round.

Renown: Titans have no rating, as they are near-unique relics guarded zealously by the Adeptus Mechanicus and deployed only with their approval and scrutiny. One can only enlist a Titan's aid at the GM's discretion.



IV: VEHICLES

OTHER TITANS

Players can use the profile to represent any Warhound Titan, not just *Lupus Tempestus*. This is why a Warhound's additional weapon options are included in the profile. Warhounds may be constructed with any two of the weapon options, and may even choose two of the same option. However, the most common weapon pairings are a Plasma Blastgun and Vulcan Mega-bolter, or a Double-barrelled Turbo-laser Destructor and Inferno Gun. This gives the Titan both anti-armour and anti-infantry capability.

CHAOS TITANS

This profile can also be used to represent a Chaos Warhound. During the Horus Heresy, schism split the Adeptus Mechanicus as well as the Imperium, and many of the Titan Legions fell to the service of Chaos. It is unknown just how many Titans serve the ruinous powers in the Jericho Reach, but the corrupted Forge World of Samech regularly deploys Warhound Scout Titans against the forces of the Imperium, including the *Malificus Rex*, *Cerberus Valificant*, *Sentius Tartarian*, and *Anticident Pestilium*.

Rules-wise, a Chaos Warhound shares much of the same profile as an Imperial Warhound, therefore, to represent a Chaos Warhound, use the Imperial profile (choosing any two of the listed weapons) with the following modifications:

Crew: The crew of many Chaos Warhounds are possessed and mutated by the warp, to the point where they are either dead or their bodies have fused completely with the machine. The Titan's feral machine-spirit, merged with daemonic entities and the damned souls of its crew, run the machine. The Titan ignores the effects of all Critical Hit results of 1–4, and anything that affects the crew does nothing—they are already long dead.

Dirge Caster: Massive speakers built into the Titan's carapace boom out foul prayers and invocations to the Ruinous Powers, bolstering the morale of all worshippers of Chaos in the vicinity. Those who fight in the shadow of the machine do so with renewed vigour, knowing that the gaze of the Chaos Gods is upon them. All followers of Chaos within 100 metres gain the Fearless Talent.

TABLE 4-3: TITAN CRITICAL HIT CHART

d10 Roll Result

1-3 **Disrupting Blow:** One of the Titan's crew is momentarily stunned by the impact of a particularly jarring hit. That crewman (determined by the GM) must make a **Routine (+10) Toughness Test** or be stunned for 2 Rounds. If at least half the Titan's Command Crew are stunned, 1 weapon may not fire. Shooting from the Titan takes a non-cumulative -10 penalty during the next round. If the Titan has a gunnery commander and a Princeps, the gunnery commander is always affected by the Critical Hit unless already suffering from the effects of a previous Critical Hit, in which case the Princeps suffers the effects.

4 **Hammer Blow:** The Titan's pilot or steersman is momentarily shaken by a direct hit that barely fails to penetrate the armour. He must make a **Routine (+10) Toughness Test** or be stunned for 1d5 rounds. If the Titan has both a steersman and a Princeps, the steersman is always affected by the Critical Hit unless already suffering from the effects of a previous Critical Hit, in which case the Princeps suffers the effects.

5 **Weapon Damaged:** A randomly selected weapon on the Titan is hit by the full effects of the blast. However, Titan weapons are notoriously resilient. Roll 1d10, on a 7 or higher the weapon is damaged to the point where it may not fire until repaired (outside the course of the battle). On any other result, the weapon simply may not fire during the next Round.

6-7 **Drive Damaged:** The Titan's motive engines are damaged, slowing it to a limping gait. Reduce the Titan's Tactical speed by 1d10 (and cruising speed by one quarter the original speed). If this brings either speed to zero, the Titan is immobilised and cannot move until repaired (outside the course of the battle).

8-9 **Penetrating Hit:** A powerful shot burns through the Titan's armour. Reduce the armour on the Titan's facing that took the hit by one quarter the original value. In addition, roll a d100. On a result of 20 or less, 1d5 crewmembers are hit (a lucky strike to the command chamber or drive chamber). If hit, the crewmember takes 2d10 damage from flying shards of metal.

10 **Fire!** A plasma conduit ruptures or fuel reserves ignite. The crew has 1d5 rounds before they begin Suffocating, and 1d5+5 rounds before the fire reaches the command compartment, and they must make a **Challenging (+0) Agility Test** or catch on fire each round. Using the machine's integral fire-suppression equipment and shutting off damaged components requires the crew to not take any actions for one round while making a **Difficult (-10) Tech-Use Test**. This Test may be attempted multiple times.

11 **Structural Loss:** Devastating blows cause cascading destruction throughout the Titan as machinery tears itself apart under the strain. The Titan takes 2d10 additional Structural Integrity damage, which may well lead to...

12+ **Destroyed:** The Titan is destroyed by the force of the attack. Roll 1d10, with a result of 1-6 indicating Corpse of the God-Machine and 7-10 indicating an Apocalyptic Explosion!

Corpse of the God Machine: The Titan's reactor flickers and dies, and the dead corpse either freezes in place or topples forward, potentially crushing those who attacked it. The Titan is effectively destroyed, and cannot be repaired save through centuries of work in a Forge world.

Apocalyptic Explosion! The containment of the Titan's plasma reactor breaches, resulting in a horrific explosion. Roll 2d10 and multiply the result by 10. This is the blast zone. Everything within the blast zone takes 5d10+10 E damage, with a Pen of 10 (roll once for everyone). Reduce the rolled damage result by 2 for every full 10 metres the target is from the exploding Titan. Where the Titan once stood are only a few charred pieces and a giant crater plated in molten glass.



CHAOS VEHICLES

This section contains vehicles used by the forces of Chaos.

CHAOS HARBINGER HEAVY BOMBER

An extremely rare sight in the Jericho Reach, the Chaos Harbinger is a highly dangerous heavy bomber with a massive payload able to lay waste to entire cities.

Once considered little more than a rumour, the Harbinger is an enormous craft, amongst the largest Chaos vehicle to emerge from the Hadex Anomaly. Its appearance forecasts doom for the Crusade forces wherever it goes, often accompanied by Hell Blade and Hell Talon escorts.

Type: Flyer **Tactical Speed:** 30m/13 AUs
Cruising Speed: 1,000 kph **Manoeuvrability:** +0
Structural Integrity: 120 **Size:** Massive
Armour: Front 45, Side 45, Rear 30
Crew: Pilot, 3 Gunners, Bombadier
Carrying Capacity: None

Weapons

Three gunner-operated Twin-linked Autocannons (Facing Front, Port, Starboard, Range 300m, Heavy, S/2/5, 4d10+5 I, Pen 4, Clip 200, Twin-Linked)

Bombadier-operated Bomb Rack (Facing Down, Range 30m, S/3/–, 3d10+10 X, Pen 6, Clip 100, Blast [15])

Special Rules

Flyer: This aircraft uses aerodynamic principals to stay aloft. When airborne, it must move at least half its cruising speed at all times lest it crash to the ground. If it ever becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes to the ground.

Vector Thrust Engines: The Harbinger may count as a Skimmer (and follow all the rules for a Skimmer) for up to 2 minutes before it must return to counting as a Flyer. It may do this once every hour.

THE STEEDS OF THE RUINOUS POWERS

The vehicles utilised by the servants of the Ruinous Powers often bear an uncanny resemblance to those used by the forces of the Imperium. This is more than a coincidence—in fact, most Chaos forces use what once were Imperial vehicles.

When half of the Space Marine legions rebelled during the Horus Heresy, they fled into the Eye of Terror and other remote corners of the universe, taking their equipment and vehicles with them. In the Eye of Terror, time flows differently. Many of those original traitors still exist, and so do their vehicles. They have been warped, twisted, and in some cases even possessed. However, they operate in essentially the same manner as their Imperial counterparts.

In the 10,000 years since the Heresy, the Imperium's technology has changed, as ancient Standard Template Constructs are rediscovered and reintroduced. The traitor Space Marines and renegades do not construct new vehicles and equipment, at least not in the way the Imperium does. Their technology is largely limited to what they had during the Horus Heresy, or have acquired and defiled since.

In **DEATHWATCH**, Chaos Space Marines have access to several Space Marine vehicles. These, while likely to be daubed with horrific sigils and covered in bloody spikes and blasphemous messages, work in largely the same manner as the Imperial vehicles (and thus use the same rules). Other Space Marine vehicles, however, are not usually available to the forces of Chaos.

CHAOS VEHICLES

Land Raider: Chaos forces use Land Raiders as assault vehicles to deliver traitor forces into battle. The rules for the Chaos Land Raider are the same as the Imperial Land Raider, although Chaos forces normally have no access to any Land Raider variant.

Predator Tank: Similar to the Loyal Space Marine Chapters, Chaos forces use the Predator as a battle tank. The rules for the Chaos Predator are the same as the Imperial Predator.

Rhino APC: Chaos forces use the Rhino just as their Imperial foes do, as a ubiquitous transport vehicle. The rules for the Chaos Rhino are the same as an Imperial Rhino except for three differences:

- Chaos Rhinos are armed with combi-bolters (an Astartes bolter with the Twin-linked Quality) rather than storm bolters.
- At the GM's discretion, a Chaos Rhino may be equipped with dirge-casters or other horrific devices designed to sap the will of those around them. These impose a –10 penalty to Willpower on all non-Chaos forces within 10 metres of the vehicle.
- Chaos forces do not use the Razorback variant of the Rhino.

Space Marine Bike: Chaos Space Marines use bikes in almost exactly the same way as their Imperial counterparts, though they usually adorn them with spikes and blades to make the impact of a charge more devastating. Chaos Space Marine bikes follow all the rules for Imperial bikes.

Dreadclaw Drop Pod: Instead of the standard Space Marine drop pods, Chaos forces use the archaic Dreadclaw drop pod. The Dreadclaw is more than simply a drop pod—it has limited flight capabilities, allowing it to relocate and transport Chaos Space Marines from its initial drop zone. Dreadclaw drop pods differ from Deathwatch drop pods. Before they land, Dreadclaw drop pods use the Drop Pod Assault special rules, which do not apply after their initial landing. After they land, Dreadclaw drop pods gain the Skimmer rules, a Tactical Speed of 20 metres, and a Cruising Speed of 150 kph. They may take off and continue moving after they have landed.

CHAOS HELL BLADE FIGHTER

There are some Inquisitors of the Ordo Malleus who believe that the Chaos Hell Blade (among other designs) is a creation of renegade Tech-Priests upon a corrupted, Traitor Forge world within the Eye of Terror. This planet is named Xana II, and it is speculated that many of the war machines found amongst Chaos forces are produced there.

The Chaos Hell Blade is a fast, agile, and well-armed fightercraft piloted by corrupted servitors, cursed souls that have been hard-wired into the cockpit for the rest of their miserable lives. Horrific wails and screams issue forth from the fighter's narrow profile as it slices through the skies.

Type: Flyer **Tactical Speed:** 30m/25 AUs
Cruising Speed: 2,000 kph **Manoeuvrability:** +15
Structural Integrity: 20 **Size:** Enormous
Armour: Front 20, Side 20, Rear 20
Crew: Pilot
Carrying Capacity: None

Weapons

Two Pilot-operated Twin-linked Autocannons (Range 300m, Heavy, S/2/5, 4d10+5 I, Pen 4, Clip 200, Twin-linked)

Special Rules

Flyer: This aircraft uses aerodynamic principals to stay aloft. When airborne, it must move at least half its cruising speed at all times lest it crash to the ground. If it ever becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes to the ground.

Vector Thrust Engines: The Hell Blade may count as a Skimmer (and follow all the rules for a Skimmer) for up to 2 minutes before it must return to counting as a Flyer. It may do this once every hour.

CHAOS HELL TALON FIGHTER-BOMBER

A larger cousin to the Hell Blade, the Hell Talon is a heavy craft designed for bombing and strafing runs. It is operated by three warp-touched servitors, irrevocably hardwired into the cockpit. Like the Hell Blade, the Hell Talon's fuselage emits groans and screams as it flies through an atmosphere. It is claimed by the Ordo Malleus that the Hell Talon is powered by daemons fused into its structure.

Type: Flyer **Tactical Speed:** 30m/18 AUs
Cruising Speed: 1,700 kph **Manoeuvrability:** +10
Structural Integrity: 40 **Size:** Enormous
Armour: Front 25, Side 25, Rear 20
Crew: Pilot, Gunner, Commander
Carrying Capacity: None

Weapons

Gunner-operated Autocannon (Facing Front, Range 300m, Heavy, S/2/5, 4d10+5 I, Pen 4, Clip 200)

Gunner-operated twin-linked lascannon (Facing Front, Range 300m, Heavy, S/-/-, 6d10+10 E, Pen 10, Clip 30, Twin-linked)

Commander-operated Bomb Rack (Facing Down, Range 30m, S/-/-, 3d10+10 X, Pen 6, Clip 1, Blast [15])

Special Rules

Flyer: This aircraft uses aerodynamic principals to stay aloft. When airborne, it must move at least half its cruising speed at all times lest it crash to the ground. If it ever becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes to the ground.

Vector Thrust Engines: The Hell Talon may count as a Skimmer (and follow all the rules for a Skimmer) for up to 2 minutes before it must return to counting as a Flyer. It may do this once every hour.

CHAOS SPACE MARINE DREADNOUGHT

Much of what is in the armouries of the Traitor Legions are twisted reflections of what their loyalist kin wield, and the Dreadnought is no exception. Traitor Dreadnoughts are very similar to those used by the loyalist chapters. However, there is one difference, and that is the pilot. Whereas being interred in a Dreadnought is an honour and sacrifice for the Adeptus Astartes, those interred in a Traitor Dreadnought are placed there by force. Trapped within the sarcophagus, often without any sensory input for decades as the Dreadnought is stored, the crippled warriors within inevitably grow savagely insane. In battle, they do not fight as part of a cohesive strategy. Instead they are berserkers, turned loose to throw themselves at the enemy.

Type: Walker **Tactical Speed:** 7m
Cruising Speed: 10 kph **Manoeuvrability:** +10
Structural Integrity: 35 **Size:** Enormous
Armour: Front: 37, Side 37, Rear 20
Carry Capacity: None
Crew: One Insane Traitor Marine

Chaos Space Dreadnought Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
50*	50*	⁽¹⁴⁾ 70	—	25	34*	33*	40*	06*

**These are typical Pilot Stats; the GM may substitute others if he wishes.*

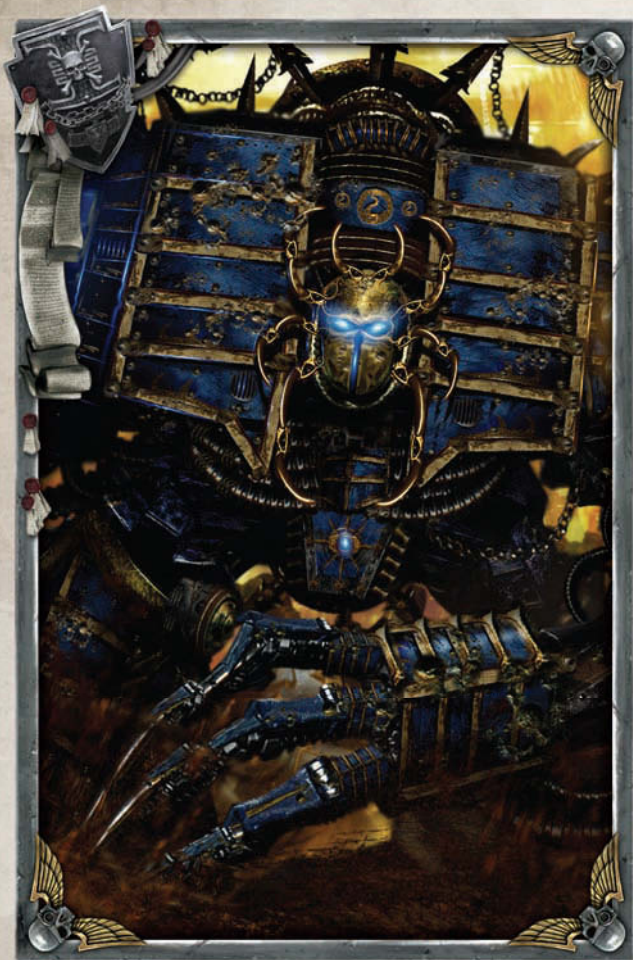
Weapons

Dreadnoughts always have a Basic Melee Attack (representing their ability to charge, batter, and smash targets): (Melee, 1d10+14 I, Pen 0, Unwieldy)

A Dreadnought may equip its left and right arms with any of the following options. These weapons have a facing of forward, left, and right, and are always pilot-operated. Dreadnought weapons must be reloaded by support teams, and reloading takes several minutes:

Dreadnought Close Combat Weapon (Melee, 2d10+24 E, Pen 6, Power Field)

Dreadnought Chainfist (melee, 2d10+22 R, Pen 8, Tearing)



A Dreadnought Close Combat Weapon may be equipped with one of two auxiliary weapon systems: (Astartes Storm Bolter; Range 100m, Basic, S/2/4, 2d10+5 X, Pen 5, Clip 200), (Astartes Heavy Flamer; Range 30m, Heavy, S/-/-, 2d10+6 E, Pen 6, Clip 20, Flame)

Twin-linked Heavy Bolters (Range 150m, Heavy, -/-/10, 2d10+10 X, Pen 6, Clip 400, Tearing, Twin-linked)

Twin-linked Autocannons (Range 300m, Heavy, S/2/5, 4d10+5 I, Pen 4, Clip 200, Twin-linked)

Twin-linked Lascannons (Range 300m, Heavy, S/-/-, 6d10+10 E, Pen 10, Clip 30, Twin-linked)

Plasma Cannon (Range 150m, Heavy, S/-/-, 2d10+11 E, Pen 10, Clip 30, Blast (1), May be fired on Maximal Setting)

Missile Launcher (Range 250m, Heavy, S/-/-, may fire any missiles found on **DEATHWATCH** page 150)

Multi-melta (Range 60m, Heavy, S/-/-, 4d10+6 E, Pen 13, Clip 30, Blast (1))

Special Rules

Walker: Walkers are able to ignore penalties for moving through difficult terrain, and negotiate obstacles such as rock slides, tank traps, fallen trees, and shattered buildings without penalty.

Combat Walker: Dreadnoughts always have a Basic Melee Attack (representing their ability to charge, batter, and smash targets): (Melee, 1d10+14 I, Pen 0, Unwieldy)

Insanity: The mind of the pilot within a Traitor Dreadnought is twisted and warped. If not engaged in melee, at the beginning of each turn the pilot must make a **Challenging (+0) Willpower Test**. If he succeeds, the Dreadnought fights as normal. If he fails by three degrees or less, the Dreadnought does not move during that turn, but fires all of its weapons at the closest enemy target (this supersedes the rule that Dreadnoughts may only fire two weapons in a turn), gaining a +10 bonus on all Ballistic Skill Tests. If no enemies are in range, the Dreadnought fires at the nearest friendly target, and if that is not an option, it spitefully destroys random vegetation and buildings.

If the Dreadnought fails the Willpower Test by more than three degrees, the Dreadnought is caught in the throes of bloodlust and surges forward instead. The Dreadnought may not fire any weapons that turn. Instead, it doubles its movement speed and may make 1d5+2 melee attacks in close combat, instead of its normal amount.

Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the results, rounding up. This does not affect rolls on the Critical Hit chart generated by Righteous Fury.

DEFILER

Defilers are terrifying armoured machines, resembling six-legged metal crabs with a pair of crushing claws and a turret mounting an array of weaponry. However, the truth of a Defiler is much more horrifying. Unlike the vehicles of the Imperium, Defilers do not have pilots. Instead, Chaos Sorcerers use the powers of the warp to trap and bind the essence of powerful daemons within their adamantium frames. These daemon engines stalk the battlefield like living creatures, delighting in the death and mayhem they cause and unconcerned with their own safety.

Unless specified otherwise, Defilers follow all the rules for Dreadnoughts.

Type: Walker

Tactical Speed: 8m

Cruising Speed: 14 kph

Manoeuvrability: —

Structural Integrity: 28

Size: Enormous

Armour: Front: 31, Side 31, Rear 20

Carry Capacity: None

Crew: Daemonic Essence

Defiler Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	25	⁽¹⁴⁾ 75	—	35	10	40	40	01

Weapons

Two Crushing Claws (melee, 2d10+20 R, Pen 8, Tearing, Unwieldy)

Reaper Autocannon (Range 300m, Heavy, S/3/6, 4d10+5 I, Pen 4, Clip 500, Twin-linked)

Havoc Launcher (Range 100m, Heavy, S/2/-, 2d10 X, Pen 2, Clip 8, Blast (4), Devastating (2))



Defiler Battle Cannon (Range 300m, Heavy, S/-/-, 3d10+5 X, Pen 8, Clip 50, Blast (8), Devastating (4))

Special Rules

Walker: Walkers are able to ignore penalties for moving through difficult terrain, and negotiate obstacles such as rock slides, tank traps, fallen trees, and shattered buildings without penalty.

Daemonic Possession: The Defiler may fire all of its weapons as part of the same Half Action each turn, and may do so even if in melee (though it must do so at different targets than those it is engaged with). If in melee, it may spend an additional Half Action to make one attack. A Defiler counts as having the Lightning Attack Talent. Nobody can ride within a Defiler.

Finally, the Defiler ignores the Jarring Blow and Staggered Vehicle Critical Hits, and any other critical effects that might target a pilot—the daemon within simply does not care about such mundane concerns.

TAU VEHICLES

This section contains vehicles used by the alien forces of the Tau.

BARRACUDA FIGHTER

Extremely common amongst the Tau forces in the Canis Salient, the Barracuda air superiority fighter is a durable and manoeuvrable starfighter. It is heavily armed, featuring a nose-mounted ion cannon and twin drone-controlled burst cannons in addition to one twin-linked missile pod.

Barracudas are piloted by the Tau Air Caste, and the alien's physiology is well-suited to aerial combat. These advantages make Barracudas a dangerous enemy to face for Imperial pilots, and the Tau field large numbers of Barracudas to try and achieve air superiority against the Crusade forces.

Type: Spacecraft	Tactical Speed: 30m/17 AUs
Cruising Speed: 1,400 kph	Manoeuvrability: +10
Structural Integrity: 30	Size: Enormous
Armour: Front 25, Side 25, Rear 20	
Crew: Air Caste Pilot	
Carrying Capacity: None	

Weapons

Pilot-operated Ion Cannon (Facing Front, Range 500m, Heavy, $-3/-$, $4d10+5$ E, Pen 7, Clip 200)

Pilot-operated twin-linked missile pod (Facing Front, Range 200m, $-2/-$, $3d10+10$ X, Pen 6, Clip 20, Twin-linked)

Two drone-operated burst cannons (Facing Front/left and Front/right, 60m, $-/-/10$, $2d10+2$ E, Pen 4, Clip 500)

Special Rules

Spacecraft: This vehicle may exit the atmosphere. While in the atmosphere it may operate as a skimmer or flyer at the pilot's choice. It gains all the benefits and drawbacks of skimmers and flyers.

DEVILFISH TROOP CARRIER

"Devilfish" is the name given to these Tau transport skimmers by the Imperial Guard and operatives of the Ordo Xenos. These vehicles serve much the same role as the Rhino or Chimera in Imperial armies, transporting troops and supplies to the front lines. However, with its oversized vector-thrust engines that propel the vehicle over obstacles, the Devilfish is able to deploy a complement of Fire Warriors or other Tau soldiers into almost any environment, enabling many of the Tau's hit-and-run tactics and making it the bane of Imperial commanders.

Type: Skimmer

Tactical Speed: 10 m

Cruising Speed: 50 kph (Max 75 kph)

Manoeuvrability: +17

Structural Integrity: 25

Size: Enormous

Armour: Front 28, Side 23, Rear 20

Crew: Fire Caste Driver

Weapons

Driver-operated burst cannon (Facing Front, 60m, $-/-/10$, $2d10+2$ E, Pen 4, Clip 2000)

Carrying Capacity: 12 Fire Warriors or other Tau, 2 Drones mounted on external racks

Special Rules

Skimmer: This vehicle hovers over the battlefield, allowing it to ignore terrain that might otherwise hamper movement. If it ever becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes into the ground.

Decoy Launchers: Sophisticated electronic decoys combined with flares and chaff launchers make this vehicle harder to target. At any point during the pilot's turn, he may activate the vehicle's decoy launchers as a Free Action. Until the beginning of his next turn, anyone shooting receives no bonus to Ballistic Skill due to the vehicle's size. Decoy launchers may be used three times before they must be refilled and replaced.



Drones: The Devilfish normally carries two Gun Drones (see page 367 in the **DEATHWATCH** Rulebook) attached to the front of the tank. These Drones may fire their weapons using their normal BS in addition to the vehicle's weapon.

HAMMERHEAD GUNSHIP

The Hammerhead gunship is the main battle tank of the Tau forces. Most of the internal space within the tank is taken up with capacitors for its heavy weapon systems, and thus, it cannot carry troops. In the Canis Salient, many Imperial Guard tank divisions have suffered great losses due to the mobility and firepower of the Hammerhead.

Type: Skimmer **Tactical Speed:** 10 m
Cruising Speed: 50 kph (Max 75 kph)
Manoeuvrability: +17 **Structural Integrity:** 35
Size: Enormous
Armour: Front 40, Side 32, Rear 24
Crew: Fire Caste Driver

Weapons

Two driver-operated burst cannons (Facing Front, 60m, -/-/10, 2d10+2 E, Pen 4, Clip 500)

Turret-mounted Railgun (choose one of the following every round):

- Armour Piercing Round (500m, S/-/-, 3d10+30, Pen 15, Clip 30, Reload 5 Full)

- Submunition Round (500m, S/-/-, 2d10+5, Pen 5, Clip 30, Reload 5 Full, Blast (6))

Special Rules

Skimmer: This vehicle hovers over the battlefield, allowing it to ignore terrain that might otherwise hamper movement. If it ever becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes into the ground.

Targeting Array: The Hammerhead is equipped with a sophisticated guidance system that gives the pilot +20 BS when firing the tank's weaponry.

Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the results, rounding up. This does not affect rolls on the Critical Hit chart generated by Righteous Fury.

ORCA DROPSHIP

The Tau forces rely upon the Orca as an orbital transport vehicle. It is essentially an armoured shuttle for moving troops and equipment to a planet's surface from a fleet in orbit. Unlike the Tau Manta or the Space Marine Thunderhawk, the Orca is not a front-line combat vehicle. It is armed very lightly and its primary purpose is transportation. Normally, Orcas are escorted by Barracudas into dangerous territory.



ALIEN VEHICLES

The Tau Empire utilises a form of grav-technology similar to that of the Imperium's, but their war vehicles are designed to be used by the diminutive Fire Caste. This means that only Tau Fire Warriors and Pathfinders can effectively operate these vehicles in the field, and any human (or Space Marine) attempting to drive a Tau vehicle suffers a -30 penalty to his Drive (Skimmers) Skill. This penalty may be reduced to -10 if the Space Marine uses his Omophagea Implant (see page 36 in the **DEATHWATCH** Rulebook) on a suitable Fire Warrior corpse.

The purpose of these vehicles is to provide the Tau with fire support and transportation on the battlefield. It should go without saying that Tau vehicles cannot be requisitioned by Space Marines!

The Orca features a ventral turret for sweeping a landing zone clear of light resistance and it is fast and manoeuvrable for its size and bulky appearance.

Type: Spacecraft **Tactical Speed:** 30m/15 AUs
Cruising Speed: 1,400 kph **Manoeuvrability:** +10
Structural Integrity: 80 **Size:** Enormous
Armour: Front 25, Side 25, Rear 20
Crew: 1 Air Caste Pilot, 2 Fire Caste operators
Carrying Capacity: 24 Fire Warriors, 8 Gun Drones, 1 Ethereal or equivalent cargo.

Weapons

Pilot-operated turret-mounted missile pod (Facing Front, Range 200m, -/2/-, 3d10+10 X, Pen 6, Clip 20)

Pilot-operated turret-mounted twin-linked long-barrelled burst cannons (Facing All, 120m, -/-/10, 2d10+2 E, Pen 4, Clip 500)

Special Rules

Spacecraft: This vehicle may exit the atmosphere. While in the atmosphere it may operate as a skimmer or flyer at the pilot's choice. It gains all the benefits and drawbacks of skimmers and flyers.

PIRANHA SCOUT SKIMMER

The "Piranha" received its code name during the Taros Campaign on the Eastern Fringe, when it was first deployed as a light combat skimmer. The Piranha's primary roles in the Tau Hunter Cadres are reconnaissance and raiding. Its chin-mounted burst cannon, while potent, is really a secondary armament—often Piranhas are outfitted with Seeker missiles to destroy enemy armour at extreme range. It is lightly armoured, however, and its only true defence is its speed and manoeuvrability.

Type: Skimmer **Tactical Speed:** 18 m
Cruising Speed: 120 kph (Max 160 kph)
Manoeuvrability: +25 **Structural Integrity:** 20
Size: Hulking **Armour:** Front 22, Side 18, Rear 18
Crew: Fire Caste Driver, Gunner
Carrying Capacity: 2 Drones mounted on external racks

Weapons

Driver-operated burst cannon (Facing Front, 60m, -/-/10, 2d10+2 E, Pen 4, Clip 500)

2-4 gunner-operated Seeker missiles (Facing Front, 2000m, S/-/-, 3d10+6 X, Pen 10, each missile can only be fired once)*

*The tracking warheads grant a +20 to all Ballistic Skill Tests made to fire this weapon.

Special Rules

Skimmer: This vehicle hovers over the battlefield, allowing it to ignore terrain that might otherwise hamper movement. If it ever becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes into the ground.

Open-topped: Enemies may target the crew and passengers of the vehicle by using a Called Shot Attack Action.

REMORA STEALTH DRONE FIGHTER

The DX-6 Remora Drone Fighter was first encountered by the Imperium during a Tau raid on the penal mining colony of Typha-IV. The Remora is a small drone fighter filled to the brim with advanced technology similar to that used by Tau Stealthsuits.

The Remora has a short operational range. Thus, it is usually carried into combat by a Manta or specially-modified Tiger Shark mothership. This mothership then attempts to stay aloof from the battleground whilst controlling the drone aircraft.

Type: Flyer **Tactical Speed:** 30m/25 AUs
Cruising Speed: 1,800 kph **Manoeuvrability:** +30
Structural Integrity: 20 **Size:** Hulking
Armour: Front 25, Side 25, Rear 20
Crew: None (operated via Drone intelligence)
Carrying Capacity: None

Weapons

Drone-operated twin-linked long-barrelled burst cannons (Facing Front, 120m, -/-/10, 2d10+2 E, Pen 4, Clip 500)

Two seeker missiles (Facing Front, 25km, S/-/-, 4d10+6 X, Pen 8, Clip 1, Blast [1])

One drone-operated networked markerlight (Facing Front, 200m, S/-/-)

Special Rules

Flyer: This aircraft uses aerodynamic principals to stay aloft. When airborne, it must move at least half its cruising speed at all times lest it crash to the ground. If it ever becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes to the ground.

Anti-Grav Engines: The Remora may count as a Skimmer (and follow all the rules for a Skimmer) for up to 10 minutes before it must return to counting as a Flyer. It may do this once every hour.

Stealth Field Generator: The Remora'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 Remora and any Ballistic Skill Tests to hit the Remora suffer a -10 penalty (senses other than sight are unaffected). In Active Mode, any sort of Test to detect the Remora 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 Remora 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 Remora's systems.

If the test is passed by one or more Degrees of Success, the searcher will be aware of the Remora's interference with his sensors, but otherwise he will not detect its effects.

SKY RAY MISSILE DEFENCE GUNSHIP

The Sky Ray is a specialised variant of the Hammerhead gunship. Heavily armed with seeker missiles, the Sky Ray was developed by the Tau Earth Caste after the Damocles Gulf Crusade as an answer to the Imperium's air power.

The Sky Ray possesses advanced markerlight target designators and a sensor suite to guide its seeker missiles onto an enemy target. Whilst Sky Rays are quite effective at their chosen role, they can only fire six missiles before needing re-supply, meaning that they generally only engage in combat for short periods of time and are rarely fielded in large numbers.

Type: Skimmer **Tactical Speed:** 10 m
Cruising Speed: 50 kph (Max 75 kph)
Manoeuvrability: +17 **Structural Integrity:** 35
Size: Enormous
Armour: Front 40, Side 32, Rear 24
Crew: Fire Caste Driver, Fire Caste Gunner

Weapons

Two driver-operated burst cannons (Facing Front, 60m, -/-/10, 2d10+2 E, Pen 4, Clip 500)

Two gunner-operated networked markerlight (Facing Front, 200m, S/-/-)

Six turret-mounted seeker missiles (Facing All, 25km, S/-/-, 4d10+6 X, Pen 8, Clip 1, Blast [1])

Special Rules

Skimmer: This vehicle hovers over the battlefield, allowing it to ignore terrain that might otherwise hamper movement. If it ever becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes into the ground.

Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the results, rounding up. This does not affect rolls on the Critical Hit chart generated by Righteous Fury.

TAU MARKERLIGHTS

Markerlights are small devices that project a beam onto a target and guide other weapons to that target with unerring accuracy.

In **DEATHWATCH**, the creature or vehicle armed with a markerlight must successfully hit his target with a markerlight for it to have an effect. Each markerlight hit can have one of the following effects:

- +10 to all Ballistic Skill Tests to hit the target (these bonuses are cumulative)
- A seeker missile may be fired at the target with an effective Ballistic Skill of 80 (note that normally, seeker missiles may not be fired at targets that have not been hit by a markerlight)

A markerlight hit remains in effect for one full round, or until the target is moved out of sight from the markerlight beam (for instance, if the Space Marine hit by a markerlight were to fall prone into a trench).

Markerlights do no damage and are considered to have unlimited ammunition as long as the vehicle is operational.

TETRA SCOUT SPEEDER

The Tetra is a lightweight, fast scout speeder operated by Tau Pathfinders and used for long-range infiltration and reconnaissance missions.

The Tetra is not a true combat vehicle; it lacks armour and is only lightly armed. However, the vehicle does incorporate a markerlight and a disruption pod, which distorts the Tetra's image in both the visual and magnetic spectra, making it much more difficult to spot or target the vehicle at long range.

Type: Skimmer **Tactical Speed:** 30 m
Cruising Speed: 275 kph **Manoeuvrability:** +20
Structural Integrity: 20 **Size:** Enormous
Armour: Front 18, Side 18, Rear 18
Crew: Pathfinder Pilot, Pathfinder Co-Pilot

Weapons

Co-pilot-operated networked markerlight (Facing Front, 200m, S/-/-)

Pilot-operated twin-linked pulse rifle (Facing Front, 150m, S/2/4, 2d10+2 E, Pen 4, Clip 100, Reload Full, Gyro-stabilised)

Carrying Capacity: None.

Special Rules

Skimmer: This vehicle hovers over the battlefield, allowing it to ignore terrain that might otherwise hamper movement. If it ever becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes into the ground.

Open-topped: Enemies may target the crew and passengers of the vehicle by using a Called Shot Attack Action.

TIGER SHARK FIGHTER-BOMBER

A larger cousin to the Barracuda, the Tiger Shark is a large aircraft deployed in the fighter-bomber role. Although it is faster and more manoeuvrable than its Imperial counterpart (the Marauder bomber), the Tiger Shark lacks a large bomb payload. There are numerous variants of the Tiger Shark amongst the various Septs of the Tau, but it has many systems and features in common with the Barracuda.

The Tiger Shark's main role seems to be the deployment of drones—it can shower squads of drones over a battlefield simply by flying overhead, whilst at the same time performing strafing runs with its ion cannon and missile pods. A flight of Tiger Sharks will often have several Barracudas as escorts to fight off any enemy fighters seeking to interfere.

Type: Spacecraft **Tactical Speed:** 30m/14 AUs
Cruising Speed: 1,400 kph **Manoeuvrability:** +10
Structural Integrity: 75 **Size:** Enormous
Armour: Front 25, Side 25, Rear 20
Crew: Air Caste Pilot, Air Caste Co-Pilot
Carrying Capacity: 14 Gun Drones or equivalent cargo.

Weapons

Pilot-operated twin-linked Ion Cannon (Facing Front, Range 500m, Heavy, $-/3/-$, 4d10+5 E, Pen 7, Clip 200, Twin-linked)

Pilot-operated twin-linked missile pod (Facing Front, Range 200m, $-/2/-$, 3d10+10 X, Pen 6, Clip 20, Twin-linked)

Two drone-operated burst cannons (Facing Front/left and Front/right, 60m, $-/-/10$, 2d10+2 E, Pen 4, Clip 500)

Special Rules

Drone Racks: The Tiger Shark does not need to land in order to deploy its drones. The Tiger Shark has three drone racks, with a total of 14 drones that it may deploy. See page 367 in the Deathwatch Rulebook for the profile for a Tau Gun Drone.

Spacecraft: This vehicle may exit the atmosphere. While in the atmosphere it may operate as a skimmer or flyer at the pilot's choice. It gains all the benefits and drawbacks of skimmers and flyers.

Escape Pod: If the Tiger Shark is destroyed, the pilots may eject. The pod scatters like a missed grenade (see page 248 in the Deathwatch Rulebook) a total of 2d10 meters from the point at which the vehicle was destroyed (or from the wreckage, at the GM's discretion; it is often simpler to have the escape pods land near to the wreckage in any case). The Pilot and Co-pilot are equipped with a micro-bead and a pulse pistol, the better to aid them in their subsequent bid for escape. The pilots have the following profile:

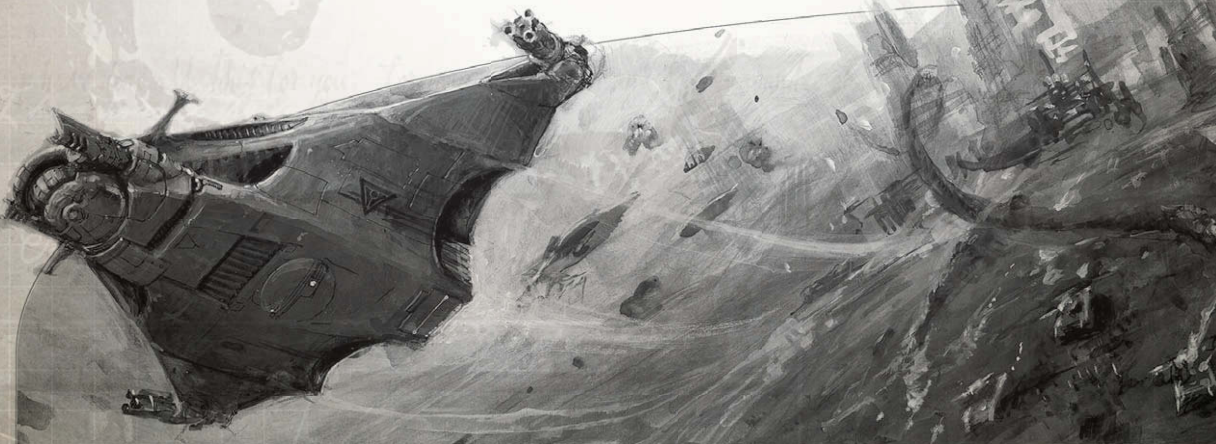
Air Caste Pilot Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	35	20	30	35	30	30	30	30

Movement: 3/6/9/18

Wounds: 11

Skills: Awareness (Per), Common Lore (Tau Empire) (Int), Pilot (Flyers, Space Craft) +20, Speak Language (Tau) (Int).



THE LINGERING REAPER

IN 805.M41, A MASSIVE BATTLE BEGAN BETWEEN THE FORCES OF THE ACHILUS CRUSADE AND HERETIC RAIDERS UNDER THE COMMAND OF MODEUS ALTOR, A FAVOURED SERVANT OF THE RUINOUS POWERS. THE ARMIES OF MODEUS BOILED OUT FROM THE HADDEX ANOMALY AND ENGAGED THE ACHEROS SALIENT FORCES IN A FURIOUS ASSAULT THAT LASTED FOR ELEVEN MONTHS. DURING THESE SAVAGE BATTLES, ONE PARTICULAR HELL TALON FIGHTER BECAME INFAMOUS, ITS BLOOD-RED WINGS CAUSING PANIC AMONGST IMPERIAL PILOTS WHENEVER IT WAS SPOTTED. DUBBED "THE CRIMSON REAPER" BY CAPTAIN HANNIN, ONE OF THE CRUSADE'S FINEST FIGHTER COMMANDERS, THE ENEMY CRAFT CLAIMED OVER 200 KILLS, ALTHOUGH ONLY ABOUT HALF WERE COMPLETELY VERIFIED BY THE MUNITORUM. NO LESS THAN THREE TIMES IT WAS CLAIMED THAT THE CRIMSON REAPER HAD BEEN DESTROYED IN BATTLE, BUT THE REAPER'S HELL TALON WAS SPOTTED UP UNTIL THE LAST TWO MONTHS OF THE CAMPAIGN. THERE HAVE BEEN SOME SCATTERED REPORTS THAT THE CRIMSON REAPER ESCAPED THE DESTRUCTION OF MODEUS' ARMY AND REMAINS AT LARGE IN ANOTHER CHAOS WARBAUD WITHIN THE ACHEROS SALIENT.





HONOUR OR DEATH

RENOWN
•
HONOURS
•
REQUISITION
•
IMPERIAL ASSETS
•
ADVANCED SOLO
AND SQUAD MODE



CHAPTER 5: HONOUR OR DEATH

"Glory is not the blood of your foes staining the ground at your feet; it is not a sky filled with the Emperor's battleships or a world bowed beneath the shadow of the Aquila. Glory is a name, a deed, and a memory of greatness that lives on long after you are gone."

—First lines of the Lexicon Heroicia

The glory a Battle-Brother earns in battle and the respect he garners from his peers comes in many forms and can in equal measures shape him into a great warrior or provide him with the unwavering trust and faith of his Chapter Master. While every Space Marine is expected to do their duty to the Emperor and bring honour and glory to the name of their Chapter, some are destined to be greater than others and will rise through the ranks to be remembered long after they are gone. These brave and noble few that do rise to greatness through their words and deeds will carry with them the name of the Adeptus Astartes wherever they go, personifying its mighty spirit and unflagging devotion to the Emperor as well as its fearsome reputation as the finest warriors in the galaxy. For those so honoured the Imperium offers many rewards and boons; from the Codex Astartes Honours to the deference and respect of their peers as well as the trust and faith to wield sacred relics, rare potent weapons, and call on the most fearsome assets in the Emperor's arsenal.

This chapter explores and expands on the rules for Renown, Honours, and Requisition and provides both players and GMs with new ways of using these systems within their games. All of these rules are linked directly to a Battle-Brother's reputation, and represent the result of his performance in battle and how he acts when around his peers. Renown especially is a measure of this, and unlike Distinctions (see page 89) which represent special rules for single great achievements, or Deeds (see page 74) which are taken during Character Creation to reflect some past event in the character's life, Renown is a characteristic which can be used in almost any kind of social or command situation where a Battle-Brother's standing among his fellow Space Marines and the strength of his name carry weight. Honours in some respects are also an extension of this, and act as milestones or markers in a Battle-Brother's rise to greatness and can also influence the reactions of peers and the support they might provide. Also closely linked to Renown is Requisition, the actual system via which a Battle-Brother calls on aid or draws arms and armour from the Deathwatch, or the greater Imperial war machine as needs require. More than merely a device for choosing to carry a plasma gun or heavy bolter into battle, Requisition encompasses all of the myriad of resources at the Kill-team team's disposal, from the aid of powerful Imperial personnel like Master Tacticians or Temple Assassins to mighty weaponry like orbital strikes and Thunderhawk Gunships.



RENOWN

"A warrior is only as great as the name he carries with him to war."

—Captain Verenus, Ultramarines 4th Company, 214.M40

Renown is a measure of a Battle-Brother's standing within the Deathwatch, and to an extent their own Chapter, and is primarily used when requisitioning equipment to determine whether or not the Battle-Brother is worthy of carrying a certain weapon or wearing a certain suit of armour in battle (see page 139 of the **DEATHWATCH** Rulebook). However, Renown is a measure of a Battle-Brother's general good name and respect. As such, it can have many other uses, such as allowing the Battle-Brother to influence the actions of others, improve his command of troops in battle, or effectively use aggressive diplomacy when boltguns and chainswords fail or are forbidden. Of course, when used for these purposes the individual Renown of each player character becomes even more important, as some will inevitably become more respected and well known than others, not just because of the deeds they perpetrate in battle but also through the manner in which they act publicly. For this reason, the first part of this section deals with new ways in which the PCs can earn Renown and how the GM can work Renown into role-playing encounters and not just great battlefield achievements.

EARNING RENOWN

Renown is typically earned through the competition of Mission Objectives (see page 270 of the **DEATHWATCH** Rulebook). However, as a raw measure of a Battle-Brother's standing within the Deathwatch, there are other ways in which it could be acquired. It is universally accepted that Space Marines value glory in battle and there can be no greater achievement than vanquishing the foes of the Emperor and bringing honour to the Chapter. However, the Adeptus Astartes are not just mindless soldiers to be driven at the foe in the way of the Imperial Guard, or simple killing constructs like the Temple Assassins, but thinking, reasoning men with a proud history and heritage behind them. They also live by strict codes of conduct and traditions laid down by the Emperor Himself during the birth of the Imperium. For these reasons, how a Battle-Brother conducts himself, the code he lives by, and the strength of his word can be as valuable in the eyes of his fellow Space Marines as any single feat of bravery or heroism. **Table 5-1: Renown Rewards** provides the GM with some examples for awarding Renown outside of the structure of Missions or during narrative play. As always, it is up to the GM to decide if he feels a player character is deserving of such an award. It is important to remember that Renown is more valuable than experience points, and so should only be handed out sparingly. The GM can also use the examples given as guidelines for creating his own Renown rewards to reflect the heroic and noteworthy actions of his players. More details on Renown, awarding it and its game effects can be found in the **DEATHWATCH** core rules.

LOSING RENOWN

In rare instances, a Battle-Brother may temporarily or permanently lose some Renown as a result of misdeeds, ill-fortune, or a failure to complete their duty. Such instances are, however, very rare, and only apply in the most heinous of situations but can sometimes be beyond the control of the Battle-Brother. Just as the bonus Renown awards detailed previously in this chapter should act as an added incentive for players to embrace the values and duty of being a member of the Adeptus Astartes, so the penalties presented here are the consequences of taking such power and responsibility for granted. When the GM feels that a Battle-Brother has violated his duty or the trust of his Kill-team and Chapter he can reduce his Renown to reflect the reaction of their peers and his diminished standing in the Deathwatch. The GM should, however, allow the player a chance to correct the actions of his Battle-Brother, make amends for his transgression or repair any damage done and then recover his lost Renown. Only if the Battle-Brother is unrepentant or completely unable to mend the cause of the stain on his name should the reduction become permanent. The GM can use the guidelines and examples presented on **Table 5-2: Renown Penalties** to help him decide when to apply Renown penalties to the players.

TABLE 5-1: RENOWN REWARDS

Action	Renown Reward
The Battle-Brother has kept his word even though it was at great cost to himself or placed him in extreme danger (more than ordinary combat would)	+1 to +3: Depending on the difficulty involved
The Battle-Brother suffered a terrible wound (such as critical damage) to save a fellow Battle-Brother from death	+2
The Battle-Brother defeated a numerically superior foe without firing a single shot or landing a single blow, cowing them with his mere presence and forcing them to either surrender or run away in fear	+1 to +3: Depending on the size of enemy force, their level of skill and their level of aggression toward the Battle-Brother
While mortally wounded (suffering from critical damage) the Battle-Brother single-handedly saved the rest of his Kill-team from almost certain destruction	+5
The Battle-Brother honoured his own Chapter by bringing glory to their name even while in the service of the Deathwatch	+1
When faced with an inferior foe the Battle-Brother fought them without the aid of his best weapons, favouring chainsword over boltgun or even using his bare hands to give them the semblance of a fighting chance	+1 to +3: Depending on how deadly the foe was and how difficult it was to face them with only melee weapons or bare hands
In the aftermath of a mission the Battle-Brother gave up any trophies he had won to be sacrificed to the glory of the Emperor and as a mark of his respect and honour for the Master of Mankind	+1: It is up to the GM to decide if the trophies offered up in this way are to the Emperor's liking and worth a Renown reward
The Battle-Brother settles a dispute between rival Battle-Brothers (or their Chapters) peacefully and to the satisfaction of all the members of the Kill-team	+1
The Battle-Brother chooses to embark on a mission with a very low chance of success, perhaps forsaking support by going in well ahead of any other Imperial forces or into a zone of immense hostility	+1: Only if it is the actions of the Battle-Brother (or his Kill-team) which convince the Deathwatch to deploy them on such a dangerous mission
While on a mission the Battle-Brother chooses not to use a powerful ally or Imperial asset in favour of completing his task with only the aid of his Kill-team despite the odds	+1 to +3: Depending on the power of the asset or ally not used and how much easier using it would have made completing the mission

TABLE 5-2: RENOWN PENALTIES

Action	Renown Reduction
The Battle-Brother betrays the confidence of a trusted ally, either on purpose or by accident	-1 to -3: Depending on how great the betrayal is and how important the ally is to the Kill-team
The Battle-Brother fails to complete two missions in a row (i.e., fails to complete the mission's primary objectives)	-2
During the course of a mission the Battle-Brother's actions lead either directly or inadvertently to the death of a fellow Space Marine	-1 to -3: Depending on how directly involved the Battle-Brother is and if they could have prevented it
The Battle-Brother loses, destroys or brings shame to a relic of the Deathwatch while it is in his care	-1 to -3: Based on the value of the relic and whether it has been damaged, lost or destroyed
When offered an Honour (see page 204) for service to his Chapter or the Deathwatch, the Space Marine turns it down	-1
The Battle-Brother allows, either on purpose or by accident, a powerful xenos warrior to live when he could have slain it	-1
While on a mission the Battle-Brother abandons his Kill-team or forsakes a vital Imperial personage to pursue his own glory	-2
The Battle-Brother surrenders to a foe; regardless of their power or any extenuating circumstances	-5: There are few greater shames than this for a Battle-Brother
While in the position of the Kill-team squad leader the Battle-Brother fails to complete any of the Primary or Secondary Objectives in his current mission	-2
The Battle-Brother makes an alliance with xenos, even if he later kills them	-2: This applies even if the alliance was ordered upon the Kill-team by their commanders

USING RENOWN AS INFLUENCE

There are a number of ways in which the GM can allow his players to use their Renown in **DEATHWATCH**, beyond simply selecting equipment. Presented here are three new ways for Battle-Brother's to use their Renown both in combat situations and in narrative play. Each of these systems is intended to add another dimension to playing a Battle-Brother and provide players with some more options for dealing with challenges, interacting with NPCs and completing their missions.

A Battle-Brother's name can carry a great deal of weight, even when he deals with his peers or those outside the Adeptus Astartes. As his reputation increases through the successful completion of missions and the word of his deeds spreads, a Battle-Brother can then use his name to influence those around him and gain greater control over his allies.

There are three ways in which a player-character can use his Renown to influence others: the first is Shock and Awe which covers impressing those in the presence of the Battle-Brother with his raw power and air of unleashed violence, the second is Favours and Boons which deals with using Renown to influence the decisions of others pertaining to the Battle-Brother even if he has never met them face to face, the third and final method is Strength and Support which involves granting favour to others and lending the strength of the Battle-Brother's Renown to them so that it might influence the reaction of others to the favoured individual by the extension of the player-character's reputation.

SHOCK AND AWE

At a certain point in the life of a Battle-Brother (should he live long enough), his deeds and achievements will become known to his peers and his name will begin to proceed him wherever he goes. In game terms, this time comes when a Battle-Brother's Renown exceeds his Fellowship Characteristic. From this point on the GM may (if he feels an NPC would be aware of the Battle-Brother's reputation) allow the player to use his Renown score in place of his Fellowship once per game session. This reflects the Battle-Brother having to choose when and where to use his reputation to influence others and knowing when the weight of his deeds will sway those around him. This use of Renown can only be used in non-combat situations, and so will not work on Command Skill Tests in the heat of battle or at other such times. Items, Talents, and other effects which increase a Battle-Brother's Renown will also increase it for purposes of using it in this way.

FAVOURS AND BOONS

Sometimes a Battle-Brother will be able to call upon the favour of high ranking commanders, logistical staff officers, and even other Battle-Brothers beyond the limits of his Kill-team. Before a Mission, he can use the respect he has earned through his reputation to influence these people and alter the support he receives or to garner special favours which he may then use during the course of a Mission. He can also use this method of influence to gain one-off bonuses, imposing his will and his presence upon those around them to get them to acquiesce to his demands. The way this works is before a Mission (and thus before he uses his Renown during the Requisition process) the Battle-Brother can choose to 'sacrifice' some or all of his Renown to gain favours. For every degree of Renown the player reduces his Battle-Brother

by (i.e., Famed to Distinguished) grants his character three re-rolls he may spend on any failed Fellowship Tests made during the course of the Mission (such as a Command Tests) to reflect the additional support of his commander, special intelligence, or some other resource granted him as part of his favour. Alternatively the GM may allow the Battle-Brother to instead to use this favour help him complete Mission Objectives representing the support of other units and Imperial forces moving behind the scenes. In this case, every degree of Renown sacrificed as above adds an additional 2d10 Kill Markers (see **DEATHWATCH** page 273) to an Objective of the player's choosing. If multiple players choose to use their Renown in this way, they may apply these additional Kill Markers all to the same objective or to different objectives as they see fit.

At the end of the Mission a Battle-Brother which has 'spent' his Renown in this way has it fully restored. In addition, unless the GM chooses to allow players to split spending their Renown on both bonuses to Fellowship Tests and additional Kill-Markers, they must choose only one method of Favours and Boons.

STRENGTH AND SUPPORT

The word of a well respected Battle-Brother can be used by others in much the same way as he may use it himself, and should he vouch for someone they can gain a measure of the respect that others hold for the Battle-Brother. Offering support in this way is similar to acquiring favours from the Battle-Brother's peers only instead of gaining them for himself he is instead granting them to another. This method of using Renown as influence can also be used simply improve peoples reactions toward the individual favoured by the Battle-Brother, often so that they might undertake deeds in his name. When the Battle-Brother offers his support to another, usually a fellow Space Marine but not always, he is vouching for them and spreading the word of their trustworthiness and value to his peers. He can then 'spend' some or all of his Renown to strengthen their reputation depending on how much effort

RENOWN AND THE ADEPTUS ASTARTES

Certain Space Marine Chapters are more willing than others to interact with the Imperium at large. Many Space Marine Chapters work within the confines of the Imperium's rules only as a courtesy rather than an overt need for support. Some Chapters (such as the Iron Hands) would rarely consider attempting to influence another Imperial organisation, whilst others (such as the Salamanders) would be far more likely to use their Chapter's roll of honour to gain a political advantage.

The rules presented here for using a Space Marine's Renown as Influence are intended to enhance the group's ability to tell a good story, and as such, it should be used in a manner that is consistent with the attitude and history of the Space Marine Chapters involved.

ROLE-PLAYING RENOWN

As a player character's Renown grows, so too will their position within the Chapter, and NPCs (both Space Marines and those who understand the importance of such standing) will view them differently—thus affecting many of their non-combat interactions. The GM should impress upon the players the importance of their character's Renown and try and encourage them to live up to the name they have made for themselves. This can most easily be achieved by having NPCs react differently to the Battle-Brother, perhaps praising him for some great deed or simply offering gestures of respect whenever they meet. The GM and players can also explore this aspect of Renown within the Kill-team, especially if the difference between the Renown of the players becomes pronounced. This could lead to tension as some members of the Kill-team find more favour within the Deathwatch than others and the glory of their deeds begins to overshadow their brothers.

ROLEPLAYING LOSS OF RENOWN

When a Space Marine loses Renown, it is often seen by many players as a serious penalty. However, the GM should talk to the player to see if the Renown loss can be turned into an opportunity instead. There are many excellent themes and stories of redemption and regaining one's honour throughout history that would be appropriate (and exciting and fun) for a **DEATHWATCH** campaign.

he is putting into helping them. For each degree of Renown he sacrifices (in the same way as Favours and Boons) for them they will gain either a single re-roll on any Fellowship Test once per encounter when dealing with the Battle-Brother's peers, or a +10 to all Fellowship Tests. The exact effect is chosen by the Battle-Brother when he bestows the support and must be one or the other (i.e., either re-rolls or a bonus). While he is offering his support, the Battle-Brother's own Renown is reduced accordingly (by the amount he has spent) reflecting both his own time spent favouring the chosen individual and the fact that his peers will view any favour they grant to this individual as in fact favour granted to the Battle-Brother. The effects of this support last as long as the Battle-Brother chooses to grant them. However, they must remain in place for the duration of at least one Mission (even if the Battle-Brother chooses to withdraw his support before embarking on the Mission it will take time for his own favour to restore itself). Once the effects have ended, the Battle-Brother recovers his lost Renown and may use its full value again as normal. Note that players cannot use Strength and Support on each other, their link through the Kill-team making them too closely related.

HONOURS

"A Battle-Brother wears his honour upon his armour for all to see; each bolt shell impact crater, each ceramite plate scorched by flame, and each surface scored by the teeth of a chainsword an enduring badge of honour as important as the Chapter symbol he bears upon his shoulder."

—Veteran Sergeant Palian, Imperial Fists 7th Company

The Adeptus Astartes is one of the oldest institutions within the Imperium; a warrior order that has endured for millennia on a foundation of teachings from the Emperor and his Primarchs. These sacred traditions laid down in the Codex Astartes have guided the Adeptus Astartes and shaped them into a formidable fighting machine with few peers within the galaxy. These same traditions also shape the lives of individuals Battle-Brothers, marking their transition from Aspirants all the way to veterans with a detailed system of title and rank. The most revered of these is the system of Honours, which details the medals and badges a Battle-Brother can earn and then proudly wear with loyal service, a dedicated mind, and courage in battle. Each of these Honours takes the form of a symbol or icon emblazoned onto the Space Marine's armour or weapon and represents one of his achievements and the recognition of that achievement by his Chapter and the Adeptus Astartes as written in the pages of the Codex Astartes. In this way, Honours are important achievements for player characters as they represent a development of their character within the Adeptus Astartes and the Deathwatch.

WHAT ARE HONOURS?

An Honour is a medal or badge or rank which denotes that the Battle-Brother wearing it has either completed some noteworthy achievement or gained a special rank within the Adeptus Astartes. Unlike Talents, Traits, Deeds, or Distinctions, an Honour is not paid for with for with experience points (or gained during character creation), nor can it be selected by the player provided it appears on his Advance Table. Equally, an Honour does not provide a rules benefit like a Talent, Trait, Deed, or Distinction, which can be represented as a bonus to a roll, an extra Action or some similar game mechanic effect which will improve the Battle-Brothers abilities when making tests or engaging in combat. Instead, Honours are more of a role-playing device, or a metagame effect like Rank, representing a milestone for the player and a reward for achieving something special with his character beyond the normal Experience Point payout or Renown bonus gained through play. Honours also play a very important role within the game as a measure of a player character's standing within both his Chapter, the Deathwatch, and the Adeptus Astartes as a whole. More so than any degree of combat prowess or exceptional skill, an Honour marks out a Battle-Brother as special among his peers and someone worthy of respect for their achievements in the Emperor's name.



BESTOWING HONOURS

Honours are only ever awarded by the GM, and then only when a Battle-Brother have proved himself truly deserving. Unlike Distinctions, an Honour is not just the result of luck or fate and success against the odds in the thick of battle with unflagging courage. Each Honour has very specific requirements which a Battle-Brother must meet before he can even be considered for it. Even then, there is no guarantee that he will receive it, as the bestowing of Honours falls to his Chapter Master (i.e., the GM) and only after consideration and the agreement of his peers will it be bestowed. Some Honours are also restricted to certain Specialities or Chapters and can never be earned by certain Battle-Brothers. The important thing for the GM to remember when dealing with Honours is that they are both rare and sacred rewards which should only ever be given to those truly deserving of them. In this way, players will hopefully realise their worth and see them for what they are intended to be: the highest marks of achievement the Adeptus Astartes has to offer.

Requirements for each Honour, as well as guidelines for the GM on when and how to bestow them can be found in each individual Honour entry on the next several pages.

HONORARY RIGHTS

The right to wear an honour is not something to be taken lightly, and just as each suit of power armour is unique to the Space Marine that wears it, so too is each Honour he is permitted to place upon it. Such is the value of an Honour that among other Battle-Brothers it instantly marks out the wearer for respect, and just as other badges of rank distinguish a Battle-Brother's place within the Chapter, so too do his Honours act as a status symbol of his importance and standing within the Adeptus Astartes hierarchy. Of course, due to this sacred place Honours have within the ranks of the Adeptus Astartes, the penalty for wearing one without permission (even by mistake) is severe, as it is tantamount to robbing a fellow Battle-Brother of his name and glory. While such instances are practically unheard of (and almost universally unthinkable to most Battle-Brothers), it can be a problem when in very rare cases a Space Marine must don the armour of another out of necessity. In such instances, a Battle-Brother must take the greatest care, give prayers to the Parimarchs, the Emperor, and the war-spirit of the armour he is about to wear that they should not take offence at his transgression. Ideally, he will also seek out a Chaplain to grant him special dispensation for the act so that he might not besmirch his own honour.

BENEFITS OF HAVING AN HONOUR

Honours do not grant the player a single or specific bonus for his character like a Talent or a Trait, nor do they modify rolls or enhance characteristics. The real benefit of having an honour is a role-playing one and applies to the Battle-Brother's standing and position within his Chapter and the Deathwatch. This may, of course, have some related benefits such as access to special equipment or better relations with his peers. However, the effects of an Honour are universally governed by the GM and how he the game's setting reacts to the presence of the player-character. While this role-playing benefit can be small, such as having fellow Battle-Brothers offer a gesture of respect when they pass, it can also be quite significant and can include such things as being given greater responsibly (or control) over Deathwatch operations, gaining the ear of powerful figures within the Inquisition, or being singled out for special duties and tasks and the chance of further glory.

Perhaps just as important as the game affects an Honour offers is that it also represents a special achievement for the player. Having your character accrue Honours through play can be as equally exciting as rising in Rank or completing Missions and represents a tangible reward for the player's time spent gaming. Collecting Honours can also provide an ongoing goal for players and a focus for their enthusiasm in their characters as they work to distinguish their Battle-Brothers in the eyes of the Deathwatch and the Adeptus Astartes.

HONOUR PROFILES

Each of the honours described below uses the following profile:

Title: The name of the honour, its purpose and guidelines for the GM as to when and how to award the honour as well as what deeds a Battle-Brother must undertake to be considered for it.

Description: A visual description of the honour; what it looks like, where it is commonly worn on the Battle-Brothers armour, and how it is constructed.

Benefits: The game and role-playing benefits of having the honour and how bearing it will affect the standing of the Battle-Brother among his peers.

CODEX ASTARTES HONOURS

The Codex Astartes is a sacred text to many Space Marine Chapters and since the time of its ratification and writing by Roboute Guilliman, Primarch of the Ultramarines Chapter, it has served as the foundation for the organisation and structure of much of the Adeptus Astartes. As part of the great detail the Codex goes into concerning the chain of command and order of battle of a Chapter, it also deals with Honours: the badges of rank and achievement within the Chapter which mark out Battle-Brothers for their noteworthy deeds and their standing amongst their peers. The Honours included in this section are those most common to the Codex Astartes and used by the majority of the Space Marine Chapters and by extension the Deathwatch themselves.

CREATING NEW HONOURS

Honours are sacred medals of triumph and achievement for a Space Marine and are always awarded for some great deed. Honours are also usually age-old traditions taken from the Codex Astartes and represent the core structure of the Chapters and their systems of rank and command. However, with that said, it is possible for the GM to create his own Honours if he so chooses, and certainly given the scope and variety of Chapters found within the Adeptus Astartes it is possible. Before creating a new Honour, the GM should consider if it is something appropriate to the situation, remembering that Distinctions (see page 89) provide rules for dealing with special achievements and rewards for players who learn special abilities or complete noteworthy tasks. If the GM feels that an Honour best represents the reward he wishes to bestow, he should then also think about how it fits into the structure of the Adeptus Astartes, even if the Honour is only used by a single Chapter, it must be important and carry the weight of history with it to be considered an Honour in the first place. Honours are also purely role-playing awards and don't include any rules systems, bonuses, or other similar benefits, and so the GM must decide just what it means to have the Honour and how it will affect the Battle-Brother in his daily existence.

AQUILA TOKEN

This Honour is specific to the Achilus Crusade, and is usually presented to the Battle-Brother by a powerful military commander (usually an Imperial Guard General or Imperial Navy Admiral) or other important personage such as an Imperial Governor as a token of his devotion to the Emperor and the Imperium. It is a mark of those outside the Adeptus Astartes showing favour and respect to the Battle-Brother and to wear one usually indicates that an arm of either the Imperial Guard, the Imperial Navy or even a Lord Militant has officially given his thanks to the Space Marine for some great deed or service.



Description

The Aquila is a universal symbol within the Imperium and more than anything else represents the dominion of the Emperor. It appears most commonly as a double headed eagle, its wings spread and its heads looking in different directions. Only one of the heads is depicted with an eye, representing the one head which gazes into the Materium and the other which gazes into the Immaterium. Aquila Tokens are usually worn by Battle-Brothers as pendants hanging from their belts or on chains around their neck and should not be confused with the Imperialis (see below), a very similar device with different meanings.

Benefits

Wearing an Aquila Token marks out a Battle-Brother as a friend of the personage or organisation which awarded it and can bring with it respect and favour when working with such a person or organisation. It also narrows the gap between a Battle-Brother and the rest of humanity. Those that know to look for such tokens will single out the Battle-Brother as someone they can either talk to or trust and as being generally more approachable than the bulk of the Adeptus Astartes. Finally, those that hold this Honour will often be singled out by their own Chapter, or peers, for missions dealing with the personage or organisations which awarded the Aquila Token, as such an Honour proves their skill at dealing with such people and their understanding of the teeming masses of humanity.

ARMY BADGE

This Honour is only awarded to those that have served with a specific Imperial Army Group or Space Marine Company on a specific campaign. Typically this will mean years of service and surviving until the army achieves victory over its enemies or completes its goals (i.e., reclaiming a star system or destroying an enemy fleet). However, in some instances, it can be awarded for surviving a notable battle (i.e., a brutal and bloody siege against massive odds or a daring planetary assault against a sector capital).

Description

This Honour can take many forms, but is usually some variation on the device or symbol of the Army's commander or leader (usually some variation of skulls, swords, guns or eagles). Alternatively, it may commemorate a particular battle, such as featuring the silhouette of a famous battleship or the flag of a city or world. Whatever form it takes, an Army Badge is typically worn on the leg plates of a Battle-Brother's power armour, above the boot but below the knee joint.

Benefits

Bearing an Army Badge immediately identifies a Battle-Brother as a veteran of a certain campaign of combat action and creates a camaraderie between him and others who shared such a campaign, whether they are fellow Space Marines or members of other Imperial forces. Army Badges are also sometimes used as a mark of a Battle-Brother's seniority within his present company (whether it is his own Chapter, assault squad or Kill-team) and can be used in instances when the most experienced among the gathered Battle-Brothers must be deferred to for command. This can also be the case if the Battle-Brother finds himself in a situation when his Army Badge marks him out as a battlefield expert (i.e., it proves his experience against a certain foe or in a certain kind of warfare) and can lead to his commander selecting him for special duties or consulting him for his wisdom.

CRUX TERMINATUS

The Crux Terminatus, or Terminator Honour as it is also known, is among the most famous of all the Honours to be found within the Codex Astartes. It is rewarded to only those that have proven their battlefield skills as respected and accomplished veterans. In many Chapters, the Chapter Master grants such a veteran Battle-Brother the right



to wear the Crux Terminatus. Often, the recommendation of another member of the Chapter who already bears the honour lends great weight to the Chapter Master's decision. In some Space Marine Chapters, receiving the Crux Terminatus involves a ritual of cleansing, prayer, and meditation, the details of which vary widely from Chapter to Chapter. The badge of the Crux Terminatus (more fully described below) is said to have bound within it a tiny fragment of the Emperor's armour worn during the climactic battle with the Arch-traitor, Horus over 10,000 years ago. Smaller representations of the crux are frequently worn by the honoured veterans who have earned it when they fight in power armour. These small icons (often of bone or metal) are often hung from banner tops, weapons, and belts. In game terms, the GM should try to restrict this Honour to more experienced and respected characters (i.e., those of Rank 4 or more and with a Renown of 40+), unless they prove themselves to their Chapter Master through the greatest of deeds.

Description

This Honour appears most commonly as a skull set onto a cruciform shape of red iron or bone. Terminator sergeants often add crossed bones behind the skull, whilst lightning bolts behind the skull are often added for Terminators trained as Assault units wielding lightning claws and thunder hammers with storm shields. Variations include the size and dimensions of the skull and the removal of the crossed lightning bolts or bones or their scale in relation to the shape of the cruciform. The Crux Terminatus is almost always worn on the left shoulder pad, though it may also be worn on one knee pad (this is usually done only in combination with the shoulder pad, however). Legend has it that the first Crux Terminatus ever crafted contained a tiny fragment of the Emperor's own armour within it. Whether or not this is true it means that ancient suits of power armour bearing Terminator Honours are considered even more rare and precious to a Chapter as a result of their reputed connection to the Master of the Imperium.

Benefits

Only Battle-Brothers that have earned the Crux Terminatus are granted the specialised training to wear Terminator Armour, having proven themselves worthy or the right to wear these rare and powerful suits of armour into battle. Veterans who bear the crux are often given great respect by other Space Marines of their Chapter, and in many such Chapters, earning the Crux Terminatus means that the veteran has been inducted into the Chapter's 1st Company. Such an honour is often the first step towards the upper leadership and command within the ranks of the Adeptus Astartes.

IMPERIAL LAUREL

A Space Marine who has completed a great act of valour is awarded the Imperial Laurel, a mark of skill, loyalty, and heroism. To earn an Imperial Laurel is to perform some great deed that leads to a victory for the Imperium, and the awarding of such a Laurel is often a ceremony rich with tradition and honour, although the details of such vary from Chapter to Chapter. The Codex Astartes demands that Company Standards must be borne into battle by warriors who have proven their worth, and there are few surer marks of such distinction than the Imperial Laurel. In game terms, a Battle-Brother should earn a significant amount of Renown during a single mission to be considered.



Description

The Imperial Laurel Honour appears as a wreath of interlocking leaves (though usually fashioned of some more harder substance such as platinum or gold) worn as a crown above the helmet to denote victory or glory. Sometimes the Imperial Laurel is sculpted into the Battle-Brother's helmet and shaped from ceramite. Alternatively, it is displayed on the crest of the shoulder pad or the knee pad as a skull and wreath motif (a grey skull wearing a green, gold or silver Imperial Laurel).

Benefits

To wear the Imperial Laurel marks out a Battle-Brother to his peers as a proven warrior of his Chapter, and his bravery and valour are unquestionable. The word of a Space Marine bearing the Laurel is greatly valued within the Adeptus Astartes. Such Space Marines are seen as true sons of the Primarchs and the Emperor and the finest examples of the Chapter. In practise, this means that the word of a Battle-Brother who wears the Imperial Laurel will carry more weight than it would otherwise, perhaps influencing the nature of his missions or gaining the use of rare assets, weapons or allies. Those that bear the Imperial Laurel are also afforded certain other special honours. Perhaps the most glorious of these is the right to carry the company standard into battle, a task reserved only for those of proven valour and bravery. Such men are also commonly included in honour guards or enjoy the ear of their captains and commanders who turn to them for council and the wisdom of their experience.

IMPERIALIS

The Imperialis is an ancient symbol with its origins dating back to the time of the Horus Heresy, when it was first used by the loyalist Space Marine Chapters as an army badge,



denoting their continued devotion to the Emperor. Since that time, it has come to stand as a symbol for the utter loyalty a Battle-Brother has toward his Chapter and the Emperor, and is usually only worn by those that have sworn and completed numerous oaths of devotion to the Master of Mankind to prove themselves. Chapter Masters also usually only recognise a Battle-Brother's right to bear the Imperialis if they have overcome some form of temptation and had their loyalty tested, surviving the experience with their faith unbroken.

Description

The Imperialis Honour can be presented in a number of ways. Typically it appears as either a winged skull or a pair of linked wings spread out as if in flight. Usually the Imperialis is worn on a Battle-Brother's chest plate, though in some cases it can appear on banners or boltguns, though this is not as common and (in the eyes of most Battle-Brothers) does not send as bold a message about their loyalty to those around them. The Imperialis, especially when part of the chest plate, is often made from precious metal or some other rare substance inlaid into the surface of the armour so that it stands out to a greater degree.

Benefits

Those that wear the Imperialis have proven themselves of exceptional loyalty to their Chapter and to their Battle-Brothers and are favoured by their peers in matters of importance and trust. This is often the case when it comes to the corrupting influence of Chaos or xenos where even the Adeptus Astartes are not immune to the warping effects of exposure to such foes. As such, Battle-Brothers with this

Honour are often selected to hunt such deadly foes down (such as powerful Chaos sorcerers or xenos witches which might have the power to bend even the will of a Space Marine). Even when the chance of subversion is negligible, many Adeptus Astartes commanders choose such men as they have complete faith that they will complete their duty without question and without hesitation. Some of the more sinister of the Imperium's foes also recognise the Imperialis, and it can mark a Battle-Brother for special treatment by those twisted by alien influences or the warp—these beings delight in attempting to break such men.

IRON HALO

The Iron Halo Honour is a mark of rank within the Adeptus Astartes, and in most Chapters is only awarded to Space Marine Captains and above. As a sign of rank within a Chapter, it is assigned by the Chapter Master to Battle-Brothers who have proven their leadership abilities and a degree of initiative and cunning. As with all things connected to the Adeptus Astartes, those worthy of the Iron Halo must be exceptional, and holding rank within a Chapter is a great honour and something not handed out lightly (as in other fighting arms of the Imperium). In game terms, the GM should only award the Iron Halo to a player character who has completed at least one mission successfully as the squad leader (ideally completing all primary and secondary objectives) and who has selected the Watch Captain Advanced Speciality. As a guideline, the character should also be at least Rank 4 or more before he becomes eligible for this Honour.



Description

The Iron Halo appears as a spiked circle or half-circle of grey iron worn either on the helmet or the left shoulder pad. Sometimes it is more elaborate and takes the form of an actual halo arching over the Battle-Brother's helmet, connected either to his neck brace or backpack. In rare cases, the Iron Halo will also be inlaid with litanies of the Battle-Brothers deeds or the names of heroes of his Chapter.

Benefits

As a sign of rank, the Iron Halo grants a Battle-Brother command privileges and responsibilities on the battlefield. His peers will look to him for leadership, and tactical decisions will often fall to him unless a more senior ranking Adeptus Astartes is present. Such rank, however, usually only applies within the Battle-Brother's own Chapter. This means that while the Battle-Brother remains in the Deathwatch, his rank will be largely honorary, though other Space Marines and Imperial soldiers familiar with the Adeptus Astartes will usually react to it and respect his decisions. The rank may also play a part in the decisions of his commanders as he will represent a proven leader of men and an asset they may call upon in certain combat situations.

It is worth noting that this Honour means that the Space Marine is automatically granted the sacred protective wargear item of the same name (the Iron Halo) at no cost to the Kill-team's Requisition.

IRON SKULL

Like the Iron Halo, the Iron Skull is a mark of rank, denoting the position of Sergeant within the Codex Chapter structure. Sergeants are a vital part of the Codex Astartes and far more important to the structure of a Space Marine Company than their equivalents within the Imperial Guard to other Imperial fighting organisations. While a squad leader can be any Battle-Brother with leadership skills and is typically entrusted to leader four to nine other Battle-Brothers, a Sergeant's role is different. He is often required to lead considerable more men should the need arise. Sergeants also represent the link between the 'rank and file' Adeptus Astartes and the Chapter's leadership, often interpreting and relaying orders from command and implementing them on the frontline.

To earn this Honour, a Battle-Brother must display exemplary leadership and command abilities. In game terms, the GM should typically only award this Honour to those that have earned at least one other Honour or those who have served as the leader for a Kill-team on at least two successful missions. It is also recommended that the Battle-Brother should be at least Rank 4 or higher.



Description

This Honour appears as a grey or rust red skull, sometimes stylised or of varying dimensions and proportions, which is worn on either the helmet or the left shoulder pad (even sometimes both at once). It is also not unheard of for Sergeants to have banners of their own, bearing the Iron Skull in addition to other honours and the Chapter or Company symbols.

Benefits

The rank bestowed by the Iron Skull is, like the Iron Halo, primary restricted to the structure of a Battle-Brother's own Chapter and does not carry the same weight within the Deathwatch. However, Space Marine Sergeants are highly respected men wherever they travel, and their council is often considered by those in command. Even those outside the structures of the Adeptus Astartes may also recognise a Sergeant's authority, and certainly with such organisations as the Imperial Guard or the Imperial Navy the rank is the most recognised (quite possibly because those outside the Chapters seldom come into contact with any Battle-Brothers of higher rank). With the respect of being a Sergeant however, also comes a heavy responsibility. Adeptus Astartes leaders and frontline commanders are expected to lead from the front, charging into the fray as an example to their men and a reminder of the unflagging courage of the Adeptus Astartes.

MACHINA OPUS

This Honour is awarded to Techmarines—it is a unique distinction that honours the age old accord between the Tech-Priests of Mars and the Adeptus Astartes which provides the Chapters with trained and skilled Techmarines for its companies and units. To be considered worthy of the Machina Opus Honour



a Battle-Brother must first journey to Mars and be initiated into the secrets of the Machine God, learning the ways of the Adeptus Mechanicus and take vows to the Omnissiah. The Machina Opus may be further embellished and ornate if the Techmarine distinguishes himself in some way to the Machine Cult and proves a deep respect and understanding of the ancient technological secrets of man. An example of this could take the form of recovering or activating some sacred piece of archeotech or otherwise advancing the interests of the Tech-Priests.

Description

The Machina Opus appears as the skull and cog motif of the Adeptus Mechanicus, usually with one half black and one half white. The symbol is commonly worn on either the Battle-Brother's shoulder pad or his chest plate, though it can also appear on his weapons or power pack. The symbol is also sometimes embellished to represent rank or further honours within the ranks of the Techmarines and may include such things as crossed power axes (positioned behind the skull and cog) or the addition of cybernetic enhancements to the skull such as a bionic eye or cranial implant.

Benefits

The main benefit of bearing this Honour is that it marks out the Battle-Brother as an ally of the Adeptus Mechanicus and gives him rights within the Cult of the Machine God usually reserved only for Tech-Priest. Foremost amongst these is the right to free passage through the Ring of Iron and entrance to the great forges on Mars, a place sealed to much of the outside world. This is a very special privilege and perhaps best represents the strength of the bonds between a Techmarine and the Adeptus Mechanicus, and the fact that those that bear the Machina Opus are considered as brothers to the Omnissiah and his children by the Magi, much in the same way that Battle-Brothers trust and honour those within their own Chapter. The result of this bond means that the Battle-Brother with this Honour will always receive the respect and aid of the Machine Cult if they are able to give it and he will be treated as one of their own in matters of trust and rights of passage. For all intents and purposes a Techmarine which bears the Machina Opus on his armour is a Tech-Priest of Mars and considered a Child of the Machine God. All Techmarines earn the Machina Opus as part of their calling;

this Honour is intended to represent further embellishment and adornment of the Machina Opus through his actions after becoming a Techmarine.

MARKSMAN'S HONOUR

This Honour is only awarded to those that have shown remarkable accuracy with ranged weapons (typically boltguns) or consistently perform far above average in feats of targeting foes. This goes beyond the normal exceptional requirements of the Adeptus Astartes, which expects all Battle-Brothers to be unerring shots and skilled with their weapons, and encompasses those that have a true gift for ranged combat. To even be considered for such an Honour, a Battle-Brother must have made a near impossible shot, such as striking a chink in a man-sized opponent's armour at the edge of his weapon's maximum range, snap shooting a target while running in complete darkness, or firing through a closed door or opaque wall. All such instances are recorded by a Battle-Brother's peers, and if the Battle-Brother achieves enough of these exceptional shots, they are placed in the hands of his commanders so that they might examine them to see if the Space Marine's accomplishments are considered the result of luck or skill.



Description

This Honour takes the form of a gold bolt shell casing, inscribed with the Battle-Brother's deeds and usually also emblazoned with a skull motif. This bolt shell talisman is usually either hung from the belt or the boltgun of the Space Marine, though it can also sometimes be worn around the neck. Sometimes the bolt shell will also include inscriptions, each one a single word or name denoting a masterful shot or righteous kill made by the Battle-Brother with his weapon.

Benefits

The purpose of this Honour, as laid out in the Codex Astartes, is to identify skilled marksmen within the Chapter to their commanders so that they might be best utilised in battle. For a Battle-Brother, this means that he is often entrusted with rare and special weapons such as plasma guns, lascannons or missile launchers where his steady aim and skilled eye can put their ancient devices to the best possible use. In fact there are many unique weapons, such as rare masterwork boltguns or artificer plasma pistols so valuable to a Chapter that they will only ever be granted to those with the Marksman's Honour. In game terms this does not affect the Battle-Brother's Renown requirements to requisition ranged weapons. However, the GM may choose to have the artificers dig a little deeper or unveil special items, not available from the armoury lists, for those with this Honour. The other aspect of this Honour is that those that bear it are often given the privilege of engaging special targets; most notably enemy commanders or vital enemy weapons and vehicles. In fact, most Deathwatch search and destroy missions in the Jericho Reach with a high profile target, such as a xenos commander, will include at

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least one Battle-Brother with the Marksman's Honour to take the shot when the time comes. Finally the Battle-Brother's demonstrated skill at arms also garners him a level of respect among the Adeptus Astartes, and those that understand what the Marksman Honour represents, as having achieved a unique level of martial prowess. The Battle-Brother can use this respect to gain influence in matters of war where his experience might give him greater leeway with his commanders.

PRIME HELIX

This Honour is awarded to Apothecaries and is worn as a symbol of their skill and sacrifice for the Chapter. It is awarded to Battle-Brothers who have proven their dedication to the Chapter under great duress and made a personal difference in the continuation and safeguarding of the Chapter's genetic heritage, usually through the recovery of a fallen Space Marine's gene-seed. There are few things as important to the Adeptus Astartes as the Gene-seeds of their warriors, each one representing both the strength and power of a Battle-Brother as well as a direct link back to their Primarch and the Emperor Himself. It is the Apothecary's sacred duty to safeguard these most precious of resources and see that when a Space Marine falls, the Apothecary is there to harvest his Gene-seed and return it to the Chapter. The Prime Helix may be further embellished and made more ornate if the Battle-Brother distinguishes himself to the Chapter's Apothecarion.



Description

The Prime Helix appears as a winged helix design, the wings often coloured grey and the helix red (to represent the sacrifice Battle-Brothers must make for the Chapter and the Emperor). The helix is an ancient and potent symbol to the Adeptus Astartes as it stands for the sacred gene-seed which all Battle-Brothers carry and their connection to the Emperor and their Primarchs via its precious genetic history. The Prime Helix is most often worn on the shoulder pad. However, it can also be presented on the Battle-Brother's power pack or his chest plate. Sometimes a ranking Apothecary will also have a personal back banner, in which case this too will bear the Prime Helix in addition to any other relevant Chapter Markings. Finally the Prime Helix is sometimes used as a general symbol of the Apothecarion and can appear on their equipment or in chambers or areas controlled by them. Note however that this is only the case if there is at least one Apothecary present with this Honour, usually the medical Battle-Brother in command.

Benefits

Bearing the Prime Helix identifies the Battle-Brother as an Apothecary and denotes his medical battlefield role. As an Apothecary, he has special status within the Chapter as a keeper of the genetic lore of his fellow Battle-Brothers and can mean access to privileged information or places sacred to this lore. In some Chapters, Apothecaries are often entrusted with the responsibility of leading special rites and rituals, in a manner similar to that of the Chapter's Chaplains. These rituals which they are chosen to reside over however are less about the glory of the Emperor and more about the complex biological processes and rites of passage which affect all Space Marines, stepping stones in a Battle-Brother's development from an Aspirant to a full fledged member of the Chapter. The Prime Helix is also a symbol of enduring nature of the Adeptus Astartes within the Chapters, as those who bear represent a life line for others to their ancestry, and as such are often protected before other Adeptus Astartes assets on the field of battle. This is simply because while all Space Marines are prepared to die for the Imperium each and everyone hopes that his gene-seed will be harvested so that he might live on into eternity. All Apothecaries earn the Prime Helix as part of their calling; this Honour is intended to represent further embellishment and adornment of the Prime Helix through his actions after becoming an Apothecary.

PURITY SEAL

The Purity Seal is a mark of a Battle-Brother's pure faith or morality in the eyes of the Emperor and the Chapter. Such seals are only ever awarded by the Chapter's Chaplains, bestowed onto Battle-Brothers before battle as the Chaplain bestows a blessing onto the ranks of Space Marines. In many Chapters, this is a solemn ceremony accompanied by chanted litanies in honour of the Primarch and the Emperor. This can be because they are about to undertake a special task or mission or because they are not expected to survive. Unlike other Honours the right to bear a Purity Seal comes only after a Battle-Brother has worn it in battle and proven his courage to live up to its ideals. Typically a Chaplain will bestow a Purity Seal on a Battle-Brother with a specific blessing, such as killing a certain foe or number of enemies for the Emperor, or completing his duty even when mortally wounded. If the Battle-Brother then returns, successful, he has proven the blessing true. He is considered to have the favour of the Emperor and is granted the right to wear the Purity Seal on his armour permanently so that others might recognised his faith and devotion.



Description

A Purity Seal takes the form of prayers or litanies inscribed onto paper and then affixed to the Battle-Brother's armour with red or black wax usually then coated with protective sealants or for more permanence electrum casings. A Purity Seal can be affixed to any part of a Battle-Brother's armour or weapon. Other common places include leg plates and the rims or tops of the shoulder pads. Purity Seals should also not

be confused with the prayer sheets and paper litanies worn by the Black Templars, sometimes in large fluttering layers on their armour. These are specific to that Chapter and part of their own systems of faith and honour and not taken from the teachings of the Codex Astartes.

Benefits

Each Purity Seal carries with it a different invocation of blessing as devised by the Chaplain depending on his assessment of the Battle-Brother's own purity. The exact nature of the blessing depends on the Chaplain (i.e., the GM), and is chosen when the blessing is bestowed. Common blessings include such things as that no xenos blade shall piece the brothers flesh; once within the brother's sight, no enemy shall live to see another day; or the brother's boltgun shall never grow cold from firing or his chainsword dry from blood once the enemy has been encountered. The effect of these blessings is mostly to spur the Battle-Brother in an effort to prove his valour to his Chapter and to the Emperor by bringing the blessing to pass, and it may even cause him to change his tactics or become reckless with bravery. A Battle-Brother can also draw strength from his Purity Seal by reciting its prayer and reaffirming his sense of duty to his Chapter and to the Emperor. In game terms, this can mean the GM giving the player-character a moment of respite or chance to gather his Battle-Brother's wits before making another great effort. It could also mean resisting some manner of subversion if it would break the nature of the Purity Seal's blessing, granting the Battle-Brother another burst of effort fuelled by his unbreakable sense of honour. Finally, those that bear a Purity Seal are recognized for their devotion and loyalty (in a similar way to the Imperialis), and as a result respected for their achievements.

SKULL AND MOTTO

This Honour is used to reward special achievements and deeds when other Honour would either be inappropriate or insufficient to represent the nature of the Battle-Brother's actions. Those that have done great things indeed are often afforded this Honour and the right to wear it in addition to any other Honours they might have earned. The Skull and Motto is a very difficult Honour to earn—the GM should only use this Honour when he feels that no other Honour would seem right for the Battle-Brother to receive and then only if his Chapter and Chapter Master would both recognise the deed as something worthy of their remembrance.



Description

The Skull and Motto is found in many forms, just as skulls appear throughout the iconography of the Adeptus Astartes and can appear as either an inscribed skull on its own or as a skull above or below a scroll or book bearing its own inscription. This Honour can also be worn or displayed almost anywhere from knee pads or shoulder plates to boltguns or

banners. Personal banners especially are known to bear the Skull and Motto, as out of all the Honours a Battle-Brother might earn it is among the most personal and the most reflective of his own unique deeds and glory.

Benefits

The exact benefits of gaining this Honour depend entirely on just what great deed, achievement, or glory it represents. This can vary widely from the respect and recognition of a certain organisation, Imperial Adepta or powerful personage, to a special role within the Chapter, a right to carry a sacred name or the favour of the Chapter Master himself. When awarding this Honour, the GM should consider both why it has been bestowed and what precisely it represents. He can then determine how this will effect the reactions of the Battle-Brothers peers and also what special rights it might give him either with his own Chapter or within the ranks of the Deathwatch. Bearers of the Skull and Motto are also recognised for their individuality, a trait which has mixed blessings within the Chapters but which is especially prized within the Deathwatch. Those that see this symbol on a Battle-Brother's armour or effects know that its bearer is a man of initiative and action, for only those with these qualities will push the boundaries of the Codex Astartes and be deemed worthy of earning this particular Honour. The Skull and Motto Honour should be considered a catch-all Honour for the GM to be awarded in special circumstances when other Honours are not appropriate or do not fully encompass the deeds of the Battle-Brother.

CHAPTER SPECIFIC HONOURS

The Honours detailed here deal largely with those found within the Codex Astartes and have been used for centuries to mark out ranks and achievements within the Space Marine Chapters. However each Chapter also often creates its own honours, medals and badges to distinguish its Battle-Brothers. This is especially true of Chapters with significant variance from the Codex Astartes, such as the Black Templars and Space Wolves, and Battle-Brothers of these Chapters may bring with them their own traditions when coming to the Deathwatch. For instance, among the Black Templars, the Imperial Cross holds great importance and appears on the armour of all those who rise from the ranks of the neophytes; variations on its design of the cross and the inscriptions and litanies it bears are also very important, and to a Battle-Brother of the Black Templar Chapter, each of these slight variations can carry significant meaning about the Space Marine which wears it. The GM should feel free to create Honours specific to a Battle-Brother's Chapter in place of, or in additional to, more 'common' Honours. These Chapter specific Honours can greatly increase the scope of gaining and bearing these kinds of Honours can also provide additional distinction between the members of the Kill-team.

REQUISITION

"The Adeptus Astartes is the bloody edge of the Imperium's blade of war, a razor's point which cuts through entire xenos civilisations and fells entire systems in its broad strokes and deadly thrusts. However, even the sharpest blade must be backed by solid steel and a strong arm to wield it against the foe."

—Magos Celaristen, *Tactica* and *Trials of the Astartes Ascendant*

Battle-Brothers do not hoard wealth or quibble over coin in the manner of lesser men. Instead, all their tools of war are provided for them by the Deathwatch and assigned at the start of each of their Missions. However, even the vast weapons vaults of the Imperium and armouries of the Adeptus Astartes are not limitless and the resources granted the Battle-Brothers for their mission determine the quantity of their gear, the quality of their support, and the extent to which their action is given priority over others. All of these aspects are known as Requisition, the method by which the players acquire weapons and equipment for themselves, drawing them from the Adeptus Astartes armoury depending on the needs of their mission (For details on assigning Requisition and its uses in acquiring weapons and equipment, see Chapter V: Armoury in the **DEATHWATCH** Rulebook). However, Requisition can be used by Battle-Brothers not just for gaining these basic tools for war but also for other kinds of weapons and support, such as the aid of other Imperial formations, additional intelligence, or even potent allies and retainers. Requisition can also be used in different ways and Battle-Brothers can store up their resources to be used during their mission, or the GM can award them special kinds of Requisition which can be used multiple times or which boosts their normal allotment with the strength of their Renown. This section details both these additional methods of using Requisition and the things the players can use it for as well as different ways in which the GM can handle Requisition depending on the nature of the resources at the Kill-team's disposal and the type of mission they may have undertaken.

MISSIONS AND ASSIGNING REQUISITION

Requisition is closely tied to Missions and the difficulty of the Mission and its number of its Objectives directly influences the amount of Requisition the players are given to select their weapons and equipment (See Mission and Requisition on page 273 in the **DEATHWATCH** Rulebook). However, the GM ultimately decides how many Requisition points are available to the Kill-team and can adjust this total as he see fit, either reducing it to represent shortages in supply or logistical problems or increasing it to reflect an influx of material for the Imperial forces in that sector or perhaps as the precursor to a 'big push.' As a guideline, the GM should try not to reduce or increase the player's combined Requisition by more than 50% either way, even in the most extreme circumstances, simply



because the Deathwatch will always have some resources for its Kill-teams, though also have faith in them to complete their given tasks without the need for excessive support or aid. The GM should also remember that Battle-Brothers always have certain items of gear (such as their favoured weapons and power armour) regardless of the Requisition situation or any other shortages their combat zone might be experiencing.

BOOSTING REQUISITION

The Deathwatch assigns resources to its Kill-teams based on countless factors, such as the perceived level of threat they must face, the influence and recommendations of the Inquisition, and most importantly, the available material at their disposal. Of course, not all of these factors are beyond the control of the Battle-Brothers, and not all Kill-teams are considered equal in the eyes of the Watch-Captains. The GM may allow players to boost their Requisition by using their reputation and standing within the Deathwatch to acquire more resources for their mission. Each player may choose to have his Battle-Brother sacrifice some of his Renown (reducing its degree by one level, i.e., Distinguished to Respected) and gain an additional 1d10 times Rank in Requisition points to spend during the Requisition step of Mission preparation. These points only apply to the Battle-Brother's own personal gear and equipment and cannot be used to purchase Imperial Assets or be saved and added to Reserve Requisition.

EXAMPLE

Nick's Rank 4 Battle-Brother Tarius has been allocated 70 Requisition points for an upcoming mission. He decides that he would rather go for quantity over quality and so chooses to reduce his Renown to get a boost. Nick's character has a Renown of 37, which means he is 'Respected.' However, by choosing to sacrifice a level of his Renown he drops to 'Initiated.' This doesn't actually reduce his Renown score in any way, it simply means for the purposes of this Mission he will only be able to Requisition gear available to an Initiated character. He then gets a boost; rolling 1d10, getting a score of 7, and multiplying it by his Rank of 4 for a total of 28. Finally he adds this to his existing Requisition of 70 for a total of 98.

RESERVE REQUISITION

Not all of the resources a Kill-team will be given are simply weapons and gear from the Deathwatch armoury, and some represent the aid of other Imperial forces, additional methods of insertion and extractions, or even the support of rare personal such as psykers and skilled tacticians. Some resources are even more broad than these and can include such as Inquisitorial mandates, orbital intelligence gathering, or hidden lore pertinent to the Kill-team's task. The Kill-team may not know ahead of time (or the resource may not be available during the mission preparation period) what they require. In these instances, the GM may allow the players to reserve some of their Requisition points for use during the course of the mission and not spend them straight away. This kind of Requisition is known as Reserve Requisition, and is made up of a pool of unspent points from all of the members of the Kill-team (Reserve Requisition is always represented as a communal pool rather than individual totals for each Battle-Brother). This pool can then be spent on Imperial Assets (see below) during the course of the mission. Any Reserve Requisition not spent by the conclusion of the mission is lost.

EXAMPLE

Damien, Nick, and Andrew are embarking on a mission. Each of them receives 60 Requisition points to spend on acquiring additional weapons and gear. After choosing their equipment, Damien has 25 points left, Jim 15 and Andrew 10. They then combine these totals together to find their Reserve Requisition of 50.

REGENERATING RESERVE REQUISITION

Reserve Requisition also differs from normal Requisition points in that it can be regenerated during the course of the mission. This represents the Deathwatch, or the Kill-team's other Imperial allies, assigning more resources to their efforts or taking a greater interest in their mission based on their successes. There are two ways in which this can work:

- The GM can restore some of the players' Reserve Requisition when they complete either a Primary or Secondary objective. This should only be the case, however, when completing an objective would somehow be immediately advantageous to the Imperium (such as breaching a gateway or clearing a landing zone and thus allowing an influx of fresh troops). As a guideline, each Primary Objective should restore 2d10+10 Requisition while each Secondary Objective should restore 1d10+5 Requisition. Finally, the GM decides if completing an objective is worth any restoration of Requisition.
- The Kill-team can 'cash in' Kill Markers to restore some of their Reserve Requisition, reflecting the Kill-team changing priorities or switching their focus from one objective to another and taking advantage of any unused Imperial assets in the area. Only Kill Markers from uncompleted objectives can be used in this way, thus diminishing any effort already put into completing the objective. The player will recover 1 Requisition Point for every 2 Kill Markers spent in this way, so if the players decide to spend 50 Kill Markers from one of their uncompleted objectives, they restore 25 Requisition points to their Reserve Requisition pool.

In both cases, Requisition recovered in this way cannot take the Kill-team's reserve above its starting total (as measured when the Mission commenced), and all Reserve Requisition is still lost once the Mission has been completed.

REQUISITION AND INFLUENCE

As a measure of resources, Requisition can be used by the Kill-team to buy favour or influence from NPCs and allied organisations. In effect, the players are using some of their underlings or some of the material set aside for them to bribe, threaten and generally influence the actions of others. Players can spend Requisition (or Reserve Requisition) using the rules for Renown and Influence (see page 202). Requisition has no effect on Shock and Awe (since this is a personal measure of a Battle-Brother's reputation) but can be used for either Favours and Boons or Strength and Support. In both of these cases, each full 20 points of Requisition spent count as a degree of Renown for the purposes of determining their effect. Benefits gained from using Requisition in this manner apply to the entire Kill-team and not just the Battle-Brother spending the points.

EXAMPLE

Andrew wants to use some of his Requisition to influence an Imperial Navy Fleet Captain and use his aid to help complete one of his Mission objective. Choosing Favour and Boons, Andrew spends 40 Requisition Points on influence which counts as the equivalent of sacrificing two degrees of Renown. This means that he then gains 2d10+10 Kill Markers to apply one of his Mission objectives.

IMPERIAL ASSETS

"You demand? YOU DEMAND! My tacticians inform me you have only twelve Conscript Divisions, five Heavy Infantry Battalions and an Armoured Regiment at your disposal, while I have seven most glorious ships of the line, as many Imperial Guard foot and armoured regiments as I care to call upon... oh, and of course the divine mandate of the GOD-EMPEROR HIMSELF!"

—Admiral Alexrus Keel opening diplomatic relations with the world of Holasti

While a Deathwatch Kill-team is trained to operate as an autonomous strike force, often far behind enemy lines or out of touch with allies for extended periods, they are of course part of a vast military organisation gathered together under the banner of the Emperor. This means that when they require it, the Battle-Brothers can call upon legions of troops, magnificent war machines, or deadly specialists to aid them in the completion of their missions. These additional resources and special allies are collectively known as Imperial Assets and can (if they are available and the Kill-team warrants their attention) be called upon to assist the players against the enemies of Mankind.

Assets can be requisitioned in much the same way as normal weapons and equipment. Assets do, however, represent a benefit to the entire Kill-team and do not belong just to the Battle-Brother who requisitioned them, so it is usually

a good idea of the players to select them last (after personal equipment) from the group's remaining points. Most Assets can be selected using either normal Requisition (during mission preparation) or with Reserve Requisition (during the course of the mission). Those that cannot be chosen using Reserve Requisition are noted in their individual descriptions.

IMPERIAL NAVY ASSETS

By far the bulk of the Imperium is made up of the vast empty spaces between its worlds, a lawless expanse of void where the light of the God-Emperor can seem weak and very far away. These regions are the domain of the Imperial Navy; made up of thousands of sector battle fleets and countless vessels the Imperial Navy patrols the void and protects the Imperium's borders as well as the darkness between its worlds. A Kill-team can call upon the Imperial Navy during the course of their operations for transport to and from the surface of a world, ground attack aircraft, or even strikes from vessels in orbit. Players can use Table 5-3: Imperial Naval Assets to select support from the Imperial Navy for their Kill-team selecting from its assets depending on their available Requisition and level of Renown.

AQUILA LANDER

The Battle-Brothers have requisitioned the services of a surface to orbit naval Aquila Lander shuttle. Though unarmed, the Aquila Lander has the ability to ferry the Kill-team from one location to another on a planet's surface or even between vessels in orbit. It is unsuited, however, to extended journeys through the void, or heavy combat duty, as it is only lightly armoured and generally carries only enough fuel for one round trip from a vessel in orbit (though the Kill-team may use it to make several trips across a planetary surface rather than into orbit). Aquila Lander pilots are also somewhat skittish of heavy combat zones, understandably so given that the shuttle is not an assault craft, and will be reticent to land the Kill-team anywhere they might come under heavy fire.



TABLE 5-3: IMPERIAL NAVY ASSETS

Asset	Requisition Cost	Renown
Aquila Lander	10	—
Close Air Support	20	Respected
High Altitude Bombing Run	30	Respected
Lance Strike	80	Distinguished
Naval Tactical Liaison	20	Distinguished
Orbital Insertion/Extraction	15	—
Orbital Surveillance	15	—
Torpedo Strike	50	Distinguished
Void Rapid Relocation	50	Distinguished
Vox Transmission Net	15	—

CLOSE AIR SUPPORT

When supporting ground operations, the Imperial Navy employs numerous atmospheric aircraft, from air superiority fighters to heavy bombers. With this asset, the Kill-team gains support from a flight of Thunderbolt fighters which they can use once during their mission. Once called in, the flight will take 1d10 rounds to arrive (unless efforts have been made by the Kill-team to co-ordinate an attack ahead of time) and consists of 1d5+1 Thunderbolts. The Kill-team can opt to use the close air support in one of two ways:

Dogfight: The close air support is dedicated to eliminating enemy air support. The Thunderbolts are directed to engage enemy aircraft, drawing them away from the Kill-team (and its objective!) and/or destroying them outright.

The GM should make one Ballistic Skill Test at a BS of 40 (with a bonus of +10 per Thunderbolt after the first, meaning that a flight of two Thunderbolts would grant a total bonus of +10). This roll may score a number of degrees of success equal to the number of Thunderbolts in the flight. Any degrees of success from this roll eliminate that number of enemy aircraft.

Each degree of failure indicates that a Thunderbolt has been shot down. In any case, the intervention of the Thunderbolts should successfully re-direct and distract the enemy aircraft from the Kill-team's activities (at the very least, the enemy aircraft will need to return to base for re-fuelling and re-arming).

Strafing Run: The close air support is dedicated to making a sustained ground attack against an enemy force or strongpoint. The GM should make one Ballistic Skill Test at a BS of 40 (with a bonus of +10 per Thunderbolt after the first, meaning that a flight of two Thunderbolts would grant a total bonus of +10). This roll may score a number of degrees of success up to the number of Thunderbolts in the flight. The results of this roll are then applied as a ranged attack (with no other bonuses) with one of the following weapons:

Autocannon: 300m; S/2/5; 4d10+5 I; Pen 4

Lascannon: 300m; S/-/-; 5d10+10 E; Pen 10

(At the GM's discretion, the Thunderbolts may fire both weapons at the strafing run target)

HIGH ALTITUDE BOMBING RUN

For a less precise but more destructive aerial strike, the Battle-Brothers can call in a single High Altitude Bombing Run from Marauder Bombers. This will allow the Kill-team to glass an area about 5 kilometres in diameter (more or less given the dubious accuracy of the bombers), levelling structures and killing exposed targets. Because it is purely random whether or not something in the area suffers a direct hit from a bomb, the GM has the final say in the exact amount of damage done. However, as a guideline, all non-military structures will either be destroyed or heavily damaged while anyone in the bombing area without cover will suffer 6d10 Energy Damage. Unique enemies and noteworthy NPCs should be largely unaffected by this kind of attack, somehow avoiding the worst effects. Calling in a Bombing Run should take at least an hour, but may take longer at the GM's discretion.



LANCE STRIKE

The Kill-team are able to call down a single lance strike from an Imperial Naval vessel in low orbit. Orbital strikes of any kind are hideously inaccurate but also fearsomely destructive. The advantage of a strike from orbit is also that unlike any kind of air support it is practically impossible to defend against. When the Kill-team chooses to use the Lance Strike, they must choose a point (which they need not be able to see) and then relay its co-ordinates to the orbiting cruiser. The character relaying the co-ordinates then makes a **Challenging (+0) Ballistic Skill Test**. He gains a +10 bonus if he can see the target point and has access to an auspex, auto-sense goggles, or other wargear that aids with determining position (the GM is the final arbiter for which wargear grants a bonus). If the Ballistic Skill Test is successful, the lance strike has hit its target to within 1 kilometre (a bull's-eye by naval standards). If the Test is failed, the lance strike deviates from its target by a number of kilometres equal to the number of degrees of failure in a random direction (use the scatter diagram on page 248 of the **DEATHWATCH** Rulebook). Anything within 500 metres of the point of impact of a lance strike is utterly vaporised. Anything up to 1 kilometre beyond the point of impact suffers hideous wounds (5d10+10 E Damage; Pen 10). The GM has the final say on the exact effects of the strike and its degree of carnage, though it may be possible for heavily shielded targets or those deep underground to survive.

V: HONOUR OR DEATH

IMPERIAL ASSETS, DIFFICULTY, SKILL, AND YOU

Many of the following Imperial Assets include various difficulties for tests and (occasionally) set Ballistic Skill characteristics to represent the ability of the various assets to carry out their missions. These difficulties and Ballistic Skill values are merely a suggestion for the “average” set of circumstances, and the GM should feel free to adjust the difficulty of any Test or Ballistic Skill characteristic for these Assets based on the relative skill or experience of the assets themselves or any other circumstance that has an impact on the use of the asset. For example, an inexperienced or ill-equipped force of Imperial Guard Artillery could make the difficulty for Close Artillery Support Difficult (–10) instead of Challenging. Likewise, an elite formation of Imperial Navy pilots could increase the starting Ballistic Skill of the Close Air Support asset from 40 to 50.

Additionally, the GM is at his discretion to require a Charm, Command, or Fellowship Test when interacting with particular organisations or commanders who might otherwise be reluctant to offer aid (for example, if a Space Wolf is asking for assistance from the Dark Angels Chapter). Certain Talents such as Peer, Good Reputation, Rival, or Enemy may also come into play in this manner.

NAVAL TACTICAL LIAISON

The Kill-team has requisitioned the services of a Naval Tactical Liaison who can offer them tactical advice from orbit. Typically used to direct Imperial Guard commanders and large ground troop movements Imperial Tacticians can also sometimes be called upon to aid smaller formations, such as a Deathwatch Kill-team. The presence of the Tactical Liaison means that during the course of their mission the players will be able to call upon him to give them advice on things such as how best to complete their objectives or which methods of attack might be most effective against certain foes or defences. The Liaison counts as having the Tactics Skill (see page 105 in the **DEATHWATCH** Rulebook), with all Skill Groups, and an Intelligence of 50.

ORBITAL INSERTION/EXTRACTION

The Kill-team has secured a method of orbital insertion and extraction, whether by heavy lander or some other means. This allows them to start their mission at any point they should choose (as long as it would normally be accessible from orbital drop) and also call for extraction at any time (though the extraction may require them to move to a safe landing zone accessible for their pick up). The speed and accuracy of the insertion means that the Kill-team will always land within a few hundred metres of their chosen LZ and will often be able to bypass outer defences. In special circumstance the GM may allow the Kill-team to be inserted or extracted by teleport, opening new options for them and allowing them to appear even underground or inside defended structures. Teleport assaults are dangerous, and the GM can have the players appear in unexpected surroundings.

ORBITAL SURVEILLANCE

Ships in orbit can use their auger arrays to gain detailed information about ground targets spying from on high. The Kill-team has gained the services of a vessel in orbit to gather intelligence for them and can call upon it during their mission to see what lies ahead. At any point during the mission the players may choose to use their orbital surveillance to try and gain real time information about an area of the planets surface that would be visible from space. The GM can then have the vessel make a **Challenging (+0) Perception Test** with a Perception of 50. It is up to the GM to decide just what information the ship can gather. Generally, each degree of success should offer the Kill-team additional intelligence. It is recommended that the GM should make this test in secret, as it is also possible the vessel might misinterpret visual data and feed the Kill-team false information...

TORPEDO STRIKE

Similar to a Lance Strike, a Torpedo Strike is less destructive though more accurate. In all respects a Torpedo Strike functions like a Lance Strike with the following changes: once called in a Torpedo Strike takes 1d5+2 rounds to reach its target. Anything within 500 metres of the point of impact counts as being hit with a Krak Missile (see page 150 in the **DEATHWATCH** Rulebook) while anything up to 1000 metres beyond count being hit with a Frag Missile (see page 150 in the **DEATHWATCH** Rulebook). The only drawback of a Torpedo Strike is that it can be shot down during its approach, and the GM may give enemies a chance to knock it out if it is targeted at an area with heavy ground to orbit defences.

VOID RAPID RELOCATION

In the absence of the presence of the Deathwatch or the Adeptus Astartes it falls to the Navy to transport Battle-Brothers to their areas of operation. The Kill-team have gained transport on a system vessel and as long as they can reach orbit can travel between worlds and ships within the system they are operating in. Alternatively they can use this vessel to transport equipment or personal into or out of the combat zone. The transport is not an armed combat vessel however and cannot offer combat support, orbital intelligence, or communications support.

VOX TRANSMISSION NET

A vessel in orbit has the advantage of being able to relay vox transmissions across vast planetary distances not hindered by natural geography or the strength of portable vox units. A series of linked vessels can also maintain a constant vox net around the world allowing those on the ground to communicate with other ground units far beyond the horizon. The Kill-team has either gained access to or been given special dispensation to use an orbital vox net. This allows them instant communications with any other Imperial units on the surface of the planet as long as they can be reached by orbital vox transmission (usually this means as long as they are not too far underground or being jammed by enemy forces).

IMPERIAL GUARD ASSETS

No other force within the Imperium is as vast or well-armed as the Imperial Guard. Like a mighty sledge hammer of the Emperor, the Guard represent the crushing weight of Imperial rule and the blunt end of all crusades and campaigns against the Emperor's foes. It is likely that wherever the Battle-Brothers are deployed, the Imperial Guard will not be far behind and should they require their brute force the Kill-team may be able to call upon them to supply troops, armour, and big guns. Players can use Table 5-4: Imperial Guard Assets to select support from the Imperial Guard for their Kill-team selecting from its assets depending on their available Requisition and level of Renown.

CLOSE ARTILLERY SUPPORT

The Imperial Guard is famed for its heavy artillery and in most Imperial warzones, the thunder of the big guns is a constant to the symphony of combat. The Battle-Brothers have gained the support of a section of Imperial Guard long range artillery such as a Deathstrike Missile Launcher or a Basilisk mobile artillery battery. The GM can allow the players to make use of the artillery as often as he likes (if he wants to limit it, they can simply have limited ammunition for their guns). However, it can be risky given the usual precision of Imperial Guard gunners. The character calling in the Artillery Support then makes a **Challenging (+0) Ballistic Skill Test**. He gains a +10 bonus if he can see the target point and has access to an auspex, auto-sense goggles, or other wargear that aids with determining position (the GM is the final arbiter for which wargear grants a bonus). If the Ballistic Skill Test is successful, the artillery barrage lands on target. If the Test is failed, the artillery barrage deviates from its target by a number of metres equal to the number of degrees of failure multiplied by 20 in a random direction (use the scatter diagram on page 248 of the **DEATHWATCH** Rulebook). An artillery barrage has a radius of about 20 metres. Anyone or anything in this radius will

take 5d10 E (+1 per degree of success on the Ballistic Skill Test) damage (with the Devastating Quality) and be knocked prone—on a failed test, the GM can have rounds land up to 100 metres off target. Finally, the rounds take time to reach the target from such a distance, and when a strike is called, it will take 2 rounds to arrive.

COMMISSAR COHORT

Morale and discipline are just as vital to the fighting effectiveness of the Imperial Guard as the humble lasgun or the ubiquitous flak armour. A regiment that is not properly motivated to fight is no use at all and can often be as much a danger to its allies as to its enemies. To remedy this issue, the Imperial Guard uses Commissars, officers specially trained in the Imperial Creed, to keep both the rank and file and their commanders in line. The Kill-team has gained the use of a cohort of these political officers and can deploy them to shore up the morale of local troops or strengthen the resolve of other Imperial Assets. The Battle-Brothers may choose a single allied Imperial Guard formation (though this can be a PDF unit or even civilian militia) and have the Commissariat take control of it. For the duration of the mission, the Battle-Brothers will gain a +20 to all Command Tests when dealing with the unit, and the unit gains a +20 to all tests to resist Fear and Shock (see page 277 in the **DEATHWATCH** Rulebook for the effects of Fear on non-Space Marines). Furthermore, once during the course of the mission, should the unit fail a Command or Fear Test the players may choose to have their Commissars execute 1d5 members of the unit (or, if the unit is a Horde, the Commissars reduce the Horde's Magnitude by 1) and re-roll the Test. This asset cannot be requisitioned using Reserve Requisition.

TABLE 5-4: IMPERIAL GUARD ASSETS

Asset	Requisition Cost	Renown
Close Artillery Support	40	—
Commissar Cohort	30	Distinguished
Heavy Weapons Company	40	—
Imperial Guard Armour Support	60	Distinguished
Imperial Guard Armoured Transport	30	—
Imperial Guard Sappers	30	Respected
Imperial Guard Scout Section	20	Respected
Reserve Company	15	—
Sanctioned Psykers	20	Respected
Superheavy Armour Support	80	Famed



HEAVY WEAPONS COMPANY

The Imperial Guard are well known for their heavy weapons and the amount of firepower they can bring to the battlefield. The Battle-Brothers have requisitioned the support of an Imperial Guard Heavy Weapons Company and can call upon them as needed. When selecting this Asset the players must choose for their Heavy Weapons Company to be armed with either Lascannons, Missile Launchers (carrying both Frag and Krak missiles) or Heavy Bolters. The unit can assist the Kill-team as much as they require (or at least until they have been destroyed or their moral is broken). However, if they engage in protracted fire-fights, the GM may make ammo an issue and have them forced to withdraw. Remember, for the company to be effective they must get to a combat zone with the Battle-Brothers (something the players must organise) and can themselves be attacked and destroyed. The Heavy Weapons company counts as an Imperial Guardsman Horde with a Magnitude of 10 (see page 376 in the **DEATHWATCH** Rulebook for the Imperial Guardsman's profile and details on Hordes) which governs the number of shots it may take each round and the amount of damage it can take before it is destroyed.

Heavy Weapons Company weapons have the following profiles:

Lascannon (500m; S/-/-; 5d10+10 E; Pen 10)

Missile Launcher (250m; S/-/-; Damage and Penetration as missile type)

Heavy Bolter (200m; -/-/10; 2d10 X; Pen 5)

IMPERIAL GUARD ARMOUR SUPPORT

The Battle-Brothers have requested support from local Imperial Guard armoured units, such as a column of Leman Russ Battle Tanks or Demolisher Siege Tanks. Once during the course of the mission, the Kill-team can call in the tanks to help them against their foes, such as to breakthrough enemy lines, reduce an enemy position or engage enemy armour. 1d5+1 tanks will arrive within an hour of the request being sent (the GM may reduce or increase this time depending on how far behind the lines the Kill-team is and more importantly the kind of terrain the armour must cross to reach them). The tanks will then engage the enemy and try and follow the Kill-team's orders to the best of their ability. After the action, any surviving tanks will then withdraw. Other books in the **WARHAMMER 40,000 ROLEPLAY** line will include detailed game statistics for these tanks, and the GM may use those rules if he wishes. However, given the scale of the firepower possessed by a group of Imperial Guard tanks, it is recommended that the GM play out the effects of the armour support in a narrative way. For example, the tanks can gun down entire enemy squads (eliminating one horde per tank, for example), or blast their way through defences to open the way for the Kill-team to progress.

IMPERIAL GUARD

ARMoured TRANSPORT

The Kill-team has secured transport in an armoured Imperial Guard troop carrier such as a Chimera. Lightly armed and armoured, the transport does, however, greatly increase their overland speed and provides some protection against small arms and environmental perils. Having a transport can also have numerous other benefits such as the ability to carry heavy equipment, survivors and wounded that would not otherwise be able to keep up with the Kill-team. This is a single vehicle with an Imperial Guard crew and armed with a hull heavy bolter, in other respects (such as speed, armour and carrying compactly) it counts as a Rhino (see page 178 for the details on Rhino Troop Transports). The Kill-team can use the vehicle freely for the duration of the mission (or until it is destroyed). However, at any time they may choose to send it to the rear at which point it will retreat to safety for the remainder of the mission.

Chimera Transport weapons have the following profile:

Multi-laser (250m; -/-/10; 3d10+3 E; Pen 4)

Heavy Bolter (200m; -/-/10; 2d10 X; Pen 5)

IMPERIAL GUARD SAPPERS

Sometimes there are fortifications or obstacles which the Kill-team will not easily be able to overcome on their own, or perhaps they just don't have the time. For these instances, the Battle-Brothers can call in an Imperial Guard Sapper Company to breach a defence or reduce a structure and clear the way forward. Once during the course of the mission, the Kill-team can attempt to use the sappers to either breach a fortification or destroy some battlefield feature (whether it is natural or manmade). In optimum circumstances, the sappers will take anywhere from 10 minutes to a few hours (as determined by the GM depending on the size of the target) to set their charges and then blow it to pieces. Under fire, however, things become much more difficult, and times can be double or triple these, added to which the Kill-team must protect the sappers until they have completed their task. However, as long as the size or strength of the target could reasonably be destroyed by the sappers, and the Battle-Brothers have a good plan for getting the sappers into position, the GM should allow the attack to be successful.

IMPERIAL GUARD SCOUT SECTION

Mostly the Adeptus Astartes have little respect for the so called 'intelligence' gathering sections of the Imperial Guard. However, on occasion, they can prove to be a useful resource, especially when the Imperial Guard has been in a warzone far longer than the Deathwatch. The Kill-team can call upon the support of an Imperial Guard Scout Section before they embark on a mission, in essence sending in a small force of highly trained (though still human) scouts to gather information about a target. The players can choose one of their Primary or Secondary objectives for the scouts to investigate. The GM then rolls 1d10: on a score of 1, the scouts have been discovered and destroyed and the enemy is

alerted to the Imperium's interest in the target (if they were not already). On a result of 2–8, the scouts learn some basic facts about the target such as the number and type of enemies in the area and any major obstacles (i.e., the target is within a void shield dome). On a result of 9–10, in addition to basic information the scouts learn a secret fact about the target (i.e., its garrison is commanded by a psyker or there is a powerful summoning circle hidden nearby).

Note that it is possible to take this Asset more than once, each instance applied to a different objective. This asset cannot be requisitioned using Reserve Requisition.

RESERVE COMPANY

Any warzone involving the Imperial Guard is likely to be swarming with regiments and divisions of Guardsmen reflecting the vast amounts of troops at its disposal. Typically however even with so many men the Imperial Guard keeps careful track of every soldier and its commanders are loath to 'loan' out troops. Somehow however the Kill-team have filled in the proper paperwork with the Administratum, and gone through the lengthy protocols of the Imperial Guard, to gain the use of a Reserve Company of Guardsmen (numbering somewhere between 100–300 men). The unit can assist the Kill-team as much as they require (or at least until they have been destroyed or their moral is broken). Remember, for the company to be effective they must get to combat zone with the Battle-Brothers (something the players must organise) and can themselves be attacked and destroyed. The Reserve Company counts as an Imperial Guardsman Horde with a Magnitude of 50 (see page 376 in the **DEATHWATCH** Rulebook for the Imperial Guardsman's profile and details on Hordes) which governs the number of shots it may take each round and the amount of damage it can take before it is destroyed. At the GM's discretion, this asset may be combined with the Commissar Cohort asset.

SANCTIONED PSYKERS

The Imperial Guard sometimes make use of Sanctioned Psykers in their operations, though usually only ever under heavy supervision and for very particular tasks. The assistance of these low grade psykers can however prove very useful especially in their ability to detect and combat enemy warp users and alien witches. The Battle-Brothers have gained the use of a cabal of sanctioned psykers, which while of little combat use to them can be used as a source of intelligence and counter-psyhic warfare. The players can confer with the cabal during the mission preparation phase and have them consult the omens about a single Primary or Secondary Objective. This has the effect of granting each Battle-Brother a single re-roll when working specifically to complete that objective reflecting a level of foreknowledge. Sanctioned Psykers also protect the Kill-team from the psychic spying of other psykers and increase the difficulty of all psychic tests to detect the Battle-Brothers by one step (i.e., Challenging Tests become Difficult, and so forth). This asset cannot be requisitioned using Reserve Requisition.

SUPERHEAVY ARMOUR SUPPORT

Imperial Guard armoured units include some of the largest and most formidable war machines known to the Imperium. This Asset allows the Kill-team to call upon a single Imperial Guard superheavy tank, such as a Baneblade or Shadowsword. This veritable fortress will smash almost anything in its path and can be used to create a strong point against enemy attacks, holding a vital location against substantial enemy opposition for the Battle-Brothers. In all respects the GM should treat this Asset as Imperial Guard Armour Support (see above), however he should take into account the extra firepower and durability of a superheavy tank.

INQUISITORIAL ASSETS

The Inquisition often works hand in hand with the Deathwatch using their influence, agents and intelligence gathering operations to aid Kill-team's where and when they can. As a source of more esoteric and unusual support the Battle-Brothers can call on the Inquisition to provide specialised assets or information which can prove invaluable both on and off the battlefield. Players can use Table 5–5: Inquisitorial Assets to select support from the Inquisition for their Kill-team selecting from its assets depending on their available Requisition and level of Renown.

ARCANE WEAPONRY

While the Adeptus Astartes and the Deathwatch have access to vast amounts of potent and deadly weaponry it is the Inquisition which often keeps the most effective and ancient Imperial weapons. This asset allows the Kill-team to requisition a special weapon, type of ammunition or weapon component from the Inquisition for the duration of their mission. This has the effect of enhancing one of their weapons in some special way (though just for that mission), such as giving a boltgun's rounds poisons or removing a plasma gun's chance of overheating. The Kill-team must choose a single weapon

ANYTHING AND EVERYTHING

The Inquisition has far reaching powers and the ability to requisition almost everything and anything it might need in the course of its work. In simple terms, this means that if the Inquisition needs it, they can take it for as long as it is required or for as long as they choose to have it. This asset covers this vast plethora of things that the Kill-team could requisition given their ties to the Inquisition but which are not covered elsewhere. Typically, this will be things that are requisitioned during the course of a mission using Reserve Requisition, such as a local company of Enforcers, food and equipment for a group of survivors under the protection of the Kill-team, or the fire support of a ground defence battery against targets in low orbit. It is up to the GM to decide how much requisition is required for the Kill-team to gain or use the asset though he should use the other assets as a guideline.

(ranged or melee) carried by one of their Battle-Brothers. They may then either remove a single detrimental quality from the weapon (such as Unwieldy, Overheats, or Primitive, for example) or add a single beneficial quality from those listed on pages 142–144 of the **DEATHWATCH** Rulebook. The GM always has the final say, however, if a special weapon quality can be applied to a certain weapon, and some qualities may be restricted to either melee or ranged weapons depending on their descriptions. This asset cannot be requisitioned using Reserve Requisition. Normal Renown and Requisition limits apply to any gear from this asset.

EFFECTIVE INTERROGATION

The Inquisition has a well deserved reputation for finding the truth and squeezing information out of unwilling subjects. With this asset the Kill-team has requisitioned the services of an Interrogator, or similar skilled member of the Inquisition, to question one of their prisoners. In effect this allows them to ask questions of their prisoner and receive answers. After each answer, however, the prisoner must make a **Challenging (+0) Toughness Test** or die from the methods used by the Interrogator. Unless the prisoner is very resilient or otherwise special, the GM should allow the answers to be as truthful as possible (to the prisoner's knowledge). Typically such an interrogation will take several hours and a relatively quiet spot to take place. This asset cannot normally be requisitioned with Reserve Requisition.

EYES AND EARS

The Inquisition has informants everywhere, often even beyond the boundaries of the Imperium, which feed them a constant stream of intelligence. The Kill-team can use this asset to tap into this flow of information and gain an understanding of the area they are about to enter. This supplemental information has two effects: the first is that any Lore Skill Tests (see page 100 in the **DEATHWATCH** Rulebook) gain a +10 bonus as long as they pertain to the enemies or environment the mission takes place in, the second is that any mission objective with a Stealth Objective Theme (see **DEATHWATCH** page 273) requires 10 less Kill Markers to complete reflecting the bonus this information grants the Kill-team with infiltration. This asset cannot normally be requisitioned with Reserve Requisition.

INQUISITORIAL INVOLVEMENT

It is likely that during the course of their time in the Deathwatch the Battle-Brothers will find themselves in the service of an Inquisitor. However, it is also possible that at certain times, they themselves might be able to call on the direct intervention by an Inquisitor to aid them on a specific mission. For this mission, the Kill-team will be accompanied by an Inquisitor (and possibly the Inquisitor's own retinue), the abilities of which are decided by the GM depending on the nature of his campaign and which members of the Inquisition are in the area. The players should remember however that while an Inquisitor can make for a powerful ally, they have no direct command over such an individual and Inquisitors always have their own agendas... This asset cannot be requisitioned using Reserve Requisition.

TABLE 5-5: INQUISITORIAL ASSETS

Asset	Requisition Cost	Renown
Anything and Everything	Varies (see entry)	Varies (see entry)
Arcane Weaponry	15	Respected
Effective Interrogation	10	—
Eyes and Ears	20	—
Inquisitorial Involvement	40	Distinguished
'In the Name of the God-Emperor...'	50	Famed
Mind Cleansing	20	Respected
Primaris Psyker	40	Respected
Sequestered Temple Assassin	80	Famed
Thorne Agent Cell	60	—

'IN THE NAME OF THE GOD-EMPEROR...'

The name of the Inquisition is a potent tool, even for a Deathwatch Kill-team, and in the right instances it can be used just as effectively as any weapon. This asset grants the Battle-Brothers special dispensation to use the force of the Inquisition when dealing with members of the Imperium such as Planetary Governors, Imperial Guard Commanders, or other influential and important leaders. In effect, this asset allows the Kill-team to issue a single order (provided of course it is in the subject's power to complete, and not so unreasonable that they would outright refuse), such as allowing the Kill-team entrance to a sacred site, granting them access to classified documents, or a chance to talk to hard to reach individuals. The GM has the final say as to whether or not this asset can be used to coerce the individual in question and may make the players pay more requisition for it depending on its effects and how powerful the subject might be.

MIND CLEANSING

The horrors of the 41st millennium are both numerous and prolific in their nature and Battle-Brothers, and their allies, will face them constantly. Worse is that the mere memory of some such terrors can have a permanent and lasting effect on those that witness them, rendering them useless or greatly diminishing their abilities. To combat these effects the Kill-team can requisition Mind Cleansing, either for themselves or their allies (of any number up to several dozen), at the end of a mission. This has the effect of removing certain memories of heinous things and removes up to 1d10+1 Corruption Points (rolled for each Battle-Brother or ally) gained during the course of the mission. However, there are some side effects, and those that use this asset will completely forget certain things, the full impact of which is ultimately up to the GM. Normally, the mental fortitude, hypno-indoctrination, and training of a Space Marine make this option unnecessary, and most Inquisitors are well-aware of the value of the Adeptus Astartes.

PRIMARIS PSYKER

Even among the ranks of human psykers there are those which reach great heights of power and ability becoming vital resources for the Imperium and often falling under the auspice of the Inquisition. Primaris Psykers are such individuals and can be called upon for their psychic expertise and also their ability to gather intelligence not available by other means. The Kill-team has gained the support of such a psyker and can use him to aid them in their mission. In all respects a Primaris Psyker counts as the Sanctioned Pyskers asset (see page 219). However, the additional power of a Primus Psyker means that attempts to spy on the Kill-team are two steps harder (i.e., Challenging Tests become Hard) and each Battle-Brother gains two re-rolls when completing the chosen objective. This asset cannot be requisitioned using Reserve Requisition.

SEQUESTERED TEMPLE ASSASSIN

There are few warriors more feared than the Imperial Temple Assassins and few operatives more skilled in taking out their foes. Assassins almost always work alone, however (most are considered too dangerous to fight alongside regular formations), and often are sent in well ahead of any Imperial attack. For this mission, the Kill-team has been granted the use of an Imperial Assassin which they can direct against one of their targets. To use the Assassin they must be aware of the target's location and have a good description of him. The Assassin then goes in before the mission begins and (unless the GM decides there is a good reason otherwise) kills the target. This effectively removes the target from the Kill-team's mission before it even starts and possibly removes a deadly obstacles to one or more of their objectives. Of course there are countless things that can go wrong with such an assassination and the GM should only allow the players to kill targets in this way if they are not important to his own plots or if it seems unreasonable that a single Assassin could defeat them. This asset cannot be requisitioned using Reserve Requisition.

THRONE AGENT CELL

The Inquisition makes use of countless operatives across the Imperium and in many of its most brutal warzones. These best of these are known as Throne Agents, individuals which have proven themselves to the Inquisition and are themselves highly skilled. For the mission the Kill-team has requisitioned the use of a Throne Agent Cell to help them complete some specific task. While these agents will not fight at their side (and in fact they may never even meet them), they can be used to help complete a single Primary or Secondary objective, moving behind the scenes, killing foes, gathering data, or destroying vital targets. This effectively adds 50 Kill Markers

toward completing the objective, which may complete the objective without the intervention of the Battle-Brothers. Objectives completed in this way, however, do not earn the players any Experience or Renown. At the GM's discretion he might also allow the players to have their Throne Agent Cell complete specific tasks not associated with objective, come to their aid in combat, or even allow the player to role-play out the agents own mission parallel to that of the Battle-Brothers taking control of the agents' actions. If the GM wishes to represent a Throne Agent in-game, use the Imperial Agent from page 374 of the **DEATHWATCH** Rulebook with the following modifications: +10 WS, +10 BS, +10 Willpower, +10 Fellowship, +6 Wounds, and one weapon of choice from the following list (plus the appropriate Weapons

Training Talent):

Plasma Pistol (30m; S/2/-; 1d10+6 E; Pen 6; Clip 10; Rld 3 Full; Overheat; on Maximal setting, the weapon gains +1d10 Damage, +2 Pen, consumes 2 ammunition per shot, and the Recharge Quality)

Power Sword (1d10+8 E; Pen 6; Balanced, Power Field)

Hellgun (110m; S/3/-; 1d10+4 E; Pen 7; Clip 30; Rld 2 Full)

ADEPTUS ASTARTES ASSETS

The Adeptus Astartes maintains close ties with the Deathwatch, and rightly so given that its ranks are made up of Battle-Brothers from its many Chapters. Just as a Kill-team might find itself supporting a Space Marine strike force, so too will Adeptus Astartes Assets sometimes become available to members of the Deathwatch should their missions overlap with those of the Chapters. Players can use Table 5-6: Adeptus

Astartes Assets to select support from the Adeptus Astartes for their Kill-team, selecting from its assets depending on their available Requisition and level of Renown. It is important to note that the Assets in this section do not come from the Deathwatch; rather, these assets are provided from a distinct, separate Space Marine Chapter. Also, the nature of Space Marine formations dictates that they are in high demand for a number of missions at any one time. It is recommended that each of these assets is one use only per campaign. The GM may use his discretion to allow more than one use of these assets if he wishes.

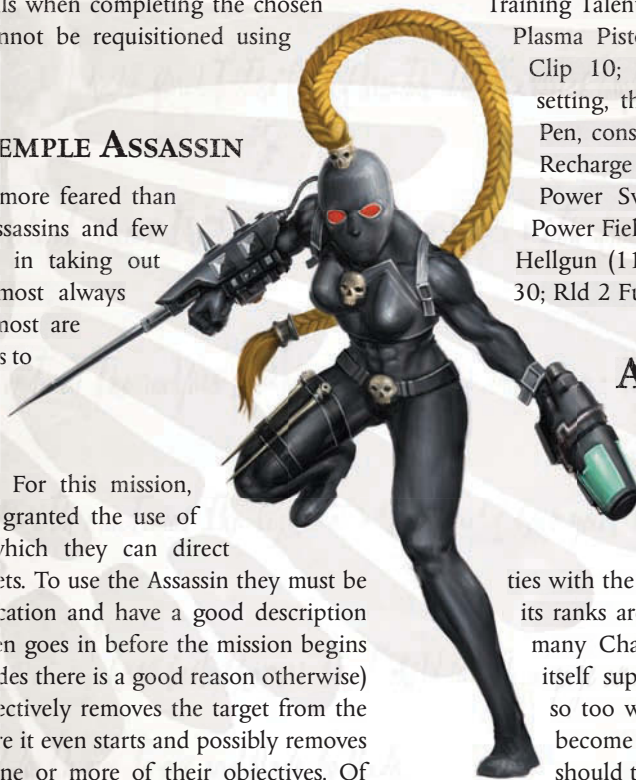


TABLE 5-6: ADEPTUS ASTARTES ASSETS

Asset	Requisition Cost	Renown
Assault Strike Force	50	—
Astartes Armour Support	60	Distinguished
Astartes Armoured Transport	40	—
Astartes Siege Breakers	40	Respected
Lore of the Librarium	30	Distinguished
Sniper Scouts	40	Respected
Tactical Fire Support	50	—
Thunderhawk Gunship	80	Famed
Whirlwind Barrage	50	Respected

ASSAULT STRIKE FORCE

Space Marine assault troops, armed with jump packs and close combat weapons, are among the best shock troops in the galaxy, dropping in upon their foes from above with a fury born of righteous hatred. This asset places five Assault Marines at the Kill-team's disposal, each armed with a jump pack, chainswords and bolt pistols, which can be called upon once during the course of their mission. The GM should count each of these Space Marines as a Rank 1 Battle-Brother of the Assault Marine Specialisation. The GM and players should also note that they are

not in command of these Space Marines, they are merely allies which will arrive to aid them against a common foe. This asset cannot normally be requisitioned with Reserve Requisition.

ASTARTES ARMOUR SUPPORT

A Space Marine Chapter uses its own armoured fighting vehicles for special assaults or critical battles. This support usually comes in the form of a platoon of Predator tanks, lighter but faster than their Imperial Guard counterparts and commanded by skilled Space Marine crew. The Kill-team has gained the support of such a column of Space Marine vehicles for one of their battles and can deploy them as needed. In all respects this asset works in the same way as Imperial Guard Armour Support (see page 218). However, the support will generally arrive faster and be more effective given the superior crew and the differences between the Predator Tank and the Leman Russ Tank. Details on using vehicles in combat can be found in Chapter IV. This asset cannot normally be requisitioned with Reserve Requisition.

ASTARTES ARMoured TRANSPORT

While the majority of the Imperial Guard are foot troops almost all Space Marine units are mechanised and have the option of arriving on the battlefield in Rhino or Razorback troop carriers. The Kill-team has requisitioned such a transport for their mission and may use it freely to aid them in completing their objectives. In all respects this asset works in the same way as Imperial Guard Armoured Transport (see page 218). However,



Adeptus Astartes transports are always quicker to deploy and of course have superior crew. Details on using vehicles in combat can be found in Chapter IV. At the GM's discretion, he may allow the players to gain the use of a Land Raider, a powerful assault vehicle with significant armaments. Such an honour is not given out lightly, however. While the destruction of a Rhino or Razorback is no great blow to a Chapter, the destruction of a Land Raider is a significant loss. This asset cannot normally be requisitioned with Reserve Requisition.

ASTARTES SIEGE BREAKERS

As shock troops, the Space Marines are trained extensively in smashing their way through enemy fortifications. The Kill-team has gained the support of a number of Adeptus Astartes siege specialists which they can call upon once during their mission to demolish a target such as an enemy fortification or structure. In all respects this asset works in the same way as Imperial Guard Sappers (see page 218). However, Adeptus Astartes are more skilled (not to mention better equipped and armoured) than their Imperial Guard counterparts and so need less protection and can do their job faster (count this as about half the time it would take the Imperial Guard to complete the same task). This asset cannot normally be requisitioned with Reserve Requisition.

DEATH FROM ABOVE

The Space Marines are famed for their rapid-strike capabilities, and they possess great expertise in acting as the spearhead of an assault. The presence of the Adeptus Astartes is often heralded by a rain of drop pods entering the atmosphere from a Space Marine vessel in orbit. In all respects, this asset works in the same way as Orbital Insertion/Extraction. However, Space Marines are far more skilled and better-equipped than the Imperial Navy for such tasks, and thus accomplish the same role much more quickly (count this as about half the time it would take the Imperial Navy to complete the same task). This asset cannot normally be requisitioned with Reserve Requisition.

LORE OF THE LIBRARIUM

The Deathwatch can, when needed, draw upon vast amounts of lore, kept safe by its Librarian's and drawn from the vaults of dozens of allied Chapters. This lore can prove invaluable in hunting down foes or discovering secrets known only to the Adeptus Astartes and jealously guarded by their commanders. The Battle-Brothers have gained special dispensation to call upon the lore of the Librarium from either the Deathwatch or an allied Chapter and can use the information to answer questions about both the nature of their mission or their enemies. Before the Kill-team embark on a mission, they can choose a single Primary or Secondary Objective and consult the Librarium about it. The GM should then offer them as much information as it would be possible to know about the objective keeping back only very well hidden information or facts that the Deathwatch or Chapter could not possibly know. This information can even include detailed statics on



foes such as what Characteristics, Traits and Talents they might typically have. This asset cannot be requisitioned using Reserve Requisition.

SNIPER SCOUTS

Space Marine Scouts excel in covert warfare and battlefield recon, outshining many other stealth-focused branches of the Imperial forces. For their mission, the Kill-team has gained the aid of a small team of Space Marine Scouts which can provide them with intelligence and sniper fire. In all respects count the Sniper Scouts as an Imperial Guard Scout Section (see page 218), with the exception that they may add +1 on their rolls to gather intelligence. In addition, once during the course of the mission, the Kill-team can request they offer sniper support, provided of course they can reach the battlefield and find a good vantage point. This counts as five Rank 1 Battle-Brothers with BS 35 armed with Astartes Sniper Rifles (see page 153 in the **DEATHWATCH** Rulebook). This asset cannot be requisitioned using Reserve Requisition.

TACTICAL FIRE SUPPORT

There are few finer troops available to support a Kill-team than members of the Adeptus Astartes and the Battle-Brothers can have faith that when they call upon their fellow Space Marines for assistance they can assured that the job will get done. With this asset the Kill-team can call upon the support of a fire team of five Space Marines, armed with

boltguns, once during the course of their mission. The GM should count each of these Space Marines as a Rank 1 Battle-Brother of the Tactical Marine Specialisation. The GM and players should also note that they are not in command of these Space Marines, they are merely allies which will arrive to aid them against a common foe. This asset cannot normally be requisitioned with Reserve Requisition.

THUNDERHAWK GUNSHIP

The favoured transport of the Adeptus Astartes, the Thunderhawk Gunship is a powerful landing craft and can also do double duty as close support air support lending its heavy guns to ground operations. The Kill-team have been given the use of such a Gunship for the duration of their mission and can use it for insertion or extraction. The GM may also allow them to call upon the gunship during their mission to provide fire support from on high, though this support may be limited by fuel, ammunition as well as the difficulty of getting into a position (i.e., traversing hostile airspace). The profile and rules for the Thunderhawk Gunship can be found on page 183. This asset cannot normally be requisitioned with Reserve Requisition.

WHIRLWIND BARRAGE

Space Marines often bring their own close support artillery to battle where the precision and skill of their warriors coupled with the superiority of their equipment can provide them with accurate heavy barrages. In all respects this asset works in the same way as Close Artillery Support (see page 217). However, it is more precise giving the Battle-Brother a +10 on the Ballistic Skill Test to hit the target, and given the close range of the Whirlwind, the barrage arrives on the round after it is called in. This asset cannot normally be requisitioned with Reserve Requisition.

DIVIDED LOYALTIES

Calling upon the Adeptus Astartes for support can have some interesting consequences depending on the Chapter that comes to the Kill-team's aid and if there are any members of that Chapter within the Kill-team itself. While there are no hard and fast rules for this the GM should feel free to explore the friction this might cause, having a player-character's own Chapter come to his aid or fight alongside him. While this may be a chance for the Battle-Brother to reconnect with his peers it could also be painful as the members of his Chapter see him as a member of the Deathwatch now and not a true son of their Primarch.



ADVANCED SOLO AND SQUAD MODE

"Alone, you are great warriors, exemplars of your Chapter. Together, you are a Kill-team, and you are unstoppable."

—Watch Captain Brand of the Storm Wardens

In **DEATHWATCH**, a Space Marine's Solo Mode abilities represent his Chapter's individual strengths and advantages. When the Space Marine is part of his home Chapter, he and his Battle-Brothers function as part of a well-oiled war machine, able to work together smoothly regardless of the threat they face.

In the Deathwatch, however, things are very different; that same Battle-Brother finds that his instincts and traditional means of battle can diverge greatly from those of the other Space Marines in his Kill-team. A Dark Angel, for example, would find it natural to hold his ground in the face of an enemy advance, whilst the Space Wolf's instincts are to leap forward into the fray.

However, a Kill-team that serves together over a number of missions often becomes quite tightly-knit, able to learn and adapt to the unusual methods of their Battle-Brothers, no matter their origin.

This section provides some additional guidelines and rules for handling Solo Mode and Squad Mode abilities in a **DEATHWATCH** campaign.

SOLO MODE ABILITIES

Solo Mode abilities are either active or passive; an active Solo Mode ability is one that the player himself activates, usually by stating its use and applying the effects to his own actions. Passive Solo Mode abilities are those that simply function at all times (such as a Space Wolf's ability to see in the dark) or are triggered by the GM, usually when he asks for a particular Test to be made (such as an Awareness Test) or other such interaction during the game.

As noted on page 215 in the **DEATHWATCH** Rulebook, a Space Marine in Solo Mode can use his Solo Mode abilities freely. When a Space Marine is in Squad Mode, however, he is setting aside his individuality in order to focus on the Kill-team as a whole.

It is important to note that a Space Marine in Squad Mode can still use his Solo Mode abilities—there are two main things to keep in mind about doing so:

- Passive Solo Mode abilities function as normal when in Squad Mode. The Space Marine has free use of them at all times.
- Active Solo Mode abilities can be used when the Space Marine is in Squad Mode; it costs 1 Cohesion point to do so, as he is temporarily focusing more on his own individual nature.



SQUAD MODE ABILITIES

A Kill-team operating in Squad Mode acts together, providing support to each Battle-Brother in the squad. The Leader of a Kill-team may select an Oath before the mission (see pages 228–229 in the **DEATHWATCH** Rulebook) that grants access to certain Squad Mode abilities. In addition, each Space Marine possesses Squad Mode abilities that are unique to his individual Chapter.

ACTIVATING SQUAD MODE ABILITIES

TABLE 5-7: SOLO MODE ABILITY TYPES

Solo Mode Ability	Type
Burst of Speed	Active
Emperor's Grace	Active
Extreme Endurance	Passive
Feat of Strength	Active
Mental Fortress	Passive
Renewed Vigour	Active
Righteous Zeal	Active
Blood Frenzy	Active
Stoic Defence	Active
Wolf Senses	Passive
Thunder's Call	Active
Favoured Son	Passive
Siege Master	Active

V: HONOUR OR DEATH

FOSTERING TEAMWORK

If the GM wishes to emphasise teamwork in his **DEATHWATCH** campaign, he may choose to allow each Space Marine player character to begin the game with the Forging the Bond Talent.

In addition, the GM should focus on situations that reward the player characters for working together by awarding them Cohesion points during the game. Overcoming differences, settling rivalries, and saving a Battle-Brother from a dark fate in the midst of battle are all excellent opportunities to give such an award.

NO SQUAD MODE?

The rules for Squad Mode are an additional layer that is entirely optional; **DEATHWATCH** functions without difficulty if the Space Marines remain in Solo Mode at all times. If the group prefers to play Deathwatch this way, the GM need only remember that some threats presented in **DEATHWATCH** (particularly Master-level adversaries) will need to be adjusted.

Any member of the Kill-team may activate a Squad Mode ability—it does not have to be the Leader! When activating a Squad Mode ability, each ability has a listed Cohesion cost that must be paid from the Kill-team's total Cohesion (see pages 211–212 in the **DEATHWATCH** Rulebook). Squad Mode abilities are divided into two broad categories; Sustained and Non-sustained:

- When activating a Squad Mode ability that is Sustained, the Cohesion cost is only paid once per mission; after the cost has been paid, the Sustained ability may be freely used by any Battle-Brother in the Kill-team (provided he is in Squad Mode) for the duration of the mission.
- When activating a Squad Mode ability that is not Sustained, the Cohesion is paid once per combat; after the cost has been paid, the Non-sustained ability may be freely used by any Battle-Brother in the Kill-team (provided he is in Squad Mode) for the duration of the combat. The cost must be paid again if a Battle-Brother wishes to activate the ability again in another combat.

EVOLVING AS A KILL-TEAM

A Deathwatch Kill-team that serves together over a number of missions learns to overcome their differences, saving each other's lives and working together to gain victory.

At the GM's discretion, a Space Marine may learn how to use and activate another Chapter's Squad Mode Ability. To do so, the Space Marine should treat the Ability as an Elite Advance that costs 500 xp. Naturally, the Space Marine must learn the Chapter-specific ability from another Space Marine of that Chapter. It is important to note, however, that learning another Chapter's way of battle is a high honour, granted only in extremely rare circumstances. A Space Marine wishing to take this Elite Advance should have a Renown of 40 or higher.

In addition, a new Talent, Forging the Bond, is available to all Deathwatch Space Marines at Rank 2.

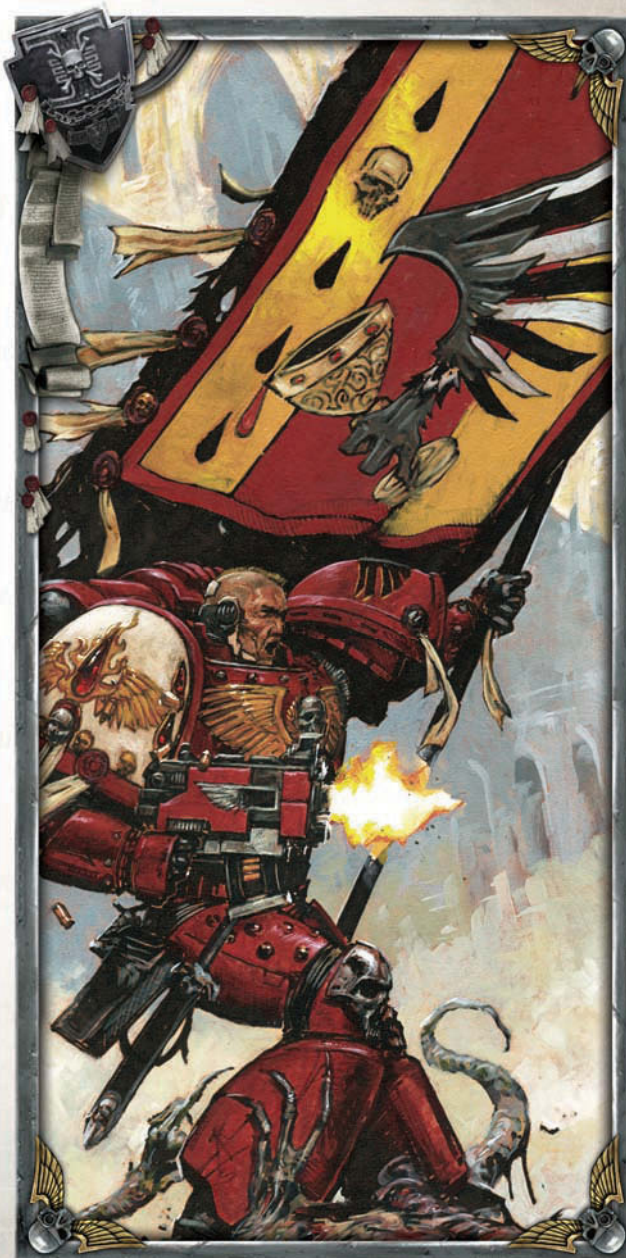
NEW TALENT: FORGING THE BOND

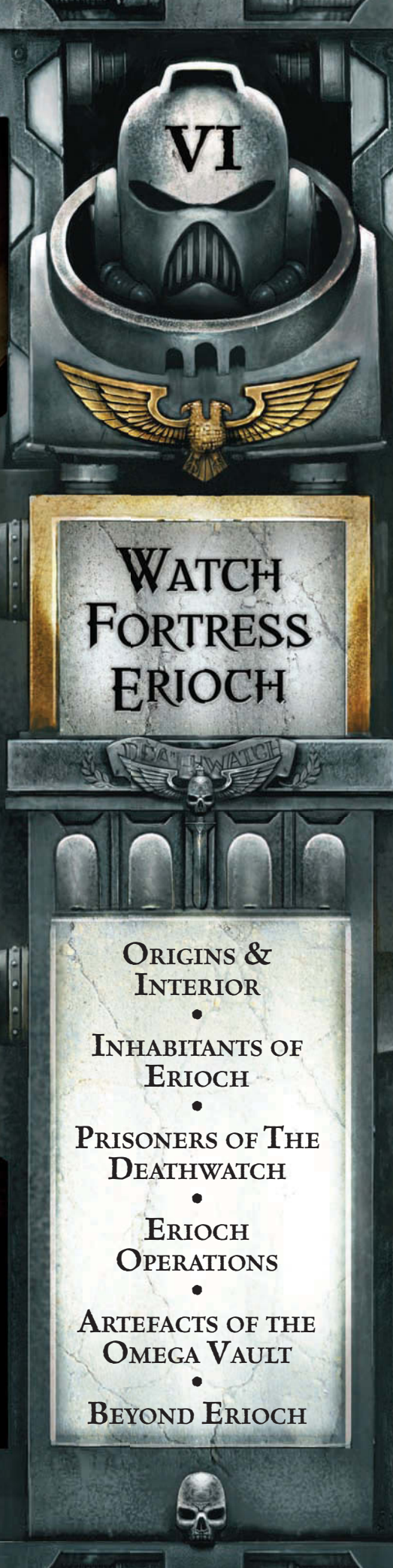
Cost: 500 xp

Prerequisites: Adeptus Astartes, Deathwatch

The Space Marine is gifted at adapting to the fighting styles and traditions of other Chapters, and while serving in the Deathwatch has forged strong bonds of brotherhood with his Kill-team.

- At Rank 1–3, the Space Marine may benefit from the Squad Mode abilities specific to any other Chapter. When members of the Kill-team activate a Chapter-specific Squad Mode ability, the activating Battle-Brother can choose to allow any Space Marines from a different Chapter possessing this Talent to benefit from the ability as well. If he chooses to do so, activating the Squad Mode ability costs an additional 3 Cohesion (total, not per Battle-Brother).
- At Rank 4–5, the Talent functions as above, but the cost is reduced to 2 additional Cohesion.
- At Rank 6–8, the Talent functions as above, but the cost is reduced to 1 additional Cohesion.





WATCH
FORTRESS
ERIOCH

- DEATHWATCH
- ORIGINS &
INTERIOR
•
INHABITANTS OF
ERIOCH
•
PRISONERS OF THE
DEATHWATCH
•
ERIOCH
OPERATIONS
•
ARTEFACTS OF THE
OMEGA VAULT
•
BEYOND ERIOCH





CHAPTER VI: WATCH FORTRESS ERIOCH

*"Jagged, hull-black walls stand sentinel.
Dark void's empty children wait beyond.
Duty holds the breach."*

—Excerpt from Skald Haarksen's stanza of The Long Vigil

Watch Fortress Erioch is a truly gigantic place constructed on a heroic scale. Its lofty halls are made all the more daunting by their silence and emptiness, for the fortress is but sparsely populated for its great size. Its inhabitants, whether brooding Battle-Brothers or sharp-eyed Inquisitors, are apt to view newcomers with suspicion, as they guard secrets and prisoners that could unleash unthinkable woe. The great fortress at Erioch holds intrigue and adventure within its adamantine walls. It is a microcosm of the great events being played out across the Jericho Reach underpinned with the enduring hope that the Omega Vault will one day reveal the keys to their ultimate resolution.

ORIGINS & INTERIOR

The empty, echoing halls of Watch Fortress Erioch hold many secrets even beyond the ultimate enigma of the Omega Vault at its core. It has been noted that the very fortress itself defies logical explanation. It is a millennia-old edifice situated in a place where no forge master or architect-savant of the Imperium could have travelled and where no materials for its construction could possibly exist. The explanation to this first mystery is deceptively simple, but reveals deeper layers of conspiracy lurking beneath the surface.

Navy-minded Inquisition agents on their brief sojourns at Erioch have postulated that the fortress must have been brought there in some great and secret undertaking in the past. They point to subtle points of architecture still visible beneath centuries of accumulated restructuring that are reminiscent of a mighty Ramilles class star-fort. Such an edifice could be moved through warp space they insist, meaning that if they are correct, Watch Fortress Erioch could—potentially—be moved again.

The Imperium's scant supply of gigantic semi-mobile stations like the Ramilles are vital to the Imperial Navy as forward fleet bases. Each one is capable of shortening campaigns by decades through its deployment. That such a rare and precious commodity should have been risked in transport

all the way to distant Erioch and then left essentially unused speaks volumes to the perceived value of the location—and of the overpowering reach of those who caused the fortress to be established there. Surely locked away within this ancient fortress can be found knowledge of the most heinous alien lifeforms mankind has ever encountered.

THE OUTER WARDS

The Outer Wards separate the landing cradles and void docks studding the fortress walls from its interior reaches. The Battle-Brothers hold that no enemy of Watch has willingly broached these wards, either entering or leaving, in more than two thousand years. Some supplicants never pass the wards even on legitimate business lest they become lost in the constantly moving labyrinth. Madness and death await the unworthy, it is said, for only true servants of the Emperor may find a straight path through the Outer Wards.

The wards themselves take the form of great moving mazes made of interlocking cog teeth and gear splines. The wards are built on a titanic scale—a hallway might be the space between teeth on a two hundred metre wide cog, while a bridge over vast gulfs may be the slow-rotating spline of a half-kilometre connecting rod. In some areas gravity is defined by the different components of the maze such that walls might become floors and floors become ceilings within the turn of a corner.

Negotiating the wards for the first time takes a good deal of self-discipline and swift thinking as the constantly-changing environment threatens to trap and crush the indecisive. The mere sight of relentlessly narrowing spaces and widening gaps in the wards is apt to induce gibbering panic. The distress this causes in the minds of ordinary humans is but a fraction of that felt by most xenos. They find the wards a place of unthinkable terror, a man-made hell of grinding iron and fanged steel. The effect is so marked and so universal that it has been speculated that unseen factors are at work, a latent psychic marker generated by the fortress itself or a mnemonic dread generated by the grinding wards that leaves humans and Space Marines untouched.

Others maintain that xenos will inevitably be repelled by the boundary of an edifice so utterly dedicated to their ruination and that the wards are themselves only the visible parts of a gigantic mechanism that lies beneath the outermost skin of the fortress, possibly the Omega Vault itself. If such theories hold true the function of the wards as a labyrinth is entirely coincidental to their presence. What purpose this titanic artefact might serve, or whether it is only the remnant of some monumental unfinished project, has never been adequately answered.

THE XENOS BESTIARIUM

In the infamous Xenos Bestiarium, captive aliens roar and scream defiance at their pitiless examiners. Their inhuman blasphemies avail them naught as they are relentlessly tested and categorized by the Apothecaria in hundreds of holding cells and examination rooms. From here the most dangerous xenos might be released into the fortress' extensive Hunting



Grounds for the Deathwatch to hone their skills against. Discovering effective weapons and techniques to use against the alien menace is ever at the forefront of the Bestiarium's works; study of the alien itself is only undertaken as a byproduct of the quest for a better understanding of how to destroy it.

The Xenos Bestiarium occupies the lower thirteen levels of the northern quadrant of the fortress. The areas still in use are stark, brightly-lit corridors studded with observation windows of metre-thick crystal that look into the various cells. By contrast the many disused sections of the Bestiarium are forlorn, dimly-lit expanses of stained rockrete cluttered with debris. Here and there shattered observation windows gape, blindly hinting at the violence unleashed by their occupants, while blackened walls recall the righteous fury of promethium unleashed to quell them.

The Bestiarium has probably played host to hundreds of thousands of aliens over the millennia. Examples of xenos apprehended anywhere in the Eastern Fringe may be sent here for study and dissection by order of the Ordo Xenos. Individual Inquisitors sometimes take advantage of the unparalleled knowledge to be found in the Bestiarium in pursuit of their own investigations, whether to arm themselves against a known foe or to trace an elusive xenotype. The fortress-bonded staff of Logis and Lexmechanics sift, catalogue and cross-index each examination and every observation with exhausting exactitude.

THE HOLDING CELLS

The main body of the Bestiarium comprises holding cells subdivided in spectrum-based threat gradations running from ultraviolet to infrared. Xenos requiring complex or specialist environments are most commonly held in stasis shells until required. In many cases, the stasis shells kill as many as they preserve but both living and dead xenos are exhibited without distinction in the Bestiarium. In some cases it has proved difficult to determine whether some aliens are truly alive or dead in the first place.

The Bestiarium holds many strange and exotic xenos, from sentiences that exist only in a certain colour range, to beings that live their lives in reverse, or ones endlessly transmuting themselves into new and ever-more disturbing forms. Each is thoroughly studied, annotated and categorized so that it can be better destroyed in the future.

THE EXAMINATION CHAMBERS

Different rooms appointed for the examination and dissection of aliens are studded throughout the Xenos Bestiarium. Some take the form of small auditoriums with stepped benches suitable for an audience; others feature unbreakable crystal cages with remotely controlled manipulators for dealing with xenos prone to noxious effluvia. Most are gloomy, low-ceilinged places reminiscent of a medieval torture chamber with stained examination blocks and restraints speckled with the patina of rust.

Here servo-skulls and slow-ticking cogitators record every scalpel cut, amputation and injection made in the quest for knowledge. Toxins and viral agents are tested, pain thresholds measured, vital organs and nerve centers located and categorized for lethality of attack. Even the most fearsome alien predator has a weak point somewhere and in the examination chambers that weak point will be revealed.

ZONE MAGENTA

A number of Tau Caste members are being held prisoner in zone Magenta for behavioural studies by the Ordo Xenos. Most of the Tau prisoners have been seized from small colonies cleansed by the Deathwatch but a few are from ships intercepted in transit. A single Ethereal caste member is being held separately in great secrecy.

How the Tau interact without their ruling caste to guide them is of equally great interest to both the Deathwatch and the Ordo Xenos. The Battle-Brothers recognize the strong social structure of the Tau as a long-term threat. Some feel the rigid caste system holds the key to the Tau's undoing. Should the aliens be as reliant as they appear to be on the Ethereal caste to smooth out the endless quarrelling and rivalry between the castes, a targeted assassination campaign could be of great value in the future.

A complex experiment has recently been set in motion by Inquisitor Adrielle Quist utilizing a handful of Fire Caste warriors taken from the forest world of Baraban. The Fire Caste Tau were afflicted by the so-called "Dream of Unity" by ancient xeno-tech traps on that world (for more on the

Delirium Trellises of Baraban, see the Shadow of Madness adventure in the **DEATHWATCH GAME MASTER'S KIT**). This singular delusion has caused them to believe that anyone they encounter is a trusted member of the Tau Empire. Inquisitor Quist has taken full advantage of this to convince the Fire warriors of her status as an important Gue'la liason.

Quist has convinced the Fire Warriors that the other Tau prisoners held at Erioch are dissidents that refuse to accept that there is now peace between the Tau Empire and the Imperium. Apparently she plans to find out how quickly and heavily the Fire Caste will resort to outright oppression to enforce their point of view. Such cat and mouse games have drawn criticism from some of the Deathwatch Battle-Brothers, but most have kept their silence thus far.

ZONE VIOLET: HIVE FLEET DAGON VANGUARD ORGANISMS

Zone Violet is locked under maximum security. Gun servitors are stationed in every hallway and Kill-teams are kept on stand-by in a state of constant readiness. The xenos sealed within these cells could potentially compromise the entire fortress were they to breach containment. Tyranid vanguard organisms lurk here, nightmarish monsters taken at the most fantastic risk from the forefront of the splinter fleet now called Hive Fleet Dagon.

Tracing the original gene strain of an invading Tyranid Hive Fleet has proven invaluable in previous campaigns. It provides a way to track the vagaries of rapidly mutating hive genus and find new vulnerabilities. The Deathwatch relentlessly hunt down Vanguard Organisms like Genestealers and Lictors where they can, as these creatures are the ones most likely to carry the Tyranids' core genetic code. Capturing Tyranids is challenging work for even the most experienced Battle-Brothers, and such operations have cost many their lives.

THE CATACOMBS

The catacombs run throughout the lower reaches of the fortress, twisting runs of low, narrow tunnels that were perhaps once used for ducting and maintenance. Over the centuries they have been gradually converted into repositories for accumulated xenos lore. Here great tomes of dusty learning lie beside vivisected specimens and forbidden bestiaries, all sealed by eternal guards of adamantium and wards of stasis against the dark day when such foes might rise again.

Over the centuries many Inquisitors have added their own burdens of dread knowledge to the musty passages beneath the fortress, leaving xenos artefacts and soul-shrivelling texts that they have decreed must be ever hidden from the gaze of man. Deathwatch Keepers bar access to the catacombs to anyone lacking permission from the Master of the Vigil, though such is rarely denied to a petitioner that can cite clear reasons. The catacombs represent a great storehouse of knowledge about the enemies of mankind, but finding any specific information amongst the teetering data stacks can be a challenge.

Stories persist of escaped xenos from the Bestiarium inhabiting the catacombs, but any member of the Deathwatch can dispel that myth. It's true there have been a few unfortunate incidents in the past, including a nasty bore-worm outbreak and a Quozikian hatchling or two, but escapees from the Bestiarium never get as far as the catacombs. Unfortunately it does seem that certain xenos artefacts and alien young can be hard to tell apart sometimes.

QUARANTINE ZONES

Certain areas of the catacombs have been declared as quarantine zones. Here the xenos taint is so powerful that only an armoured Battle-Brother may enter, and even then at some risk. Some of the Quarantine Zones are bathed in unknown radiation or subject to unpredictable temporal effects due to unstable xenos artefacts. Others are infected by alien organisms so virulent that they cannot be truly destroyed, only contained. It is rumored that some of the Quarantine Zones actually contain alien gate technology of one kind or another-Eldar webway portals or smaller examples of the Jericho-Maw warpgate. If so, these locations would create a dire threat to the fortress' security in the wrong hands and must be heavily protected. On this matter, as with many other secrets of the fortress, the Deathwatch Battle-Brothers remain tight-lipped.

THE GREAT OSSUARIES

The Great Ossuaries are a staggering testimonial to the vigil of the Deathwatch onboard Watch Fortress Erioch. The high-arched, oval tunnels that make up the majority of the Ossuaries are lined on walls, floors and ceilings with countless polished bones, teeth and claws of slain aliens. Some fragments may be inscribed with details of a xenos type or who slew it and when, but most lie bare and unadorned in mute witness to the passing of their owners.

Looping corridors connect a handful of larger sepulchres that display the bones of truly gargantuan monstrosities too big to fit elsewhere. Other macabre decorations can be found in these places too, chandeliers made of alien skulls and spines hang beside fluted pillars of chitin and bone. Tattered sheets of xenos hide hang like banners beside intricate mosaics of calcified shell. Centuries of accumulated slaughter have covered many miles of corridor already and the work is ever-expanding.

Any Battle-Brother is free to contribute to the Ossuaries and this practice becomes a source of great rivalry for some Battle-Brothers while drawing scorn from others in equal measure. The Master of the Vigil has final say in such matters and some take a dim view self-glorification. In the past, masters have closed the Ossuaries for lengthy periods to curb the hubris they felt was being promoted by excessive trophy hunting. Nonetheless, if questioned, long serving Battle-Brothers will recall places where the corridors were once much wider before the passing years brought their own drifts of xenos bones to clothe the walls.



Most Space Marines of the Deathwatch find the Great Ossuaries to be a deeply spiritual, even meditative place. Here they may stand among the works of the brothers that came before them and rejoice in their triumph over the alien. New arrivals to the Fortress will commonly be invited to tour the Ossuaries to gain some silent measure of the enormity of the task the Deathwatch performs and their part in the Long Vigil. Ordinary humans visited with this honour tend to find a trip through the Ossuaries a strangely oppressive, frightening experience for all its dark wonder.

Space Marines know no fear, but the bonded serfs of the fortress avoid going into the Ossuaries at all if they can. Cleaning and maintenance is undertaken by mono-task servitors shuffling along pre-set routines. The dusty husks of failed servitors lie undisturbed in some halls, victims of a subtle jinxing effect that seems to persist despite the unguents and imprecations of Tech-Adepts. Perhaps it is no wonder that the Ossuaries are rumoured to be cursed by unquiet alien spirits.

Millions must rest in the corridors and sepulchres of the Great Ossuaries, perhaps billions, unified in death. Entire races obliterated by the Deathwatch at the command of the Ordo Xenos line the walls, and are ground beneath the armoured boots of their slayers where they line the floors. Those touched with psychic awareness report that the ossuaries hold a miasma of pain and impotent rage, its bone-ribbed corridors echoing with a psychic babble of pleas, curses and prayers in forgotten tongues.

THE HUNTING GROUNDS

The Hunting Grounds have gradually grown to fill multiple levels of the fortress, forming an ever-more-important part of the Deathwatch training and devotion facilities at Erioch. Their construction was first begun some four centuries ago at the instigation of Watch Captain Prascus.

Prascus had perceived a certain lack of readiness in Kill-teams being sent into the field because they lacked sufficient opportunity to train together in varied environments. By the nature of its work a Kill-team might find itself fighting in scorching deserts one day and reeking jungles the next. Equally they might have crushing gravity, hard vacuum, toxic atmospheres or a thousand other exotic environmental challenges to overcome with little preparation. The transitions were sometimes difficult for newly arrived Battle-Brothers working together for the first time, and clearly it incurred unnecessary difficulties and even casualties.

It was a tricky matter to address among proud warriors of a dozen different backgrounds, each feeling they bore the honour of their own Chapter on their shoulders. Some Captains would have tackled the issue head-on and called upon the Battle-Brothers to remember their duty and their oaths to strive harder, but Prascus knew that such a course could sow the seeds of later acrimony.

So Prascus decided it would impugn no-one's honour for a lack of preparedness if he instead chose to celebrate the hunting traditions of some of his Battle-Brothers. He had a number of large bays converted into facsimiles of rugged planetary environments and took to leading hunts through them against dangerous xenos released from the Bestiarium. Thus, under the guise of sport and honour, Prascus trained his teams to hunt together with practiced zeal through frozen hells and fiery deserts, and high waters equally well.

Long after Prascus' tenure as Watch Captain had passed, the Hunting Grounds remained in operation, falling into disuse for a few decades at a time before being reopened again. Later Commanders have expanded the grounds further, sometimes with sections mimicking their own home worlds or, increasingly, depicting worlds from the Jericho Reach.

Master Jarra of the Black Templars ordered gigantic sealed vessels to be built so that the Battle-Brothers could practice their arts under every conceivable trial of the void. The towering vaults he created can be configured to mimic any environment from vacuum to the crushing pressure of a gas giant. Watch Captain Madsen caused several vessels to be modified by having ship corridors and xenos labyrinths painstakingly recreated for the exercise of Kill-team close assault tactics. *Jarrah's Eyrie*, a 3800-metre vertical vessel, has so far been kept empty for the exercise of zero-G and terminal velocity combat techniques.

Within the last century the Hunting Grounds have become fully integrated into Deathwatch training dogma at Erioch and expanded even further. Vast halls have been re-configured into exact replicas of the native environments of selected xenos species. Here Deathwatch Battle-Brothers stalk nightmarish aliens beneath holographic skies to learn of their tricks and traps in their native realms. In such places the Battle-Brothers can truly hone their skills as they await the call to battle.

THE INQUISITORIAL ENCLAVE

Watch Fortress Erioch holds a sizeable and well-established Inquisitorial Enclave centred around the jutting, blade-like spire called the Tower of Brass. The archaic palatial suites to be found here have seen little use over the millennia of the Long Watch save for the residence of the Inquisitor of the Chamber and occasional visits from members of the Ordo Xenos going about their work. As with so many other places in the fortress, the Inquisitorial Enclave seems almost too expansive and well appointed for its current use. It seems as if the true purpose of the place is either long past or yet to come, and its current occupants merely the latest caretakers in a long and dusty line stretching back into lost antiquity.

The permanent residence of the Inquisitor of the Chamber fills barely a fifth of the tower, centered as it is about an ancient cogitator core believed to hold details of Ordo Xenos activities in the Jericho Reach pre-dating the Age of Shadows. As with her predecessors, Inquisitor Carmillus spends much of her free time picking through the old reports when not involved in more pressing matters. All too often clues to current events can be found mouldering in matters rooted in the past. Carmillus generally prefers to keep her retinue small and her acolytes in the field with them only returning to the fortress to report and rearm before returning to the fray.

A considerable body of serfs and retainers maintains the tower itself in an effort to make it habitable, but their earnest efforts are dwarfed by the sheer enormity of the task. The patina of age has crept over everything in the tower down the long ages, lending the place a haunting air of faded grandeur. The servants have to content themselves with keeping certain suites or chambers heated and lit as befits human needs while hurrying through cold, empty hallways left in between.

Recently the opening of the warp gate has brought a great many more visitors to the lonely fortress than it has seen in centuries. Now the Inquisitorial Enclave and the Tower of Brass have become the most populace area of the whole fortress. Between the comings and goings of Inquisitors and their retinues, the servitors, the slaves, the hostages and the prisoners of the Ordo Xenos, the vast halls of the Tower of Brass can appear almost bustling, filled with light and the sound of human voices.

This is an illusion, however, as once outside the immediate confines of the Inquisitorial Enclave the oppressive silence and crushing enormity of the fortress reassert themselves once more. In the Tower of Brass the increasing focus on Erioch has caused friction amongst the Inquisitors themselves. Such powerful and dynamic individuals as Inquisitors are apt to clash over matters of priority or probity, and now Watch Fortress Erioch plays host to some individuals with surprisingly bitter rivalries. In shadowy corridors and darkened halls of the Inquisitorial Enclave many whispered meetings are held to advance or frustrate different agendas.

The Family Longsorrow

"Perhaps the Godwyn MkXIV pattern boltgun under the circumstances, sir? Taking into account the wind speed and... I see, of course. Excellent choice, sir."

— Maques Logsorrow at the Fallspoint Massacre

Chief among the servants in the Tower of Brass are the members of the family Longsorrow. The Longsorrows have gained reputation as excellent (if dour) servants, equally at home selecting appropriate vestments for a high function or ensuring that sufficient power cells are packed for the lasweapons. According to their family histories, which occupy dusty shelves in their own right, the family were brought to Erioch for interrogation and execution by Inquisitor Barnabas eight generations ago.

Unfortunately the headstrong Inquisitor Barnabas met his demise before due prosecution took place. Fortunately for the Longsorrows subsequent findings completely exonerated them of any wrong doing. Although now theoretically free to go the Longsorrows could go nowhere, as they would not be allowed to leave the fortress alive. Instead the Longsorrows have gathered other masterless servants to their clan and settled into a kind of stewardship of the Tower of Brass. They are philosophical about their circumstances in moving from suspect to servant, and maintain a demeanour of subtly wounded pride that they should ever have stood accused in the first place.





THE SHRINE OF SAINT ARET

Hidden in a forgotten vestibule deep within the bowels of the fortress there lies an incongruous edifice. A beautiful shrine can be found here, decked out in the full, rich panoply beloved of the Adeptus Ministorum. Intricate stained glass windows tower over an octagonal dais of gold-veined white marble at the centre of the shrine. A heroically-proportioned statue of a warrior carved from alabaster occupies the centre of the dais and its incredible antiquity can be only be guessed at.

The High Gothic psalms graven into the walls of the shrine give no hint of whom it was built to honour. Time has blurred the details of the once-masterful carving, its face and one upraised arm have been obliterated by some past violence and yet it retains a haunting air of nobility and purpose. Over the past few decades, those arriving at Erioch from the Calixis Sector have come to associate the shrine with Saint Aret the Lethcant, sovereign guardian of that which should not be remembered. A scattering of purged dataslates and cracked library crystals can sometimes be found left as offerings to the Saint to call on his assistance in expunging memories of the past.

The longer-serving Battle-Brothers on the fortress know that the shrine long pre-dates the beatification of Saint Aret. It is thought it most likely portrays a hero of the Ecclesiarchy long forgotten by his fellow priests but still honoured by the Deathwatch for his works at their side.



USING THE FORTRESS IN YOUR CAMPAIGN

Watch fortress Erioch is so massive that you can use it to set entire adventures within its walls, or to break up downtime between missions for the players. Some suggested areas to use:

- **The Catacombs:** The players must retrieve an artefact or piece of knowledge that has a bearing on their current mission. The object of their search is hidden away deep in the catacombs inside a quarantine zone.
- **The Hunting Grounds:** The players are ordered into the hunting Grounds to train for an upcoming mission against xenos opponents. All hunts are live-fire and kill-teams may find themselves surprisingly challenged as pitiless instructors pile on the pressure. Remember any environment and any conditions can be replicated in the Hunting Grounds, so toxic atmospheres and extreme climates are a must.
- **The Xenos Bestiarium:** The players are called in to assist with a breakout by Tyranid vanguard organisms held in zone Violet. Genestealers, Lictors and Gaunts are loose and need to be terminated with extreme prejudice before they escape into the fortress. Of course once the dust settles all those dead organisms are going to need to be replaced as well...
- **The Great Ossuaries:** The psychic anguish of restless alien spirits begins to manifest in ever-more-powerful ways, culminating in attempted murders by bloody red phantoms. The source of the manifestation could be a xenos artefact secreted in a sepulchre or an unwitting, xenos-possessed psyker.
- **The Inquisitorial Enclave:** The simmering rivalries of the Inquisitors threaten to boil over into outright violence. The players must work with Inquisitor Carmillus to maintain order without upsetting the supposed self-governing status of the Inquisitorial Enclave.

INHABITANTS OF ERIOCH

The inhabitants of Erioch come from the furthest corners of the galaxy, a macabre collection of warriors, hunters and scholars each with their own reasons to come to the Jericho Reach. Even the taciturn Battle-Brothers of the Deathwatch brought to the great Watch-Fortress by duty often have long, chequered histories and their own motivations for joining the Long Vigil. Some of the most powerful, ruthless and intelligent servants of the Emperor tread the halls of Erioch, and none of them are to be underestimated.

ADVENTURE SEEDS

Each character is presented with some ideas on how they might interact with a larger story or create sub-plots and incidents in their own right. GMs should feel free to modify, switch or disregard these in accordance with their needs.

BATTLE-BROTHER RICHTER

Richter is a scarred old Space Marine of the Black Templars Chapter that joined the ranks of the Deathwatch on Watch Fortress Erioch only recently. He seems taciturn and unremarkable but his expertise with boltgun and chainsword mark him as a past master in their deadly arts. To those with a practiced eye, he is clearly Sword Brethren material even though he wears no honours on his armour and seeks no recognition of his prowess.

Some spiritual turmoil vexes Richter greatly. His set jaw and distant gaze speak of a soul deeply troubled by some past event. Those who watch closely for such things will note that Richter speaks privately with Chaplain Strome more than most and that the two men interact as if they have a past connection or shared burden.

ADVENTURE SEEDS

- Richter was charged with training Neophytes for the Black Templars and was forced to take them into battle before he believed them ready. The Neophytes were massacred and Richter has blamed himself ever since. Chaplain Strome asks the players to add Richter to their Kill-team in hopes of dissuading him from taking the Black Shield or becoming an Kill-marine.
- Richter is secretly searching for something in the catacombs, and possibly colluding with Strome to do so. He could be seeking the casket left by Captain Ramiel (see above) or some other xenos artefact. If he's caught he'll certainly fight it out rather than be put to the question. Alternately, Richter's apparently suspicious activities may be an effort to restore his honour by rediscovering a lost relic so that he might rejoin his Chapter.

WATCH CAPTAIN BRAND

Brand Mac Lir hailed originally from the Storm Wardens Chapter where he won fame in the Cleansing of Vigil. His experiences fighting the foul Slaught kindled a desire in him to join the Deathwatch. His keen fervour and veteran tactical skills saw quick promotion for Brand—by his third deployment, he lead a Kill-team, and was elected Watch Captain on his ninth Vigil.

Brand can be a cautious leader at times because he's always wary of the tricks and traps of the enemy, but once battle is joined he is as ferocious and direct as any Space Marine. Brand's Sacris Claymore Morwenna has reaped a tremendous toll of alien blood and ichor in deadly hand-to-hand combat.

ADVENTURE SEEDS

- Brand's two-metre-long Sacris Claymore Morwenna is a Chapter Relic of the Storm Wardens. Brand feels it is time for him to find a worthy recipient to inherit Morwenna as command responsibilities increasingly keep him away from the forefront of battle. His cautious nature means that any candidates are liable to suffer exacting trials to ensure their suitability for such an honour.
- The players are drawn into a conflict between Brand and another Captain over the right way to proceed in a cleansing operation. Brand's tactics are safe and adhere to the Codex, as might be expected, but time is pressing if the enemy's plans are to be thwarted. Blundering into a trap by following either course could spell disaster, and it falls to the players to choose their poison.



DEATHWATCH CHAPLAIN TITUS STROME

"He is a straight, bright sword against the darkness. Duty and obedience are his only vices; no hubris, no ego, only a tireless drive and heartfelt devotion toward the duties of the Long Vigil and the ruin of the xenos."

—Watch Commander Mordigael on Titus Strome

Titus Strome embodies everything Watch Fortress Erioch stands for: unrelenting duty, unshakeable faith and an abiding hatred of all things alien. Like the fortress itself, Strome also has many secrets. Strome first came to Erioch as a Black Shield, his past history and Chapter expunged. From the outset he made his every moment serve his duty to the Deathwatch, throwing himself into a cycle of training, fasting and prayer that caused some Battle-Brothers to question his sanity.

Strome's readiness was truly tested in his very first deployment when his Kill-team was caught in a xenos heretek ambush on Meniscus. Battle-Brother Zarkus, the team-leader, was killed outright and every other member seriously wounded in the opening salvoes of the engagement. Despite his injuries, Strome protected the survivors by making a ferocious single-handed counterattack that destroyed the heretek's weapon-nest and scattered its crew.

After extraction, Strome's armour was found to carry over two hundred impact hits sustained in battle, fully a third of which had pierced the blessed ceramite and drawn blood. Even Space Marines are not immortal, and their gene-enhanced metabolisms can only survive so much harm. The Apothecaries did not expect Strome to live through such injuries and the Deathwatch Chaplain was called to give final unction.

It was at this time, according to Strome, that his path became clear to him. The quiet strength and unwavering sense of righteousness of the Chaplain kindled within him a lust for life that returned him from the brink of death. Slowly, painfully, Strome recovered from his injuries and was always pushing at the limits of his endurance. As soon as he became fit for duty, Strome sought apprenticeship with the Chaplains and was accepted as an acolyte. For many years Strome served under different Chaplains, being in effect reduced to a mere novice learning catechisms and legends of the Long Vigil. He applied himself to every trial with fervour, winning the approval of every one of his masters before he was finally inducted into their ranks.

When seen without the silvered death mask of a Chaplain, Strome's face is thin and aesthetic, his eyes lighting with fanatic fervour whenever talk turns to xenos. Despite his cadaverous appearance, Strome is a masterful close-combat fighter capable of trading blows with an Ork Warboss or overthrowing a Carnifex—just two of the feats to be found in his long list of battle honours.

ADVENTURE SEEDS

- The ambush of Strome's team on Meniscus effectively terminated operations there. By the time another Kill-team arrived on the scene the hereteks had fled, and no further trace could be found of them. Decades later, a recent incident on Meniscus has shed more light on the matter and Strome is energetically petitioning for a full investigation. He believes, rightly or wrongly, that it may yield further clues about events that led up to the ambush. So far Inquisitor Quist has been surprisingly dismissive of the affair even though this matter ostensibly lies within her area of expertise. She may have guilty secrets in relation to the hereteks she would rather not see brought out into the open.
- Strome was instrumental in the capture of the unknown xenos Subject #696, an apparently unique and unkillable alien. Now Strome is having maddening visions that could guide him to another of its kind. Having another such dread monster to contend with is a horrific prospect, but perhaps locating it might give some clues about where they come from and how to destroy the things once and for all. The creature might be on a space hulk, hidden in a cyclopean alien edifice or out in the wilds rampaging through hapless settlers on some ill-starred frontier world.

GOREMANN THE ELDER

Goremann is a celebrated veteran of Crimson Fists Chapter that served honourably in the Deathwatch on fifteen occasions prior to his installation into Dreadnought armour. Goremann's craft and cunning as an Ork fighter were legendary and it is said that at the battle of Urkano Rift even the Orks chanted Goremann's name to honour him after he slew their Warboss in single combat. During Goremann's last Vigil five centuries ago, he suffered mortal wounds and at his request the Deathwatch petitioned the Crimson Fists for his remains to be kept at Watch Fortress Erioch. Now he rests in the cyborganic web of an armoured sarcophagus so that in time of need he can fight alongside his battle-Brothers once more.

Goremann's favoured Dreadnought armour is the war machine called Furiuosa Rex with its twin power fists and underslung flamers. In battle, Goremann's devastating charge can level a horde of lesser foes, crushing them beneath a terrifying avalanche of adamantium fists and steel limbs. Thankfully, such heavyweight support is seldom required in the field and Goremann's experience more often serves the Deathwatch in tactical analyses and threat assessments. In truth, the old warrior chafes at such mundane work and will seize on any opportunity to see action again.

ADVENTURE SEEDS

- Unbeknownst to the players, Goremann decides that they may need his help. He makes arrangements to follow their progress and remains waiting in the wings in case help is needed. Goremann's thunderclap arrival in a drop pod or via teleportarium could swing a dangerous



encounter in the Kill-team's favour. Unfortunately, his unexpected presence will also destroy any chances of a subtle approach.

- Goremann requests that one of the players visit him in the reliquaries. He raises a matter of a threat he believes to have been overlooked and bids the player to petition the Mast of the Vigil for action. On the surface the threat looks credible, but it just so happens that Dreadnought-level support would be needed...

WATCH CAPTAIN RAMIEL

Captain Ramiel of the Dark Angels first volunteered for the Deathwatch a little over sixty years ago. In truth, he had a hidden agenda in doing so, although his passion for smiting xenos was truly remarkable. Ramiel participated in the purging of a rebellious world called Tarabalus where, amidst the blazing ruins of the capital, he uncovered information about the Fallen so sensitive that it was taken directly to the inner circle of Dark Angel masters.

An individual that could only be one of the Fallen had been employed by the oligarchs of Tarabalus to train their armies, though according to the survivors he had left before the first drop pods fell. It is said that before he departed, the Fallen donned armour "all of sable, unmarked save one pauldron of silver worked into a skull." This inflamed Ramiel's suspicions that at least one member of the Fallen had joined the Deathwatch under the guise of a Black Shield.

For decades thereafter, Ramiel spent more time among the Deathwatch than members of his own Chapter. He spent years meticulously moving from fortress to fortress, secretly tracking down Black Shields and investigating their origins. On Watch Fortress Erioch, Ramiel formed suspicions about Deathwatch Chaplain Titus Strome, a former Black Shield of unknown provenance.

The need for secrecy meant Ramiel could not confront Strome directly, so he was slowly piecing together clues and formulating a plan to test Strome's gene-seed. However, before the matter could be resolved, Captain Ramiel was called upon to lead a Kill-team on a special mission.

Thirty years ago, Ramiel and his team were sent to re-establish contact with Watch Station Midael at the edge of the accursed Hadex Anomaly. At the time it was felt that data collected by the station could be vital to the Crusade and that a permanent presence should be established there for the immediate future. However, all contact with Ramiel and his team was lost after

they approached Midael, and no trace of them has been found since. Midael remains out of contact with the Deathwatch to this day and the secrets it might hold are still hidden.

ADVENTURE SEEDS

- Ramiel's suspicions might have come to nothing after his disappearance were it not for a sealed casket he left in custody of the vault. The casket is gene-coded only to open to a member of the Dark Angels Chapter or its successors. Damning evidence lies within it and certain factions within the fortress might resort to extreme measures to secure (or destroy) its contents.
- Another mission is undertaken to Midael. Ramiel's ship is found in space, apparently the victim of sabotage. The Watch Station is besieged by enemy forces beating down the last of its automated defenses while a lone survivor of the previous mission struggles to hold the line. But is he a survivor or the saboteur?

DEATHWATCH APOTHECARY SEPTIMUS

Apothecary Septimus wears the grey cowl of a Deathwatch Kill-marine, a lone brother sworn to travel the void on secret missions without hope of help or succour from the Chapter. Septimus arrived at the fortress on the heels of the Achilus Crusade in the entourage of Rogue Trader Diaz Lian, although it is unclear whether he came aboard a ship that traversed the warp gate or was already in the Jericho Reach.

Septimus originates from the Angels of Absolution Chapter, successors of the noble Dark Angels, although he has not stood shoulder to shoulder with his Battle-Brothers in many years. He is a highly skilled apothecary with experience of a wide variety of gene-seeds through his duties within the Deathwatch. Unusual among his Battle-Brothers, Septimus is carefree and charismatic, even partial to the occasional joke. He's always willing to don armour and enter battle to assist his brothers, although his seemingly-friendly offer may hide a secret agenda of his own.

What mission brought Septimus across the stars to Erioch remains unknown.

It seems that he expected to find Watch Captain Ramiel at Erioch and in his absence has remained to investigate the captain's disappearance at Watch Station Midael.



ADVENTURE SEEDS

- Septimus will likely volunteer his considerable skills for any Kill-team mission that might bring him closer to clues about the disappearance of Watch Captain Ramiel. The captain had sent word asking for an Apothecary of the Dark Angels or their successors to come to Erioch to perform gene-seed testing, though Septimus does not know on what samples or why. Septimus is coming to the belief that a conspiracy is afoot in Watch Fortress Erioch and is on the look out for allies he can trust.
- Septimus has been sent to Erioch to manufacture a viral weapon to use against Tau forces in The Greyhell front. Little hope is being held out for finding an effective weapon against the kroot, but Vespids may yet prove vulnerable. Plentiful samples from Vespids will certainly be needed.

WATCH CAPTAIN PRASCUS

Captain Prascus of the Ultramarines is best remembered for building the first hunting grounds on Watch Fortress Erioch four hundred years ago. He became renowned for his skills in the selection and deployment of Kill-teams and is fondly remembered by the venerable Battle-Brother Arius Hyzeron. Arius can tell many tales of how Prascus' teams somehow always balanced their members to create a dynamism that proved nigh unstoppable. Later Commanders still use the term 'Prascus Pair' to refer to a team of two Deathwatch Battle-Brothers that operate well together despite their differences.

Quite how Prascus motivated whole teams of powerful rivals and lone wolves to work together so successfully remains a mystery later Captains would dearly love to unravel. Prascus served eleven Vigils with the Deathwatch, acting as Watch Captain for six of them and as Master of the Vigil twice. He was killed in the Battle of Macragge during the intense fighting at the Northern Polar Fortress complex during the first Tyrannic war.

ADVENTURE SEEDS

- A section of the Hunting Grounds is discovered that had been previously sealed off and forgotten. It contains eerily exact recreations of a location the Kill-team is either about to visit or has just returned from. Inquiries reveal this is not an uncommon occurrence—apparently Prascus' foresight extended into the preternatural.

- The players uncover evidence that Prascus used all kinds of dirty tricks to make his vaunted Kill-teams work—bribes, blackmail, even mind-altering drugs and hypno-conditioning. Do they make their findings known and blacken the name of a legendary Battle-Brother, pass the information to those that might use it, or merely let sleeping dogs lie? Their choices could make them some powerful friends or enemies on Watch Fortress Erioch.

DEATHWATCH CHAMPION ATTALUS FELLHAND

Attalus Fellhand is another recent arrival to Watch Fortress Erioch. Attalus has won renown as a great slayer of Orks among his Battle-Brothers in the Space Wolves Chapter—a tremendous accolade in a Chapter so well-known for its fierce love of hand-to-hand combat. He has been sent from the Great Company currently serving in the Orpheus Salient to learn the ways of Tyranid fighting known at Erioch so that he can return and teach them to his Battle-Brothers.

In truth, Attalus makes a poor student and a worse teacher, a fact he's painfully aware of and deeply worried about. Attalus covers his fear of failure with brash antagonism, much preferring to work out his frustrations in duels or challenges. He has gained a reputation for impulsiveness and disorderly conduct that has strained the nerves of the Chamber of Vigilance more than once. Unsurprisingly, Harl Greyweaver is vociferous in support of his Chapter-brother. Greyweaver insists that the "young-pup," as he calls him, will shape up with time.

Mordigael has struck a balance by assigning Attalus to just about any Deathwatch mission involving even a scent of Tyranids. It is hoped that Attalus will be more successful at learning by doing in company of Deathwatch Battle-Brothers knowledgeable of the ways of the Tyranid. As a side effect, the policy serves to keep the troublesome Attalus away from the fortress for lengthy periods of time.

ADVENTURE SEEDS

- Attalus is assigned to the player's Kill-team at the last moment. He'll pretty quickly find a reason to fight or "practice" with everyone in the team to prove he's the toughest and strongest. Under his brash exterior, Attalus really is desperate to learn, however, and anyone that can stick with him and drill some new ideas into his skull will gain a friend for life.
- The player's Kill-team is due to undertake a mission against Orks and Attalus virtually pleads with them to be taken along. A chance to slay some familiar enemies might give his flagging ego a boost and make him more tractable in the future.



INQUISITOR HOROSA BARNABAS, ORDO XENOS

The tales of Inquisitor Horosa Barnabas date back four centuries and none of them reflect on him to any great credit. The current generations of servants in the Tower of Brass, for example, are mainly descended from his prisoners, trapped in bureaucratic limbo once they were exonerated by evidence uncovered after his death. A trail of lost artefacts and botched missions followed his retinue that was so dismal and persistent that some suspected a cunningly-hidden secret agenda was being played out. If so, it was being done beneath the very noses of the Ordo Xenos and surely with the collusion of many of their most highly placed members. The majority of Barnabas' contributions to the Ordo's knowledge are now sealed away inside quarantine zones in the catacombs, allegedly too dangerous and toxic to approach.

Inquisitor Barnabas was always fond of bold gestures and cut an impressive figure to the masses, very much fulfilling the commonest conceptions of what an Inquisitor should be. His sweeping pogroms were always a terror among the noble classes, and that gave him a good deal of popularity with the workers. Unfortunately, Barnabas' billowing cloak and impressive armour failed to impress the Eldar in a skirmish on Andronicus and he met his demise there on the end of an Eldar Fire Lance.

ADVENTURE SEEDS

- Evidence comes to light that Inquisitor Barnabas was under some kind of alien influence, at least during the latter parts of his career. The players need to put together Barnabas' movements so they can track down where he was turned, how, and—most importantly of all—who knew of it. Unfortunately, the reports, logs and journal entries they will need to analyze are sealed off in highly-dangerous quarantine zones deep in the catacombs.
- Something Barnabas left in the catacombs is threatening to create a new quarantine zone.

The source of the threat might be an alien artefact building to overload, a swarm of hungry hatchlings, a deadly viral plague or even a temporary warpgate but it needs containment right now.

DEATHWATCH FORGE MASTER MAC ZI VEN

Mac Zi Ven is a devotee of the Cult Mechanicus who has shown the touch of a true master in the arts of technomancy. His humble beginnings among the warrior tribes of Sacris led him to view technology as truly touched with divinity. In the ranks of the Storm Wardens it soon became clear that Mac Zi was gifted and he was quickly raised to the rank of Techmarine. Some of his Battle-Brothers mutter that Mac Zi shows more respect to the red priests of Mars than to his own Chapter, but Mac Zi's contributions of finely-crafted weapons and armour win him many friends.

Mac Zi volunteered for the Deathwatch to satisfy his growing hunger for knowledge. Now in the foundries and catacombs of Erioch he has access to a vast repository of data about both human and alien devices. He secretly views xeno-tech as only another tool for glorifying the Omnissiah, believing that any science can be turned to Man's service once it is properly understood. Mac Zi has come to despise Harl Greyweaver for the old Iron Priest's disrespect of the Machine

God and narrow-mindedness. If Greyweaver should somehow lose his position as Forge Master of Erioch, Mac Zi would be ready and willing to take his place.

ADVENTURE SEEDS

- A piece of equipment or weapon issued to the Kill-team proves to have xeno-tech components in its manufacture that unexpectedly go awry. Mac Zi will approach the players afterwards and attempt to buy their silence. If the players are prepared to enter into a conspiracy with Mac Zi this time, he'll later try to co-opt them into discrediting Harl Greyweaver.
- Mac Zi vanishes for a time and is then found dead in his forge, victim of one of his own mastercrafted chainswords. Superficial clues like wolf hairs on the body point to Greyweaver as the culprit but a more thorough investigation points to Puritan Inquisitors acting to terminate Mac Zi's support of one of their Radical opponents. In the end, Mac Zi proves to have been killed by one of his own xeno-tech devices, a twist of purest irony.



INQUISITOR VILS ANDARION, ORDO XENOS

Inquisitor Andarion is one of several Ordo Xenos luminaries drawn to Watch Fortress Erioch since the warp gate opened. His primary interest is in the gate itself but the dangers in the Well of Night have driven him to Erioch to pursue his investigations. Here he can at least study data gathered about the warp gate in its dormant state throughout the Age of Shadows. Andarion keeps a substantial retinue of adepts, savants and servitors at the Tower of Brass for this very purpose. They work night and day seeking after some elusive piece of data Andarion apparently needs.

Inquisitor Andarion has also expressed a keen interest in xenos legends throughout the Jericho Reach, the older and more obscure the better. He has made several expeditions to Jove's Descent and Karlack following in the footsteps of Inquisitor Vincent. Andarion's interest in the local myths of a city beneath the sea brought him to Karlack prior to Vincent's disappearance and the two co-operated in the investigation for a time. Andarion has resolved not to let the matter of Inquisitor Vincent's disappearance drop until Vincent, or more likely his slayer, is found.

ADVENTURE SEEDS

- Andarion has a theory that the warpgate and several of the older xenos sites scattered around the Jericho Reach are somehow interconnected. He needs to take readings and analyze data at points scattered all over the Reach to prove or disprove his theory. If he's right, the opening of the warp gate portends some truly dire events at those sites in the future.
- The ship Andarion used while in the Well of Night, *Mackellan's Pride*, was completely destroyed by an internal explosion just hours after the Inquisitor disembarked. Fragmentary log reports suggest the Inquisitor was acting strangely and endangering the ship while he was aboard. Just what occurred out in the gravitic tides and whirlpools of the Well of Night? Did the Inquisitor find some taint on the ship that must be destroyed, or was he simply covering his tracks after dabbling with dark forces?



INQUISITOR EZU GHRAILE, ORDO XENOS

Only one thing brought Inquisitor Ezu Ghraile to the Jericho Reach—Tyranids. Ghraile sees Tyranids as the biggest single threat facing the Imperium today and it's a matter she will expound on at great length given any opportunity. Ghraile has based herself at Watch Fortress Erioch for the express purpose of lobbying for more action on the Orpheus Salient and her clashes with the resident Inquisitor of the Chamber have been loud and public. As a result she's chosen to take suites far removed from the Tower of Brass and directly over the Bestiarium, distilling her bile and vitriol into lengthy reports to the Chamber of Vigilance.

Ghraile has a sympathetic ear from members of the Deathwatch as they fully appreciate the exponential threat a hive fleet can become with access to enough biomass. However, it's been a harder job convincing officers of the Crusade and her fellow Inquisitors of the need to divert all reinforcements coming through the warp gate to the Orpheus Salient. Ghraile clings to hopes that the Omega Vault will open to reveal some weapon to stop the Tyranids—not just within the Jericho Reach, but across the entire galaxy.

ADVENTURE SEEDS

- Desperate to show the threat posed by the Tyranids, Ghraile arranges for a breakout to occur in zone Violet where Tyranid Vanguard organisms are being held. She'll be careful to cover her tracks but unrepentant if she's found out; Ghraile is quite prepared to be martyred for her beliefs.
- Ghraile wants to lead a scouting expedition into the Orpheus Salient to find out how bad things are for herself. She won't be dissuaded but perhaps she can be protected.



PRISONERS OF THE DEATHWATCH

"Why not kill? Because we can study, and by studying we learn how to kill more of them."

—Deathwatch Chaplain Titus Strome

Watch-Fortress Erioch is a prison to some of the most dangerous aliens encountered by the Deathwatch. Here they are studied—or at least contained—until the Deathwatch Apothecaries rule they are of no further value. The cells of the Xenos Bestiarium also play host to any number of strange aliens and would-be xenos allies being held until their fate is determined by the Chamber of Vigilance. There are few places in the galaxy where such a collection of alien species can be found incarcerated in one place, a source of horror and dark wonder for all those that gaze upon it.

AUN'LA TSUA'MALOR VIORLA: TAU ETHEREAL CASTE MEMBER

THREAT LEVEL: INFRARED

Aun'La is low-ranking Ethereal caste member that was captured by a Deathwatch Kill-team from a courier craft in transit. In an exceptionally tricky operation undertaken by Battle-Brother Pellas, the Gladius Class Frigate *Thunder's Word* slipped deep into Tau-controlled space and intercepted the Aun's craft as it passed through an uninhabited system. Precision weapons fire crippled the smaller ship's drives and a boarding party easily overpowered the xenos inside. The courier craft was rigged to suffer a catastrophic drive failure and the *Thunder's Word* disappeared into the void without sighting any other Tau ships. As far as is known, the Tau are unaware that the Aun has been captured and believe him to have been killed in the accidental explosion of his ship.

Some have cast doubts about the operation, however. Everything went a little too smoothly for wary Inquisitors to entirely trust the prize that seems to have fallen into their laps. From the incautious transmissions that first alerted the Deathwatch, to the Ethereal's route and the absence of Tau fleet units in the area when the attempt was made, they argue for a set-up. Tau are fanatically loyal to their ruling caste and to put even such a low ranking individual at risk seems an act of uncharacteristic negligence.

Sensorium scanning and augury of the Aun'La have revealed no notable deviations from standard Tau morphology. There are no signs of extra cranial nodes that might implicate psychic control, no pheromone glands, no sub-sonic augmentations.



The conclusion being drawn is that the supposed "Ethereal caste member" is nothing of the sort and has been purposefully given up to misdirect the enemies of the Tau.

All xenos are routinely examined down to a molecular level for concealed weapons and explosives before being brought to Erioch, and the Aun'La is thought to pose no threat at present. Nevertheless he is carefully watched at all times and kept fully quarantined from the other Tau prisoners of Magenta sector while the Chamber of Vigilance ponders his fate. Some are moving for a full vivisection to settle matters once and for all while others are content to watch and wait for any underlying Tau scheme to reveal itself. The matter stands unresolved.

LARATHYN KI TAJELL: ELDAR RENEGADE

THREAT LEVEL: BLACK

A little over three centuries ago, a Deathwatch Kill-team was dispatched to investigate a distress call from the Watch Station at Resgulus. Upon their arrival they discovered the wreckage of an abortive Eldar attack that had almost overwhelmed the station's automated defenses. Inside the station itself they discovered a solitary Eldar male that announced himself to be under Inquisitorial protection in finely-accented Low Gothic before presenting requisite seals and testimonials with a flourish.

The Eldar renegade introduced himself as Larathyn Ki Tajell, a long time associate of a highly-placed member of the Ordo Xenos. Unfortunately for Larathyn, the Inquisitor in question had disappeared, and faced some searching questions about his activities were he ever to reappear. After suffering many indignities, Larathyn was conveyed to the Xenos Bestiarium and has remained incarcerated there incommunicado ever since.

Despite his circumstances, Larathyn maintains a polite demeanour with little of the aloofness so common in his kind. He appears philosophical about his imprisonment and chooses to view himself as an honoured guest of the Deathwatch. In truth his life hangs by a thread as some of the Battle-Brothers reckon him a spy with some means of reporting back what occurs in the fortress. However, the information Larathyn has yielded on Eldar activity in the Jericho Reach has been fruitful enough to keep him alive so far. Larathyn will eagerly assist in any investigation presented to him, attempting to worm his way into the investigator's confidence at every opportunity.

SUBJECT #696: UNKNOWN XENOS TYPE

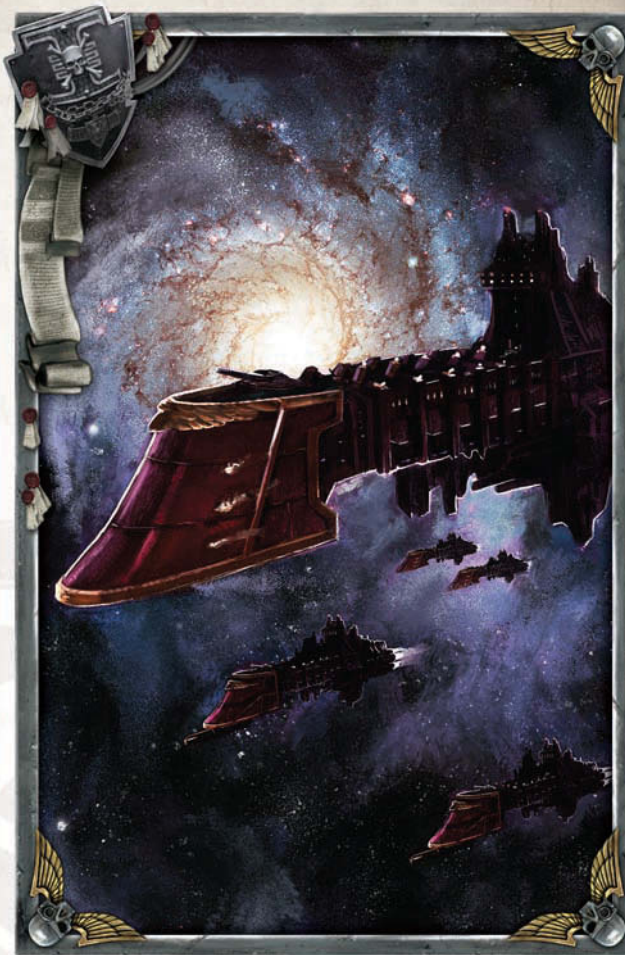
THREAT LEVEL: ULTRAVIOLET

Subject #696 is an unstable, previously unknown alien entity secured from the hulk *Damnatio Magellus* when it reappeared in the Slinnar Drift. The *Magellus* had been lost sixteen decades previously from the fleet of Rogue Trader LeCouer when it became separated from his flotilla during an unexpected warp storm. The space hulk itself bore the marks of violent attacks when it reappeared. Gaping rents torn in her hull called to mind the monstrous claws of Tyranid bio-ships, but what the Battle-Brothers found inside exceeded even those behemoths in horror.

The Kill-team was led by Deathwatch Chaplain Titus Strome at his own request, an unusual action for the duty-bound old warrior. He shared a strong premonition with his team that a great foe lurked within as they breached the inner seals and he was soon proven right. Nestled in the command cathedral they found the creature that had killed the entire crew of the *Magellus* at rest among the charnel refuse of its victims. A slithering, monstrous thing of claws and tentacles rose to challenge the Battle-Brothers, seemingly made of equal parts squid, bird and spider.

The Battle-Brothers righteously belaboured the towering entity with stormbolter and plasma gun, but it availed them naught. For every limb burned or shot away, two more grew instantly to replace it and with each passing moment the beast became ever more hardened against their assault. Promethium and chain blades fared better for a time, but the creature's endurance seemed relentless and no central mass or brain stem could be found.

Brother Alaix was torn in two by grasping tentacles, and Brother Faynor pierced from neck to crotch by a feathered bone-blade before, in desperation, Chaplain Strome employed a relic he had carried for over two centuries to overcome the



alien fiend. The Temporus Agitens was a master-crafted stasis bomb said to come from the hand of Magos Justinus Krenz himself, a fist-sized device able to stop time in a small radius for limited duration before expending itself.

The beast of the *Damnatio* was engulfed by the stasis field in a brilliant flash and trapped like an insect in amber. Chaplain Strome briefly considered redirecting the stricken hulk into the heart of the nearest star but his duty to the Long Vigil stayed his hand. Such an apparently-unique specimen needed to be examined and identified so that it could be countered, especially as the grizzled Chaplain knew of no comparable beast from all his long years of service in the Deathwatch. The transfer back to Erioch was fraught with difficulties. Another death and several injuries were incurred before the thing was finally securely contained in the Xenos Bestiarium.

To date, examinations of Subject #696 have been largely fruitless and frustrating. Early theories of it being a warp-induced mutation or a Tyranid organism have been disproved, even though it shares traits with both. No weapon or attack has been found that is fatal to it, although several have been discovered that considerably retard its extraordinary penchant for regeneration. It has been postulated that the entity may be manifestation of a being dwelling in another dimension with only limited ingress into our own—feeding tendrils pushed through a crack, in effect. How such a creature might be killed and whether it is truly unique remain riddles that have yet to be satisfactorily answered.



SILICATE ENTITY: “OATHKEEPER”

THREAT LEVEL: YELLOW
(WHITE PENDING)

The rare and secretive race of aliens known as Silicates are all but unknown on the eastern rim. It is believed that their home worlds lay far coreward, and that the disaster that overtook them has yet to push their surviving ships so far rimward. Nonetheless, a being purported to be one of their kind is held in the Xenos Bestiarium—an egg-shaped silicate pillar over two metres tall. On close inspection, the vaguest outlines of a humanoid shape can be determined on the surface.

The xenos is only able to communicate telepathically and few choose to make a connection with its slow, alien thought processes. Most will not speak of the experience, and those that do seem deeply troubled by it. The being has declared itself as Oathkeeper of the Twenty Ninth Intercession to those that have deigned to commune with it. The Oathkeeper's fractile, multi-layered meanings are hard to interpret but it appears to consider itself a hostage voluntarily given as surety for an agreement struck long ago. The Omega Vault appears to feature strongly in its thoughts, and secrets pertaining to its construction and ultimate purpose always seem to lurk just beyond reach.

The Oathkeeper itself seems incapable of movement but it has been noted to tremble slightly before each opening of the Vault. Records show that on two occasions the Oathkeeper has mentally broadcast what appeared to be warnings in an unknown tongue with surprising power. The cell's Hexagrammic wardings have been strengthened after each of these events.

Precisely what agreement the Oathkeeper stands surety against is now lost in the mists of time, as is the date when it was first brought aboard the fortress. Data probes have been sent into the catacombs on several occasions and frequent cogitator searches have made but to date little has been found in relation to either Silicates or the Oathkeeper. Most intriguingly, an inventory of the Xenos Bestiarium dating from M39, lists a “Slow-moving Silicate being, 1m tall” in the holding cell now occupied by the Oathkeeper.

Testing indicates the being is at least partly artificial and heavily engineered at a molecular level. Apothecary Winslas has postulated it to be a symbiotic grafting of a carbon-based lifeform with self-replicating silicate matrix, perhaps intended as an exotic form of data storage that gained its own sentience. Adepts believe that the being has been in a transitory state over the course of its incarceration, slowly accreting mass and only becoming entirely sessile over the last few centuries. Following the Jaxxon Principle, this will likely lead to an expansion of its mental powers and abilities over time.

Certain resonant frequencies have been found to be capable of shattering samples taken from the silicate entity. A battery of high-powered harmonic emitters has been built into the walls of the cell containing the Oathkeeper so that it can be destroyed with the flick of a switch if the need arises.

VERIAN-HOLMS DELACRE: EX-GOVERNOR OF KAGGERAN

THREAT LEVEL: INFRARED
(BLACK PENDING)

Governor DeLacre was originally spirited out from the quarantined worlds on orders of Inquisitor Andarion. The formerly-prosperous frontier world of Kaggeran was sliding into xenos heresy long before the Achilus Crusade arrived, and it seems the bloody war in the Canis Salient proved too great a temptation for DeLacre. Under his corrupt regime, weapons and supplies were funneled to both sides of the conflict, DeLacre pocketing profits from stalwart crusaders and secessionist revolutionaries alike. Such crimes would be worthy of a public and grisly death as a lesson to others, and Inquisitor Andarion had gathered evidence to make it so. However, as events transpired, Ebongrave's blockade came into place and prevented Inquisitor Andarion moving in time to stop the whole Kaggeran system slipping into anarchy.

The Inquisitor decided DeLacre could now serve a more useful purpose alive, revealing the extent of his contacts on Kaggeran, than dead at the hands of Ebongrave's purity platoons. More importantly, Arman had come to believe that the web of intrigue stretched further, with the nearby systems of Argoth and Rheelas also implicated. To forestall any argument Andarion staged a fake execution for the benefit of Lord Commander Ebongrave before transporting the distressed but very much alive DeLacre to Erioch. A prisoner like DeLacre would normally be kept in the Tower of Brass, but Inquisitor Andarion petitioned for the xenophile governor to be imprisoned with the other alien scum in the Xenos Bestiarium so that he could ponder his choices in allegiance.

The corrupt governor of Kaggeran is still alive because he represents the only solid link the Ordo Xenos has found to The Guiding Hand, a wide-ranging conspiracy of secret Tau supporters among the Imperium's elite in the Jericho Reach. DeLacre is being slowly and carefully wrung dry for every scrap of information he can give. Some of the names emerging are highly disturbing to see and the Officio Assassinorum has already been alerted. Inquisitor Andarion's decision to keep DeLacre locked up in the Xenos Bestiarium may in fact be motivated by a lack of trust in his Inquisitorial colleagues and their retinues.

UNKNOWN XENOS ORGANISM: DEVIL LEECH COLONY

THREAT LEVEL: VIOLET

Samples of the Devil Leech had been secured in the Xenos Bestiarium a considerable time before the arrival of the Achilus Crusade. Later studies identified the organism as a variant of the ever-adaptable Cortical Leech. Devil Leeches live in colonies of anywhere from a dozen to hundreds of individual leeches that work cooperatively to attach themselves to larger creatures.

Unlike the more sophisticated Cortical Leech or the Catachan Brain Leaf, a Devil Leech can't take control of the nervous system of its unwilling host, but it can paralyse them and allow the rest of the colony to fasten on. Devil Leech victims are drained of all fluids and used as nurseries for leech eggs. A colony will periodically release a victim from paralysis so that the maddening agony caused by their eggs will drive the host to a new location before it collapses, allowing the hatching eggs to establish a new colony.

Devil Leech infestations have proven hard to eradicate and the collective intelligence of large colonies is not to be underestimated. They appear perfectly capable of learning, making plans, using decoys and setting traps. Keeping the Devil Leeches contained in the Xenos Bestiarium has become an increasingly difficult challenge.



TYRANID VANGUARD ORGANISM: MAHIR LEAPER

THREAT LEVEL: INDIGIO

Another precursor to a Tyranid hive fleet's arrival is the so-called "Mahir Leaper," a Gaunt genus variant found on the Deathworld of Mahir. The Mahir Leaper is believed to be derived from Gaunt specimens that arrived on the planet in mycetic spores or even possibly aboard a crashed ship.

The creatures have adapted to local conditions by becoming smaller and more agile, compensating for their lessened strength with increased numbers and a hardened carapace. A hunting pack of Mahir Leapers can be up to sixty strong and well able to take down the largest prey. The Xenos Bestiarium maintains a substantial breeding stock of Mahir Leapers for use in the Hunting Grounds. Battle-Brothers find that the fast moving, hard-shelled leapers make for excellent target practice.

TYRANID ORGANISM: UNKNOWN GENUS

THREAT LEVEL: ULTRAVIOLET

One holding cell in the Xenos Bestiarium is apparently empty, supposedly occupied by an undetectable Tyranid organism of unknown type. The alleged occupant was caught in a stasis trap laid by a Kill-team investigating suspicious disappearances on Jove's Descent in 814.M41. The trap registered something entering it but the Kill-team could detect no creature inside. As they were unable to find fault with the machine spirit of the device, the Kill-team transferred it, unopened, to the Xenos Bestiarium for further study.

The creature is believed to be a variform of the Lictor or Genestealer genus with exceptional chameleonic powers. Some believe the powers must be psionic in origin, somehow preventing the human mind from registering the xenos presence even indirectly through augurs and sensors. Another possibility mooted is that the creature has somehow evolved an ability to shift out of phase with its environment, though this thesis raises the disturbing possibility that the being could also walk through walls. The stasis trap was allowed to fail of its own accord and whatever was held inside has so far failed to breach the containment of its holding cell.

Autosense-directed weaponry has been deployed so that in the event of an escape the entity will be cut down even if personnel fail to recognise that it has gotten free. Consideration is being given to bombarding the entire holding cell with hard radiation in an effort to kill the beast, in the hopes its powers cease functioning after death. Several Battle-Brothers have also volunteered to bait the xenos into attacking them so that it can be studied. The Chamber of Vigilance is still weighing its options on the fate of the xenos, unwilling to take action while so little is known but needing to take action to find out more about this disturbing and unique new xenomorph.

ERIOCH OPERATIONS

The kind of operations undertaken from Watch-Fortress Erioch vary immensely but they can be broadly categorized by objective if not by duration, opposition or available resources. What follows are some examples of “standard” Erioch operations drawn from the tens of thousands of reports to be found in the catacombs.

WATCH DUTY

In 798.M41 a Battle-Brother named Skorsa was detailed to spend his Vigil moving between the watch stations of Kabiri, Hestus, Cosel and Cressid, reporting his findings. Skorsa was carried aboard a Dark Hunter-class destroyer called *Darkest Before Dawn*, with a small crew of tech-slaves and servitors at his command. Over the course of the next half-decade, Skorsa made a wide loop through the watch stations he had been commanded to visit.

At Kabiri the station was found to be intact and fully functional, and all data logs were collected without incident. Watch Station Hestus was found to have suffered structural damage due to seismic activity and was in danger of being compromised. Skorsa decided to remain and risk repairing

the station instead of destroying it. No enemy activity was detected as repairs were being made, indicating that Skorsa’s work went unnoticed.

At Watch Station Cressid, Skorsa found a band of well-armed human renegades attempting to overcome the station’s automated defences. The renegades believed that they had discovered a treasure vault of some kind and were persistently making progress despite suffering casualties. Skorsa destroyed the band single-handedly by pinning them against the watch station’s defences with accurate bolter fire.

Records from inside the station show that the renegades had attempted to breach the station twice before, each time returning with more weapons and equipment. Skorsa estimated it likely that all those with knowledge of the station’s location had been killed on site. He had all damage repaired and left the station in operation after ensuring that its self-destruct mechanism would function properly in the event of a future breach.

Upon reaching Watch Station Cosel, Skorsa made contact with a Kill-team marooned there by critical damage to their ship. Finding it impossible to repair the damage, Skorsa transported the team directly back to Watch Fortress Erioch, arriving in 803.M41.

INVESTIGATION

Astropath Varrus at Watch Station Arkhas perceived a weak Imperial distress call from the direction of the Slinnar Drift in 809.M41. This was confirmed and triangulated by witch-augurs on Watch Station Castiel several months later, although the relevant data logs did not arrive at Erioch until 811.M41. Aware of correlating reports of disturbances in the Orpheus Salient, Watch Captain Mordigael dispatched a three-member-strong Kill-team to investigate the distress call. Battle-Brothers Tanrath, Clayvern and Zuel set out aboard the Nova-class Frigate *Perdition’s Shame*, arriving in the Slinnar Drift after a short and uneventful voyage.

By the time of the Battle-Brothers’s arrival, the source of the distress call and the disturbances in the Orpheus Salient had been identified as a probable Tyranid incursion. The Battle-Brothers elected to continue their mission in the hopes it could reveal more about the Tyranids, or at least positively confirm their presence. At the coordinates given to them, the Kill-team discovered a deserted ore-processing colony that looked to have been recently established. Colony records indicate that it was established by Rogue Trader Diaz Lian during the advance of the Achilus Crusade into the Orpheus Salient. No trace of the four hundred-plus colonists could be found, though the colony itself bore scars indicative of brief but bitter fighting.

Though the Battle-Brothers cautiously swept the whole colony, no trace of Tyranid vanguard organisms could be found, nor any sign of the fate of the missing colonists. The absence of tracks initially suggested that gravitic vehicles had been used to carry off the colonists and led the Kill-team to conclude that xenos slavers had been active in the area. The matter might have rested there but for Brother Zuel, who insisted that meticulous augur sweeps be made throughout the deepest mine workings.



Zuel's instincts were proven correct when a carefully-camouflaged Hrud warren was revealed beneath the colony. It seems the colony workers accidentally breached the warren and were quite unprepared for the scrofulous tide of xenos that engulfed them. The Hrud, with the low cunning so typical of their kind, had made great efforts to disguise their presence after disposing of the colonists in the hopes that any would-be rescuers would move on. The Kill-team entered the warren and cleansed it of the foul xenos. In the process they rescued almost one hundred surviving colonists that had been enslaved by the verminous Hrud.

CLEANSING

A Kill-team was dispatched in 758.M41 to perform a cleansing operation on the world of Carmyn. The xenos of Carmyn were a primitive autochthonous race with some access to high technology gained through visiting traders but with very little threat potential in their own right. However, it was feared that, primitive as they were, the xenos present on Carmyn might detect the increasing activity around the newly-discovered Jericho-Maw warpgate if left undisturbed.

Carmyn was scheduled for cleansing well in advance of Crusade forces embarking for the Jericho Reach and an unusually-strong eight-man Kill-team sent for the purpose. The Gladius-class Frigate Thunder's Word carried the force to Carmyn and performed the opening bombardment phase. Within seventy-two hours no living xenos remained on the surface of Carmyn and the Kill-team descended to locate and liquidate any survivors. Several extensive systems of underground nests were discovered and the Kill-teams methodically swept through them destroying all xenos.

A desperate resistance was kept up by the primitive xenos from the moment the Kill-team touched down. Ultimately, fighting back with spears and slings only proved to be a futile gesture and revealed the aliens' hiding places all the sooner. Xenobiologists estimated the native species of planet Carmyn had existed for between sixty and six hundred million years. The cleansing of Carmyn was achieved in twelve standard Terran days.

RETRIEVAL

In 436.M41, a Kill-team was dispatched with orders to assist Inquisitor Barnabas in the retrieval of a xenos artefact believed to be on the planet Veren in what would later become the Greyhell front of the Canis Salient. The mission was considered ill-starred at the outset when the Inquisitor's ship, Noctis Repugnatio, was crippled by an internal explosion before even leaving the void docks. The Kill-team transferred to the Hunter-class destroyer *Fiery Angel* and achieved Veren orbit without further incident.

Upon reaching Veren it became apparent that the Inquisitor had no positive fix on the location of the artefact he was seeking. A painstaking augur sweep of the surface from orbit yielded no clue, and the Inquisitor's search parameters were too vague to narrow the auguries further. Eventually the Inquisitor directed a ground-based search to be conducted in the south hemisphere littoral. Battle-Brother Engius, leader



of the Kill-team, pointed out that such a search would cover tens of thousands of kilometres of beach and take many years to complete. Inquisitor Barnabas remained obstinate and Battle-Brother Engius and his men felt they had no choice but to obey their vows and do their duty until they received counter-orders releasing them from the Inquisitor's mission.

On the fifty-seventh day of the search a xenos beast of truly impressive stature rose from the ocean depths and attacked the Inquisitor's retinue. In spite of the huge size of the beast now consuming his retinue, Inquisitor Barnabas refused permission to use *Fiery Angel's* weaponry to perform an orbital strike. Instead the Battle-Brothers had to confront the creature with only bolter, chainblade and flamer.

After a titanic struggle lasting the whole day, the Kill-team finally succeeded in overcoming the monster by carving their way through one of its eye clusters and into its tiny brain. Inquisitor Barnabas was delighted and congratulated Brother Engius before leading his surviving retinue into the dying creature's slack maw and down into the belly of the beast. The artefact Inquisitor Barnabas sought was finally retrieved from the creature's third stomach after a stiff fight with intestinal parasites. Unfortunately, the device proved too degraded by digestive acids to be useful and was committed to the catacombs (cross ref. Bore-worm outbreak 436.M41).

EXTERMINATION

In 758.M41 a Kill-team was selected for an extermination mission targeting the xenos leader Warlord Lugratz and his immediate retinue for death. The Warlord had succeeded in unifying several freebooter clans and had to be eliminated while the Orks would still fall to quarrelling among themselves rather than falling into line with a new leader (Cross ref: Ork "Ere we go" migration phase). Only the hardest Battle-Brothers were chosen for the task, as they would be facing elite bodyguards in the heart of enemy forces.

The Kill-team leader, Battle-Brother Methias of the Angels of Absolution, planned a silent running approach to the Ork stronghold with a standard drop pod insertion and Thunderhawk extraction. Unfortunately, the team's ship, the Gladius-class Frigate *Aquinas*, was spotted during its approach and Lugratz rose to meet them in his own Kill-Kroozer *Gunkilla Too*. Heavily outgunned in a ship-to-ship fight and too heavily outnumbered for a boarding action, Battle-Brother Methias opted to use the *Aquinas*' Teleportarium to launch a risky attack on the alien ship's bridge.

Methias and his Kill-team were teleported aboard the *Gunkilla Too* with divinely inspired accuracy before the Teleportarium promptly went offline. The Battle-Brothers rapidly cleared the command deck of Ork Meks and their Grot slaves by using metal storm bolt rounds, leaving the ship-to-ship fight firmly in the hands of the *Aquinas*. Lugratz and his retinue counterattacked and were duly cut down

by Battle-Brothers that had been specially equipped for close combat. The Kill-team set charges and egressed via a breach in the Kill-Kroozer's hull before being retrieved by a Thunderhawk gunship.

The *Aquinas* heavily bombarded the uncontrolled alien ship's stern quarter and set it ablaze as the Kill-team withdrew. Augurs picked up explosions before the *Aquinas* left the system, thought to be the Kill-Kroozer suffering catastrophic damage from either the fire or the Kill-team's charges. Warlord Lugratz and his retinue were confirmed terminated by pict-capture and trophies returned by the Kill-Team.

EXCEPTIONAL CIRCUMSTANCES

Perhaps once in a century the Deathwatch will be called upon to act in what it terms "Exceptional Circumstances." Such seemingly-bland terminology disguises the true import of these events. In exceptional circumstances the true, world-shattering power of the Deathwatch is unleashed to annihilate whole species and render their home worlds into funeral pyres.

PURGE

A Deathwatch purge is undertaken to clear xenos influence entirely from a designated system or collection of worlds. Every trace of the alien in the designated region will be hunted down and methodically annihilated. Xenos ships are relentlessly pursued and destroyed. Structures and facilities are demolished, colonies razed to the ground and populations massacred. By tradition, members of some Chapters symbolically salt the earth where xenos settlements once stood.

A thorough purge (which is a given when undertaken by Space Marines) can take many years, depending on the size of the operational area. It is rare for a purge to be called for against a militarily active foe, as the manpower commitments entailed rise sharply with the martial strength the xenos can muster in the purge zone. Most commonly a purge is undertaken to "clean up" a system in the aftermath of Exterminatus, and is focused on destroying any outlying ships, orbital stations or outposts that survived the initial attack.

CRUSADE

A Deathwatch Crusade is virtually unheard of in recent times, but not entirely unprecedented. Partial records remain of a Crusade undertaken in the 36th millennium against the Autocracy of Szaeyr, an extended alien/human coalition of worlds in the trailing reaches of Segmentum Tempestus. It appears that the level of cooperation and integration found there between human societies and that of the sauro-form Sza was so close and heretical that Watch Commander Balhus took it as a personal affront.



Rather than expose regiments of the Imperial Guard to such blasphemies, Balhus sought and was granted dispensation to call a Deathwatch Crusade. He summoned Deathwatch Battle-Brothers from across the Imperium to obliterate the Autocracy of Szaeyr. By the remaining accounts, Balhus' call brought the equivalent of a full Chapter of Deathwatch Battle-Brothers who descended on the Autocracy in whirlwind of fire and blood. The outcome of the crusade is lost in the mists of time, but with such skill and firepower ranged against them it cannot be imagined that the xenos-loving traitors and their pets endured for long under the onslaught.

EXTERMINATUS

Sometimes a world is irrevocably lost to the light of the Emperor, becoming so thoroughly infested by vile aliens that there is no hope of it being cleansed. In such exceptional circumstances will the Exterminatus order be issued to expunge all life from the planet. All Space Marine Chapters stockpile dire weapons of mass destruction capable of such terrible work, but in this respect the armouries of the Deathwatch almost beggar belief.

Some Imperial Guard commanders call for Exterminatus whenever a battle is lost, or an alien stronghold found. If the Imperium can wield the awful power to destroy worlds, they reason, why not simply use that power to destroy the worlds of the enemy? They little apprehend how rare and precious habitable worlds can be in a crowded galaxy, nor that the High Lords of Terra would gladly sacrifice a billion Guardsmen to save a single habitable world from Exterminatus. Every victory won at the cost of a destroyed world is valueless, a transient gain bought for an inconceivable long-term loss. Exterminatus is the ultimate sanction, only brought to bear as a weapon of last resort.

Still, there are existing circumstances that fully warrant such a dire action. The teeming billions of an Imperial hive world may welcome their extermination over becoming a rich harvest of bio-mass for the encroaching Tyranids, for example. A planet might be so irrevocably tainted by the energies of the warp that all life there becomes an anathema to sanity itself and must be expunged. A nest of aliens may even pose a threat momentous enough to the Imperium that Exterminatus is the only sane response, though such circumstances are mercifully few and far between.

KILL-SHIPS

Within the dread armouries of the Deathwatch rest examples of some of the most devastating weapons forged by the hand of Man. Life-eating viruses, cyclonic torpedoes, crust bursters, magma burners and a dozen other engines of death can be carried by Space Marine vessels. Most terrifying of all are the dedicated Kill-Ships found at Watch Fortress Erioch and other secret void docks poised to bring ruin to the enemies of mankind. These small, fast ships are all but autonomous thanks to their banks of cogitators and logic engines hard-wired to a tiny crew of servitors and savants, their fierce machine spirits undaunted by mass murder on any scale.



Kill-ships are not designed to fight battles; their only purpose is to kill worlds. They rely on a combination of stealth with a sudden, high-speed approach to deliver their payloads of death before slingshotting around their doomed target and disappearing into the void. Kill-ships sometimes fall prey to system defences during an attack, but enough are assigned to overwhelm a protected target that some will inevitably get through, a practice sometimes referred to as Over-Kill. In the event of damage, Kill-ships are fitted with self-destruct protocols that trigger automatically to prevent capture. If the weapons and technology of a Kill-ship were to fall into enemy hands it would be a catastrophic loss with unthinkable consequences.

Some whisper that Kill-ships verge on techno-heresy and that their crews are little more than puppets of the ship's implacable war spirit. The Deathwatch cares little for such points of dogma and maintains large numbers of Kill-ships at its fortresses. At Watch Fortress Erioch, dozens of Kill-ships are clustered along docking ledges on the underside of the bastion, steel-pinioned harbingers of death awaiting the call to war. Enough planet-shattering weaponry can be found concentrated here to wipe out every world in the Jericho Reach many times over, enough to cause wonder at what manner of target could ever warrant such a fleet being unleashed.

ARTEFACTS OF THE OMEGA VAULT

"And the last Fortress is Truth"

—Inscription over the entrance to the Omega Vault

At the very heart of Watch Fortress Erioch lies the Omega Vault, secure inside kilometres tall interlocking cylinders of adamantium that span multiple levels of the fortress core. No human hand can decide when the vault will open for such is dictated by some unguessable matriculation of events and observations made by the vault itself. The Omega Vault has been part of Watch Fortress Erioch since records began, and many hold to the belief that is the reason for the Fortress' existence. Certainly the greatest deeds and trials of the Deathwatch have been interlinked with the unlocking of different parts of the vault. No greater mystery lies in this great fortress so filled with secrets than the contents of the innermost recesses of the Omega vault.

GM GUIDANCE: USING THE OMEGA VAULT IN CAMPAIGNS

Unlocking sections of the vault and working towards its final revelation create a ready-made story arc for campaigns set in the Jericho reach. The contents of the vault can be used to insert mythic-level plot hooks wherever required, anything from esoteric clues to super weapons.

How you want to use the vault in your own campaign has been left open so that you can tailor it to your own uses. Some Games-Masters may wish to keep the Omega Vault an ominous presence in the background and rarely, if ever, influencing affairs directly involving the players. Others might wish to use the Omega Vault as a kind of doom clock to build events up to a crescendo when the stars will be bathed in blood.

If you want to use the Omega Vault, one of the things to consider is its unlocking criteria. The vault unlocks can occur reactively or on a timed basis. In the first case, information entered into the data-vault fulfils a pre-set condition for opening part of the vault. This might be an easily-identified event, or it could be a seemingly unremarkable detail buried in the survey data of a Watch station report. Backtracking the event that caused the vault to unlock might be key to understanding the vault contents. Unlocks that occur on a timed basis could be keyed to a predicted astronomical event or seemingly arbitrary.



Items from the vault can be solutions in themselves—weapons, tools or maps (however esoteric) that help to overcome obstacles or point the way forward in a current dilemma. They can also pose problems instead of solving them, by bringing to light a previously unseen menace or even by rousing some eldritch horror from aeons-long slumber because now is the pre-destined time when it can be slain. Greed, ignorance and hubris can create conflict even among warriors as noble as those of the Deathwatch when it comes to debating the application of gifts from the vault. Each time the vault opens a new adventure seed is planted. Here are just a few ideas for major artefacts from the vault:

THE LOST PROPHET

The Omega Vault unlocks and from it emerges a being touched by the Emperor's Grace, garbed in armour of gold and haloed with power; the legendary Arch-Confessor Melcher El lost to the Angevin Crusade more than two millennia past. Melcher El has an ability to enthrall and a gift for oratory that will impassion the hearts of men. Far beyond the Arch-Confessor's considerable martial prowess, the raw morale value of such a charismatic leader joining the faltering Achilles crusade is incalculable.

With an Arch-Confessor at their forefront, the moribund regiments of the Imperial Guard could be rallied to hurl back the encroaching Tyranids of Hive Fleet Dagon, or to march to victory against the heretics at Kazant, or to crush Velk'Han Sept and its turncoat sympathizers once and for all. Humans are never so deadly as when they are united by faith, and an Arch-Confessor can whip up the sort of devotion that will raze mountains and flatten continents.

The wrangling over which warfront should have priority over such an asset could tear the crusade apart, but the Arch-Confessor will likely determine his own course of action, a course that's liable to be one that no-one has foreseen. Protecting the Arch-Confessor from the enemies of mankind will be a full-time job once his presence is felt. Xenos, heretics and traitors will send their most deadly agents to rid themselves of such a threat. Even supposed friends may need to be kept at bay lest the Arch-Confessor become a pawn in their political games instead of being free to carry out the will of the Emperor.

Alpha Psyker variant

In the Alpha Psyker variant, the being that emerges from the Omega Vault is a child with almost unthinkable psychic potential. The fortress is riven with controversy—many see the child as an abomination that must be destroyed, others believe it a recipient of the Emperor's blessing. Outright violence soon erupts between the two factions with each calling the other traitor as they try to save the child or destroy it. Such madness might be caused by the uncontrolled powers of the child itself or a malignant third party determined to ensure the child never reaches adulthood.

C'TAN ARTEFACTS

The vault opens to reveal only some bright but unadorned metal artefacts ranging from man-high rods to small spheres, pyramids and cylinders. It will take a highly-ranked Magos or Explorator to correctly identify the mysterious objects as being of C'tan origin, making them objects so rare that this is probably the single greatest collection of C'tan artefacts ever assembled. C'tan technology is little understood by the Imperium and its creators are thought to have long since vanished. What little is known indicates the C'tan were masters of a form of phasing technology. This has been successfully harnessed on a small scale to create blades capable of bypassing armour that are sometimes used by Imperial Assassins.

Exhaustive investigation will show the C'tan artefacts are linked to a number of ancient xenos sites around the Jericho Reach and to the Warp Gate itself. Correct placement and manipulation of the artefacts might have all kinds of effects. It could make it possible to open or close the warp gate at will, or shut down the Hadex Anomaly, leading to some radical rethinking in relation to the Imperium's objectives in the Jericho Reach. It could enable stars to be sent super nova or entire worlds to be placed out of phase. Of course, manipulating the artefacts may also bring back into phase xenos ships, worlds and structures that have been invisible and intangible for millions of years, potentially replacing one group of enemies with a whole new set of foes even deadlier than the last.

KROOT ALL-FATHER

The Kroot All-Father shambles forth. Perhaps it was made by infernal sciences or perhaps it spawned of its own accord in some green hell, but it is a monstrous thing, a being with literally millions of life forms encoded into its DNA. All Kroot are the thing's children in some sense, and they worship it like a living god. Control of the All-Father will yield control of the Kroot, completely tipping the scales against Velk'hán Sept—assuming the Chamber of Vigilance can stomach becoming involved with aliens in such a way.

KEYS TO THE KINGDOM

The vault opens to reveal the location of a great prize or a final confrontation hidden elsewhere. A prize could be an ancient and incredibly powerful starship, a library of knowledge or an ultimate weapon that can destroy suns. A final confrontation might be a chance to finally face an ancient xenos threat rising from its aeons-long stasis, the key enemy war-leaders or a previously unknown alien conspiracy.

THE TRUTH

The Omega Vault opens to reveal a deep and terrible truth about the Imperium itself. It might be a shattering revelation dating back to the very birth of the Imperium or the sundering of the Space Marine legions, or modern conspiracies reaching into the highest ranks of the Adeptus Terra. Whatever the truth is, it could have the impact to completely change the world-view of anyone exposed to it.



BEYOND E RIOCH: REGIONS OF THE JERICHO REACH

"A region of eternal night; of eternal damnation. Only those who watch the dark places can hold the line."

—From the prophecies of Satarrion

The Jericho Reach is still very much a wild place, with many regions barely explored even after millennia of habitation by humanity. The coming of the Achilus Crusade has stirred something within the Reach, and in every corner of the region, the enemies of the Imperium stir. The Deathwatch knows of this more than any other organisation, having kept a vigil in the Reach ever since its foundation.

DAKINOR

Dakinor is a gas giant surrounded by an orbiting shell of asteroids caught in its vast gravity. The planet itself is uninhabitable, but its asteroids are being fought over by the Imperial Guard and a host of fanatics following a planet-wide death cult calling itself the Gilded Torment. The Torment has absorbed almost the whole population, and has daughter cults on many worlds of the warzone, which task their followers with joining the struggle on Dakinor. The Torment's goal appears solely to cause and suffer violent death in the name of the Emperor, who is worshipped in such a debased and vile form that all followers of the Torment have been declared Excommunicate.

Few in the Imperial Guard have much doubt that the Tau have somehow created the Torment, an impression hardly reduced by the kroot mercenaries appearing in the employ of the Torment. Whatever the Torment really wants, the fight against the cult is a bitter and hateful one. The Imperial Guard mounts asteroid-hopping operations where each new planetoid is assaulted in lethal thin-atmosphere, low-gravity conditions. The leaders of the Torment are unknown, but they must exist, and are actively hunted by Imperial intelligence officers across the warzone.

EXECUTION ETERNAL

The *Execution Eternal* is an ancient Oberon-class Imperial battleship lost to a crew mutiny just under a year ago while on a mission to reinforce Imperial armies fighting on the Greyhell Front. The ship's officers were murdered, but not before they could sabotage the warp drives, preventing the mutineers from fleeing with the ship. Tau forces learned of the ship's plight and sent a Hunter cadre to capture it, but the Imperial Navy sent its own mission to recover it and the resulting battle raged through the countless decks of the starship. It is still going on, with the Tau holding the cavernous engine chambers and the Imperial Navy troops holding the bridge and crew decks.



Neither side can gain the upper hand. The city-sized ship is a void-bound battlefield, the two forces fighting a microcosm of a war through its body-strewn corridors.

The capture of the *Execution Eternal* is now a matter of pride, the symbolic value of its capture far greater than the military value of the ship itself. The Imperial Navy considers this its own fight and refuses to allow Imperial Guard troops to join their security battalion troops on board. For more

WINTER UNENDING

The group referring to themselves as "Winter Unending" espouse violent resistance to the Tau. An ultra-violent underground movement operating within the Velk'Han Sept, the Winter use bombings, assassinations and sabotage to further their aims. In the absence of accessible Tau targets, the Winter often direct their rage against Tau-sympathetic human leaders. Their actions are brutal and cruel in the extreme, rarely stopping at the assassination of individuals, and even those who would sympathise with their struggle are disgusted by the suffering and civilian deaths they deliberately inflict. The Tau encourage their human allies to hunt down and destroy the Winter but have not acted against them personally, suggesting to some that the Tau secretly tolerate the Winter's outrages so that their excessive cruelty will discourage more humans from joining their cause.

than a year, human and tau have fought, every crew berth and bulkhead door won and lost in blood, and unless the stalemate is dramatically broken there is no end in sight for the ship-bound miniature war.

WARZONE EPSILON

Hive Fleet Dagon crashed into the Canis Salient with such force that the Imperial Crusade was taken completely by surprise. After all, the main tendrils of the Hive Fleet first appeared on the other side of the Reach in the Orpheus Salient. The presence of Tyranids in the Canis Salient has caused the feeling of enormous jaws beginning to close upon the Jericho Reach, jaws that are only held at bay for now by the Crusade forces. Dozens of Imperial Guard regiments, preparing for a major offensive to flank the Velk'Han Sept, were evacuated from worlds that suddenly fell into shadow as Tyranid fleet organisms massed overhead. Some regiments were cut off and were left to die as the Tyranids descended on one world after another, stripping them of biomass and dissolving every living thing in nutrient oceans to fuel the hive fleet with biomass for its advance.

Only great sacrifices halted the Tyranids. An Imperial Navy fleet was shattered at the Battle of Themiskos Point, but the Tyranid victory cost the hive fleet huge amounts of biomass. Meanwhile the Imperial Guard launched counterattacks to bring the Tyranids to battle over the worlds they were invading, forcing them to commit more and more biomass in the form of warrior-organisms. Until the hive fleet recovers the biomass it lost at Themiskos Point, it cannot continue its advance into the Canis Salient, and to do that, its organisms must devour the worlds the Imperial Guard are defending in their millions.

The Tyranid objectives in the Canis Salient are obscure. Some strategists maintain the xenos are there to draw off Imperial forces and prevent them from opposing the hive fleet's main thrust in other areas of the Reach. Others insist that the hive fleet does not possess the tactical competence for such a scheme, and that the Canis Salient is being attacked by a wayward splinter of the hive fleet that is assaulting the Jericho Reach. Ebongrave's primary concern is the Tau and he cares only that the Tyranids are held in check while the "real" enemy is destroyed by an invasion of the Velk'Han Sept. Some close to him insist that the Tyranids are the greater or equal threat, but he rarely suffers such dissenters for long.



THE ANGEVIN LINE

The Angevin Line is drawn on stellar maps of the Canis Salient, beyond which no Tyranid organism can be suffered to reach. Beyond this line are the untouched Imperial worlds of the Canis Salient, including Fortress Wrath and several industrial and hive worlds essential to the war effort in the Jericho Reach. Imperial Navy ships aggressively patrol this line and skirmishes with vanguard fleet-organisms are a daily reality. Few Naval ships can gain any reputation in the Jericho Reach without having served on the Angevin Line; its constant action creates battle-hardened crews and xenocidal officers. On the Line, a ship either gathers victory laurels rapidly, or it is lost.

THE XENOCIDE

The Tyranid assault on the Canis Salient did not hit the Velk'Han Sept head on, but the hive fleet's advance is now threatening one flank of Tau space. This area, where the Tau and the Tyranids do battle, is gleefully known to Imperial officers as the Xenocide. Most battles here are fought in space, with Tau warships fighting fleet organisms. The ground battles are fought mainly by the Tau forces, but also include small armies raised from the Sept's human populations. The soldiers on the ground are told that their sacrifice is essential for the Greater Good, but in truth they are merely buying time for the air caste captains to bring Tyranid fleet organisms to battle.

A few rare Imperial officers have suggested that the Imperium might assist the Tau in the Xenocide, to force the Tyranids to fight on two equally costly fronts. Such suggestions are dangerously close to xenophilia and few voice them openly. Others take the opposite view, believing that the Imperium should sabotage the Tau forces in the Xenocide so that the hive fleet will run rampant through the Velk'Han Sept. Opponents of this view point out that the Imperium is unlikely to hold the Canis Salient against a Tyranid foe strengthened by the biomass it would reap from the Sept's worlds. For now the Imperium is content to let two of its alien foes battle one another.



THE DESERTER'S COIL

The battles against the Tau and the Tyranids in the Canis Salient produce plenty of refugees and deserters from the Imperial Guard and Navy. There are no punishments for desertion in the Imperial military other than death, so such deserters are keen to find somewhere to hide from Imperial authorities, or even somewhere that would welcome such desperate yet capable men. Many deserters choose to follow the rumours of the Deserter's Coil, a region of the Canis Salient hemmed in by nebulae and gravity wells, and one which Imperial forces are too thinly-stretched to control. There, it is said, colonies of free-minded men can live demanding but ultimately free lives among untouched alien worlds. Rumours claim that these worlds have been abandoned, leaving whole cities untouched save for their lack of inhabitants. Riches lie undisturbed and a new life waits for anyone who can make it to these flawed but free planets. Some renegades in the Imperial Navy can offer safe passage along the hidden routes to the Coil, as long as they are handsomely paid. All of these rumours, however, are lies.

The truth is infinitely more malevolent. The Deserter's Coil is real, but it is ruled by emissaries of the Dark Gods from the Cellebos Warzone, who have set up their petty kingdoms among these benighted planets. These cult leaders hope to appease their masters by forging insane armies from those lured to the Deserter's Coil, then launching attacks on the Canis Salient to further divert Imperial forces from the Cellebos Warzone. The worlds and settlements in the Deserter's Coil are places of cruelty and nightmare, ruled over by petty tyrants who grow closer to true Champions of Chaos with every passing day.

MENISCUS

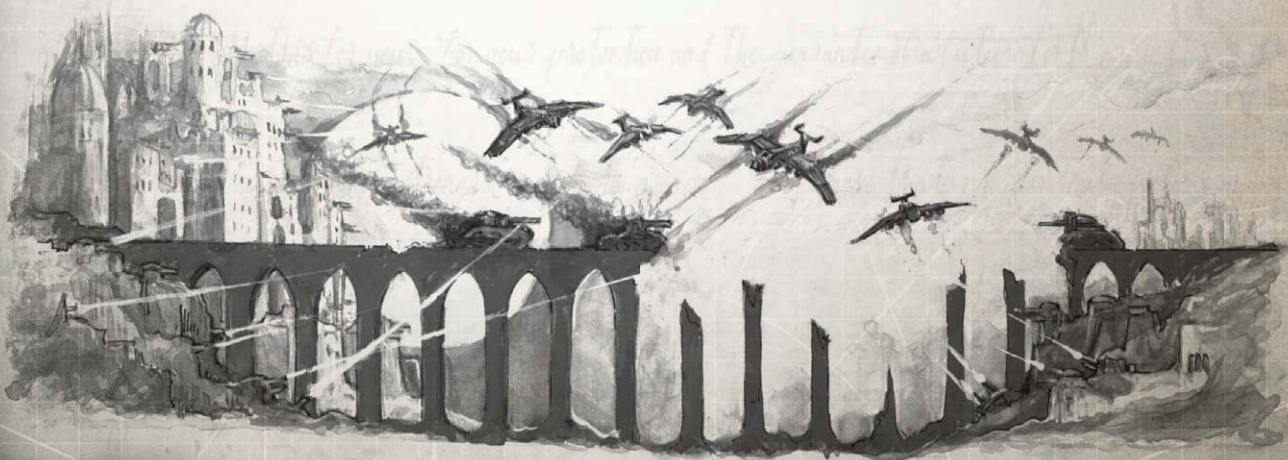
The world on which the nation of Meniscus now lies is covered in life, from plains of head-high grass to waterfalls thick with microbial life and noisome swamps where new forms of predator and prey evolve daily. Here, among the hills that rise above a forest of spongy fungal trees, is an obscene nation built on the worship of dark gods.

THE HONOURED DEAD

An unhealthy trade in xenos artefacts has grown up in the Canis Salient, with examples of Tau technology becoming available for sale along with stranger artefacts from the xenos ruins in the Black Reef and deserted noble estates in the Coil. Such artefacts can be bought from contacts in the Deserter's Coil, although such contacts are difficult to find. Among the artefacts are a number of elaborate sarcophagi in which the xenos of a long-fallen empire buried their dead. Each sarcophagus is a work of bizarre art, wrought in materials unknown in this region of space, and they have all resisted the most eager attempts to open them so far. Nevertheless, it is widely assumed that each sarcophagus possesses a unique power, such as resurrecting the dead or healing the most appalling wounds, and that the "Honoured Dead" within may even still be alive thanks to their miraculous technology. The Honoured Dead can change hands for astonishing sums, with a deserter warlord able to equip an entire personal army or pirate fleet in exchange for a single sarcophagus.

Meniscus was founded by a cult leader drawn there by ecstatic visions. Several thousand members of the Most Sanctified Host of the Young God arrived here and, instead of seeing a world in the painful throes of new life, saw a promised land.

Two generations have passed since then. Meniscus is primitive by necessity, with its people living in treetop homes or networks of caves, armed with spears and armoured in the hides of slug-like carnivores. They are led by a core of ancient cultists who teach them from birth that the only god is the Young God, a being of immense power who lives in the warp, and that this world is just a paper-thin membrane between the human mind and the contemplation of the Young God. The Young God promises visions, and to receive them, the braves and seekers must seek out the most painful and exhilarating experiences that Meniscus can offer. Those who succeed learn that the Young God is the prince of the warp and that by following him they can ascend beyond their human minds and experience the realities of the universe. All this happens under the eye of Mother Scarifal, the cult's high priestess, who dreams of opening a door to the Young God's court and letting his glory through into this drab and undeserving galaxy.



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