

DEATHWATCH

RULES SUMMARY

The following pages summarise some of the most important rules in the **DEATHWATCH** game, especially those needed to play through the preview adventure, **FINAL SANCTION**.

CHARACTER ANATOMY

In **DEATHWATCH**, each player controls a character, also known as a Battle-Brother. Battle-Brothers are as varied as the multitude of Space Marine Chapters from which they come, raised for battle and trained in a variety of methods of killing. In addition to his personality, disposition, background, and moral compass, a Battle-Brother is defined by a set of Characteristics, Skills, Traits, and Talents.

CHARACTERISTICS

Characteristics represent a Battle-Brother's raw ability in a variety of physical and mental areas. There are nine different Characteristics, each rated on a scale of 0 to 100. The higher the Characteristic score, the better.

WEAPON SKILL (WS)

Weapon Skill measures a Battle-Brother's competence in hand-to-hand fighting, whether using fists, knives, or chainswords.

BALLISTIC SKILL (BS)

Ballistic Skill reflects a Battle-Brother's accuracy with ranged weapons, such as boltguns and plasma pistols.

STRENGTH (S)

Strength is a measure of a Battle-Brother's physique and determines how much he can carry as well as how hard he can hit with melee attacks.

TOUGHNESS (T)

Toughness defines how easily a Battle-Brother can shrug off injury and how resilient he is to toxins, poisonous environments, and other physical ailments.

AGILITY (AG)

Agility measures a Battle-Brother's quickness, reflexes, and poise.

INTELLIGENCE (INT)

Intelligence describes a Battle-Brother's acumen, reason, education, and general knowledge.

PERCEPTION (PER)

Perception measures the acuteness of a Battle-Brother's senses and determines how accurately he perceives his surroundings.

WILLPOWER (WP)

Willpower describes a Battle-Brother's mental fortitude, how well he can withstand the multitude of horrors in the universe, and serves as a key measure for psychic potential.

FELLOWSHIP (FEL)

Fellowship is a Battle-Brother's ability to interact with others, to deceive, charm, befriend, or lead.

CHARACTERISTIC BONUSES

Except for Weapon Skill and Ballistic Skill, all Characteristics have an associated bonus. The Characteristic Bonus is equal to the tens digit of the Characteristic.

EXAMPLE

Artusus has an Agility of 34, so his Agility Bonus is 3. He has a Willpower of 41, so his Willpower Bonus is 4.

Characteristic Bonuses are often used as modifiers. Since these bonuses are determined by the Characteristic, they may rise and fall throughout the game. Should a Characteristic take a penalty, that penalty likewise applies to the Characteristic Bonus.

UNNATURAL CHARACTERISTICS

Space Marines are far tougher and stronger than normal humans as a result of their genetic heritage. This is reflected in the use of Unnatural Characteristics. An Unnatural Characteristic applies the listed multiplier to the character's Characteristic bonus.

EXAMPLE

Artusus has a Strength of 44, however as a Space Marine he also has Unnatural Strength (x2), so his Strength Bonus is 8, rather than just 4.



SKILLS

The following skills represent only a sampling of the skills that are available in **DEATHWATCH**.

SKILL TYPES

Skills are divided into two general categories: Basic and Advanced. Basic Skills are common to citizens throughout the Imperium, while Advanced Skills require special training or experience.

Awareness

Type: Basic **Governing Characteristic:** Perception
Awareness reflects a character's ability to perceive hidden dangers and to notice small details about his physical surroundings. Awareness is not tied to any one sense; it encompasses them all. Awareness differs from Search in that Awareness is more instinctual; it is tested passively or in response to a subtle change. Making an Awareness Skill Test is usually a Free Action.

Charm

Type: Basic **Governing Characteristic:** Fellowship
Charm is used to befriend, persuade, or influence others in ways that are generally perceived as positive, or a least non-hostile. Making a Charm Skill Test usually takes about a minute.

Common Lore

Type: Advanced **Governing Characteristic:** Intelligence
Skill Group: Adeptus Astartes, Machine Cult, Administratum, Ecclesiarchy, Imperial Creed, Imperial Guard, Imperium, Tech, Underworld, War

Common Lore is divided into a number of different groups that represent general knowledge about a topic or organisation. Making a Common Lore Skill Test requires no time at all; a character either knows something or he does not.

Dodge

Type: Basic **Governing Characteristic:** Agility
The Dodge skill used as a Reaction in combat to negate a hit. See Combat Action Descriptions on page 12 for more information.

Intimidate

Type: Basic **Governing Characteristic:** Strength
Intimidate is used to frighten, coerce, bully, or threaten others. While Intimidate is usually backed up by Strength, the GM can allow more subtle uses of Intimidate that rely on Intelligence or Fellowship. Making an Intimidate Skill Test is a Full Action.

Logic

Type: Basic **Governing Characteristic:** Intelligence
Logic represents a character's proficiency at reasoning and problem solving. It might be used to help form a complex plan, extrapolate the interior layout of a structure based on exterior observation, decipher a code, or solve a troublesome mathematic equation. Note that Logic is a theoretical skill—Tech-Use is its practical counterpart.

Medicae

Type: Advanced **Governing Characteristic:** Intelligence
The Medicae skill is used to treat and repair injuries by closing wounds and restoring the balance of the body's humours. A successful Medicae Test removes Damage equal to the character's Intelligence Bonus. A failure by more than three degrees of success inflicts one additional point of Damage. Using Medicae is a Full Action for both the character using the skill and his patient. Medicae can also be used to determine the cause of death when studying a body.

Scholastic Lore

Type: Advanced **Governing Characteristic:** Intelligence
Skill Group: Archaic, Astromancy, Beasts, Bureaucracy, Chymistry, Cryptology, Heraldry, Imperial Creed, Judgement, Legend, Numerology, Occult, Philosophy, *Tactica Imperialis*
Scholastic Lore grants special, learned knowledge in a particular discipline or subject. A Scholastic Lore Test used to recall a fact requires no time at all; a character either knows something or he does not. Scholastic Lore Tests can also be used once every 1d10 hours to conduct research in a proper environment (a library, for example).

Search

Type: Basic **Governing Characteristic:** Perception
Search is used when a character is trying to find something, or when he examining an area for concealed objects, clues, or anything else that might be hidden. Search differs from Awareness in that Search is a deliberate activity. A single Search Skill Test is sufficient to cover a small room or the equivalent and usually takes several minutes. Larger areas may require multiple Search tests and much longer periods of time at the GM's discretion.

Tech-Use

Type: Advanced **Governing Characteristic:** Intelligence
A character can use Tech-Use to repair mechanical items or figure out how unusual technical artefacts work. A Tech-Use Skill Test can take anywhere from a minute to an hour, depending on the complexity of the task. Extra degrees of success on a test can reduce the necessary time.

TESTS

Tests are the basic way of determining successor failure in a game of **DEATHWATCH**. When a Battle-Brother performs any task that could have dramatic consequences—affecting the story, a character's health, a leader's reputation, the safety of the Kill-team, and so on—a Test should be performed.

THE CORE MECHANIC

- Determine the a Skill or Characteristic to Test
- Add or subtract any relevant modifiers to the Skill or Characteristic
- Make a percentile roll (1d100)
- If the percentile roll is less than or equal to the Skill or Characteristic being tested, the Test succeeds
- If the percentile roll is greater than the Skill or Characteristic being tested, the Test fails

DEGREES OF SUCCESS AND FAILURE

For most tests, it is enough to know whether a character succeeded or failed. Sometimes, however, it is useful to know how well a character succeeded, or how badly he failed. This is particularly important in certain combat situations, such firing a gun capable of a semi-automatic or fully automatic burst.

Measuring degrees of success and failure in a Skill or Characteristic Test is straightforward. After the percentage roll is made, compare the roll with the modified Characteristic score. For each full 10 points by which the Characteristic was exceeded, one degree of success is achieved. Conversely, for each 10 full points by which the test failed, one degree of failure is gained.

SKILL TESTS

The most common type of Test a Battle-Brother performs during the game are Skill Tests. Each skill is governed by a characteristic. For example, the Dodge Skill is governed by the Agility Characteristic. To make a Skill Test, add any relevant modifiers to the Skill's governing Characteristic, then make a percentage roll. If the result is equal to or less than the modified Characteristic, the Test succeeds. If the result is greater than the modified Characteristic, the Test fails.

CHARACTERISTIC TESTS

Sometimes a Battle-Brother wants to attempt something not covered by a Skill. In such cases, a Characteristic Test can be used instead of a Skill Test. The GM determines the most appropriate Characteristic for the Test, then the player makes a percentage roll. If the roll is equal to or less than the Characteristic, the Test succeeds. If the roll is greater than the Characteristic, the Test fails.

TEST DIFFICULTY

Not all tests are equal. Setting a plasma charge on a stationary bunker and placing the same charge on a moving battle tank while under fire may both require Demolition Tests, but the later is clearly harder than the former. How much harder is one from the other? This is where test difficulty and the roll of the GM both come into play.

In some cases, the difficulty of a test is pre-determined by the rules; in other cases, the GM should decide the difficulty and consult **Table 1-1: Test Difficulty** to determine the appropriate modifier. The difficulty modifier is applied to the governing Characteristic associated with the test.

TABLE 1-1: TEST DIFFICULTY

Difficulty	Modifier
Easy	+30
Routine	+20
Ordinary	+10
Challenging	+0
Difficult	-10
Hard	-20
Very Hard	-30

COMBINING DIFFICULTIES

There are instances where multiple factors make performing a particular action easier or more difficult. If a situation calls for two or more bonuses or penalties, simply combine all modifiers together and apply the total to the Skill or Characteristic.

The maximum modifier that can be applied to a Skill Test or Characteristic Test is +60 or -60.

THE ROLE OF FATE

Space Marines are potent warriors and legendary individuals with abilities, backgrounds, and experiences well beyond those of ordinary citizens of the Imperium. More than anything, the role of Fate in a Battle-Brother's life is what separates him from the lesser heroes of mankind. All PCs begin play with a number of Fate Points, determined at character creation. For some, these Fate Points represent destiny, a sign that the Emperor has marked them for greatness. For others, Fate represents simple luck.

USING FATE POINTS

Fate Points allow a Battle-Brother to manipulate situations by mitigating bad results or turning a mishap into good fortune. A Battle-Brother has a limited pool of Fate Points, and when a Fate Point is spent, that pool is reduced by one. Spending a Fate Point is a Free Action that a Space Marine may take at any time during his turn. Spent Fate Points are restored at the beginning of the next gaming session, or possibly under special circumstances in the middle of a game session that the GM deems appropriate.

Spending one Fate Point allows for one of the following:

- Re-roll a failed test once. The results of the re-roll are final
- Gain a +10 bonus to a test. This must be chosen before dice are rolled
- Add an extra degree of success to a test. This may be chosen after dice are rolled, and only if the test was already successful
- Count as having rolled a 10 for Initiative
- Instantly recover 1d5 Wounds

COMBAT

Most non-combat actions happen in “narrative time”, where the precise passage of time does not need to be marked—e.g., a drive across a city might take about an hour. Combat, however, is usually resolved using “structured time” divided into Rounds, Turns, and Actions. Each character, including NPCs, takes one Turn each Round. The order in which Turns are resolved depends on Initiative Order.

COMBAT OVERVIEW

When a new combat begins, follow these steps to determine what happens.



STEP ONE: SURPRISE

At the beginning of a combat, the GM determines if any characters are Surprised. This can only happen once at the beginning of a combat, and there are many combats where nobody is Surprised. A Surprised character loses his Turn on the first Round of combat because he has been caught unawares by his enemies. If no one is Surprised, move immediately to Step Two.

STEP TWO: ROLL INITIATIVE

At the start of the first Round, each character rolls for Initiative. Each character rolls 1d10 and adds his Agility Bonus (the tens digit of his Agility characteristic). The result of the roll applies for all successive Rounds in the combat.

STEP THREE: DETERMINE INITIATIVE ORDER

The GM ranks all the Initiative rolls, including those of the NPCs, from highest to lowest. This is the order in which the characters take their Turns during each Round of combat.

STEP FOUR: COMBATANTS TAKE TURNS

Starting with the character at the top of the Initiative Order, each character takes a Turn. The character currently taking his Turn is known as the Active Character. During his Turn, the Active Character can perform one or more Actions. Once his Actions have been resolved, the next character in the Initiative Order becomes the Active Character and takes his Turn, and so forth.

STEP FIVE: ROUND ENDS

Once each character has taken a Turn, the Round is over. Any lingering effects that specify a duration of “until the end of the Round” now end.

STEP SIX: REPEAT STEPS FOUR AND FIVE AS NEEDED

Continue to play successive Rounds until the combat is complete or until the event that triggered the switch from narrative time to structured time is resolved.

ACTIONS IN COMBAT

During each normal Round, every character gets a Turn to act. On his Turn, a character can take one or more Actions.

TYPES OF ACTIONS

Every Action is categorised into one of the following types.

TABLE 1-2: COMBAT ACTIONS

Action	Type	Description
Aim	Half/Full	+10 bonus to hit as a Half Action or +20 to hit as a Full Action on your next attack
All Out Attack	Full	+20 to Weapon Skill Test, you cannot Dodge or Parry
Charge	Full	Rush at an opponent and make a melee attack with a +10 bonus to Weapon Skill
Dodge	Reaction	Test Dodge to negate a hit
Full Auto Burst	Full	+20 to Ballistic Skill Test, each degree of success scores an additional hit
Move	Half/Full	As a Half Action, move a distance up to your Half Move in metres (equal to your Agility Bonus), or as a Full Action, move as distance up to your Full Move in metres (twice your Agility Bonus)
Parry	Reaction	Test Weapon Skill to negate a hit from a melee attack (must be wielding a melee weapon capable of parrying)
Ready	Half	Draw a weapon or prepare item for use
Reload	Varies	Reload a ranged weapon
Run	Full	Move a distance up to your Run Move, enemies receive a -20 to Ballistic Skill to hit you and a +20 to Weapon Skill to hit you
Semi-Auto Burst	Full	+10 to Ballistic Skill Test, each two degrees of success scores an additional hit
Standard Attack	Half	Make one melee or ranged attack
Use Skill	Varies	You may use a Skill

Full Actions

A Full Action requires a character's complete attention to accomplish. A character can take one Full Action on his Turn and cannot take any Half Actions.

Half Actions

A Half Action is fairly simple; it requires some effort or concentration, but not so much that it consumes a character's entire Turn. A character can take two different Half Actions on his Turn instead of taking one Full Action. A character cannot take the same Half Action twice in the same Turn.

Reactions

A Reaction is a special Action made in response to some event, such as an attack. A character can take one Reaction each Round. Unlike the other types of actions, a character usually performs a Reaction when it is not his Turn.

Free Actions

A Free Action takes only a moment and requires no real effort by the character. Free Actions may be performed in addition to any other Actions on a character's Turn, and there is no formal limit to the number of Free Actions one character can take. The GM should use common sense to set reasonable limits on what can be done in a few seconds.

ACTION SUBTYPES

Into addition to its type, every Action is also categorised into one or more subtypes. Action subtypes don't do anything in of themselves, but they are used to clarify what a character is and is not allowed to do in a variety of special circumstances. For example, a character who is Immobilised cannot perform any Actions with the Movement subtype.

USING ACTIONS

During his Turn, a character may perform one Full Action or two different Half Actions. A character could, for example, make an All Out Attack (Full Action) or Aim and make a Standard Attack (two Half Actions).

MORE ACTIONS

The combat actions described in this booklet represent only a sampling of the options that are available in DEATHWATCH.

COMBAT ACTION DESCRIPTIONS

These Actions provide characters with a variety of options in combat.

AIM

Type: Half Action or Full Action **Subtype:** Concentration
The character spends extra time to perform a more precise attack. Aiming as a Half Action grants a +10 bonus to the next Weapon Skill or Ballistic Skill Test made as an attack. Aiming as a Full Action increases the bonus to +20. The next action the character performs must be an attack or the benefits of Aiming are lost.

ALL OUT ATTACK

Type: Full Action **Subtypes:** Attack, Melee
The character makes a furious melee attack at the expense of personal safety. He gains a +20 bonus to his next Weapon Skill Test, but he cannot Dodge or Parry until the start of his next Turn.

CHARGE

Type: Full Action **Subtypes:** Attack, Melee, Movement
The character rushes at his target and delivers a single melee attack. The target must be at least four metres away, but still within the attacker's Charge Move. The last four metres of the Charge must be in a straight line so the attacker can build speed and line up with his target. He gains a +10 bonus to his Weapon Skill Test made at the end of the Charge.

DODGE

Type: Reaction **Subtype:** Defence, Movement
Dodge is a Reaction that a character can perform when it is not his Turn. After a character is hit, but before Damage is rolled, the character can attempt to avoid the attack by making a Dodge Skill Test. A character must be aware of the attack in order to make the test. If the test succeeds, the character gets out of the way at the last moment and the attack is considered to have missed (and thus no Damage is rolled). If the Dodge Skill Test fails, the attack connects and deals Damage normally. Dodge can be used to avoid both melee and ranged attacks.

Dodging Auto-Fire and Area Effect Attacks

When Dodging Fully-Automatic or Semi-Automatic Bursts, each degree of success on the Dodge Skill Test negates one additional hit.

FULL AUTO BURST

Type: Full Action **Subtype:** Attack, Ranged
The character fires a roaring burst of fully automatic gunfire at his enemies. The attacker must be wielding a ranged weapon capable of fully automatic fire to take this action. The attacker makes a Ballistic Skill Test with a +20 bonus. A dice result of 94–100 indicates the weapon has Jammed (see page 15). If he succeeds, the attack scores a hit normally. Furthermore, each degree of success scores an extra hit. The number of extra hits scored in this manner cannot exceed the weapon's fully automatic Rate of Fire. Extra hits can either be allocated to the original target or any other targets within two metres, provided none of the new targets would have been harder to hit than the original target.

MOVE

Type: Half or Full Action **Subtype:** Movement
The character can spend a Half Action to move a number of metres equal to his Agility Bonus. As a Full Action, he may move twice that distance.

PARRY

Type: Reaction **Subtype:** Defence
Parry is a Reaction that a character can perform if it is not his Turn. If the character is wielding a melee weapon, he can use it to attempt to Parry another melee attack against him, provided he is aware of the attack. To Parry, make a Weapon Skill Test. If the test succeeds, the attack is considered to have missed (thus no Damage is rolled). If the test fails, the attack connects and Damage is rolled normally. Parry can be used against melee attacks but not ranged attacks.

READY

Type: Half Action **Subtype:** Miscellaneous
The character draws a weapon or retrieves an object stowed in a pouch or pocket. A weapon or item can also be properly stowed away with this action (but note that simply dropping an item is considered a Free Action). Ready can be declared twice in the same Turn if it is used on two different weapons or items.

RELOAD

Type: Half, Full, or Extended Action (Varies by Weapon)
Subtype: Miscellaneous
Declaring this action allows a character to reload a ranged weapon. The duration of Reload (Half Action, Full Action, etc.) is dictated by the weapon's description.



SINGLE SHOT, SEMI-AUTO, AND FULL AUTO FIRE

Each weapon has a code that indicates whether it is capable of firing more than a single shot in combat, and how many shots the weapon expends when doing so. A weapons rate of fire has three entries to indicate the modes a weapon can be fired in. The first entry indicates whether the weapon can be fired singly (S). The second entry indicates whether or not a weapon can be fired semi-automatically, and the number listed describes the shots fired. Finally, the third entry describes if the weapon can be fired on full automatic. Any mode in which the weapon cannot be fired is indicated with a “-”.

Some weapons can be fired in more than one mode. If this is the case, each of its different rates of fire will be listed in its profile. Characters must choose which mode they are firing their weapon in before making an attack.

SEMI-AUTO BURST

Type: Full Action

Subtype: Attack

The character fires a burst of semi-automatic gunfire at his opponents. The attacker must be wielding a weapon capable of semi-automatic fire to take this action.

The attacker makes a Ballistic Skill Test with a +10 bonus. A dice result of 94–100 indicates the weapon has jammed (see page 15). If he succeeds, the attack scores a hit normally. Furthermore, every two degrees of success scores an extra hit. The number of extra hits scored in this manner cannot exceed the weapon’s semi-automatic Rate of Fire. Extra hits can either be allocated to the original target or any other targets within two metres, provided none of the new targets would have been harder to hit than the original target.

STANDARD ATTACK

Type: Half Action

Subtype: Attack

The character either performs one melee attack by testing Weapon Skill or one ranged attack by testing Ballistic Skill.

RUN

Type: Full Action

Subtype: Movement

The character runs at full speed, covering a distance up to triple his movement. Until the character’s next turn, ranged attacks against him suffer a –20 penalty to Ballistic Skill Tests, but melee attacks against him gain a +20 bonus to Weapon Skill Tests.

USE A SKILL

Type: Half, Full, or Extended Action (Varies by circumstance)

Subtype: Miscellaneous

The character uses a skill, which typically involves making a Skill Test.

OTHER ACTIONS

There are many more combat action options in the full game of **DEATHWATCH**. Additionally, the GM may allow players to perform special actions not covered by any of the above. Such improvised actions should usually involve some kind of Skill or Characteristic Test.

THE ATTACK

There are several attack Actions in **DEATHWATCH**, from the All Out Attack to Full Auto Burst to the straightforward Standard Attack, but the process of inflicting harm upon an opponent is always resolved the same way. Follow these steps to resolve attacks in combat.

STEP ONE: DETERMINE IF THE ATTACK IS POSSIBLE

Melee attacks require the attacker to be engaged in melee with his target. Ranged attacks cannot be made if the attacker is engaged in melee unless he is firing a pistol class weapon. In either case, the attacker must be aware of his target.

STEP TWO: TEST

A melee attack requires a successful Weapon Skill Test. A ranged attack requires a successful Ballistic Skill Test. As with other tests, if the dice roll is equal to or less than the skill being tested, the attack hits the target.

STEP THREE: DETERMINE DAMAGE

If an attack hits, it damages its target. Each weapon has a damage listing, which usually involves a die roll, plus or minus some number. Roll the appropriate die, add any relevant modifiers, and if the attack was a melee attack, add the attacker’s Strength Bonus. The result is the total damage applied to the target.

If any die rolled for damage results in a natural “10”, there is a chance of Righteous Fury.

Righteous Fury

When rolling damage after a successful attack, if any die rolled results in a natural “10”, there is a chance the Emperor’s favour is with the attacker. (This includes a result of “10” when rolling 1d5 for damage.) This calls for a second attack roll that is identical to the original attack, including all modifiers. If that second attack hits, the attacker may roll an additional die for damage of the same type and add it to the damage total.

If the additional damage roll also results in a natural “10”, the Emperor has indeed smiled upon the attacker and the attacker may roll another die for damage and add it to the damage total. This process continues until a number other than “10” is rolled on the damage die.

STEP FOUR: APPLY DAMAGE

From the damage total, the target of the attack subtracts his Toughness Bonus and his Armour Points. If this reduces the damage total to zero or less, the attack is shrugged off with no ill effect. Otherwise, any remaining damage is applied to the target. If the target's damage exceeds his wounds, he is killed.

COMBAT CIRCUMSTANCES

The chances of hitting in combat can be modified in a similar manner to Skill Tests. These combat circumstances can be used to reflect the effects of terrain, the weather, tactical situations and a variety of other factors. Characters should make as much use of beneficial circumstances as possible. A good plan, suitable equipment or skilful use of tactics can often make the difference between life and death for a Battle-Brother. The following circumstances are some of the most common encountered in combat. The GM has the final say about the Difficulty of any particular Test.

Darkness

Weapon Skill Tests made in darkness are regarded as Hard (–20), while Ballistic Skill Tests are regarded as Very Hard (–30).

Difficult or Arduous Terrain

Weapon Skill and Dodge Tests made whilst standing in difficult terrain such as mud are Difficult (–10). Tests made whilst standing in arduous terrain such as deep snow or upon ice are Very Hard (–30).

Engaged in Melee

When a character is adjacent to an enemy, he can engage that enemy in melee combat by performing any attack action with a melee weapon. If a character moves away from an enemy whilst engaged in melee combat, that enemy can make a free melee attack against the character moving away. A character engaged in melee combat cannot make ranged attacks unless he is wielding a pistol class weapon.

Point Blank

Ballistic Skill Tests made to hit a target within three metres are Easy (+30). Note that this bonus does not apply when shooting targets that are engaged in melee combat with the character.

Shooting into Melee Combat

Ballistic Skill Tests made to hit a target that is engaged in melee combat are Hard (–20).

Unaware Targets

Weapon Skill or Ballistic Skill Tests made to attack unaware targets (i.e., Surprised targets), are Easy (+30).

WEAPON JAMS

A Jammed weapon cannot be fired until it is cleared. Clearing a Jam is a Full Action that requires a Ballistic Skill Test. If the test is successful, then the Jam has been cleared, though the weapon needs to be reloaded and any ammo in it is lost. If the test is failed, the weapon is still Jammed, although the character can attempt to clear it again next Round.

INJURY

As a consequence of fighting, characters take Damage. A combatant can take Damage up to an amount equal to his Wounds. When the Damage equals the character's Wounds, he is killed.

CRITICAL DAMAGE

The injury rules in this booklet have been simplified due to space restrictions. **DEATHWATCH** includes a full array of colourful critical damage effects, including permanent injuries such as limb loss.



HORDES

The enemies of Mankind can attack in vast numbers; howling heretics, skittering tides of aliens, or ranked warriors. Alone, such enemies would stand no chance against the might of the Adeptus Astartes. Together in large groups, however, they can pose an overwhelming threat. Hordes have the potential to defeat the Emperor's finest by sheer weight of fire and numbers. The rules presented here are intended to help Game Masters reflect these massed forces that the Deathwatch may face in battle.

USING A HORDE

A Horde should be treated by the Game Master as a single vast creature. The Horde has the same profile as the base creature which makes up its numbers. The only exception to this is that a Horde replaces the individual creature's Wounds value with its Magnitude and location-based armour with a single armour value.

MAGNITUDE

A Horde is a vast number of one type of enemy or creature attacking in large numbers. The abstract number of enemies making up such a Horde are reflected in the Horde's Magnitude. This represents the Horde's determination and numbers as an abstract value: one point of magnitude does not equal one individual enemy or creature but may represent tens, scores or even hundreds.

HORDE TRAITS

A creature entry may have a trait listed that has (Horde) written next to it. These traits represent the way particular creatures fight in large numbers, and only apply when that creature is used as the basis of a Horde. Two examples of this are:

DISCIPLINED (HORDE)

The Horde is made up of hardened and well disciplined troops who do not break and flee even after having sustained terrible casualties. The Horde with this trait does not suffer the -10 penalty to Willpower tests to resist breaking if they are below 50% of their starting magnitude. Also they do not automatically fail their Willpower Test to break if they are below 25% of their starting Magnitude



OVERWHELMING (HORDE)

The creatures that make up the Horde are capable of swarming over enemies and ripping them apart in close combat. The Horde with this trait always rolls an extra 1d10 for damage caused by the Horde in close combat as long as it has a magnitude equal to or greater than 20.

ATTACKING A HORDE

A character can damage a Horde by shooting it with ranged weapons or attacking it in melee. These attacks are treated as if they are against a single creature even though they may represent mowing down ranks of enemies or scything through many foes.

Characters must still roll to hit a Horde, but the appropriate size bonus should apply to these tests based on the Horde's magnitude.

Weapons that can fire on full auto or semi-auto cause additional hits. These hits must be allocated against the Horde and not any individual characters that may also be present.

DAMAGING A HORDE

Each hit that causes any amount of damage reduces a Horde's magnitude by one. Therefore, an attack that, after accounting for armour and Toughness Bonus, causes 15 points of damage reduces the Horde Magnitude by 1. The deliberate consequence of this is that sustained fire and blast weapons are much more effective against Hordes than weapons which fire only one shot; a lascannon is a weapon for destroying tanks, not mowing down large numbers of infantry.

- Weapons with the Blast Quality inflict a number of hits equal to the number in parenthesis.
- Locations are not used when fighting a Horde.
- A Horde has a single armour value that is applied to all damage rather than different armour values for different locations.

MELEE

When fighting against a Horde in Melee, a Space Marine inflicts one hit for every two Degrees of Success on his Weapon Skill Test. Melee weapons with the Power Field Quality inflict one additional hit.

BREAKING A HORDE

When a Horde's Magnitude is reduced by 25% in a turn, it must make a Willpower Test when it is its turn to act again. If it passes, it may continue to act. If it fails, it breaks and flees at its highest move value.

If the Horde's Magnitude is less than 50% its starting value, it suffers a -10 to the Willpower Test. If the Horde's Magnitude is less than 25% of its starting value, it automatically fails the Willpower Test and breaks.

HORDES ATTACKING

A Horde can make both melee attacks against enemies in close proximity and ranged attacks at enemies that are at a distance in a single turn as an attack action.

Melee: A Horde attacks all adjacent enemies, or enemies that are in close proximity (the GM is the final arbiter of whether a target is in close proximity or not) if not using a map; if there are five Battle-Brothers in close proximity of a Horde, all are attacked. A Horde that has multiple attacks from being armed with two weapons or the Swift Attack or Lightning Attack Talents may use its full number of attacks against every eligible target. A Horde's sheer weight of numbers is represented by the fact that its targets may not Dodge or Parry any of its Melee Attacks unless otherwise noted.

Ranged: A Horde may make ranged attacks equal to the first digit of its Magnitude. Thus, a Magnitude 25 Horde can make two ranged attacks. Any additional hits from sustained fire can be applied to any eligible target. Therefore, if the heretics hit Brother Silas well enough that they cause an extra hit with their stub autos, the additional hit is applied to Brother Silas.

Modifiers for range and sustained fire apply as normal, but a Horde can never aim.

Ammo expenditure and Jamming are never applied to Hordes—they always have enough bullets to keep firing.

DAMAGE CAUSED BY HORDES

Any attack from a Horde that hits has the damage it causes increased by a number of d10s equal to the Horde's magnitude divided by ten, with a maximum bonus of +2d10. This is in addition to the normal damage dealt by the weapon that the Horde is armed with. It also includes the Strength Bonus added to damage caused by melee weapons. The damage is reduced by the targets Toughness bonus and armour as normal. Thus, a magnitude 25 Horde of heretics armed with axes adds 2d10 to the normal damage that a heretic would do with its axe (1d10+5), and therefore causes 3d10+5 damage if they hit in combat. Likewise, the same Horde armed with autopistols causes 3d10+2 damage with its ranged attacks. This represents an enemy being mobbed and struck countless times or a stream of bullets hammering a single target.



DEMEANOURS

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

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

USING DEMEANOURS

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

The Chapter Demeanour represents the beliefs and traditions of your home Chapter. It may also represent particular quirks or mutations of their gene-seed. Your Chapter Demeanour is part of the bedrock of your character, and as such, the Chapter Demeanour does not change.

Your Personal Demeanour represents a strongly-held set of values or facet of your personality. It may be an ideal you strive to live up to or a code of honour. However you choose to describe it, your Personal Demeanour is a powerful part of who you are and helps set you apart from the other Space Marines of your Chapter. During the course of the campaign, part of the GM's role is to challenge your Personal Demeanour and test your values. Can you hold true to your beliefs in the face of utter evil or seductive temptation? It is natural that your character should grow and change over time, and that should be reflected in your Personal Demeanour. You may choose to change your Personal Demeanour at any time you feel it is appropriate...no one knows your character better than you!

So, in short: Chapter Demeanour never changes. Personal Demeanour is intended to change with the character's growth and development as a character during the campaign.

Demeanours can be triggered by the player to gain a bonus in much the same manner as a Fate Point (see page 10). Unlike spending a Fate Point, however, triggering a Demeanour provides a bonus that can then be boosted by roleplaying.

TRIGGERING A DEMEANOUR

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

In order to trigger a Demeanour, the Space Marine player need only announce that he is doing so and apply the benefits. When a Space Marine's Demeanour is triggered, the Space Marine gains any applicable benefit he would normally get from spending a Fate Point (see page 10). Triggering a Demeanour should be done in a manner that is relevant to the Demeanour, although it is up to the player's discretion as to how he chooses to interpret his Demeanour for the situation.

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

IMPROVEMENTS

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

A Space Marine Triggering his Demeanour may add an Improvement if the other Space Marine players agree that his Demeanour has been roleplayed well. This bonus is meant to reward additional effort on the Space Marine player's part and the appreciation of his efforts by the other Battle-Brothers in his kill-team. A simple method to judge this is for the triggering player to ask for the opinion of the other Space Marine players at the table after roleplaying the Demeanour. If the majority believe that he portrayed his Demeanour well, the character gains the benefits of the Improvement.



DESIGNER'S NOTE: TRIGGERING A Demeanour

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

SPACE MARINE WEAPONS AND WARGEAR

The Space Marines are armed with some of the finest and deadliest weapons produced within the Imperium.

MELEE WEAPONS

CHAINWORD

The Chainsword has served many a Battle-Brother during his time in an Assault Squad. These weapons generally have a flat carapace containing the chain with only the forward curved section open where the spinning chain teeth can bite into flesh and bone.

POWER FIST

A power fist generates an energy field so violently disruptive that the weapon inside it is of little consequence. Therefore, instead of surrounding a traditional weapon, the field envelopes an oversized and augmented glove. Backed by a Battle-Brother's strength, a power fist can sunder even the heaviest armour or rupture flesh as though bursting a bloody, overripe fruit. Keeping these superior energy fields charged requires heavy cables linked to the armour's power system. The generators are also rare and difficult to maintain, making such a weapon a sign of status, even within the Adeptus Astartes.

A power fist adds a multiplier to the wielder's Strength Bonus. (Note: A Space Marine already doubles his Strength Bonus from his Unnatural Strength Trait. Therefore, the Power Fist increases the multiplier by one, tripling the Space Marine's Strength Bonus)

COMBAT KNIFE

When a Battle-Brother's last grenade has been thrown, when his bolt rounds are spent and the enemy tide continues to swell, he can always turn to his combat knife. Every Space Marine is issued one of these blades as soon as he recovers from receiving his implants, and he carries it up until his final moment of battle. This large knife—easily the size of a normal human's sword—holds a mono-molecular edge that never dulls, even through centuries of service. In some Chapters combat knives are passed down through the generations, with the deeds of their owners etched upon them. In others, the forging of metal into blade is simultaneous with the forging of a recruit into Space Marine, and his combat knife is laid to rest when he is.

RANGED WEAPONS

If common Imperial citizens picture power armour when they think of a Space Marine's profile, then they picture bolt weapons when they think of his fury. Powerful and flexible, bolters are the favoured weapon of the Adeptus Astartes. Most bolter models have their roots with the Space Marines, despite smaller, inferior adaptations treasured by Imperial officers and nobles. Loud and brutal, bolt weapons are terrifying to witness in any hand, but none wield them with such deadly proficiency as the Adeptus Astartes.

Bolters fire self-propelled mass-reactive shells called bolts, set to explode just after penetration for maximum lethality. Overall they are superb if temperamental devices, requiring skilled maintenance using only the most proper rituals and blessings. The standard bolter round is .75 calibre with a super-dense metallic core and diamantine tip.

ASTARTES BOLT PISTOL

As destructive as its full-size counterpart, a bolt pistol's primary drawbacks are its smaller clip and slower rate of fire. However, they are ideal for Devastator units needing to take down an enemy at close quarters and for Assault specialists needing a vehicle for the Deathwatch's many special bolt types.

ASTARTES BOLTER

The bolter, or boltgun, is the backbone of every Space Marine arsenal. Bolters vary in age and pattern across the Space Marine Chapters, though nearly all Astartes bolt weapons accept the same ammunition. The Deathwatch-pattern bolter incorporates a shot selector, while Battle-Brothers who bring weapons from their home Chapter add attachments for the same functionality.

ASTARTES HEAVY BOLTER

Heavy bolter variants have been widely adopted for Imperial forces beyond the Space Marines, although none can compare to the punishment doled out by the original design. These weapons are potent in a wide variety of roles, capable of turning entire infantry platoons into a carpet of gore as well as assailing vehicles in a hail of large, armour-penetrating explosions. Heavy bolters fire rounds of a much larger calibre than the standard bolt, contain more propellant, and are capable of achieving longer ranges.

GRENADES

Throwing grenades requires no special training or Talents and is resolved using a Ballistic Skill Test including any modifiers (such as range). The normal range for a thrown grenade is the thrower's Strength Bonus multiplied by three in metres.

FRAG GRENADE

The Adeptus Astartes fill their large fragmentation (or frag) grenades with powerful explosives and aerodynamic metallic shards. The high velocity shrapnel created when they detonate is deadly against common infantry.

KRAK GRENADE

Krak grenades use concentrated explosives to punch holes in armoured targets such as vehicles or bunkers. The powerful detonations do not produce a blast effect, however, making them impractical for use against most infantry or moving targets.

WARGEAR

JUMP PACK

These large rocket thrusters typically attach to the backpack power unit on Astartes power armour. The user triggers a jump pack to lift high into the air and then swoops down as part of his assault. Jump packs are also useful in leaping over high obstacles and reaching distant enemies. Most Battle-Brothers receive the specialised training necessary to operate these devices as part of an assault squad, where the extra noise and bulk is secondary to the extra mobility that would allow him to charge that much faster into the thick of battle.

An Astartes Jump Pack allows for a safe, guided fall from any height, and any number of short jumps. Such jumps allow the Battle-Brother to double his Base Movement and travel in any direction without regard for obstacles. For all other purposes, he counts as having taken the appropriate Movement action. He must land by the end of his Turn. Alternatively, the pack can use maximal thrust to fly for 12 metres a turn for up to a minute before the turbines require a minute to cool.

KRAKEN ROUNDS

The superior propellants in kraken rounds provide increased range without sacrificing armour penetration, whilst their ultra-dense adamantine composition and improved explosive charge provide a final burst of force for puncturing the heaviest armours.

Effects: The weapon's Penetration increases to 8, and its Range increases by 50%.

WEAPON QUALITIES:

BALANCED

Some weapons, such as swords and knives, are designed so that the weight of the hilt balances the weight of the blade, making the weapon easier to wield. Balanced weapons grant a +10 bonus to Weapon Skill Tests made to Parry.

NAME	RANGE	RoF	DMG	PEN	CLIP	RdD	SPECIAL
MELEE WEAPONS							
CHAINSWORD	—	—	1D10+3	4	—	—	BALANCED, TEARING
COMBAT KNIFE	—	—	1D10+2	2	—	—	—
POWERFIST	—	—	2D10	9	—	—	POWER FIELD, UNWIELDY
RANGED WEAPONS							
BOLTER	100M	S/2/4	2D10+5	5	28	FULL	TEARING
BOLT PISTOL	30M	S/2/—	2D10+5	5	14	FULL	TEARING
HEAVY BOLTER	150M	—/—/10	2D10+10	5	60	FULL	TEARING
GRENADES							
FRAG GRENADE	SB x 3	—	2D10	0	—	—	BLAST (5)
KRAK GRENADE	SB x 3	—	3D10+4	6	—	—	—

BLAST (X)

Many missiles, grenades, and some guns create an explosion when they hit. When working out the effects of a Blast weapon, anyone within the weapon's blast radius in metres (the number in parenthesis) is also hit.

TEARING

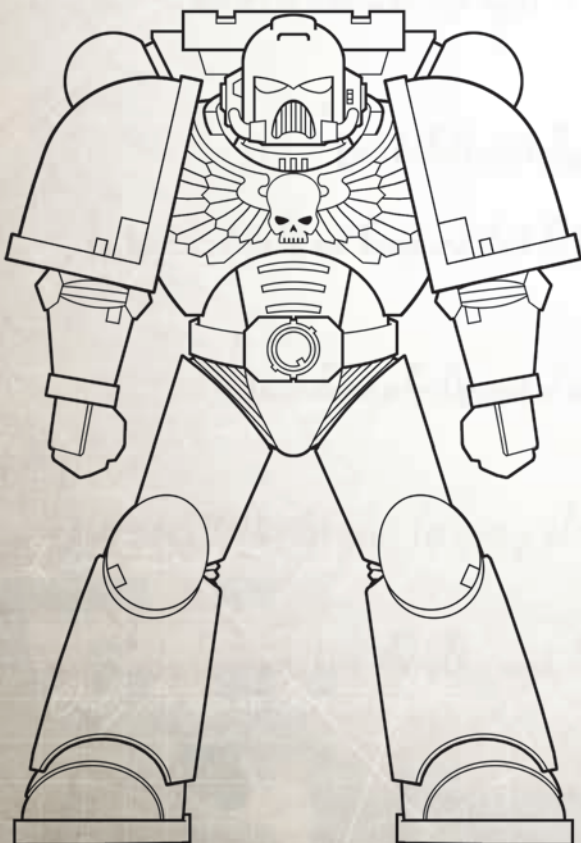
Tearing weapons are vicious devices, exploding while lodged inside their victim or using multitudes of fast-moving jagged teeth to rip into flesh and bone. These weapons roll one extra die for Damage, and the lowest result is discarded.

UNWIELDY

Huge and often top-heavy, Unwieldy weapons are too awkward to be used defensively. Unwieldy weapons cannot be used to Parry.

POWER FIELD

A field of power wreathes weapons with this Quality, increasing their Damage and Penetration. Such modifiers are already included in the weapon's profile. When the wielder successfully uses this weapon to Parry an attack made with a weapon that lacks this Quality, he has a 75% chance of destroying his attacker's weapon.



MARK VII "AQUILA" POWER ARMOUR

MARK VII "AQUILA" POWER ARMOUR

Astartes power armour is the high standard against which other forms of Imperial protection are measured. The commanding sight of the God-Emperor's warriors in their iconic battle gear has routed more than one enemy force without firing a shot. Heavy ceramite plates form the basis for most suits, actuated by electrically motivated fibre bundles that replicate the movements of the wearer and enhance his strength. Not only are Adeptus Astartes patterns the pinnacle of power armour technology, but a Space Marine's unique interface implants ensure that his armour responds with the speed and precision of his own body. Each Battle-Brother is responsible for the care of his own suit of power armour, the components of which may have served his Chapter for millennia before him.

Astartes power armour contains many complex sub-systems, and it is the synergy of advanced technology with Space Marine physiology that makes a Battle-Brother in power armour so deadly. This combination yields the following effects:

Ceramite Plating: Provides AP 8 to all Locations.

Enhanced Strength: Increase the Battle-Brother's Strength by +20. The effect on SB is calculated after the Unnatural Strength multiplier.

Auto-senses: The Space Marine gains +10 to Awareness Tests for Sight and Sound, and can see in total darkness.

Osmotic Gill Life Sustainer: With the helmet on, the armour is environmentally sealed and can maintain an adequate oxygen supply as long as the unit is powered.

Bio-monitor and Injectors: If the internal cogitator detects a problem with the wearer's bio-signs, it can administer pain suppressors, combat stimms, and anti-toxins.

Vox Link: Serves as a standard vox and a channel for any more sophisticated data transmissions the suit or its wearer can access. The bio-monitor feed also transmits through this link, permitting a squad to view each others' vitals.

Magnetized Boot Soles: Can be activated to secure the Space Marine to a metallic surface (such as the hull of a spaceship).

Nutrient Recycling: Filters in the armour capture and purify body waste, re-constituting it into a nutrient solution that is intravenously returned to the body. This can sustain a Battle-Brother for long periods of time, but not indefinitely.

Poor Manual Dexterity: While protective, armoured gloves are not ideal for fine manipulation. Delicate tasks suffer a -10 penalty unless using equipment designed for Space Marines.