

Final Sanction Player Reference

Fate Points

- Re-roll a failed test once. The results are final.
- Gain a +10 bonus to a test; this must be chosen prior to rolling.
- Add an extra degree of success to a test. This may be chosen after rolling, but only if the test was a success.
- Count as having rolled a 10 for initiative.
- Instantly recover 1d5 wounds.
- Demeanours: Demeanours may be “tapped” once per session and used as a Fate Point. The bonus may be doubled if the player role-plays the Demeanour especially well.

Test Difficulties

Difficulty	Example	Modifier
Easy	Shooting at a massive horde; point-blank range	+30
Routine	Shooting with fully automatic fire	+20
Ordinary	Attacking from higher ground	+10
Challenging	A standard attack	+0
Difficult	Fighting in melee in muddy terrain	-10
Hard	Shooting into melee combat	-20
Very Hard	Shooting a target in darkness	-30

Combat Actions

Action	Type	Description
Aim	Half/Full	+10 bonus to hit as 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 an opponent and make a melee attack with a +10 bonus to Weapon Skill.
Clear Jam	Full	Requires a Ballistic Skill test to clear jam. If successful, the jam has been cleared but the weapon needs to be re-loaded.
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. A roll of 94-100 jams the weapon.
Move	Half/Full	Move according to your character sheet.
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 an item for use.
Reload	Varies	Reload a range weapon (time depends on weapon).
Run	Full	Move distance up to your Run move, enemies receive -20 to Ballistic Skill to hit you but +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. A roll of 94-100 jams the weapon.
Standard Attack	Half	Make one melee or ranged attack. A roll of 96-100 jams a ranged weapon.
Use Skill	Varies	You may use a Skill.

Chapter Battle-Cries	Characteristic Bonus	Combat Overview
<ul style="list-style-type: none"> Dark Angels: “Repent! For tomorrow, you die!” Blood Angels: “By the Blood of Sanguinus!” “For the Emperor and Sanguinus!” Space Wolves: “For Russ and the Allfather!” Feral howl. Ultramarines: “Courage and Honor!” Deathwatch: “Suffer not the alien to live!” 	<p>A characteristic bonus is the tens-digit of a characteristic. This is outlined specifically on character sheets.</p> <p>SB = Strength Bonus AB = Agility Bonus TB = Toughness Bonus ...</p>	<ol style="list-style-type: none"> Surprise: Determine if any characters or NPCs are surprised. Roll Initiative: Roll 1d10 and add your Agility Bonus Determine Initiative Order: The GM ranks all combatants in initiative order. Combatants Take Turns: Acting in initiative order, combatants take turns. Round Ends: Resolve any lingering effects, then repeat steps 4-5 as needed.

Skill	Characteristic	Description
Awareness	Perception	Ability to perceive hidden dangers and small details about surroundings; tested passively.
Charm	Fellowship	Used to befriend, persuade, or influence others in ways that are generally perceived as positive or non-hostile.
Common Lore	Intelligence	General knowledge about a topic or organization.
Dodge	Agility	Reaction in combat to negate a hit.
Intimidate	Strength	Used to frighten, coerce, bully, or threaten others. Normally uses strength, but may use Intelligence or Fellowship.
Logic	Intelligence	Ability to reason or problem-solve; could be used to form a complex plan, decipher a code, or solve other theoretical
Medicae	Intelligence	Used to treat and heal injuries by closing wounds and restoring the body’s humours. A successful test removes Damage equal to the character’s Intelligence bonus. A failure by three or more degrees inflicts one additional point of Damage. Use of Medicae is a full action for both medic and patient. Can also be used to determine cause of death.
Scholastic Lore	Intelligence	Represents special, learned knowledge about a specific discipline or subject.
Search	Perception	Used to actively find something, or to search for concealed objects, clues, or anything that might be hidden.
Tech-Use	Intelligence	Used to operate mechanical items or figure out how unusual technical objects work.

Resolving Attacks and Damage
<p>Attack Roll: Roll Weapon Skill for a melee attack or Ballistic Skill for a ranged attack, modified appropriately for any given circumstances (night-time, terrain conditions, etc). As usual, a roll equal to or less than the skill is successful.</p>
<p>Determine Damage: Roll the listed damage for the given weapon. Add SB for melee attacks. If any die roll results in a “10”, there is a chance of Righteous Fury.</p>
<p>Righteous Fury: If any damage die results in a “10,” there is a chance the Emperor’s favor is with the attacker. This calls for a second attack roll, and, if it hits, the attacker may roll an additional die for damage. If this die also results in a “10,” another die may be rolled for damage. This continues until something other than a “10” is rolled.</p>
<p>Note: The pre-made characters for Final Sanction automatically confirm Righteous Fury due to their Deathwatch Training, so do not need to make a</p>
<p>Apply Damage: From the damage total, subtract the target’s toughness bonus and armor points. If this reduces damage to 0 or less, the attack is shrugged off. Otherwise, the remaining damage is subtracted from the target’s wounds.</p>