

APPENDIX I: QUICK START RULES

The Dice and Making Tests

Like most other roleplaying games, **Dark Heresy** uses dice to determine chance of your character succeeding at an action and to determine lots of other viable events and outcomes.

This game uses ten sided dice (d10) and it is recommended that each player have at least two ten sided dice of different colours to play. Most times when you roll dice in the game you will be making a **Test**, in order to do this you roll two dice to generate a number between 01 and 00 (100), reading the results of one of the dice as “tens” and the other as “units” (which is why its handy if you can tell the dice apart!) with the aim of rolling **equal to or under** a Characteristic score, usually with a modifier to that score, depending on the Difficulty of what you are trying to accomplish.

Example: When making a Test you might roll a red dice and a white dice, you say first that the red one will be “tens” and roll a 5 on the red dice and a 3 on the white dice, so the score you have rolled is 53.

The game also uses dice for other variables such as weapon Damage, in this case you simply roll the number of dice indicated add the totals and that’s your result.

Example: A laspistol might inflict 1d10+2 Damage, so when shooting something you would roll one die and add +2 to the number you rolled for the total damage caused.

Sometimes you will be asked to roll a d5, if you don’t have one handy (yes such things do exist!) roll a d10 instead and half the result (rounding up).

Your Acolyte

In **Dark Heresy** you take on the roll of an Acolyte—this is the catch all title for the many different agents in service of the Inquisition who are fighting a shadowy war to keep the Imperium of Mankind safe from its many enemies. The full **Dark Heresy** rules provide a plethora of options for creating your Acolytes but for convenience’s sake we have provided you with several entry-level characters to go along with this

adventure (available to download from the Black Industries website) so you can get stuck in straight away!

Your character is its defined and described in a number of ways, including Characteristics which provide a rough measure of their mental and physical abilities and are expressed as a numbered score (the higher the better!) and their Skills and Talents which define their various special areas of expertise, training and gifts.

If you take a look at and compare the Acolytes provided you will see that they each have differing Characteristics scores, Skills and Talents which make them individual and different to play.

Characteristics

Each Acolyte (not to mention all the game’s opponents and supporting cast of characters controlled by the GM) has the same set of comparable characteristics, these are:

Weapon Skill (WS): A measure of skill at hand-to-hand fighting.

Ballistic Skill (BS): A measure of skill with ranged weaponry (guns etc.)

Strength (S): A measure of how physically powerful a character is.

Toughness (T): A measure of stamina and resistance to injury.

Agility (Ag): A measure of physical speed and co-ordination.

Intelligence (Int): A measure of general intelligence, reasoning and erudition.

Perception (Per): A measure of sensory awareness and perceptiveness.

Willpower(WP): A measure of mental and spiritual fortitude.

Fellowship (Fel): A measure of social ability.

You will also notice that your Acolyte has a number of **Wounds**, this indicates the maximum amount of Damage that your Acolyte can take before going out of action or dying.

You will also notice that the “tens” digit of many of your Characteristic scores are highlighted, this number represents your **Characteristic Bonus**, this is used in certain game rules such as the combat system.

Example: Some hand to hand weapons state that their Damage is 1d10+1+SB. This tells you to roll 1d10 and add +1 to the result, then add your SB (Strength Bonus) to give a final total.

Your Acolyte also has a set of **Movement** rates used in the combat system to define how fast they are, these rates are listed in metres and equate to Half/Normal/Charge/Run.

Fear!

Fear, horror and corruption are all things that an Acolyte must confront in **Dark Heresy**, and are covered in detail in the main rules. However, for this demo adventure we use a simplified version of the Fear Test. When your Acolyte is confronted by something that causes Fear (this will be noted in the adventure) they must Test their Willpower score (rolling two ten sided dice to get a number equal to or below their Willpower Characteristic), if they fail this Test they are subject to an ongoing penalty of -10 to all Tests while in proximity to the frightening thing, or in the case of a frightening opponent, until that opponent is destroyed or escaped from.

Fate

Chosen men and women, Acolytes have the hand of destiny on their shoulders. In order to reflect this, each Acolyte has a number of Fate Points which they can spend each session of play. Fate Points can have many uses but for the purposes of our demo we can limit them to the following:

The Second Chance: You may use a Fate Point to re-roll a failed Test. However, you must take the second result even if it worse! Any failed Test may only ever have one re-roll.

It was Just a Flesh Wound: You may use a Fate Point to regain 1d5 lost Wounds when you have been injured, unless you are killed outright, or suffer some utterly terrible fate (so no escaping a severed head! Etc.)

Skills

Your Acolyte has a set of Skills, each representing a particular field of training, education or expertise. Each Skill operates off a particular Characteristic which is noted next to it (*for example, Dodge is an Agility based Skill*). In order to Test the Skill your Acolyte is trained in you simply Test the Characteristic associated with that Skill.

Example: Jarres wants to swim across the canal. The Swim skill is based upon the Strength Characteristic, Jarres has 32 Strength, so he must roll equal to or less than 32 to pass the Test.

Some Skills everybody can do (or greater or lesser degrees), even if they aren't trained in them. These are called Basic Skills and have the word "Basic" written next to them. When testing a Basic Skill, you simply halve the Characteristic score you are Testing.

Talents

Talents are special areas of expertise or innate ability, this wide category ranges from the ability to enter a homicidal frenzy, to manifesting psychic powers or the cybernetic implants of the tech-priests. A list of the effects of some pertinent Talents can be found at the end of these Quick Start Rules.

Quick Rules for Combat

Dark Hersey offers detailed and fast-paced rules for savage combat, including a great many options covering different types of damage, parrying, critical effects, body locations and lots of weapon types, as well as, numerous manoeuvres and actions. The rules presented here are a simplified version to those found in the rulebook.

The Combat Turn

At the beginning of a combat, all participants roll 1d10 and add their Agility Bonus (AB) to the result; this is their Initiative score for that combat.

Combat then occurs in the order of Initiative, the character with the highest score goes first, then the next highest score and so on. Each takes it in turns to act (see Actions) until all those involved have done so; this completes a combat turn. The combat continues turn after turn (using the same Initiative order) until one side is victorious or the fight otherwise ends.

Making An Attack

When you make an attack, you must pass a Weapon Skill (WS) or Ballistic Skill (BS) Test (depending on the type of weapon that you're using) in order to hit your target.

The combat rules assume that your enemy in any given fight is aware of what's going on and is attempting to not get shot/hit etc. If you catch a target completely unawares or by surprise, you gain a +30 to hit during the first round of combat only (your surprised opponent can do nothing during this first round).

Inflicting Damage

When you successfully hit your target, roll the weapon's Damage. Reduce this Damage by your target's Toughness Bonus (TB) and any Armour Points (AP) they might have, the result is how many points of Damage you have caused them (they remove this number from their total Wounds).

If you are using a close combat weapon you may add the value of your Strength Bonus (SB) to the amount of damage you inflict.

If you roll a "o" (a "10" in other words) on your Damage dice, you may have inflicted **Righteous Fury!** Immediately roll another attack Test, if this is also a success, you inflict an additional 1d10 damage. Damage points scored against a character are cumulative.

Getting Hurt (and Killed)

If your character is reduced to 0 Wounds then they are hurt badly, suffering a -10 to all Tests. If they are reduced to -5 Wounds or more, then they have been killed and are out of the game.

Note that Non Player Characters (NPCs) and antagonists reduced to 0 wounds are assumed to be killed or otherwise out of action.

Reaction

In addition to their action in a given turn, a character can react once per turn to a

successful attack made on them by attempting a **Dodge Skill Test** to get out of the way, negating the hit so that no damage is rolled. You cannot dodge an attack if you were completely unaware of the danger.

Actions

The following are all Actions you can take in combat turn:

Attack: You can make an attack with a weapon and still move up to your Half movement rate in metres in a single Action.

Aim: By spending an Action aiming a gun, or sizing up your opponent in fight, you gain a +10 bonus on your next attack Action against them.

Charge: You can run directly at an opponent moving at your charge move rate and attack them in close combat, gaining a +10 bonus as long as you have moved at least 4 metres to do so.

Run/Evade: You can run at your full running speed (but take no other Actions). Until your next turn, ranged attacks against you suffer a -20 penalty.

Reload: You can reload a weapon (some weapons are cumbersome and you might take several rounds to reload them—this is noted in their description).

Stand up/Get into cover etc: You can get on or off your feet or dive into cover and move your standard move rate in metres in an action.

Other Actions: You may attempt to make any other Actions your GM allows you in a combat turn, bearing in mind this represents only a few seconds of “real” time, complex actions may take several turns to perform.

Some Additional Rules for Gunplay

Short Range: Shooting a weapon against a target that is less than half the weapon’s listed range away adds a +10 bonus to hit.

Long Range: Shooting a weapon at targets that is over the range of the weapon and up to twice that distance suffers a -10 penalty to hit.

Point Blank: Shooting a weapon at a target up to three metres away (unless they are in close combat with the shooter) adds a +30 bonus to hit.

Semi-Automatic and Full Auto Weapons: Some weapons are capable of firing several shots in rapid succession or a

burst of fire as their attack Action if the shooter wishes (this must be declared before firing the gun).

A weapon’s different rates of fire (RoF) will be noted in their description as S (single shot)/Semi-Auto rate/Full Auto rate. When these weapons fire, they expend ammunition equal to the number listed in the rate of fire for that mode.

Semi-Auto attacks benefit from a +10 to hit and for each two degrees of success made on the BS Test (see **page 26**) an additional hit is made against the target (to a maximum number of hits equal to the weapons Semi-auto rate).

Full Auto attacks benefit from a +20 to hit, and for each degree of success made on the BS Test (see **page 26**) an additional hit is made against the target (to a maximum number of hits equal to the weapons Full Auto rate).

Weapon Qualities

Some weapons have very particular or unusual qualities than others, such as enhanced armour penetration or accuracy etc. and **Dark Heresy** uses a number of weapon qualities to illustrate this, two are present in the adventure:

Tearing: Weapons with this quality have a tendency to gouge, rend and shred, when rolling for Damage with a weapon with this quality, roll an extra 1d10 and pick the highest result of the two dice rolled.

Primitive: Certain low-tech or low-impact weapons have difficulty in penetrating advanced armours and defences, and Armour Points are doubled against their Damage (unless the armour also has the Primitive quality).