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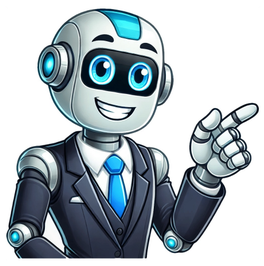

Description: Deathwatch - Core Rulebook Read the Text Version Pages 402 Publication Date January 1st, 2010 Bestiary Armoury Rules Updated 21 141 33 Jan. 21, 2014 Description Welcome to the front lines, Battle-Brother! Deathwatch is a roleplaying game in which you take on the role of a member of the Adeptus Astartes - the devout, bio-engineered super-soldiers also known as Space Marines. After many years of exemplary service within your own chapter, you have been singled out and selected to join one of the most unique and specialized collectives of Space Marines - the Deathwatch. Only the most exceptional candidates from the fighting forces of the Adeptus Astartes are invited to join the mysterious Deathwatch; to take on a new oath to safeguard the Imperium from the darkest of threats. You will now be called into service to hunt down and destroy hostile xenos forces, to seek out and crush the root of heresy and sedition, and to continually fight against the foul alien menace that ceaselessly forms hungrily from beyond the warp. You are at the forefront of Mankind's war for survival against an extremely hostile universe. For centuries, the Deathwatch have maintained their silent vigil over the ancient ruins of the Reach, but now you find yourselves on the front lines of a grand Imperial Crusade to reclaim this vast region of space from darkness and heresy. The fate of billions rests in your hands! 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Petersen Games Workshop Licensing ManagerOwen Rees Head Of LicensingPaul Lyons Head Of Intellectual PropertyAlan Merrett Special ThanksFFG wishes to give Special Thanks To All Our Playtesters (See Page396 for a complete list), especially Les Hedges of â€œNo Guts, No Glory,â€ who will be forever remembered as an inspiration and best friend to all who met him. ® ™ CORE RULEBOOK ™ ® ™ ROLEPLAYING IN THE GRIM DARKNESS OF THE 41ST MILLENNIUM Credits Art Direction Deathwatc 2 0 68MB Read more ® ™ CORE RULEBOOK ®™™ ROLEPLAYING IN THE GRIMDARKNESS OF THE 41ST MILLENNIUMCreditsCredits DeathwatchDesigned by Art Direction Zoë Robinson Ross Watson with additional concepts by Jay Little and Sam Stewart Production Manager Gabe Laulunen Lead Developer Ross Watson FFG Lead Game Designer Corey Konieczka Written and Developed by Owen Barnes, Alan Bligh, John French, Andrea Gausman FFG Lead Game Producer Michael Hurley and Andy Hoare Publisher Additional Writing Christian T. Petersen Mack Martin and Robin Everett-McGuirl games workshop Based on Dark Heresy, Designed by Owen Barnes, Kate Flack, and Mike Mason Licensing Manager Owen Rees Editing Dylan Owen, Leigh Anne Reger, and Patrick Rollens Head of Licensing Paul Lyons Graphic Design Kevin Childress Head of Intellectual Property Alan Merrett Additional Graphic Design Mark Raynor Special Thanks Cover Art FFG wishes to give special thanks to all our playtesters (see page Michael Phillippi 396 for a complete list), especially Les Hedges of "No Guts, No Glory," who will be forever remembered as an inspiration and best Interior Art Alex Boyd, Matt Bradbury, Victor Corbella, Paul Dainton, friend to all who met him. Dave Gallagher, David Griffith, Des Hanley, Nikolaus Ingeneri, Nuala Kennedy, Igor Kieryluk, Anton Kokarev, Karl Kopinski, Stefan Kopinski, Clint Langley, Jorge Maese, Vinona Nelson, Hector Ortiz, Michael Phillippi, Roberto Ricci, Karl Richardson, Skysoul Studios, Adrian Smith, Oliver Specht, and Theo Stylianides FANTASY Fantasy Flight Games FLIGHT 1975 West County Road B2 GAMES Roseville, MN 55113 USA Copyright © Game Workshop Limited 2010. Games Workshop, Warhammer 40,000, Warhammer 40,000 Role Play, Deathwatch, the foregoing marks' respective logos, Deathwatch, and all associated marks, logos, places, names, creatures, races and race insignia/ devices/logos/symbols, vehicles, locations, weapons, units and unit insignia, characters, products and illustrations from the Warhammer 40,000 universe and the Deathwatch game setting are either ®, ™, and/or © Games Workshop Ltd 2000-2010, variably registered in the UK and other countries around the world. 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ISBN: 978-1-58994-778-8 Product Code: DW01 Print ID: 781JUN10 Printed in China For more information about the Deathwatch line, free downloads, answers to rule queries, or just to pass on greetings, visit us online at .FantasyFlightGames.com 2Contents Deathwatch Assault Marine ..... 72 Deathwatch Devastator Marine..... 76Foreword 6 Deathwatch Librarian ..... 80 Deathwatch Tactical Marine ..... 84You Shall Know No Fear ..... 8 Deathwatch Techmarine ..... 88What is a Roleplaying Game? ..... 8 Chapter III: Skills 92What's in this book?..... 9Game Dice ..... 10 Gaining Skills ..... 92The Space Marines..... 11 Skill Mastery ..... 92The Origins of The Space Marines ..... 11 Basic and Advanced Skills ..... 92The Codex Astartes ..... 12 Skill Descriptions..... 94Conditioning..... 16 Skill Groups ..... 94 ContentsThe Path of the Space Marine ..... 19 Special Uses ..... 94Masters of the Chapter ..... 20 Skill Descriptions ..... 94Chapter I: Character Creation 22 Chapter IV: Talents & Traits 108Creating your Deathwatch Space Marine ..... 22 Gaining Talents ..... 108Generating Characteristics..... 25 Talent Groups ..... 108Nature..... 31 Talent Prerequisites..... 108Demeanours..... 32 Talent Descriptions ..... 112Using Demeanours..... 32 Traits ..... 130Name ..... 34 Trait Descriptions..... 130Roleplaying as a Space Marine..... 35 Chapter V: Armoury 138Space Marine Abilities..... 36The Black Templars..... 38 Requisition ..... 138Eternal Crusaders ..... 39 Renown ..... 139Righteous Zeal ..... 39 Craftsmanship ..... 140Combat Doctrine ..... 39 Weapons ..... 140The Blood Angels..... 41 Astartes Weapons ..... 142The World of Blood..... 41 Weapon Special Qualities..... 142The Sons of Sanguinius..... 42 Bolt Weapons..... 146Combat Doctrine..... 43 Plasma Weapons..... 147The Dark Angels..... 44 Melta Weapons ..... 148Caliban ..... 44 Flame Weapons..... 148The Inner Circle ..... 44 Solid Projectile Weapons ..... 149Combat Doctrine..... 45 Las Weapons ..... 149The Space Wolves..... 47 Grenades and Missiles ..... 150Land of Fire and Ice..... 47 Launchers ..... 152The Trials ..... 47 Exotic Weapons ..... 152Combat Doctrine..... 48 Melee Weapons ..... 153Storm Wardens..... 50 Chain Weapons ..... 153The World of Storms..... 50 Power Weapons ..... 154The Way of Honour..... 51 Force Weapons..... 155Combat Doctrine..... 51 Traditional Weapons..... 156The Ultramarines ..... 53 Weapon Upgrades..... 156The Realm of Ultramar..... 53 Ammunition ..... 158Duty and Honour..... 54 Special Issue Ammunition..... 159Combat Doctrine..... 54 Armour ..... 160Chapter II: Specialities 56 Astartes Power Armour..... 160 Other Armour..... 164Getting Started ..... 56 Force Fields..... 166Specialty Format..... 56 Relics ..... 167Chapter Advancements..... 57 Chapter Relics ..... 167Ranks..... 57 Deathwatch Relics..... 168Skill and Talent Advances..... 58 Chapter Trappings ..... 169General Space Marine Advances..... 60 Wargear ..... 171Deathwatch Advances ..... 64 Drugs and Consumables..... 172Chapter Advances..... 66 Tools ..... 173Deathwatch Apothecary..... 68 Cybernetics ..... 176 3Servitors ..... 178 Mission Complications..... 231 Rewards ..... 232 Chapter VI: Psychic Powers 180 Experience..... 232 Renown ..... 232 Psykers in the Imperium ..... 180Space Marine Librarians..... 182 Chapter VIII: Combat 234 Selection and Training ..... 182 Codex Librarians..... 184 Narrative Time vs. Structured Time ..... 234 Psychic Powers in Deathwatch..... 184 Combat Overview..... 235 Psy Ratings ..... 184 Surprise..... 235Contents Psychic Powers ..... 189 Actions..... 236 Telepathy Powers..... 190 Using Actions..... 236 Divination Powers ..... 192 Action Descriptions..... 237 Codex Powers ..... 194 The Attack ..... 196 Combat Circumstances..... 246 Dark Angel Powers..... 197 Missing ..... 248 Space Wolf Powers ..... 198 Pinning ..... 248 Storm Warden Powers..... 199 Injury ..... 250 Ultramarine Powers ..... 250 Critical Damage..... 250 Chapter VII: Playing the Game 202 Fatigue ..... 251 Conditions and Special Damage ..... 260 Tests ..... 202 Healing ..... 261 Skill Tests..... 202 Chapter IX: The Game Master 264 Characteristic Tests..... 264 Fate Points..... 204 The Basics ..... 264 Movement ..... 205 Evoking the Setting ..... 265 Climbing ..... 266 Themes in Deathwatch..... 265 Jumping and Leaping ..... 267 Swimming..... 267 How to Run a Deathwatch Adventure ..... 267 Carrying, Lifting, and Pushing Objects..... 208 Non-Player Characters ..... 268 Lighting ..... 209 The Imperial War Machine..... 269 Flying ..... 210 Rewards: The Mark of Duty..... 269 The Effects of Gravity..... 210 Experience Points..... 269 Cohesion ..... 211 Creating Missions..... 272 What is Cohesion?..... 211 Setting Objectives..... 272 Squad Mode and Solo Mode..... 213 Kill Markers..... 273 What is Solo Mode?..... 273 Setting Requisition ..... 273 What is Squad Mode? 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TheForeword to say that the idea of solution we eventually settled upon was to do both! exploring the universe of Warhammer 40,000 (40K) In fact, we went one further and sketched out a plan that through the medium of a added a third core rulebook to the set. This gave us, on paper roleplaying game has been at least, an interesting progression through the universe of around for as long as the the 41st Millennium and through the levels of the tabletop battlegame has been player characters. We also gave tentative themes and titles to in existence (Games Workshop the three core rulebooks. Dark heresy would introduce the published Warhammer 40,000: universe to roleplayers and provide a very strong environment Rogue Trader in 1987). The for developing low level, inexperienced characters under the rich and varied background of aegis of the Inquisition (a format very much inspired by the the universe and its amazing earlier and perfectly successful tabletop game InquisitorGame Masters (Games Workshop). rogue traDer would expand the offer an unparalleled opportunity for the creation of a really game's horizons and introduce higher level characters and entitlinglarge experience. As the years passed and adventures and maybe the first look at a playable Space GW increasingly focussed its publishing efforts on the tabletop Marine. Finally Deathwatch would present the Space Marines miniatures game, the prospect of a 40K roleplaying game in all of their glory—the ultimate warriors facing the most happening became ever more remote, even if it never lost its dangerous challenges, glittering promise. Some may have even referred to the idea as the 'Holy Grail' of the roleplaying hobby. Many may have As it turned out, the GW team only got to do part one of doubled that such a venture would ever come to pass. However, the set and that book along with the plan we had sketched a few years ago, some folks at Games Workshop finally put out was offered to FFG when they acquired the license. To into place some plans to do exactly that. The result of their our delight, they liked both Dark heresy and our plan and efforts was the launch in 2008 of the Dark heresy book and immediately set about turning parts two and three into a reality. the grim darkness of the far future could now be explored by In the course of doing this it has been inevitable that Ross legions of roleplaying enthusiasts. The popularity of Dark and his teams have had to adapt those initial ideas somewhat. heresy outstripped all expectations, and it was clear that the As well as making some essential changes and developments idea of roleplaying in the 41st Millennium was that is optimal for starting Deathwatch characters. It involves a race against time tos recover precious knowledge in the face of great danger.The innatural powers of the mind can be both rewarding anddangerous. The psychic abilities of a Space Marine Librarian areunlike those of any other psyker, and this chapter explains thatthose powers are... and what happens when things go wrong. 9Introduction Game Dice Deathwatch is a roleplaying game that uses ten-sided what you need to polyhedral dice for its core game mechanic. These play Deathwatch dice can be purchased from any game store, many bookstores, and are probably available from the same place When you're ready to start playing Deathwatch, you'll this book was purchased. Each player and the GM will need the following items: need access to at least two ten-sided dice, preferably of two different colours. • This rulebook • Three or more people to play the game Dice, one ten-sided die is referred to as "1d10," • A quiet place to play (around a table is ideal) while two ten-sided dice are referred to as "2d10," and so • Three or four hours of gaming time forth. Deathwatch also often requires players to generate a Some ten-sided dice (two or more per player) random numbers from 1-100. This is known as a percentage • Pens and pencils • Paper (lots and lots of paper) • Snacks, drinks, etc. To make a percentage roll, use two ten-sided dice and You should be able to find ten-sided dice in the shop assign one of them to the "tens" digit of the result and the other to the "units" digit. Using differently coloured dice many game stores will have some available for sale, but if you don't have any handy, you can roll one ten-sided die twice, first to determine the tens digit and then a second time to determine the units digit. Alternatively, you can use a single ten-sided die to represent your tens digit and a 10-sided die to represent your units digit (if you have such a thing, of course). Dice Notation Throughout this book, you will find references to dice in the following form: 1d10 or 2d10 or 3d10 (or 4d10, 5d10, etc.), simply add the results website at www.FantasyFlightGames.com.) of each die. To help visualise the action, you may wish to use suitable miniatures.) report your rolled results to the GM. Dice Modifiers Sometimes, the rules require a roll of 1d5. To make this kind of dice roll, simply roll a ten- sided die, divide the result by two, and round up. eXample The exploding frag grenade was powerful enough to deal one point of Critical Damage to Atreus's body. Consulting the appropriate Critical Damage table, the GM discovers that Atreus is going to be knocked backward 1d5 metres. He rolls a ten-sided die and gets a result of 5, which is treated as a result of three (5/2 = 2.5, rounded up to 3). Four Atreus is knocked backwards three metres by the blast. Table A: Percentage Roll Examples Tens Die "Ones" Die Result 7 3 7 3 7 3 7 2 0 20 022 0 0 100 10The space marines are the Imperium's most lethal offensive force, a force capable of bringing down the wrath of the Emperor on any foe. Each Space Marine is a lone warrior, a single man capable of taking on and defeating a whole army of the Imperium's enemies. Each Space Marine is a self-sufficient army, equipped with its own spacecraft and capable of responding at a moment's notice The shall be pure of heart and strong of body, untainted by doubt to any threat to the security of the Imperium. Every Chaplerand unsullied by self-aggrandisement. Trained in the ways of war, the Space Marines are the Emperor's shield against the darkness that threatens to overwhelm

ranks of the Space Marines.Templars establish Chapter keeps on every world they conqueror reclaim for the Emperor. The main purpose of the chapter Combat DoCtrinekeeps is to recruit new Space Marines from the population,and to act as staging posts for mustering the Crusades. These In battle, the Black Templars seek to continue to fight in thechapter keeps are sizeable, with chambers to accommodate two manner of their founder, Sigismund, preferring close combat overto three companies of Space Marines, but are far smaller than ranged warfare. Face-to-face with his enemy, a Black Templarthe fortress-monasteries of other Chapters. However, there have seeks to earn glory and respect and be sure that he his is trulybeen hundreds of chapter keeps established over the millennia, vanquished, fighting with righteous fury and the noblest idealessome of which are still standing, others which have fallen into of honour.ruin and disrepair and are no longer manned. This is truly emphasised by the fanaticism of Black Templar The High Marshal himself has his own battle-barge, the Bolt Thrower, whose righteous anger makes them loathe toEternal Crusader, and he can travel from Crusade to Crusade retreat before an enemy. They will instead drive towards the foeleading his military genius and spiritual guidance to those relentlessly, their own casualties only serving to spur them on stilLunder his command. The Eternal Crusader is gigantic, even further, hungry for vengeance on the slayers of their brethren.for a battle-barge, having been expanded and refitted over ten The Emperor's ChampionHoSdcBEWNihunelemntnsmsEFynjnbdonoqueuhlcrdmnbqoeuhdcrdmnbqoeuhdcrdmnbqoeuhd