DEATHWATCH™

FALLING STAR

ROLEPLAYING IN THE GRIM DARKNESS
OF THE 41ST MILLENNIUM

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The Fall of Solace

"Our task is solemn, and our purpose final. This is no matter of raucous glory, but of duty alone."

–Watch-Captain Hrolth Fangtaker

Originally written for Gen Con Indy 2013, **Falling Star** is a scenario for **Deathwatch**. It is one of four linked scenarios that concern the fate of the Imperial world of Solace. While each adventure stands on its own as a complete module suitable for immediate play, a group that plays all four adventures will spot the connections between the events as they transpire around the hive world of Solace. This section includes a brief summary of each adventure to help the Game Master keep track of how they overlap if intending to run more than one of them.

Binding Contracts

Binding Contracts is an adventure for **Black Crusade** that follows a group of Heretics as they pursue the prophecy of the Many-Eyed, a dread oracle of Chaos. The Ruinous Powers have whispered to her that Solace will end in fire when a star descends from the sky. They murmur that the terror and confusion this event brings about must be properly dedicated to the Chaos Gods.

Before this portent appears, the Heretics must infiltrate Solace and rally the wretched mutants that live beneath the hive. Then, once the star burns bright in the sky, they must lead their newly assembled army up one of Hive Solace's spires, where they can cast down a rival sorcerer and take control of his ritual to summon a Daemon of unfathomable power to the Materium. If they succeed, the Heretics will have struck a blow against the Imperium within the Calixis Sector and won vast glory for themselves. If they fail, however, the unholy ritual could be their doom.

Falling Star

In this adventure, the players take on the roles of Battle-Brothers of the Deathwatch to pursue lost artefacts aboard an ancient voidship. After centuries lost in the Warp, the *Ardent Crown* has returned in a degrading orbit around the world of Solace. The Kill-team has been assembled to board the derelict, secure the artefacts, and extract from the vessel.

However, the Battle-Brothers are not alone in their ambitions aboard the *Ardent Crown*. An Eldar Farseer also has designs for a particular relic, and leads an elite team of her allies in her quest to take it back. And while the Eldar are powerful and duplicitous foes, something even more terrible lurks aboard the *Ardent Crown*, stirring after aeons of cold slumber as footsteps fall once again on the long-abandoned decks. The Battle-Brothers of the Deathwatch must face these enemies, cast them down in the name of the Emperor, and escape the *Ardent Crown* before it plummets to its demise. The fate of the sector and the honour of the Deathwatch alike hang in the balance.

Shedding Light

In this adventure for **Rogue Trader**, the Explorers delve deep into the ancient secrets of Solace. Solace was colonised by the Imperium in the final hours of the Angevin Crusade to unite the Calixis Sector, but its secrets wind perilously back into times forgotten by all but the most ancient. There have always been dark tales in Solace's mines about the things that dwell beneath the world's parched surface, but there have also been whispers of fortunes beyond the comprehension of any mortal.

These whispers have spread far and wide and have reached the ears of a daring Rogue Trader, a warrior-privateer who braves the dangers of the unknown in the name of incalculable wealth and glory. Now, an avid group of Explorers journey to Solace, delving deep into an ancient chasm that contains strange relics of forgotten aeons. But when a cataclysm rocks the world of Solace, the Explorers find themselves facing a terrible threat that is not pleased about its rude awakening.

Salvaging Solace

When an unknown voidship strikes the world of Solace, the surface shakes and the brave men and women of the Cadian 99th must gird themselves for battle once again in this adventure for **Only War**. Having just suffered losses campaigning in the Spinward Front, the Cadian 99th is caught on the outskirts of the catastrophe in the midst of a training exercise. In addition to the devastation the crash wrought, the impact has sent waves of mutants surging up from the underhive, and so the troopers must step forth into the breach to restore order to Hive Solace.

Unfortunately, this is only the start of the Player Characters' troubles. As they struggle to bring Hive Solace under control, still more crises loom over them, and the troopers must go above and beyond their normal duties to have a chance of survival. With the lives of everyone on the planet—including their own—resting on their actions, the PCs are the last line of defence against the coming catastrophe. If they do not rise to the occasion and triumph against the odds, there will be no saving Solace.

Tying It All Together

Binding Contracts, **Shedding Light**, and **Salvaging Solace** each include a full adventure, premade characters, and the profiles for any NPCs unique to the adventure, much in the same way as **Falling Star**. Each is designed to be run with the system for which it was written and requires a copy of the appropriate Core Rulebook to play.

Using all four of these adventures, a GM can create a cohesive event that tells the story of the **Fall of Solace** from multiple different perspectives, revealing the many factors that contributed to the events slowly over the course of the individual stories.

Because these adventures were originally written for use at a convention, each one includes certain notes on the time that should be devoted to given sections. If the GM wishes to run one of these adventures in a typical four to six hour convention timeslot, these notes can be useful; if the GM is not under any time restrictions, however, he should feel free to pace the adventure as he sees fit based on the group and other circumstances.

Falling Star

"With the orbit's current rate of decay, I prognosticate that the machine spirits of the engines succumb within only a few hours. Suboptimal, but still within acceptable constraints."

–Brother Ceros, Techmarine

Falling Star was originally designed for Battle-Brothers with an additional 5,000 xp (beyond their starting xp). The players can use the premade characters found on pages 19–36 or create Battle-Brothers of their own as described in the **Deathwatch** Core Rulebook.

Adventure Summary

"The details of our mission change nothing. Our purpose here is singular and pure: bring swift death to the enemies of humanity. No matter how the circumstances change, this is the only truth that matters."

–Brother Orvendr

In this scenario, the Kill-team is assigned to recover a lost Deathwatch artefact from an Imperial voidcraft that has been lost in the Warp for centuries. Its return has been foretold by Astropaths, and its arrival is destined to spell disaster for humanity in the subsector. The precise nature of the disaster is unclear, but the Kill-team is tasked with preventing it.

After completing a briefing and requisition, the Battle-Brothers travel without mishap to the Solace system. Shortly after they arrive, their target—*Ardent Crown*—exits the Warp, heading in-system. As they approach the craft aboard their boarding torpedo, the Battle-Brothers witness the arrival of an Eldar vessel, headed directly for the *Ardent Crown*. Unable to engage the enemy craft, the Space Marines must proceed with their mission as well as they are able.

The Kill-team then enters the vessel and begins the search for the xenos presence and the lost artefact. In the course of their hunt, the Battle-Brothers discover that they face two significant threats. The first are the Eldar, who have boarded the craft for reasons of their own. The second is the fact that the vessel's original crew and passengers are long dead and Tyranids have infested the craft and devoured all available biomass.

In truth, the Eldar seek the same artefact as the Battle-Brothers, while the Tyranids hope to use the biomass from the Imperial cruiser as the basis to devour an Imperial world. Unless the Space Marines can somehow eliminate both of these threats, they will likely have to face them again sometime in the future, when they have grown in power.

Adventure Background

"This ship is an ill omen that we cannot ignore. We must act now."

–Inquisitor Reykholt

The *Ardent Crown* is a vessel cast adrift in the sea of time, and it represents a link to the valorous history of the Deathwatch. Recovering the sacred relics aboard this craft is not merely a matter of preventing the scheming Eldar from furthering their schemes. The honour of the Deathwatch rides on the shoulders of the Battle-Brothers, and they must uphold that weighty legacy in the face of the deadly secrets the *Ardent Crown* conceals.

Each Battle-Brother knows full well the importance of the task before him. The fate of the sector could well ride on the outcome of this mission, but for the warriors of the Adeptus Astartes, such dire stakes accompany every battle. Turning from the foe is not an option, and so the only path is to annihilate the enemy utterly.

Gazetteer: Solace

"Solace's fate has been written. We are not here to change it. Our task is to see that its fall does not herald the doom of the sector."

–Watch-Captain Hrolth Fangtaker

Colonists began to settle Solace even before the Angevin Crusade had completed. Preliminary auguries and portents confirmed that the world could not wait for the end of the interminable conflict, and so colonists deemed "suitable" for this rough, unshaped world—including an exceptionally high percentage of penal colonists—were dispatched to Solace. This first wave of colonists worked under the direct supervision of Adeptus Mechanicus elements from the crusading forces. Hardy individuals were tithed from harsh worlds across what would become the Calixis Sector and Koronus Expanse and relocated to Solace; these new arrivals were promptly put to work extracting the phenomenal mineral wealth that rested beneath the world's surface.

During these early days on Solace, countless small vessels flitted back and forth between the mines and much larger craft in orbit, creating a glittering flow of lights in Solace's sky that blotted out even the stars. From orbit, the massive ships transported the fruits of their labour to forge worlds, where the ore and other materials were forged into the equipment necessary to continue the crusade to conquer the Calyx Expanse. Some religious scholars on Solace claim that, were it not for the wealth extracted from their world and the many who shed their blood to get it, the crusade might have run out of raw materials and faltered.

Of course, precise records from this period are fragmentary. The Imperial forces in the region were so focused upon prosecuting the crusade that minor details—particularly those associated with procurement—were often not properly recorded. However, the amount of raw materials extracted from the planet seems to have been truly extraordinary. Further, many of these materials seem to have been combined into alloys that were ready for manufacturing almost immediately, requiring very little refinement. Some historians have speculated that this was simply evidence that the materials had been illegally obtained from another, undocumented Imperial asset. Other, more radical elements have argued that this could be compelling evidence that the world was once home to a sophisticated xenos species, and that the alloys were all that remained of a long-dead civilisation.

Regardless of whether or not the materials came from Solace, one factor is clear. Assignment to the mining facilities on Solace was a death sentence. Few, if any, of the tens of thousands of colonists sent into these facilities ever returned. Official Imperial records indicate that this was due to toxic elements present in the mines and a lack of faith amongst the workers.

The legends, however, are far darker. They speak of unholy terrors that lurked beneath the planet's surface. Oral histories, passed down through the generations, say that there were xenos dwelling far beneath the surface. These tales indicate that the dark things were only banished after the blessed Drusus visited the world and expunged them in the name of the God-Emperor. There are no official records of St. Drusus ever having visited Solace, but the population still reveres him as the man who cleansed their world and liberated them from terror and death at the hands of shadows and nightmares.

THE FIRST HIVES

As the Angevin Crusade wound down, there were few resources to transport the surviving soldiers back to their worlds of origin. Consequently, many were simply delivered to Solace, where they were left. While a minority saw this as a just reward, permitting those who had worked so hard to enjoy the fruits of their labours of war, only a scant few of the newly retired soldiers looked upon their new lot in life as a blessing. While the soldiers now lived without the immanent certainty of a violent death, they also possessed few skills and assets with which to forge their survival. The functionaries of the Adeptus Administratum were no longer willing to provide them with clothing, food, and shelter. Instead, it was up to the soldiers themselves to make their way where and how they might.

At the conclusion of the Angevin Crusade, the Adeptus Mechanicus still had a significant number of assets active in the Solace system. Before all of the elements in the system were reassigned, however, a cunning administrator requested that the manufactorums' available capacity be put to immediate use. Taking advantage of some of the already available raw materials, the manufactorums built rudimentary settlements to house the veterans of the crusade and let them continue to serve the Imperium. While toiling upon Solace was hardly a pleasant prospect, it might have seemed less terrible than the brutal warzones of the Angevin Crusade.

Eventually, what began as a barren mining world became the home of six fully functional Imperial hives, most dedicated to further mining operations. The Adeptus Mechanicus had built facilities that housed the original colonists, and these structures gradually grew into the massive, towering spires of Solace's hives as generation upon generation built upon them.

The Castus Levy

Thanks to the fact that Solace was settled largely by veterans, military service is an integral part of the world's culture. All able-bodied men and women are required to perform a period of service within the planet's defensive military, known as the Castus Levy. This is typically a five-year term. Often, a large portion of this service is devoted toward maintaining planetary peace within the now tightly crowded Imperial hives. However, roughly once a generation, the Castus Levy are called upon to repel a significant xenos incursion. Solace's assets are sufficient to regularly draw the attention of the greedy, who think that it might be a world ripe for conquest. To date, none of those assaults have succeeded.

Solace has also gladly tithed full regiments to the Imperial Guard upon fourteen separate occasions. Most often drawn from the ranks of the Castus Levy, these regiments proved their devotion to the Emperor by their noble acts of sacrifice to carry on the glorious tradition of the Imperial Guard. While none of these regiments managed to assemble a particularly prestigious roll of service, none disgraced their home world.

Even among the Imperial Guard, the Castus Levy often exhibit an exceptional level of devotion to the Imperial Creed. Those who interact with them often consider them particularly pious. Some argue that this reaction may be a consequence of their uniforms as much as anything else. This is because those of the Castus Levy invariably wear a chasuble over their armour and kit, proudly displaying the iconography of their devotion upon a field of purest white.

Planetary Leadership

The leadership of Solace treads a dangerously narrow path. In what some factions in the Calixis Sector revile as a violation of Imperial regulations, the Planetary Governor of Solace has always been, since the early days of the colonies there, an Ecclesiarchal Cardinal. While this is not strictly in violation of the Decree Passive, the Planetary Governor is the supreme commander of the defence forces of any given world, and the Cardinal who governs Solace has always been eyed with suspicion as a result. The argument has been made, by some, that as neither the Sector Lord nor an Inquisitor has chosen to take action upon this matter, the governance of Solace must be divinely ordained.

Because of the piety of its rulers, the populace of Solace has shown few deviances from the Imperial Creed over the centuries. There are remarkably few known incidents of heresy on Solace. The world has consistently paid all necessary tithes to the sector government, including consistent surpluses of soldiers, labourers, and processed materials.

Beyond the Hives

Even before its great hive spires and the fires of industry blackened the sky, Solace was never a world hospitable for colonisation. Its surface is harsh and largely devoid of water, and its atmosphere was only technically breathable before the fires of human industry poured countless pollutants into the air. The mineral resources beneath its surface, however, were reason enough for the Imperium to claim Solace and condemn millions to toil in vast, cavernous mines, extracting ore and other valuable materials.

Outside of the all-protective enclosures built to house the miners, Solace is little more than a hellish wasteland. Its atmosphere has become even more polluted from the waste that the hives generate. The mines are no longer actively worked by anything more than a skeleton crew. The population centres are capable of producing a significant percentage of their own foodstuffs through fungal farming in long-depleted mineshafts and nutrient reclamation techniques. Still, imported food and other supplies are crucial to the survival of Solace's people (and, more importantly, to its ongoing productivity). Without the support of other worlds in the subsector, the hives of Solace would be utterly unsustainable.

When people leave the relative safety of the hives, they must contend with a dangerous atmosphere and predators who are far better evolved to deal with the dangerous conditions. Much of the world's surface is little more than barren rock that offers no shelter from the planet's scorching daytime heat. As a consequence, travel between the hives most commonly takes place via subterranean tunnels that were adapted to that purpose from the world's ancient mines.

The Spinward Front

In recent years, the Calixis Sector has devoted an ever-increasing portion of its resources toward the ongoing war in the Spinward Front. Solace's location along a Warp route makes it a prime location for assembling goods from the subsector before they are reloaded onto transports destined for the Periphery. The fact that the hives have some manufacturing capacity only accentuates this, as many of the raw materials can be transformed into goods that are directly useful in the war effort.

As a consequence, the war effort has been a major boon for the planet. Solace's manufactorums have never been more productive, and the Adeptus Administratum has allocated far more resources than usual to the upkeep and expansion of the infrastructure on Solace as a result. Morale has also significantly improved, as the populace feels that they are acting directly in the service of the Imperium and contributing to the war against the xenos.

Such is the fervour among the Castus Levy that many of the planet's youth have even been reluctant to end their enlistment after the mandatory five years. Enough of the recruits have zealously sustained their service to the extent that the world has already contacted the Adeptus Administratum about raising a regiment, even before their next tithe is due. The wheels have already been set in motion to see that this happens quickly, ostensibly to help with the effort in the Spinward Front.

The only major danger is that this has been disruptive to many of the hives' integral processes and systems. The increased workload has begun to decrease the time that most citizens have available for worship. The sheer number of the planet's youth preparing to join the Imperial Guard could even decrease the overcrowding in some of the hives. It is too early for any certainty, but by the time the war for control of the Spinward Front concludes, Solace could be a world dramatically transformed.

Resources at Hand

With the flow of new materials to the world, Solace's storage facilities are bursting with resources. With their enthusiasm for the war effort, many of the planet's inhabitants have put themselves to the metaphoric plough such as to astound the functionaries of the Administratum. As a consequence, raw materials and manufactured goods have been produced even faster than they could be transported to the Spinward Front. With every day, additional spaces not intended for storage have had to be used to house the surplus. At their current pace, some of the living quarters in the hive cities might have to be used to hold materials destined for the soldiers in the Spinward Front.

This excess of useful materials has drawn the attention of some less pious and law-abiding parties. Criminal elements have begun to take note of these supplies and speculate on how they might be used for personal gain rather than the good of the Imperium. At least one Rogue Trader has taken advantage of this overflow to fill his holds with undocumented supplies.

As word spreads of this manufacturing and storage capacity, it is likely that elements from beyond the Imperium might take an interest. This could include both xenos and heretical

threats. Just as this wealth of equipment and supplies can contribute in a meaningful way to the war that the Imperium wages, they could also be used against it. While enlistment in the Castus Levy is high, Solace's defensive plans are not designed for a world as desirable as it has suddenly become. If a well-organised attack plan were implemented, it could be vulnerable. This would place many extraordinarily useful assets at a level of tremendous risk. Currently, the Calixis Sector can ill afford a loss of this magnitude, but it also lacks the available resources to reallocate for improving the planet's modest defences.

THE ARDENT CROWN

Millennia ago, an Inquisitor stole a powerful Eldar soulstone. The stone in question held the soul of an accomplished Eldar Farseer. Imprisoned within the stone, his spirit was unable to reach the Infinity Circuit of his home—Craftworld Kaelor. The names of the xenos soul and the Inquisitor who captured it have both been lost to the ages. For reasons unknown, however, the Inquisitor made the deliberate choice to integrate the soulstone into his psychic hood.

When the Inquisitor died, his raiment was recovered by a Deathwatch Librarian beside whom he had fought on several occasions. Completely unaware of the xenos contamination, the Librarian wore the Inquisitor's psychic hood and employed it proudly, returning with it to his home Chapter upon completion of his service to the Deathwatch. For centuries, the artefact remained in the service of his home Chapter, becoming a prized relic that served the Imperium effectively in its ongoing wars. None knew of its xenos origins or of the Eldar soul that remained imprisoned within its ornamentation.

More than a century ago, the artefact and its current owner—another Deathwatch Librarian—were travelling aboard the *Ardent Crown* when the vessel was lost in the Warp. The voidcraft was on a routine mission to transport supplies from an agri-world to the hive world of Solace. A Deathwatch Kill-team was among the passengers, travelling on a mission to complete a routine inspection of several planets within the subsector. The precise reasons for the voidcraft's failure to reach Solace remain a mystery to the Imperium, as it had seemingly been lost to the Warp for eternity.

Several decades ago, a chorus of Astropaths foresaw the arrival of the *Ardent Crown* in the Solace system. Their visions foretold the arrival as a herald of disaster and a great triumph for the enemies of mankind. The Astropaths recognised that this event could serve as a nexus of various possibilities, many of which could have significant repercussions for the Imperium within the Calixis Sector. Consequently, annotations of the psychic event were passed up to subsector authorities and then on to the sector authorities. As the message travelled through the various bureaucracies, it was intercepted by Agents of the Inquisition.

After initial review, the missive was passed on to the Deathwatch. A tersely worded request asked the Watch-Commander to deal with the situation. When preliminary research revealed that the *Ardent Crown* was also likely to be the resting place for the lost artefact, the mission was given a much higher priority.

Centuries before the Astropaths were exposed to this possible future, the seers of Craftworld Kaelor sought it out and began preparations to address it. While they sought to recover the soulstone that contained the spirit of their long lost Farseer, they also sought to prevent a specific chain of events from occurring—one that could lead to the return of one of their ancient enemies. If such a return were to take place, those unholy foes could someday make war against the Eldar anew. A unit was quickly assembled to recover the soulstone and prevent the tragedy from taking place.

Meanwhile, aboard the remains of the *Ardent Crown*, another threat silently waits. For the vessel was not trapped in the Warp due to a Navigator's grave error or some terrible mechanical failure. It was trapped in the Warp when a swarm of Tyranids overran its crew. The origin of this infestation is unclear, but it was sizeable and successful. The foul xenos bred far too quickly and struck too swiftly for even the Deathwatch Kill-team to stop them. Now, these same xenos are awaiting a chance to exit the Warp so that they may once more spread their plague anew.

The Briefing

"The future is ever in flux. Our faith in the Emperor and his blessings must be enough to insure the fate that humanity deserves."

–Deathwatch Chaplain Antieus

The adventure opens as the Battle-Brothers are called into a briefing session with their Watch-Captain (see **Watch-Captain Hrolth Fangtaker** on page 9). He growls at them for taking so long to arrive at the meeting and then begins to describe the task at hand. Read aloud or paraphrase the following, adjusting as necessary to suit the composition of the Kill-team present:

Inquisitor Reykholt has recently passed word to us about some information that he intercepted. The pompous fool expects us to heel and obey his every whim, but this time he might have a point. It seems a Choir of Astropaths has foreseen a grave disaster striking the world of Solace. More importantly, this disaster involves xenos—possibly multiple breeds of the foul creatures. The good news, though, is that if we can recover the Halo of Providence, it may be enough to stop the disaster. That artefact is aboard a lost Imperial ship, the Ardent Crown. The divination also indicates that the vessel is going to arrive in the Solace system shortly—after hundreds of years trapped in the Warp. You confront the xenos and stop whatever tragic fate they intend for Solace.

With this information presented, the Watch-Captain pauses to answer questions. However, he has little information to share. The key element is that a Cobra-class destroyer has been made available to ferry them to the Solace system. The information arrived late, so there is little time to spare. The Kill-team must complete their preparations quickly so that they can reach the system before the *Ardent Crown*. Game Masters must use their best judgement in presenting information. The Watch-Captain has limited familiarity with Solace, as it is within their current Subsector. However, none of them are particularly familiar with the legend of this missing vessel.

Battle-Brothers from the Chapter associated with the Halo of Providence have heard of the ancient artefact. They may make a **Difficult (–10) Lore: Common (Adeptus Astartes) Test**. If they succeed, they recall that the device was originally passed down between the Chapter's senior Librarians. They have no knowledge of its exact abilities, but it is believed to herald tremendous glory for its wielder. Its recovery would be a significant accomplishment.

Objectives and Requisition

The Watch-Captain believes that recovering the artefact is the highest priority, as that is the only portion of the prophecy that makes sense to him. In addition, he also believes that it is vital to stop the xenos treachery that threatens the important Imperial world of Solace. Finally, even if the xenos cannot be stopped, he would like to see all of their assets eliminated. Given the nature of the available information, he assigns the mission as follows:

- **Primary Objective:** Find and recover the Halo of Providence from the *Ardent Crown* (Skilled Objective, 25 Requisition).
- **Primary Objective:** Uncover the xenos involvement with the Halo of Providence and stop it (Veteran Objective, 30 Requisition).
- **Secondary Objective:** Keep the *Ardent Crown* from striking Solace (Skilled Objective, 20 Requisition).
- **Tertiary Objective:** Eliminate any targets of opportunity along the way (Veteran Objective, 15 Requisition).
- **Tertiary Objective:** Rescue any surviving ship's crew or passengers (Skilled Objective, 10 Requisition).

This provides each member of the Kill-team with a total of 100 Requisition to begin their assignment. For purposes of this scenario, each of the Battle-Brothers is assumed to have 20 Renown.

After the players have completed their Requisition, they may board their vessel and begin the transit to the Solace system. Proceed to **Arrival** (see page 9).

The Halo of Providence

This artefact was originally the psychic hood used by an Inquisitor millennia ago. When he secretly integrated an Eldar soulstone into its ornamentation, the device became more than just a typical Imperial psychic hood. It also became a sign of the Imperium's power over the xenos. After the Inquisitor's death, a Deathwatch Librarian came into possession of it, and its fame and history grew. Centuries later, it had become a treasured artefact of that Librarian's Chapter and sometimes assigned to those who are seconded to the Deathwatch. The associated Chapter is that of one of the Battle-Brothers (if two or more Battle-Brothers hail from the same Chapter, consider choosing that one). Game Masters are encouraged to personalise the artefact so that it is better suited to the players. If there are no Player Characters from the same Chapter, then it should have originated from the Chapter of a Librarian. If there are no psykers in the group, then choose randomly.

Arrival

"Trust not the xenos. Its every machination is a trap to destroy you or betray your faith in the Emperor."

–Watch-Captain Aurelius Morganstern

Travelling from their Watch Fortress to the Solace system is uneventful. The two-week trip offers the Battle-Brothers ample opportunity to discuss their strategies, review their briefing information, and calmly meditate upon their objectives. It is otherwise without incident. Give the players an opportunity to describe anything of particular interest that they wish to discuss. If they prompt for roleplay opportunities with the vessel's limited crew or one another, this is a perfect opportunity—provided Game Masters track time closely. Give the players a chance to have fun, but remember that this is only the beginning of the adventure.

A few days after their destroyer exits the Warp, *Ardent Crown* arrives in-system. After the Battle-Brothers have completed their preparations and arrived in the system, read aloud or paraphrase the following:

Alarm klaxons blare out, interrupting the soothing Imperial chants that have broadcast over the vessel's laud hailers since you first took up with the ship. After a few moments, the acting ship's captain announces, "A medium cruiser has just exited the Warp at the system's edge. Initial scans indicate that it is most likely the Ardent Crown. Kill-team should prepare for launch." Time has suddenly become critical. There's no telling how soon the xenos are going to strike. Now is the time to move to the launch tubes. Embark upon your boarding torpedo to travel to the long-lost voidcraft.

The destroyer does not have a teleportarium or landers that are well suited to safely breaching a derelict ship. The boarding torpedoes really are the only functional solution for reaching the *Ardent Crown*. As a result, the Battle-Brothers must enter a launch tube, where they can depart for the drifting ship. Because of the style of transport, the Battle-Brothers have very little control over their transit.

Watch-Captain Hrolth Fangtaker

The Watch-Captain is a Space Wolf Long Fang who lives up to the name, for he is indeed long in the tooth, and boasts at great length when he has had a barrel of Fenrisian ale to drink. He has served his Chapter for more than two centuries and speaks fondly of it at every opportunity. The fact that he has been a loyal servant of the Deathwatch for the past fifty years has done little to teach the Watch-Captain tolerance of his Battle-Brothers from other Chapters, nor has it improved his disposition or social graces. Scuttlebutt indicates that he serves as a Watch-Captain because that way few have to actually accompany him on missions. Rumours also circulate that the Space Wolves are not in any hurry to get Fangtaker back from his assignment. Such disparagement is largely the rowdy talk of Fenrisians. For all of his gruff personality, the Watch-Captain is an extremely knowledgeable and valuable resource.

THE LAUNCH

All of the Battle-Brothers have travelled via boarding torpedo in the past. They should have little concern for the warning chimes, countdown, and assorted prelaunch rites that must be performed. Once the final benedictions have been completed, the boarding torpedo launches cleanly.

A few moments later, the torpedo is on its way toward the Imperial cruiser, when disaster suddenly strikes. An Eldar Nightshade-class frigate shimmers into existence, as if from nowhere. The xenos have deactivated their blasphemous holo-fields as they near the Imperial vessel. The torpedo's course is currently directed toward the craft. The Battle-Brothers have only moments to react before the collision.

If one of the Battle-Brothers has the Pilot (Space Craft) Skill, he may make an **Arduous (–40) Pilot (Space Craft) Test**. If he succeeds, the craft manages to avoid the Eldar frigate. If he fails (or no Battle-Brother has the Skill) the craft glances off of it before crashing into the *Ardent Crown*. If they avoid the xenos vessel, it crashes into the *Ardent Crown* instead, as it swerves to avoid hitting the boarding torpedo. In either case, the crippled Imperial ship's course is altered ever so slightly. The most important element is one of timing. Game Masters must record which vessel caused the collision, as it has ramifications for a later scene.

If the Battle-Brothers were the ones to strike the ruined Imperial ship, the nose cone on their torpedo is no longer capable of deploying cleanly. When they collide with the vessel, instead of melta bombs burning through its armour and hull, the torpedo just skids along the surface of the craft. They must scramble to come up with some means of exiting the torpedo and entering the voidcraft, without harming themselves. Game Masters should use their own discretion in determining the consequences for their efforts.

Note that until they enter the craft, the Battle-Brothers are subject to the rules for zero gravity. This can make their circumstances significantly more challenging. Fortunately, their power armour should provide adequate protection against the void. The Battle-Brothers likely have to traverse the vessel's exterior hull until they find an airlock. This is more time-consuming than dangerous. The Battle-Brothers are trained to operate in such an environment, but the time spent outside of the vessel gives the Eldar an ample head start. Unless one of the Battle-Brothers decides to attempt something extraordinarily dangerous, the trip across the exterior hull should be uneventful.

Attempting to breach the hull could qualify as a dangerous manoeuvre at this stage. The interior of the hull remains pressurised. If the Battle-Brothers open a hole in the hull large enough to accommodate their entrance, it is certain to cause explosive decompression as air passes violently into the void from the vessel's interior. Before they puncture the hull, any Battle-Brother can make an **Easy (+30) Demolition Test** to recognise the danger. Reasonable precautions—such as moving far away from the intended opening prior to detonation or puncture—permits the ship's cabin to depressurise without harming any of the Space Marines.

If the Battle-Brothers choose to not move to a safe distance, each one must make an **Arduous (–40) Acrobatics Test**. If he fails, a Battle-Brother is hurled away from the vessel. Unless he has a jump pack or a safety tether, he possesses no easy means to return to the surface of the voidcraft. The Battle-Brothers must quickly work together to recover any of their fellows separated in this way. Further, any Battle-Brothers who chose to remain within 2 metres of the opening as it detonated suffers 3d10+6 Impact Damage from the explosion.

Inside the Ship

Once the Battle-Brothers enter the vessel, they see the signs of ruin and corrosion. Mercifully, there are no indications that the Gellar field failed. The vessel shows no specific signs of corruption. Instead, it is clear that a vast amount of time has passed without any proper maintenance. The vessel looks abandoned and dishevelled. Unless the Battle-Brothers somehow specifically followed the Eldar into the craft, there are no signs of life where they immediately entered. This is particularly true if they forced their entrance through the hull—when the air evacuated, it took with it anything that was not firmly attached.

If the Kill-team passed through an airlock, the signs of desolation and desertion are immediately evident. The vessel has an odour of musty, stale air. The floor is littered with debris and dust. The craft's interior illumination is largely off or in power-conservation mode, leaving all of the craft only dimly lit. The vessel did have a full crew at the time it was lost. At the Game Master's discretion, the remains of one or more of the crew can be found in this first room. If so, the victim clearly did not die of natural causes. Years of decomposition have left the mess something that would require skilled forensics to fully identify. However, even a casual examination quickly reveals that the body was torn apart, most likely by a cutting instrument with multiple blades or claws.

If the Battle-Brothers did not pass through an airlock, sealing mechanisms shut the entry corridor off from adjoining chambers. Emergency airlocks have activated that separate the adjoining corridors. Passing through them is not an issue. After they do so, the Battle-Brothers can discover a similar environment to that described above.

At this point, the Battle-Brothers are likely to wish to orient themselves within the ship, and begin the process of searching for signs of the Halo and of any survivors. When they are ready to proceed in that direction, go to **The Search**.

Eliminating Support

At this point, the Battle-Brothers are rather distracted by their mission and trying to desperately pilot a boarding torpedo in ways it was not intended. However, the Eldar craft does add another complication for the Battle-Brothers. The frigate fires upon the Imperial destroyer that transported the Kill-team to the system, badly damaging it. While this does not destroy the craft, it disables its communications systems as well as its manoeuvring systems. It can no longer use vox nor can it easily manoeuvre close to *Ardent Crown*. If the Battle-Brothers hope to return to it, they must find their own means away from the Imperial cruiser.

The Search

"Beware the darkness and the shadows, for they are filled with those who cower before the might of the Emperor's wrath."

–Deathwatch Chaplain Antieus

Throughout this scene, the Battle-Brothers search for the missing Halo of Providence. Though the ship's abused condition suggests that the vessel holds no survivors, their mission objectives obligate them to at least keep an eye out for any who might have survived against the odds. Further, at this time, the Battle-Brothers are likely interested in uncovering if anything else might have happened to the vessel. Game Masters should grant the Kill-team sufficient time to investigate and piece together the different clues about what happened to the vessel.

Before delving into this material, it is important for the Game Master to make certain that he is familiar with the strategy that the Battle-Brothers are taking to search the ship. Some groups might prefer to take a stealthy approach, while others choose to be very straightforward and unguarded about their presence. The Game Master must verify how the Kill-team has chosen to investigate the abandoned ship. At this point, the GM should encourage the Kill-team to stay together, as splitting the group would be particularly disruptive to the progress of the session. The players' desire to split the group might be rather strong. They might view it as the best way to more quickly search a broader area. It is up to the Game Master to decide whether splitting the group is a workable situation, given the time frame of the event. Both their approach and cohesion play major factors throughout this scene. The encounters presented in this module assume that the Kill-team has remained together. If they split up, the Game Master can decide to decrease the number of xenos involved in the encounter so as to avoid immediately overwhelming an isolated Space Marine.

This section of the adventure is intended to take up the majority of the game session's four hours. Two obligatory encounters are included along with additional optional ones. Game Masters should familiarise themselves with the optional encounters and use the ones that seem most appropriate to the Battle-Brothers present when running the adventure. However, these scenes should end and set up **Showdown** (see page 13) when there is roughly an hour left in the game session. Otherwise, there might not be enough time remaining to complete that scene and the adventure wrap-up.

SIGNS OF INFESTATION

Unless the GM decides otherwise, this is an important encounter that should occur before the Kill-team discovers the first undeniable evidence of a Tyranid presence aboard the *Ardent Crown*. As they travel through the passages, the Battle-Brothers notice areas where the passage walls are badly damaged, as if rent by vicious claws. At one of these locations, they also notice decomposed human remains and dried blood spatter. The body has scraps of decomposed clothing that were probably once part of an Imperial Navy rating's uniform. Any Battle-Brother who chooses to examine it can make a **Difficult (–10) Lore: Forbidden**

(Xenos) Test. On success, they recognise elements within the wounds, claw marks, and blood spatter that are suggestive of a Tyranid presence. With three or more Degrees of Success, they specifically believe that Genestealers did this. The remains are well over a century old. It is unclear if even Genestealers might have survived isolated in the Warp for such a long time.

Tyranids have been active aboard *Ardent Crown* since before it originally entered the Warp. During the time it was lost, they struggled to survive, as they quickly exhausted all of the available prey aboard the ship. Even much of the plant life and supplies have been converted into Tyranid biomass over the centuries. The Tyranids that remained active are primarily Genestealers, but only a limited number of them remained active. Their numbers were winnowed down, keeping just enough active to defend the ship and alert the Hive Mind to situational changes. The presence of intruders aboard the vessel has drawn the attention of the active Tyranids, and they have begun the process of preparing the surviving biomass for new purposes.

The Battle-Brothers might try to follow this trail or look for additional evidence. They have no difficulty finding evidence, but the trail is hard to follow. This is troubling for two reasons. The first is that, over the centuries, the Genestealers have travelled throughout the vessel countless times—the trails exist throughout the ship. If the Space Marines start to search, they swiftly find overwhelming signs of these xenos. However, it is impossible to tell how many of the creatures are present because the marks were made over such a long time. The second troubling issue is that the markings seem to be everywhere. It is obvious that the xenos have made the Imperial craft their nest.

ON THE TRAIL

This is an optional encounter that the GM can use or have the Battle-Brothers skip as he sees fit. As the Battle-Brothers travel through the vessel, have each of the Battle-Brothers make a **Routine (+20) Awareness Test**. On success, they notice signs that something else has passed this way recently. With two or more Degrees of Success, they recognise that the footprints in the dust of the corridor are not consistent with the Tyranid claw marks that they have seen elsewhere. Success on a **Challenging (+0) Lore: Forbidden (Xenos) Test** is enough for the Battle-Brothers to recognise the pacing and tread as consistent with an Eldar footstep.

Any Battle-Brother examining the footprints can attempt a **Hard (–20) Tracking Test**. On success, they can tell that there are more than ten Eldar present. With three or more Degrees of Success, they also note that one of the sets of footprints shows some additional scuffing. It is most likely that individual is wearing a robe. It could be that a Warlock or a Farseer accompanies the other Eldar.

If the Battle-Brothers failed to avoid hitting the Eldar craft in **Arrival**, then the xenos arrived aboard the *Ardent Crown* long before the Space Marines. They have conducted the necessary search of the vessel and have already reached the Halo of Providence. Following the trail can permit the Battle-Brothers to quickly proceed through **Auspex Insight** to **Showdown** (see page 13). However, if the Eldar were delayed when they swerved to avoid the boarding torpedo, then they arrived after the Battle-Brothers. Following the trail simply leads the Space Marines on a chase throughout the vessel, ending when two Warp Spiders (see **NPC Enemies** on page 16) drop back to perform a holding action. Unless the Battle-Brothers immediately bypass them, this permits the remaining Eldar to escape.

AMBUSH!

This is an optional encounter that the GM can use or have the Battle-Brothers skip as he sees fit. If the Battle-Brothers are attempting to conceal their presence as they proceed through the *Ardent Crown*, make an **Opposed Challenging (+0) Stealth Test** between the Battle-Brothers and a brood of Genestealers (see **NPC Enemies** on page 16). If the Battle-Brothers succeed on the Test, the Genestealers fail to notice them. At that point, the Kill-team can make a **Difficult (–10) Awareness Test** to notice a number of Genestealers equal to the number of Battle-Brothers lurking among ducts and pipes on the ceiling of the passage.

The group—the Kill-team or the Genestealers—that achieved the greatest number of Degrees of Success gets a Surprise Round against the loser. After that, combat proceeds as normal. Note that the Genestealers use their Brood Telepathy to notify all of the other Tyranids aboard the vessel of the Space Marine presence. This group fights to the death, and they alert reinforcements even as they fall. After this scene, Game Masters should haunt the Battle-Brothers with faint sounds of breathing, scrabbling, and clicking noises throughout the remainder of the adventure.

ABANDONED QUARTERS

This is an optional encounter that the GM can use or have the Battle-Brothers skip as he sees fit. As the Battle-Brothers search through the vessel, they come across the portion of the craft devoted to crew and passenger quarters. Searching all of these rooms would be a time-consuming process, with little actual hope of reward. However, a cluster of three rooms contains the quarters that were used by the Deathwatch Kill-team that was lost aboard the ship. Spare ammunition, minor personal items—including journals, oaths of moment, and purity seals—and any other items that the Game Master feels would be of interest can be found in these quarters. If it seems necessary to add further resonance for the Battle-Brothers, the lost Space Marines—other than the Librarian—can be of the same Chapters as two of the Battle-Brothers. Quickly reviewing the journals reveals little of interest, save that the Kill-team were concerned that something seemed amiss with the vessel's crew. Recovering these items could potentially be of value to the Deathwatch in the sector, because of the reports that could be compiled. However, there is little of tactical, strategic, or even intrinsic value here.

AUSPEX INSIGHT

This is an encounter with significant plot ramifications, and the GM should not have the Battle-Brothers skip it without good reason. Game Masters should move to this scene after they have run as many of the optional scenes as time permits. An auspex carried by one of the Battle-Brothers begins to alert them to the presence of the Halo of Providence. If the Space Marines entered the vessel after the Eldar, this alert can lead into **On the Trail**, above. Otherwise, the Battle-Brothers can follow the auspex directly to the current resting place of the lost artefact. Along the way, they should recognise that they are travelling ever deeper into the bowels of the vessel. Any Battle-Brother can attempt a **Routine (+20) Lore: Common (Imperial Navy) Test**. Should any Battle-Brother succeed, they recognise that they are heading toward the vessel's fore weapons bay. This is the area that holds the craft's torpedo tubes. When they get close to that location, proceed to **Showdown** (see page 13).

Showdown

"We are beset by enemies on all sides. Rejoice, brothers! Every bolter shell is certain to strike a foe."

–Deathwatch Chaplain Antieus

During this scene, the Battle-Brothers uncover the final resting place of the fallen Kill-team, as well as the lost artefact. The nature of the encounter and the foes faced are dependent upon how the Battle-Brothers have previously interacted with the Eldar. The Tyranid presence, however, is a given and unlikely to change. It takes place in the *Ardent Crown's* fore weapons bay, so the craft's torpedo tubes—and its decaying torpedoes—present an important backdrop. It also represents the climactic battle that offers the signature conflict to this adventure. Each Battle-Brother should have an opportunity to dramatically contribute to the adventure's final outcome.

The Fore Weapons Bay

The Deathwatch Kill-team that included the Halo's bearer made its last stand in this room centuries ago. Their armour and weapons are still here, in the lee of the torpedo tubes. It was from this location that the ship's crewmen would load and fire the torpedoes and macrobatteries. Thousands of tons of abandoned munitions—many unstable—remain in the room and on the ammunition feeds leading to it. As the ship largely lacks power, firing the weapons would be extraordinarily difficult. However, inadvertently detonating any of the munitions is very possible. The Battle-Brothers should note the danger and recognise it even before they fully enter the bay.

On a **Routine (+20) Awareness Test**, the Battle-Brothers can note that there is a single, massive boarding torpedo among the other munitions for the torpedo tubes. It would have to be loaded manually into the tube, and then a device would have to be jury-rigged to launch it. However, the boarding torpedo's systems remain functional, even after centuries without maintenance. If the Battle-Brothers can find a means to transfer it into a launch tube and activate the tube, this could be their best way to escape the doomed vessel.

The Lost Kill-Team

All that remains of the Deathwatch Kill-team are their power armour and their weapons. The Genestealers completely consumed all of the biomass, including the precious gene-seed. In the centuries that have passed since their deaths, the gene-seed would have deteriorated on its own, but the fact that the Tyranids have devoured the precious material is certainly troubling. Whatever the case, the Battle-Brothers are unable to recover the gene-seed from these long-dead brothers in arms.

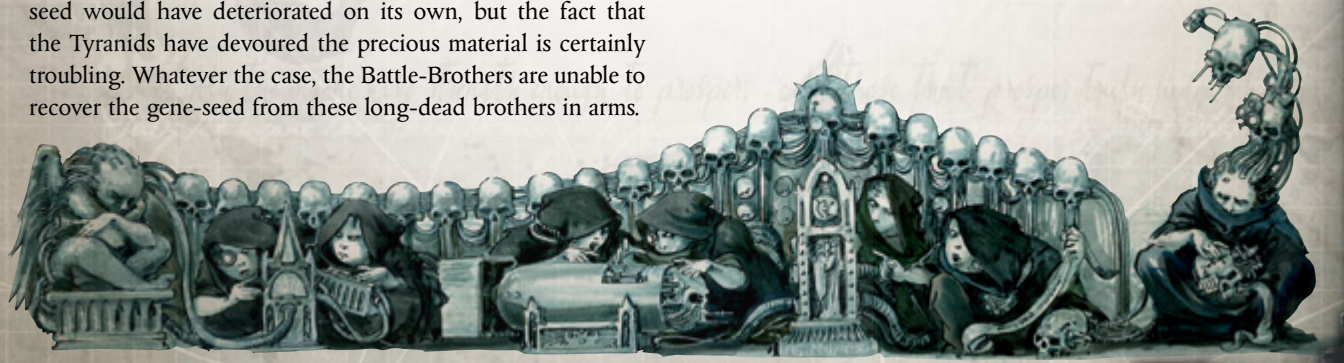
The Tyranids have ignored the Space Marine weapons and gear, as it was of no interest to them. If the Kill-team is desperate for ammunition and equipment, they can scavenge the bodies, and the surviving weapons remain functional. This includes several krak grenades, a missile launcher with a few krak missiles, and a plasma rifle with one spare power cell—though the cell that is currently loaded is discharged. The Librarian's bolt pistol and force staff were both broken in the course of the battle against the Tyranids centuries before.

A Dance with Death

A single Eldar Farseer, accompanied by ten Warp Spiders and one Warp Spider Exarch, scours the derelict vessel in search of a long-lost artefact. Their mission is to obtain the soulstone set in the Halo of Providence at whatever cost necessary. The Farseer believes that the Tyranids and the Space Marines are all doomed to die when *Ardent Crown* crashes into Solace. They are not her concern. Instead, Farseer Ythaerwe is focused on obtaining the soulstone and little else. Once she has it in hand, she aims to reach an airlock and escape.

A large brood of fifteen Genestealers has been following the sounds of the Eldar and Space Marines. When one of the parties retrieves the Halo, the Genestealers make their attack. At that moment, they come swarming out of every hallway and ventilation shaft leading into the fore weapons bay. They begin attacking in earnest, attempting to indiscriminately eliminate either Space Marines or Eldar so that their biomass can be absorbed.

If the Eldar reached the vessel's interior before the Battle-Brothers, then they are already in the fore weapons bay when the Battle-Brothers arrive. In this instance, Farseer Ythaerwe carries the Halo of Providence under one arm. She is fighting alongside a Warp Spider Exarch and his unit of ten Warp Spiders to hold off the encroaching brood of fifteen Genestealers (see **NPC Enemies** on pages 16–17 for profiles on all three types of NPCs). The Battle-Brothers might assume that the xenos are so engaged in their combat with one another that they may not take notice of the Space Marines, but the Farseer foresaw this encounter. A moment after the Kill-team arrives, on a signal from the Farseer, the Warp Spider Exarch uses the Withdraw Trait, and all of the Warp Spiders vanish. A moment later, the Farseer looks at the Space Marines and also vanishes. The Kill-team is now faced with a host of fifteen furious Genestealers. The Farseer has the Halo of Providence and must be tracked down and eradicated, but that has to wait until the Space Marines have dealt with the Genestealers. This encounter is covered in **Hunting the Hunters** (see page 14).



If the Eldar reached *Ardent Crown* after the Battle-Brothers, then the Kill-team can reach the fore weapons bay first. They discover the remains of the lost Deathwatch Kill-team, along with the artefact that they sought. As they examine the artefact and the empty power armour, the Farseer, Warp Spider Exarch, and ten Warp Spiders enter the fore weapons bay, making a fighting retreat against fifteen Genestealers. Upon catching sight of the Space Marines, the Farseer commands his Exarch to use his Withdraw Trait and the Eldar vanish as described above. Again, the Space Marines are faced with fifteen voracious Genestealers. Two combat Rounds later, the Eldar reappear and attack the Space Marines from behind, seeking to retrieve the Halo for themselves. Farseer Ythaerwe exclusively targets any Space Marine or Genestealer holding the artefact using her Mind War Psychic Power. She directs the Warp Spiders to protect her from any that threaten her or attempt to escape with the soulstone. If Ythaerwe gets the soulstone in hand, she and her remaining Warp Spiders immediately use the Withdraw Trait—as above—and attempt to make their escape.

If the Farseer finds herself trapped at the mercy of the Space Marines—a daunting position, to say the least—she does explain that the vessel is on course to crash into the planet Solace. It is entirely up to the Battle-Brothers whether or not they choose to believe this. If it comes down to it, she is willing to cooperate with the Space Marines, but only if it means that she can somehow ensure that the soulstone returns to her people. It is far more important than her life.

HUNTING THE HUNTERS

Should the Eldar escape with the Halo, it is up to the Kill-team to retrieve it. This is no simple task, as the active Genestealers have become aware of their presence and are now swarming the ship in response. Unfortunately for the Space Marines, the Eldar are masters of misdirection and stealth and have a much easier time avoiding the Genestealers than the Space Marines do. The Eldar use this to their advantage, leading the Battle-Brothers into Tyranid ambushes, or luring them into dead-ends whenever they can. The GM is encouraged to emphasise the confusion and frantic nature of this hunt, beset as the Battle-Brothers are by Genestealers.

To locate the retreating Eldar force, the Battle-Brothers can take a number of routes. First, they can simply attempt to track the fleeing xenos, though their Warp Jump Generators make this uniquely difficult. Unfortunately, though the Farseer has no such device, and would thus provide the Battle-Brothers with a continuous trail, the Warp Spider Exarch uses his mastery over the Warp Jump Generator technology to bring the Farseer with him for brief jumps. To track the Eldar, a Battle-Brother must make a **Hard (–20) Awareness** or **Challenging (+0) Tracking Test**. Should he succeed, the Battle-Brother can follow the Eldar until the xenos next use their Warp Jump Generators. Should a Battle-Brother score three Degrees of Success on his Awareness or Tracking Test, he is able to roughly guess where the Eldar intend to reappear. If a Battle-Brother achieves four or more Degrees of Success on such a Test, the Kill-team actually tracks the Eldar down before they can jump. The Battle-Brothers can engage the Eldar in combat; after two Rounds, the Exarch uses his Withdraw Trait and the Eldar jump away.

NPC Combat

Game Masters need not play out the attack between the NPC factions. If both Eldar and Genestealers are present, they fight each other just as they fight the Battle-Brothers. Both groups are far more capable of dealing damage than absorbing it. At the beginning of each Round, roll 1d5–2 for each group. That is the number of their members incapacitated that turn, in addition to any killed by the Space Marines.

A Battle-Brother may use an auspex to scan the nearby area in order to locate the Warp Spiders' jump destination. This requires that the Battle-Brother make a **Difficult (–10) Tech-Use Test**. Alternatively, a Space Marine Librarian can make a **Hard (–20) Psyniscience Test** to sense the reality disturbance at the jump destination of the Warp Spiders during their last jump. Once the Battle-Brothers have located the arrival point of the Eldar during their most recent jump, they can continue to track the xenos from that point, repeating the process detailed above. A total of five successful Awareness or Tracking Tests are required to follow the Eldar all the way to their vessel.

The Game Master is encouraged to include two or three encounters with Genestealers during the chase. Small packs (four to six creatures)—of the Tyranid vanguard organisms might assault the Space Marines as they track the Eldar, or the Kill-team could get the drop on the Warp Spiders as they fend off a half dozen of the ravenous, four-armed horrors before the Eldar jump away and leave the Space Marines to deal with the Tyranids.

Wrap Up

"Mission successful. All evidence of our intrusion will vanish when the ship burns in the atmosphere. By the time of its collision with the surface, none will know we walked here."

–Brother Ceinlys

If the Battle-Brothers successfully recovered the artefact, then the Deathwatch is grateful. If the Battle-Brothers also found a way to destroy the *Ardent Crown* and exterminate the Tyranids aboard, then they have gone far above and beyond the call of duty. If the Eldar obtained the soulstone, the long-term consequences could haunt the Battle-Brothers in future adventures.

Experience Rewards

At the completion of the adventure, the GM should award the following Experience Points (per Battle-Brother):

- **Safely landed aboard *Ardent Crown*:** 50 xp
- **Defeated the Eldar:** 150 xp
- **Exterminated all Genestealers encountered:** 150 xp
- **Recovered the Halo of Providence:** 200 xp
- **Escaped the vessel before it crashed:** 50 xp

Renown Rewards

At the completion of the adventure, the GM should award the following Renown (per Battle-Brother):

- **Recovered the Halo of Providence:** 1 Renown

Special Rewards

If the Battle-Brothers distinguish themselves in the battle, bring death to the xenos, and uphold the honour of the Deathwatch, Watch-Captain Hrolth Fangtaker gives each Battle-Brother one of the following after the mission as a token of valour. These marks of honour become part of the Battle-Brother's permanent wargear.

- **Xenos-Fang Trophy:** An imposing fang rent from the maw of an alien beast of one variety or another, this is a hard-won token of the Watch-Captain's respect. A Battle-Brother wearing this mark gains a +10 bonus to Intimidate Tests. Additionally, he gains 2 additional Requisition Points for his Kill-team when participating in any mission under the command of Captain Fangtaker.
- **Rune of the Hunter:** Watch-Captain Fangtaker has a Fenrisian's ingrained respect for the skilled hunter who listens and waits before striking with his full force. This rune marks the bearer as a keen observer, shrewd and ferocious in equal measure. A Battle-Brother wearing this honour may Assist (see page 204 of the **Deathwatch** Core Rulebook) allies within ten metres with Silent Move and Shadowing Tests they must make by guiding them through the shadows.
- **Fenrisian Charm:** Eldar Farseers are renowned seers and witches, and to vanquish one of their eldritch lineage is no small deed. A Battle-Brother with this Fenrisian ward against sorcerous powers gains a +10 bonus to Willpower Tests to resist the effects of Psychic Powers.

Fleeing the Scene

As the battle at the fore weapons bay begins to wind down—or as the Battle-Brothers finally catch up to the retreating Eldar—a faint rumbling shudders through the ship. All of the Battle-Brothers immediately recognise this sound. It is the noise made when a massive vessel begins to collide with against a planet's atmosphere. The Battle-Brothers have only minutes to find some way off of the vessel before its destiny becomes certain and they too are lost.

At this point, any surviving Eldar become desperate to obtain the soulstone and escape. Their ship—even if it was damaged—remains attached to a docking bay. If the Kill-team tracked and caught the Eldar, this could be their nearest salvation. If the xenos still hold the Halo, attempting a daring escape aboard an Eldar frigate might be their only option for mission success. Others might choose to make use of the boarding torpedo previously described to make their evacuation. A third alternative would be to find one of the cruiser's life pods and eject that way. This might be the safest option, as those devices are intended to still function even if they have gone millennia without maintenance.

NPC Enemies

"Our foes today are the deadliest the galaxy has to offer, and we must face them in close quarters, where our bolters cannot fell them from afar. Good. I prefer to strike down my enemies as the Primarchs once did—brutally!"

–Brother Taros, Black Shield of the Deathwatch

The following Non-Player Characters and adversaries play a significant role in this scenario but are not present in the **Deathwatch** Core Rulebook.

GENESTEALER

Renowned for their ability to fell even a veteran warrior of the Adeptus Astartes wearing Tactical Dreadnought Armour in a single blow, Genestealers are deadly Tyranid vanguard organisms. These monsters are a challenge even for the mightiest heroes and are especially dangerous in restricted quarters—such as aboard a warship adrift in the gulf between stars.

Genestealer (Elite)

WS	BS	S	T	Ag	Int	Per	WP	Fel
65	—	(8) 45	(8) 40	(8) 45	35	60	45	—

Movement: 8/16/24/48 **Wounds:** 20
Armour: Reinforced Chitin (All 4) **Total TB:** 8
Skills: Awareness (Per) +10, Climb (S) +10, Dodge (Ag) +10, Swim (S) +10.
Talents: Ambidextrous, Fearless, Hard Target, Leap Up, Lightning Attack, Lightning Reflexes, Step Aside, Swift Attack.
Traits: Brood Telepathy†, Dark Sight, Fear 2 (Frightening), Improved Natural Weapons (Rending Claws), Multiple Arms, Natural Armour (Reinforced Chitin), Unnatural Agility (x2), Unnatural Speed, Unnatural Strength (x2), Unnatural Toughness (x2), Tyranid.
Weapons: Rending Claws (1d10+12 R; Pen 5; Razor Sharp).
†Brood Telepathy: Genestealers have a constant telepathic link with each other that can function clearly and without restriction (such as from intervening objects or other forms of shielding) up to one kilometre. This allows them to communicate with each other and pass information to nearby Genestealers quickly and quietly.

WARP SPIDER ASPECT WARRIOR

Aspect Warriors are Eldar champions who hone themselves in one specific form of warfare. In the case of Warp Spiders, this means becoming adept at rapid ambushes appearing out of the æther with their Warp Jump Generators to deliver a fatal blow before their prey even realises the danger.

Warp Spider Aspect Warrior (Elite)

WS	BS	S	T	Ag	Int	Per	WP	Fel
52	56	38	36	(10) 52	44	46	51	28

Movement: 5/10/15/30 **Wounds:** 16
Armour: Aspect Armour† (All 8) **Total TB:** 3
Skills: Acrobatics (Ag) +10, Awareness (Per) +10, Climb (S), Concealment (Ag) +10, Dodge (Ag) +10, Lore: Common (Eldar) (Int), Lore: Forbidden (The Black Library, The Warp, Xenos) (Int), Medicae (Int), Pilot (Warp Jump Generator) (Ag), Search (Ag), Security (Ag) +20, Silent Move (Ag), Speak Language (Eldar) (Int), Tactics (Assault Doctrine, Recon and Stealth) (Int), Tracking (Int).
Talents: Catfall, Crack Shot, Deadeye Shot, Foresight, Hard Target, Heightened Senses (Hearing, Sight), Jaded, Nerves of Steel, Quick Draw, Rapid Reaction, Step Aside.
Traits: Auto-Stabilised, Unnatural Agility (x2).
Weapons: Death Spinner (Basic; 30m; S/2/4; 1d10+17 R; Pen 0; Clip 20; Reload Full; Blast [1], Devastating [1], Reliable, Tearing), Shuriken Pistol (Pistol; 30m; S/3/5; 1d10+4 R; Pen 4; Clip 40; Reload 2 Full; Razor-Sharp, Reliable), Master-crafted Xenos Combat Blade (Melee; 1d5+5 R; Pen 2).
Gear: Warp Jump Generator††, 2 cartridges of Death Spinner ammunition, 2 magazines of shuriken pistol ammunition, xenos-crafted medikit, soulstone, scanner, and helm (incorporating rebreather, photo-visor, and micro-bead).
†Aspect Armour: Eldar armour is extremely sophisticated, and is far less encumbering than its protective properties might suggest. A warrior in Aspect Armour suffers no penalties on Concealment or Silent Move Tests due to the armour. Aspect Armour is fully sealed and protects the wearer from all hostile environments, including vacuum.
††Warp Jump Generator: Every Warp Spider carries a compact Warp generator, allowing them to make brief controlled journeys through the Warp. Though lasting only for fractions of a second, these jumps permit a Warp Spider to cross dozens of metres at a time with little trace of his passage but the subtle rush of displaced air. However useful these jumps are, though, they are not without peril; for an Eldar to linger within the Immaterium for more than the briefest of moments is to invite catastrophe.

The Warp Spider may move at double his normal Movement rate using the Warp Jump Generator, ignoring all intervening terrain and obstacles in the process. He may optionally try to linger in the Warp for fractions of a second longer to travel 2d10 metres farther, but should the Warp Spider roll a result of double 1s for this additional distance, he must pass a **Hard (–20) Pilot (Warp Jump Generator) Test** or fail to return to reality. Should he pass the Test, he can only take a Half Action on his next Turn as he staggers back into the material universe.

WARP SPIDER EXARCH

Beyond even the skill of Aspect Warriors are Exarchs. These Eldar are living exemplars of a path of battle, and a lone Exarch can fight toe-to-toe even with the likes of Space Marines.

Warp Spider Exarch (Master)								
WS	BS	S	T	Ag	Int	Per	WP	Fel
62	66	48	47	(15) 58	54	56	61	38

Movement: 5/10/15/30 **Wounds:** 30
Armour: Exarch Armour† (All 10) **Total TB:** 4
Skills: Acrobatics (Ag) +10, Awareness (Per) +20, Climb (S), Command (Fel) +10, Concealment (Ag) +10, Dodge (Ag) +20, Lore: Common (Eldar) (Int), Lore: Forbidden (The Black Library, The Warp, Xenos) (Int), Medicae (Int), Pilot (Warp Jump Generator) (Ag) +20, Search (Ag), Security (Ag) +20, Silent Move (Ag), Speak Language (Eldar) (Int), Tactics (Assault Doctrine) (Int) +10, Tactics (Recon and Stealth) (Int) +10, Tracking (Int).
Talents: Ambidextrous, Catfall, Crack Shot, Deadeye Shot, Foresight, Hard Target, Heightened Senses (Hearing, Sight), Jaded, Nerves of Steel, Quick Draw, Rapid Reaction, Step Aside, Swift Attack, Two-Weapon Wielder (Ballistic, Melee).
Traits: Auto-Stabilised, From Beyond, Surprise Assault††, Touched by the Fates (1), Unnatural Agility (x3), Withdraw†††.
Weapons: Exarch Death Spinners (Basic; 30m; S/2/4; 1d10+17 R; Pen 0; Clip 20; Reload Full; Blast [1], Devastating [1], Reliable, Storm, Tearing), two forearm-mounted Eldar Power Blades (Melee; 1d10+10 E; Pen 8; Balanced, Power Field).
Gear: Warp Jump Generator††††, 2 cartridges of Death Spinner ammunition, xenos-crafted medikit, a multitude of soulstones, and helm (incorporating rebreather, photo-visor, and micro-bead).
†**Exarch Armour:** Eldar armour is extremely sophisticated and is far less encumbering than its protective properties might suggest. A warrior in Exarch Armour suffers no penalties on Concealment or Silent Move Tests due to the armour. Exarch Armour is fully sealed and protects the wearer from all hostile environments, including vacuum.
††**Surprise Assault:** Particularly under the guidance of their Exarch teacher, Warp Spiders are experts at ambush and surprise attacks, commonly butchering their foes before those enemies can properly react. When attacking Surprised or unaware enemies, the Warp Spider Exarch and his squad may count those enemies as Helpless.
†††**Withdraw:** Warp Spider Exarchs view the flow and weave of battle with a clarity that mortal warriors cannot comprehend, let alone emulate, and can spot the very moment at which an assault should end. Upon his signal, the Exarch's squad vanishes without a trace. On any turn, the Exarch can disengage from the battle entirely as a Full Action. Upon doing this, the Exarch and every Warp Spider in his squad (as well as any incapacitated, injured, or dead members—their armour follows the Exarch's signal so that they can be recovered safely) immediately leave combat and reappear 50 metres away, out of sight of their enemies; for all intents and purposes, the battle is over, though the Warp Spiders live to fight another day.

††††**Warp Jump Generator:** Every Warp Spider carries a compact Warp drive, allowing them to make brief controlled journeys through the Warp. Though lasting only for fractions of a second, these jumps permit a Warp Spider to cross dozens of metres at a time with little trace of his passage but the subtle rush of displaced air. However useful these jumps are, though, they are not without peril; for an Eldar to linger within the Immaterium for more than the briefest of moments is to invite catastrophe.

The Warp Spider Exarch may move at double his normal Movement rate using the Warp Jump Generator, ignoring all intervening terrain and obstacles in the process. He may optionally try to linger in the Warp for fractions of a second longer to travel 2d10 metres farther, but should the Warp Spider Exarch roll a result of double 1s for this additional distance, he must pass a **Hard (–20) Pilot (Warp Jump Generator) Test** or fail to return to reality. Should he pass the Test, he can only take a Half Action on his next Turn as he staggers back into the material universe.

Farseer (Master)								
WS	BS	S	T	Ag	Int	Per	WP	Fel
50	45	35	40	(10) 57	64	76	(11) 61	48

Movement: 5/10/15/30 **Wounds:** 30
Armour: Eldar Rune Armour† (All 6) **Total TB:** 4
Skills: Acrobatics (Ag), Awareness (Per) +20, Climb (S), Concealment (Ag) +10, Deceive (Fel), Dodge (Ag) +10, Lore: Forbidden (The Black Library, Xenos, The Warp, The Webway, Psykers) (Int) +20, Inquiry (Fel) +10, Invocation (WP), Psyniscience (Per) +20, Scrutiny (Per), Search (Per), Silent Move (Ag), Speak Language (Eldar, Low Gothic) (Int).
Talents: Blademaster, Exotic Weapon Training (Shuriken Pistol, Witchblade), Favoured by the Warp, Foresight, Improved Warp Sense, Psy Rating 6, Warp Conduit, Warp Sense.
Traits: Unnatural Agility (x2), Unnatural Willpower (x2).
Psychic Powers: Mind War, Veil, and all Psychic Powers from the Divination and Telepathy disciplines.
Weapons: Shuriken Pistol (30m; S/3/5; 1d10+2 R; Pen 4; Clip 40; Rld 2 Full; Reliable), Witchblade (1d10+14; Pen 6; Power Field, Balanced).
Gear: Spirit stones††, ghosthelm†††, runes of warding and witnessing††††.
†Eldar Rune Armour: Whenever the Farseer suffers a hit, she may make a **Very Hard (–30) Focus Power Test** as a Free Action. If she succeeds, reduce the Damage that she would suffer by an amount equal to her PR plus the Degrees of Success she scored. If the numeric result of the Focus Power Test is lower than her PR, she simply negates the hit entirely instead.
††**Spirit Stones:** Once per Combat Encounter, the Farseer may tap into the power of her fallen predecessors to use a Psychic Power as a Free Action.
†††**Ghosthelm:** Covered in spidery, arcane runes, a ghosthelm is a potent and ancient device worn by Farseers to protect them from the dangers of the Warp. While wearing a ghosthelm, the Farseer may take a **Challenging (+0) Willpower Test** to remain unaffected by Psychic Phenomena or Perils of the Warp. The effects of the result rolled on **Table 6–1: Psychic Phenomena** or **Table 6–2: Perils of the Warp** (see pages 188-189 of the **Deathwatch** Core Rulebook) still occur and may affect others or the environment.
††††**Runes of Warding and Witnessing:** Farseers carry countless trinkets, esoteric devices, and runes, all designed to enhance their psychic abilities and diminish those of their adversaries. All enemy psykers within 20m must add an additional +10 to all rolls they make on both **Table 6–1: Psychic Phenomena** and **Table 6–2: Perils of the Warp** (see pages 188–189 of the **Deathwatch** Core Rulebook). The Farseer subtracts –10 from all rolls she makes on either Table.

Eldar Psychic Powers

The Farseer has access to the following Psychic Powers in addition to the powers she possesses from the **Deathwatch** Core Rulebook.

Mind War

Action: Half Action
Opposed: No
Range: 10 metres x PR
Sustain: No
Description: The Farseer must target a single creature within Range and line of sight. Both the target and the Farseer make an **Opposed Challenging (+0) Willpower Test**. If the target wins the Opposed Test, the power has no additional effect. If the Farseer wins the Opposed Test, the target suffers 1d10 Explosive Damage plus an additional 1d10 Explosive Damage for every Degree by which the Farseer won the Opposed Test. This Damage ignores Armour and is reduced by the target's Willpower Bonus rather than by the target's Toughness Bonus, as normal. Critical Effects from this power are always applied to the Head.

Veil

Action: Half Action
Opposed: No
Range: 10 metres x PR
Sustain: Sustained
Description: The Farseer reaches into the senses of nearby foes, causing even their sight and hearing to betray them. Using this control, she can bend their vision around a target, rendering it all but invisible to their eyes. The Farseer nominates a number of targets equal to two times Psy Rating. These targets must be within range of the power and in line of sight of the Farseer (and can include the Farseer). For the duration of the power, the targets count as being Trained in the Concealment and Silent Moves Skills and gain a bonus to all such Tests equal to +5 times the Farseer's Psy Rating. Additionally, all Ranged Attacks made against the targets suffer a penalty equal to –5 times the Farseer's Psy Rating. Any target that moves out of the power's Range loses all benefits of the power.

Character Name Brother Alastayr **Player Name**

Chapter Storm Wardens **Past Event** The Scouring of Vigil

Chapter Demeanour Aspire to Glory **Personal Demeanour** Ambitious

Speciality Deathwatch Librarian **Rank** 2 **Power Armour History** Terror be thy friend.

CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
50	45	10 / 4 / 5	8 / 4 / 4	37	45	47	58	41

SKILLS

	Basic	Trained	+10%	+20%
Acrobatics (Ag)	☐	☐	☐	☐
Awareness (Per)	■	■	☐	☐
Barter (Fel)	■	☐	☐	☐
Blather (Fel)	☐	☐	☐	☐
Carouse (T)	■	☐	☐	☐
Charm (Fel)	■	☐	☐	☐
Chem-Use (Int)	☐	☐	☐	☐
Ciphers (Int)†	☐	☐	☐	☐
Chapter Runes	☐	■	☐	☐
Xenos Markings	☐	■	☐	☐
Climb (S)	■	■	☐	☐
Command (Fel)	■	☐	☐	☐
Common Lore (Int)†	☐	☐	☐	☐
Adeptus Astartes	■	■	☐	☐
Deathwatch	☐	■	☐	☐
Imperium	■	■	☐	☐
War	■	■	☐	☐
_____	☐	☐	☐	☐
Concealment (Ag)	■	■	☐	☐
Contortionist (Ag)	■	☐	☐	☐
Deceive (Fel)	■	☐	☐	☐
Demolition (Int)	☐	☐	☐	☐
Disguise (Fel)	■	☐	☐	☐
Dodge (Ag)	■	■	☐	☐
Drive (Ag)†	☐	☐	☐	☐
Ground Vehicles	☐	■	☐	☐
_____	☐	☐	☐	☐

	Basic	Trained	+10%	+20%
Evaluate	■	☐	☐	☐
Forbidden Lore (Int)†	☐	☐	☐	☐
Xenos	☐	■	☐	☐
Psykers	☐	■	☐	☐
The Warp	☐	■	☐	☐
Gamble (Int)	■	☐	☐	☐
Inquiry (Fel)	■	☐	☐	☐
Interrogation (WP)	☐	☐	☐	☐
Intimidate (S)	■	■	☐	☐
Invocation (WP)	■	☐	☐	☐
Lip Reading (Per)	☐	☐	☐	☐
Literacy (Int)	☐	■	☐	☐
Logic (Int)	■	☐	☐	☐
Medicae (Int)	☐	☐	☐	☐
Navigation (Int)†	☐	☐	☐	☐
Surface	☐	■	☐	☐
_____	☐	☐	☐	☐
Performer (Fel)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
Pilot (Ag)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Psyniscience (Per)	☐	■	☐	☐
Scholastic Lore (Int)†	☐	☐	☐	☐
Codex Astartes	■	■	☐	☐
Occult	■	■	☐	☐
_____	☐	☐	☐	☐

	Basic	Trained	+10%	+20%
Scrutiny (Per)	■	☐	☐	☐
Search (Per)	■	■	☐	☐
Secret Tongue (Int)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Security (Ag)	☐	☐	☐	☐
Shadowing (Ag)	☐	☐	☐	☐
Silent Move (Ag)	■	■	☐	☐
Sleight of Hand (Ag)	☐	☐	☐	☐
Speak Language (Int)†	☐	☐	☐	☐
High Gothic	☐	■	☐	☐
Low Gothic	☐	■	☐	☐
_____	☐	☐	☐	☐
Survival (Int)	☐	☐	☐	☐
Swim (S)	■	☐	☐	☐
Tactics (Int)†	☐	☐	☐	☐
_____	☐	■	☐	☐
Tech-Use (Int)	☐	☐	☐	☐
Tracking (Int)	☐	■	☐	☐
Trade (Int)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
Wrangling (Int)	☐	☐	☐	☐
_____	☐	☐	☐	☐

†denotes Skill Group

WOUNDS: Total [22] Current [ ] Fatigue [ ]

Critical Damage _____

INSANITY: Current Points [12]

Battle Fatigue _____

Primarch's Curse Thirst for Glory

MOVEMENT: Half [4m] Charge [12m] Full [8m] Run [24m]

FATE POINTS: Total [4] Current [ ]

CORRUPTION: Current [12]

[SPACE MARINE ABILITIES]

Secondary Heart/Ossmodula/Biscopea/ Haemastamen: You gain the Unnatural Strength and Toughness Traits.

Larraman's Organ: You do not suffer from Blood Loss.

Catalepsean Node: You suffer no penalties to Perception-based Tests when awake for long periods of time.

Preomnor: You gain +20 to Toughness Tests against ingested poisons.

Omophagea: You may gain a Skill or Skill Group by devouring a portion of an enemy.

Multi-Lung: You may re-roll any failed Toughness Test for drowning or asphyxiation. In addition, you gain a +30 to Toughness Tests made to resist gases, and may re-roll failed results.

Occulube and Lyman's Ear: You gain the Heightened Senses (Sight and Hearing) Talents, +10 to relevant Awareness Tests.

Sus-an Membrane: You may enter suspended animation.

Oolotic Kidney: You may re-roll any failed Toughness Test ro resist poisons and toxins, including attacks with the Toxic Quality.

Neuroglottis: You may detect any poison or toxin by taste with a successful Awareness Test. You gain a +10 to Tracking Tests against a target you have tasted.

Mucranoid: You may re-roll any failed Toughness Tests caused by temperature extremes.

Betcher's Gland: You may spit acid as a ranged weapon with the following profile:

Range: 3m; Damage: 1d5; Pen 4; Toxic. If you hit your target by 3 or more Degrees of Success, you have blinded him for 1d5 Rounds.

Progenoids: These may be retrieved with a successful Medicae Test.

Black Carapace: While wearing Power Armour, enemies do not gain a bonus to hit you due to your size.

DEATHWATCH™

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Character Name: Brother Alastayr **Player Name:**

CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
50	45	10 / 4 / 5	8 / 4 / 4	37	45	47	58	41

WEAPON

NAME	Force Sword						
CLASS	Melee	DAMAGE	1d10+16	TYPE	Rending	PEN	6
RANGE	–	ROF	–	CLIP	–	RLD	–
SPECIAL RULES	Balanced, Special						

WEAPON

NAME	Bolt Pistol						
CLASS	Pistol	DAMAGE	1d10+9	TYPE	Explosive	PEN	4
RANGE	30m	ROF	S/2/–	CLIP	14	RLD	Full
SPECIAL RULES	Tearing						

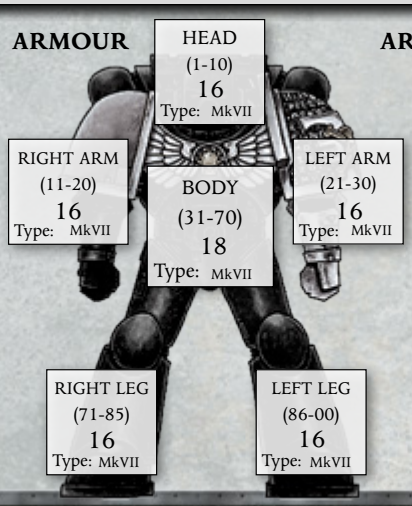
WEAPON

NAME	Frag Grenade						
CLASS	Thrown	DAMAGE	2d10+2	TYPE	Explosive	PEN	0
RANGE	30m	ROF	2/–/–	CLIP	–	RLD	–
SPECIAL RULES	Blast (4)						

WEAPON

NAME	Krak Grenade						
CLASS	Thrown	DAMAGE	3d10+4	TYPE	Explosive	PEN	6
RANGE	30m	ROF	S/–/–	CLIP	–	RLD	–
SPECIAL RULES	–						

ARMOUR



ARMOUR ADDITIONS

SPACE MARINE TALENTS & TRAITS

Ambidextrous	Unarmed Warrior
Astartes Weapon Training	Warp Sense
Bulging Biceps	Duty unto Death
Heightened Senses (Hearing, Sight)	Psy Rating 4
Killing Strike	Psychic Technique (x2)
Nerves of Steel	
Quick Draw	
Resistance (Psychic Powers)	
True Grit	
Unarmed Master	
Unnatural Strength (x2)	
Unnatural Toughness (x2)	
Deathwatch Training	

〔POWER ARMOUR ABILITIES〕

Servo-Augmented Musculature: +20 Strength
Auto-senses: Dark-sight, immune to Photon Flash and Stun Grenades; Called Shots are Half Actions; +10 to Sight and Hearing Awareness Tests (total of +20 bonus with Heightened Senses)
Built-in Vox Link
Built-in Magboots
Nutrient Recycling: Can operate for two weeks without re-supply
Recoil Suppression: May fire Basic weapons 1-handed without penalty
Size: Hulking (Black Carapace means no bonus for enemies to attack)
Poor Manual Dexterity: Delicate tasks suffer a –10 penalty, unless using equipment designed for Space Marines
Osmotic Gill Life Sustainer: With the helmet on, the armour is environmentally sealed

PSYCHIC POWERS

Psy Rating: 〔 4 〕

Smite
Inspire
Short Range Telepathy
Might of the Ancients
Iron Arm

RENOWN: Current 〔 19 〕

EXPERIENCE: XP to Spend 〔 0 〕
Total XP Spent 〔 18,000 〕

GEAR

Mk VII Power Armour
Force Sword
Bolt Pistol
3 Frag and 3 Krak Grenades
Combat Knife

DEATHWATCH™

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SOLO MODE

Character Name: Brother Alastayr **Rank:** 2 **Player Name:**

Chapter: Storm Wardens

Chapter Ability Name: Thunder's Call

Required Rank: 1

Effects: Bonus. One enemy suffers penalties to attack the Battle-Brother's allies, see page 218.

Solo Ability Name: Burst of Speed

Required Rank: 1

Effects: Increases movement, see page 216.

Solo Ability Name: Feat of Strength

Required Rank: 1

Effects: Increases Strength Bonus, see page 216.

SQUAD DESIGNATION:

COHESION: 1 2 3 4 5 6 7 8 9 10 11 12 13 14

OATH:

Defensive Stances	Action	Cost	Sustained
Tactical Spacing	Full	1	Yes
Go to Ground	Reaction	1	No
Regroup	Full	2	No
Soak Fire	Reaction	2	No
Dig In	Full	3	Yes
Strongpoint	Full	3	Yes

A Space Marine coordinates fire to defend a position.

The Kill-team makes expert use of cover.

A Space Marine takes automatic fire with his Kill-team.

A Space Marine calls to move the Kill-team together.

A Space Marine calls for movement into cover.

The Kill-team spaces itself to react to danger.

SQUAD MODE

Character Name: Brother Alastayr **Player Name:** **Chapter:** Storm Wardens

Squad Mode Abilities (page 219)

Attack Patterns	Action	Cost	Sustained	Effect
Fire Support	Half / Free	1	Yes	The Kill-team concentrates suppressing fire.
Tactical Advance	Half / Free	1	Yes	The Kill-team crosses dangerous ground in concert.
Tank Buster	Free	1	No	A Space Marine distracts a target to create an opportunity.
Fire for Effect	Half	1	Yes	The Kill-team fires at targets as they appear.
Bolter Assault	Free	3	No	The Kill-team rushes forward firing their bolters.
Furious Charge	Free	3	No	The Kill-team charges an enemy in unison.

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Character Name Brother Elyas **Player Name**

Chapter Dark Angels **Past Event** Preserved the Secrets of the Chapter

Chapter Demeanour Sons of the Lion **Personal Demeanour** Hot-blooded

Speciality Deathwatch Assault Marine **Rank** 2 **Power Armour History** To forget is to forgive. Forget nothing.

CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
49	46	12 / 5 / 2	8 / 4 / 9	53	30	46	41	37

SKILLS

	Basic	Trained	+10%	+20%
Acrobatics (Ag)	☐	☐	☐	☐
Awareness (Per)	■	■	☐	☐
Barter (Fel)	■	☐	☐	☐
Blather (Fel)	☐	☐	☐	☐
Carouse (T)	■	☐	☐	☐
Charm (Fel)	■	☐	☐	☐
Chem-Use (Int)	☐	☐	☐	☐
Ciphers (Int)†	☐	☐	☐	☐
Chapter Runes	☐	■	☐	☐
_____	☐	☐	☐	☐
Climb (S)	■	■	☐	☐
Command (Fel)	■	☐	☐	☐
Common Lore (Int)†	☐	☐	☐	☐
Adeptus Astartes	■	■	☐	☐
Deathwatch	☐	■	☐	☐
Imperium	■	■	☐	☐
War	■	■	☐	☐
_____	☐	☐	☐	☐
Concealment (Ag)	■	■	☐	☐
Contortionist (Ag)	■	☐	☐	☐
Deceive (Fel)	■	☐	☐	☐
Demolition (Int)	☐	☐	☐	☐
Disguise (Fel)	■	☐	☐	☐
Dodge (Ag)	■	■	■	☐
Drive (Ag)†	☐	☐	☐	☐
Ground Vehicles	☐	■	☐	☐
_____	☐	☐	☐	☐

	Basic	Trained	+10%	+20%
Evaluate	■	☐	☐	☐
Forbidden Lore (Int)†	☐	☐	☐	☐
Xenos	☐	■	☐	☐
Traitor Legions	☐	■	☐	☐
_____	☐	☐	☐	☐
Gamble (Int)	■	☐	☐	☐
Inquiry (Fel)	■	☐	☐	☐
Interrogation (WP)	☐	☐	☐	☐
Intimidate (S)	■	■	☐	☐
Invocation (WP)	☐	☐	☐	☐
Lip Reading (Per)	☐	☐	☐	☐
Literacy (Int)	☐	■	☐	☐
Logic (Int)	■	☐	☐	☐
Medicae (Int)	☐	☐	☐	☐
Navigation (Int)†	☐	☐	☐	☐
Surface	☐	■	☐	☐
_____	☐	☐	☐	☐
Performer (Fel)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
Pilot (Ag)†	☐	☐	☐	☐
Personal	☐	■	☐	☐
_____	☐	☐	☐	☐
Psyniscience (Per)	☐	☐	☐	☐
Scholastic Lore (Int)†	☐	☐	☐	☐
Codex Astartes	■	■	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐

	Basic	Trained	+10%	+20%
Scrutiny (Per)	■	☐	☐	☐
Search (Per)	■	☐	☐	☐
Secret Tongue (Int)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Security (Ag)	☐	☐	☐	☐
Shadowing (Ag)	☐	☐	☐	☐
Silent Move (Ag)	■	■	☐	☐
Sleight of Hand (Ag)	☐	☐	☐	☐
Speak Language (Int)†	☐	☐	☐	☐
High Gothic	☐	■	☐	☐
Low Gothic	☐	■	☐	☐
_____	☐	☐	☐	☐
Survival (Int)	☐	☐	☐	☐
Swim (S)	■	☐	☐	☐
Tactics (Int)†	☐	☐	☐	☐
_____	☐	■	☐	☐
Tech-Use (Int)	☐	☐	☐	☐
Tracking (Int)	☐	■	☐	☐
Trade (Int)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
Wrangling (Int)	☐	☐	☐	☐
_____	☐	☐	☐	☐

†denotes Skill Group

WOUNDS:

Total [23]
Current [ ]
Fatigue [ ]

Critical Damage _____

INSANITY:

Current Points [4]

Battle Fatigue _____

Primarch's Curse The Secret

MOVEMENT:

Half [6m] Charge [18m]
Full [12m] Run [36m]

FATE POINTS:

Total [3]
Current [ ]

CORRUPTION:

Current [ ]

[SPACE MARINE ABILITIES]

Secondary Heart/Ossmodula/Biscopea/ Haemastamen: You gain the Unnatural Strength and Toughness Traits.

Larraman's Organ: You do not suffer from Blood Loss.

Catalepsean Node: You suffer no penalties to Perception-based Tests when awake for long periods of time.

Preomnor: You gain +20 to Toughness Tests against ingested poisons.

Omophagea: You may gain a Skill or Skill Group by devouring a portion of an enemy.

Multi-Lung: You may re-roll any failed Toughness Test for drowning or asphyxiation. In addition, you gain a +30 to Toughness Tests made to resist gases, and may re-roll failed results.

Occulube and Lyman's Ear: You gain the Heightened Senses (Sight and Hearing) Talents, +10 to relevant Awareness Tests.

Sus-an Membrane: You may enter suspended animation.

Oolotic Kidney: You may re-roll any failed Toughness Test ro resist poisons and toxins, including attacks with the Toxic Quality.

Neuroglottis: You may detect any poison or toxin by taste with a successful Awareness Test. You gain a +10 to Tracking Tests against a target you have tasted.

Mucranoid: You may re-roll any failed Toughness Tests caused by temperature extremes.

Betcher's Gland: You may spit acid as a ranged weapon with the following profile:

Range: 3m; Damage: 1d5; Pen 4; Toxic. If you hit your target by 3 or more Degrees of Success, you have blinded him for 1d5 Rounds.

Progenoids: These may be retrieved with a successful Medicae Test.

Black Carapace: While wearing Power Armour, enemies do not gain a bonus to hit you due to your size.

DEATHWATCH™

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Character Name: Brother Elyas **Player Name:**

CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
49	46	10 / 5 / 2	8 / 4 / 9	53	30	46	41	37

WEAPON

NAME	Power Fist						
CLASS	Melee	DAMAGE	2d10+16	TYPE	Energy	PEN	9
RANGE	–	ROF	–	CLIP	–	RLD	–
SPECIAL RULES	Power Field, Unwieldy						

WEAPON

NAME	Bolt Pistol						
CLASS	Pistol	DAMAGE	1d10+9	TYPE	Explosive	PEN	4
RANGE	30m	ROF	S/2/–	CLIP	14	RLD	Full
SPECIAL RULES	Tearing						

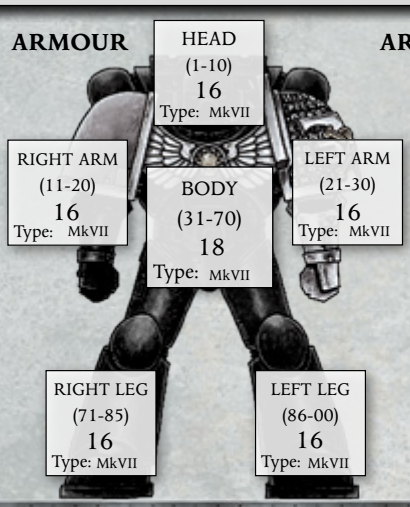
WEAPON

NAME	Frag Grenade						
CLASS	Thrown	DAMAGE	2d10+2	TYPE	Explosive	PEN	0
RANGE	30m	ROF	2/–/–	CLIP	–	RLD	–
SPECIAL RULES	Blast (4)						

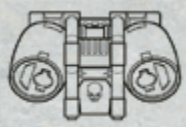
WEAPON

NAME	Krak Grenade						
CLASS	Thrown	DAMAGE	3d10+4	TYPE	Explosive	PEN	6
RANGE	30m	ROF	S/–/–	CLIP	–	RLD	–
SPECIAL RULES	–						

ARMOUR



ARMOUR ADDITIONS



[POWER ARMOUR ABILITIES]

Servo-Augmented Musculature: +20 Strength
Auto-senses: Dark-sight, immune to Photon Flash and Stun Grenades; Called Shots are Half Actions; +10 to Sight and Hearing Awareness Tests (total of +20 bonus with Heightened Senses)
Built-in Vox Link
Built-in Magboots
Nutrient Recycling: Can operate for two weeks without re-supply
Recoil Suppression: May fire Basic weapons 1-handed without penalty
Size: Hulking (Black Carapace means no bonus for enemies to attack)
Poor Manual Dexterity: Delicate tasks suffer a –10 penalty, unless using equipment designed for Space Marines
Osmotic Gill Life Sustainer: With the helmet on, the armour is environmentally sealed

SPACE MARINE TALENTS & TRAITS

Ambidextrous
Astartes Weapon Training
Bulging Biceps
Heightened Senses (Hearing, Sight)
Killing Strike
Nerves of Steel
Quick Draw
Resistance (Psychic Powers)
True Grit
Unarmed Master
Unnatural Strength (x2)
Unnatural Toughness (x2)
Deathwatch Training
Unarmed Warrior
Two-Weapon Wielder (Melee)
Two-Weapon Wielder (Ballistic)
Lightning Reflexes
Hatred (Mutants)
Hated (Traitor Legions)†
Swift Attack
Sound Constitution (x2)
Special Ability: Wings of Angels

†*from Power Armour History*

PSYCHIC POWERS

Psy Rating: [–]

RENOWN: Current [18]

EXPERIENCE: XP to Spend [0]
Total XP Spent [18,000]

GEAR

Mk VII Power Armour
Power Fist
Jump Pack
Bolt Pistol
3 Frag and 3 Krak Grenades
Combat Knife

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SOLO MODE

Character Name: Brother Elyas **Rank:** 2 **Player Name:**

Chapter: Dark Angels

Chapter Ability Name: Stoic Defence

Required Rank: 1

Effects: Bonus Wounds if you don't move, see page 217.

Solo Ability Name: Burst of Speed

Required Rank: 1

Effects: Increases movement, see page 216.

Solo Ability Name: Feat of Strength

Required Rank: 1

Effects: Increases Strength Bonus, see page 216.

SQUAD DESIGNATION:

COHESION: 1 2 3 4 5 6 7 8 9 10 11 12 13 14

OATH:

Defensive Stances	Action	Cost	Sustained	
Tactical Spacing	Full	1	Yes	The Kill-team spaces itself to react to danger.
Go to Ground	Reaction	1	No	A Space Marine calls for movement into cover.
Regroup	Full	2	No	A Space Marine calls to move the Kill-team together.
Soak Fire	Reaction	2	No	A Space Marine takes automatic fire with his Kill-team.
Dig In	Full	3	Yes	The Kill-team makes expert use of cover.
Strongpoint	Full	3	Yes	A Space Marine coordinates fire to defend a position.

Attack Patterns	Action	Cost	Sustained	Effect
Fire Support	Half / Free	1	Yes	The Kill-team concentrates suppressing fire.
Tactical Advance	Half / Free	1	Yes	The Kill-team crosses dangerous ground in concert.
Tank Buster	Free	1	No	A Space Marine distracts a target to create an opportunity.
Fire for Effect	Half	1	Yes	The Kill-team fires at targets as they appear.
Bolter Assault	Free	3	No	The Kill-team rushes forward firing their bolters.
Furious Charge	Free	3	No	The Kill-team charges an enemy in unison.

Squad Mode Abilities (page 219)

Character Name: Brother Elyas **Player Name:** **Chapter:** Dark Angels

SQUAD MODE

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Character Name Brother Leoric **Player Name**

Chapter Black Templars **Past Event** Established a Keep

Chapter Demeanour Zealous **Personal Demeanour** Pious

Speciality Deathwatch Techmarine **Rank** 2 **Power Armour History** Bring death from afar.

CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
47	42	10 / 4 / 2	10 / 5 / 2	41	50	46	42	43

SKILLS

	Basic	Trained	+10%	+20%
Acrobatics (Ag)	☐	☐	☐	☐
Awareness (Per)	■	■	☐	☐
Barter (Fel)	■	☐	☐	☐
Blather (Fel)	☐	☐	☐	☐
Carouse (T)	■	☐	☐	☐
Charm (Fel)	■	☐	☐	☐
Chem-Use (Int)	☐	☐	☐	☐
Ciphers (Int)†	☐	☐	☐	☐
Chapter Runes	☐	■	☐	☐
_____	☐	☐	☐	☐
Climb (S)	■	■	☐	☐
Command (Fel)	■	☐	☐	☐
Common Lore (Int)†	☐	☐	☐	☐
Adeptus Astartes	■	■	☐	☐
Deathwatch	☐	■	☐	☐
Imperium	■	■	☐	☐
War	■	■	☐	☐
_____	☐	☐	☐	☐
Concealment (Ag)	■	■	☐	☐
Contortionist (Ag)	■	☐	☐	☐
Deceive (Fel)	■	☐	☐	☐
Demolition (Int)	☐	☐	☐	☐
Disguise (Fel)	■	☐	☐	☐
Dodge (Ag)	■	☐	☐	☐
Drive (Ag)†	☐	☐	☐	☐
Ground Vehicles	☐	■	☐	☐
_____	☐	☐	☐	☐

	Basic	Trained	+10%	+20%
Evaluate	■	☐	☐	☐
Forbidden Lore (Int)†	☐	☐	☐	☐
Xenos	☐	■	☐	☐
Archeotech	☐	■	☐	☐
_____	☐	☐	☐	☐
Gamble (Int)	■	☐	☐	☐
Inquiry (Fel)	■	☐	☐	☐
Interrogation (WP)	☐	☐	☐	☐
Intimidate (S)	■	☐	☐	☐
Invocation (WP)	☐	☐	☐	☐
Lip Reading (Per)	☐	☐	☐	☐
Literacy (Int)	☐	■	☐	☐
Logic (Int)	■	■	☐	☐
Medicae (Int)	☐	☐	☐	☐
Navigation (Int)†	☐	☐	☐	☐
Surface	☐	■	☐	☐
_____	☐	☐	☐	☐
Performer (Fel)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
Pilot (Ag)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Psyniscience (Per)	☐	☐	☐	☐
Scholastic Lore (Int)†	☐	☐	☐	☐
Codex Astartes	■	■	☐	☐
Machine Cult	■	■	☐	☐
_____	☐	☐	☐	☐

	Basic	Trained	+10%	+20%
Scrutiny (Per)	■	☐	☐	☐
Search (Per)	■	☐	☐	☐
Secret Tongue (Int)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Security (Ag)	☐	☐	☐	☐
Shadowing (Ag)	☐	☐	☐	☐
Silent Move (Ag)	■	■	☐	☐
Sleight of Hand (Ag)	☐	☐	☐	☐
Speak Language (Int)†	☐	☐	☐	☐
High Gothic	☐	■	☐	☐
Low Gothic	☐	■	☐	☐
Techna-lingua	☐	■	☐	☐
Survival (Int)	☐	☐	☐	☐
Swim (S)	■	☐	☐	☐
Tactics (Int)†	☐	☐	☐	☐
_____	☐	■	☐	☐
Tech-Use (Int)	■	■	■	☐
Tracking (Int)	☐	■	☐	☐
Trade (Int)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
Wrangling (Int)	☐	☐	☐	☐
_____	☐	☐	☐	☐

†denotes Skill Group

WOUNDS: Total [24] Current [ ] Fatigue [ ]

Critical Damage _____

INSANITY: Current Points [9]

Battle Fatigue _____

Primarch's Curse Burn the Witch

MOVEMENT: Half [5m] Charge [15m] Full [10m] Run [30m]

FATE POINTS: Total [2] Current [ ]

CORRUPTION: Current [13]

[SPACE MARINE ABILITIES]

Secondary Heart/Ossmodula/Biscopea/ Haemastamen: You gain the Unnatural Strength and Toughness Traits.

Larraman's Organ: You do not suffer from Blood Loss.

Catalepsean Node: You suffer no penalties to Perception-based Tests when awake for long periods of time.

Preomnor: You gain +20 to Toughness Tests against ingested poisons.

Omophagea: You may gain a Skill or Skill Group by devouring a portion of an enemy.

Multi-Lung: You may re-roll any failed Toughness Test for drowning or asphyxiation. In addition, you gain a +30 to Toughness Tests made to resist gases, and may re-roll failed results.

Occulube and Lyman's Ear: You gain the Heightened Senses (Sight and Hearing) Talents, +10 to relevant Awareness Tests.

Sus-an Membrane: You may enter suspended animation.

Oolotic Kidney: You may re-roll any failed Toughness Test ro resist poisons and toxins, including attacks with the Toxic Quality.

Neuroglottis: You may detect any poison or toxin by taste with a successful Awareness Test. You gain a +10 to Tracking Tests against a target you have tasted.

Mucranoid: You may re-roll any failed Toughness Tests caused by temperature extremes.

Betcher's Gland: You may spit acid as a ranged weapon with the following profile:

Range: 3m; Damage: 1d5; Pen 4; Toxic. If you hit your target by 3 or more Degrees of Success, you have blinded him for 1d5 Rounds.

Progenoids: These may be retrieved with a successful Medicae Test.

Black Carapace: While wearing Power Armour, enemies do not gain a bonus to hit you due to your size.

DEATHWATCH™

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Character Name: Brother Leoric **Player Name:**

CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
47	42	10 / 4 / 2	10 / 5 / 2	41	50	46	42	43

WEAPON

NAME	Boltgun						
CLASS	Basic	DAMAGE	1d10+9	TYPE	Explosive	PEN	4
RANGE	100m	ROF	S/3/–	CLIP	28	RLD	Full
SPECIAL RULES	Tearing, Fire-selector						

WEAPON

NAME	Servo-arm						
CLASS	Melee	DAMAGE	2d10+14	TYPE	Impact	PEN	10
RANGE	–	ROF	–	CLIP	–	RLD	–
SPECIAL RULES							

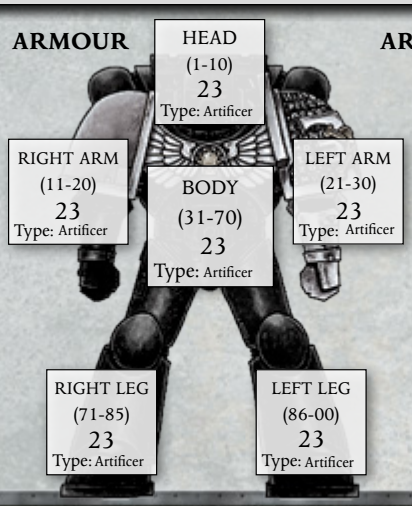
WEAPON

NAME	Frag Grenade						
CLASS	Thrown	DAMAGE	2d10+2	TYPE	Explosive	PEN	0
RANGE	30m	ROF	2/–/–	CLIP	–	RLD	–
SPECIAL RULES	Blast (4)						

WEAPON

NAME	Krak Grenade						
CLASS	Thrown	DAMAGE	3d10+4	TYPE	Explosive	PEN	6
RANGE	30m	ROF	S/–/–	CLIP	–	RLD	–
SPECIAL RULES	–						

ARMOUR



ARMOUR ADDITIONS

SPACE MARINE TALENTS & TRAITS

Ambidextrous
Astartes Weapon Training
Bulging Biceps
Heightened Senses (Hearing, Sight)
Killing Strike
Nerves of Steel
Quick Draw
Resistance (Psychic Powers)
True Grit
Unarmed Master
Unnatural Strength (x2)
Unnatural Toughness (x2)
Deathwatch Training
Unarmed Warrior
The Flesh is Weak 1
Fearless
Electro-Graft Use
Logis Implant
Special Ability: Improve Cover

PSYCHIC POWERS

Psy Rating: [–]

[POWER ARMOUR ABILITIES]

Servo-Augmented Musculature: +20 Strength
Auto-senses: Dark-sight, immune to Photon Flash and Stun Grenades; Called Shots are Half Actions; +10 to Sight and Hearing Awareness Tests (total of +20 bonus with Heightened Senses)
Built-in Vox Link
Built-in Magboots
Nutrient Recycling: Can operate for two weeks without re-supply
Recoil Suppression: May fire Basic weapons 1-handed without penalty
Size: Hulking (Black Carapace means no bonus for enemies to attack)
Poor Manual Dexterity: Delicate tasks suffer a –10 penalty, unless using equipment designed for Space Marines
Osmotic Gill Life Sustainer: With the helmet on, the armour is environmentally sealed

RENOWN: Current [20]

EXPERIENCE: XP to Spend [100]
Total XP Spent [17,900]

GEAR

Artificer Armour
Servo-arm (attached to armour)
Boltgun
3 Clips of Kraken Rounds
3 Frag and 3 Krak Grenades
Combat Knife

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SOLO MODE

Character Name: Brother Leoric **Rank:** 2 **Player Name:**

Chapter: Black Templars

Chapter Ability Name: Righteous Zeal

Required Rank: 1

Effects: Bonus to attack Daemons, see page 217.

Solo Ability Name: Burst of Speed

Required Rank: 1

Effects: Increases movement, see page 216.

Solo Ability Name: Feat of Strength

Required Rank: 1

Effects: Increases Strength Bonus, see page 216.

SQUAD DESIGNATION:

COHESION: 1 2 3 4 5 6 7 8 9 10 11 12 13 14

OATH:

Defensive Stances	Action	Cost	Sustained	
Tactical Spacing	Full	1	Yes	The Kill-team spaces itself to react to danger.
Go to Ground	Reaction	1	No	A Space Marine calls for movement into cover.
Regroup	Full	2	No	A Space Marine calls to move the Kill-team together.
Soak Fire	Reaction	2	No	A Space Marine takes automatic fire with his Kill-team.
Dig In	Full	3	Yes	The Kill-team makes expert use of cover.
Strongpoint	Full	3	Yes	A Space Marine coordinates fire to defend a position.

Attack Patterns	Action	Cost	Sustained	Effect
Fire Support	Half / Free	1	Yes	The Kill-team concentrates suppressing fire.
Tactical Advance	Half / Free	1	Yes	The Kill-team crosses dangerous ground in concert.
Tank Buster	Free	1	No	A Space Marine distracts a target to create an opportunity.
Fire for Effect	Half	1	Yes	The Kill-team fires at targets as they appear.
Bolter Assault	Free	3	No	The Kill-team rushes forward firing their bolters.
Furious Charge	Free	3	No	The Kill-team charges an enemy in unison.

Squad Mode Abilities (page 219)

Character Name: Brother Leoric **Player Name:** **Chapter:** Black Templars

SQUAD MODE

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Character Name Brother Lucian **Player Name**

Chapter Ultramarines **Past Event** Tyrannic War Veteran

Chapter Demeanour Honour of the Codex **Personal Demeanour** Studious

Speciality Deathwatch Apothecary **Rank** 2 **Power Armour History** Lead from the front.

CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
51	40	10 / 41	10 / 50	43	50	46	42	43

SKILLS

	Basic	Trained	+10%	+20%
Acrobatics (Ag)	☐	☐	☐	☐
Awareness (Per)	■	■	☐	☐
Barter (Fel)	■	☐	☐	☐
Blather (Fel)	☐	☐	☐	☐
Carouse (T)	■	☐	☐	☐
Charm (Fel)	■	☐	☐	☐
Chem-Use (Int)	☐	☐	☐	☐
Ciphers (Int)†	☐	☐	☐	☐
Chapter Runes	☐	■	☐	☐
_____	☐	☐	☐	☐
Climb (S)	■	■	☐	☐
Command (Fel)	■	☐	☐	☐
Common Lore (Int)†	☐	☐	☐	☐
Adeptus Astartes	■	■	☐	☐
Deathwatch	☐	■	☐	☐
Imperium	■	■	☐	☐
War	■	■	☐	☐
_____	☐	☐	☐	☐
Concealment (Ag)	■	■	☐	☐
Contortionist (Ag)	■	☐	☐	☐
Deceive (Fel)	■	☐	☐	☐
Demolition (Int)	☐	☐	☐	☐
Disguise (Fel)	■	☐	☐	☐
Dodge (Ag)	■	■	☐	☐
Drive (Ag)†	☐	☐	☐	☐
Ground Vehicles	☐	■	☐	☐
_____	☐	☐	☐	☐

	Basic	Trained	+10%	+20%
Evaluate	■	☐	☐	☐
Forbidden Lore (Int)†	☐	☐	☐	☐
Xenos	☐	■	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Gamble (Int)	■	☐	☐	☐
Inquiry (Fel)	■	☐	☐	☐
Interrogation (WP)	☐	■	☐	☐
Intimidate (S)	■	■	☐	☐
Invocation (WP)	☐	☐	☐	☐
Lip Reading (Per)	☐	☐	☐	☐
Literacy (Int)	☐	■	☐	☐
Logic (Int)	■	☐	☐	☐
Medicae (Int)	☐	■	■	☐
Navigation (Int)†	☐	☐	☐	☐
Surface	☐	■	☐	☐
_____	☐	☐	☐	☐
Performer (Fel)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
Pilot (Ag)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Psyniscience (Per)	☐	☐	☐	☐
Scholastic Lore (Int)†	☐	☐	☐	☐
Codex Astartes	■	■	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐

	Basic	Trained	+10%	+20%
Scrutiny (Per)	■	☐	☐	☐
Search (Per)	■	☐	☐	☐
Secret Tongue (Int)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Security (Ag)	☐	☐	☐	☐
Shadowing (Ag)	☐	☐	☐	☐
Silent Move (Ag)	■	■	☐	☐
Sleight of Hand (Ag)	☐	☐	☐	☐
Speak Language (Int)†	☐	☐	☐	☐
High Gothic	☐	■	☐	☐
Low Gothic	☐	■	☐	☐
_____	☐	☐	☐	☐
Survival (Int)	☐	☐	☐	☐
Swim (S)	■	☐	☐	☐
Tactics (Int)†	☐	☐	☐	☐
_____	☐	■	☐	☐
Tech-Use (Int)	☐	☐	☐	☐
Tracking (Int)	☐	■	☐	☐
Trade (Int)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
Wrangling (Int)	☐	☐	☐	☐
_____	☐	☐	☐	☐

†denotes Skill Group

WOUNDS:

Total [21]
Current [ ]
Fatigue [ ]

Critical Damage _____

INSANITY:

Current Points [13]

Battle Fatigue _____

Primarch's Curse Pride of Ultramar

MOVEMENT:

Half [5m] Charge [15m]
Full [10m] Run [30m]

FATE POINTS:

Total [3]
Current [ ]

CORRUPTION:

Current [8]

[SPACE MARINE ABILITIES]

Secondary Heart/Ossmodula/Biscopea/ Haemastamen: You gain the Unnatural Strength and Toughness Traits.

Larraman's Organ: You do not suffer from Blood Loss.

Catalepsean Node: You suffer no penalties to Perception-based Tests when awake for long periods of time.

Preomnor: You gain +20 to Toughness Tests against ingested poisons.

Omophagea: You may gain a Skill or Skill Group by devouring a portion of an enemy.

Multi-Lung: You may re-roll any failed Toughness Test for drowning or asphyxiation. In addition, you gain a +30 to Toughness Tests made to resist gases, and may re-roll failed results.

Occulube and Lyman's Ear: You gain the Heightened Senses (Sight and Hearing) Talents, +10 to relevant Awareness Tests.

Sus-an Membrane: You may enter suspended animation.

Oolotic Kidney: You may re-roll any failed Toughness Test ro resist poisons and toxins, including attacks with the Toxic Quality.

Neuroglottis: You may detect any poison or toxin by taste with a successful Awareness Test. You gain a +10 to Tracking Tests against a target you have tasted.

Mucranoid: You may re-roll any failed Toughness Tests caused by temperature extremes.

Betcher's Gland: You may spit acid as a ranged weapon with the following profile:

Range: 3m; Damage: 1d5; Pen 4; Toxic. If you hit your target by 3 or more Degrees of Success, you have blinded him for 1d5 Rounds.

Progenoids: These may be retrieved with a successful Medicae Test.

Black Carapace: While wearing Power Armour, enemies do not gain a bonus to hit you due to your size.

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Character Name: Brother Lucian **Player Name:**

CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
51	40	10 / 4 / 1	10 / 5 / 0	43	50	46	42	43

WEAPON

NAME Chainsword			
CLASS Melee	DAMAGE 1d10+13	TYPE Rending	PEN 3
RANGE –	ROF –	CLIP –	RLD –
SPECIAL RULES Balanced, Tearing			

WEAPON

NAME Bolt Pistol			
CLASS Pistol	DAMAGE 1d10+9	TYPE Explosive	PEN 4
RANGE 30m	ROF S/2/–	CLIP 14	RLD Full
SPECIAL RULES Tearing			

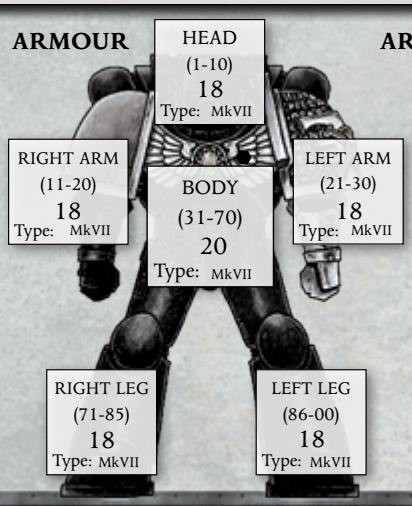
WEAPON

NAME Frag Grenade			
CLASS Thrown	DAMAGE 2d10+2	TYPE Explosive	PEN 0
RANGE 30m	ROF 2/–/–	CLIP –	RLD –
SPECIAL RULES Blast (4)			

WEAPON

NAME Krak Grenade			
CLASS Thrown	DAMAGE 3d10+4	TYPE Explosive	PEN 6
RANGE 30m	ROF S/–/–	CLIP –	RLD –
SPECIAL RULES –			

ARMOUR



ARMOUR ADDITIONS

SPACE MARINE TALENTS & TRAITS

Ambidextrous
Astartes Weapon Training
Bulging Biceps
Heightened Senses (Hearing, Sight)
Killing Strike
Nerves of Steel
Quick Draw
Resistance (Psychic Powers)
True Grit
Unarmed Master
Unnatural Strength (x2)
Unnatural Toughness (x2)
Deathwatch Training
Unarmed Warrior
Autosanguine
Sound Constitution (x2)
Exemplar of Honour
Resistance (Poisons)
Special Ability: Enhance Healing

〔POWER ARMOUR ABILITIES〕

Servo-Augmented Musculature: +20 Strength
Auto-senses: Dark-sight, immune to Photon Flash and Stun Grenades; Called Shots are Half Actions; +10 to Sight and Hearing Awareness Tests (total of +20 bonus with Heightened Senses)
Built-in Vox Link
Built-in Magboots
Nutrient Recycling: Can operate for two weeks without re-supply
Recoil Suppression: May fire Basic weapons 1-handed without penalty
Size: Hulking (Black Carapace means no bonus for enemies to attack)
Poor Manual Dexterity: Delicate tasks suffer a –10 penalty, unless using equipment designed for Space Marines
Osmotic Gill Life Sustainer: With the helmet on, the armour is environmentally sealed

PSYCHIC POWERS

Psy Rating: 〔 – 〕

RENOWN: Current 〔 17 〕

EXPERIENCE: XP to Spend 〔 0 〕
Total XP Spent 〔 18,000 〕

GEAR

Mk VII Power Armour
Chainsword
Bolt Pistol
3 Frag and 3 Krak Grenades
Combat Knife
Narthecium & Reductor

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SOLO MODE

Character Name: Brother Lucian **Rank:** 2 **Player Name:**

Chapter: Ultramarines

Chapter Ability Name: Favoured Son

Required Rank: 1

Effects: Bonuses to Cohesion, see page 218.

Solo Ability Name: Burst of Speed

Required Rank: 1

Effects: Increases movement, see page 216.

Solo Ability Name: Feat of Strength

Required Rank: 1

Effects: Increases Strength Bonus, see page 216.

SQUAD DESIGNATION:

COHESION: 1 2 3 4 5 6 7 8 9 10 11 12 13 14

OATH:

Defensive Stances	Action	Cost	Sustained	
Tactical Spacing	Full	1	Yes	The Kill-team spaces itself to react to danger.
Go to Ground	Reaction	1	No	A Space Marine calls for movement into cover.
Regroup	Full	2	No	A Space Marine calls to move the Kill-team together.
Soak Fire	Reaction	2	No	A Space Marine takes automatic fire with his Kill-team.
Dig In	Full	3	Yes	The Kill-team makes expert use of cover.
Strongpoint	Full	3	Yes	A Space Marine coordinates fire to defend a position.

Attack Patterns	Action	Cost	Sustained	Effect
Fire Support	Half / Free	1	Yes	The Kill-team concentrates suppressing fire.
Tactical Advance	Half / Free	1	Yes	The Kill-team crosses dangerous ground in concert.
Tank Buster	Free	1	No	A Space Marine distracts a target to create an opportunity.
Fire for Effect	Half	1	Yes	The Kill-team fires at targets as they appear.
Bolter Assault	Free	3	No	The Kill-team rushes forward firing their bolters.
Furious Charge	Free	3	No	The Kill-team charges an enemy in unison.

Squad Mode Abilities (page 219)

Character Name: Brother Lucian **Player Name:**

Chapter: Ultramarines

SQUAD MODE

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Character Name Brother Sepheran **Player Name**

Chapter Blood Angels **Past Event** Golgotha Strike Force

Chapter Demeanour The Red Thirst **Personal Demeanour** Calculating

Speciality Deathwatch Devastator Marine **Rank** 2 **Power Armour History** None shall escape the Emperor's wrath.

CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
47	58	10 / 4 / 1	8 / 4 / 3	42	50	53	48	38

SKILLS

	Basic	Trained	+10%	+20%
Acrobatics (Ag)	☐	☐	☐	☐
Awareness (Per)	■	■	■	☐
Barter (Fel)	■	☐	☐	☐
Blather (Fel)	☐	☐	☐	☐
Carouse (T)	■	☐	☐	☐
Charm (Fel)	■	☐	☐	☐
Chem-Use (Int)	☐	☐	☐	☐
Ciphers (Int)†	☐	☐	☐	☐
Chapter Runes	☐	■	☐	☐
_____	☐	☐	☐	☐
Climb (S)	■	■	☐	☐
Command (Fel)	■	☐	☐	☐
Common Lore (Int)†	☐	☐	☐	☐
Adeptus Astartes	■	■	☐	☐
Deathwatch	☐	■	☐	☐
Imperium	■	■	☐	☐
War	■	■	☐	☐
_____	☐	☐	☐	☐
Concealment (Ag)	■	■	☐	☐
Contortionist (Ag)	■	☐	☐	☐
Deceive (Fel)	■	☐	☐	☐
Demolition (Int)	☐	☐	☐	☐
Disguise (Fel)	■	■	☐	☐
Dodge (Ag)	■	■	☐	☐
Drive (Ag)†	☐	☐	☐	☐
Ground Vehicles	☐	■	☐	☐
_____	☐	☐	☐	☐

	Basic	Trained	+10%	+20%
Evaluate	■	☐	☐	☐
Forbidden Lore (Int)†	☐	☐	☐	☐
Xenos	☐	■	■	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Gamble (Int)	■	☐	☐	☐
Inquiry (Fel)	■	☐	☐	☐
Interrogation (WP)	☐	☐	☐	☐
Intimidate (S)	■	■	☐	☐
Invocation (WP)	☐	☐	☐	☐
Lip Reading (Per)	☐	☐	☐	☐
Literacy (Int)	☐	■	☐	☐
Logic (Int)	■	■	☐	☐
Medicae (Int)	☐	☐	☐	☐
Navigation (Int)†	☐	☐	☐	☐
Surface	☐	■	☐	☐
_____	☐	☐	☐	☐
Performer (Fel)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
Pilot (Ag)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Psyniscience (Per)	☐	☐	☐	☐
Scholastic Lore (Int)†	☐	☐	☐	☐
Codex Astartes	■	■	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐

	Basic	Trained	+10%	+20%
Scrutiny (Per)	■	☐	☐	☐
Search (Per)	■	☐	☐	☐
Secret Tongue (Int)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Security (Ag)	☐	☐	☐	☐
Shadowing (Ag)	☐	☐	☐	☐
Silent Move (Ag)	■	■	☐	☐
Sleight of Hand (Ag)	☐	☐	☐	☐
Speak Language (Int)†	☐	☐	☐	☐
High Gothic	☐	■	☐	☐
Low Gothic	☐	■	☐	☐
_____	☐	☐	☐	☐
Survival (Int)	☐	☐	☐	☐
Swim (S)	■	☐	☐	☐
Tactics (Int)†	☐	☐	☐	☐
_____	☐	■	☐	☐
Tech-Use (Int)	☐	☐	☐	☐
Tracking (Int)	☐	■	☐	☐
Trade (Int)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
Wrangling (Int)	☐	☐	☐	☐
_____	☐	☐	☐	☐

†denotes Skill Group

WOUNDS: Total [25] Current [ ] Fatigue [ ]

Critical Damage _____

INSANITY: Current Points [7]

Battle Fatigue _____

Primarch's Curse Black Rage

MOVEMENT: Half [5m] Charge [15m] Full [10m] Run [30m]

FATE POINTS: Total [2] Current [ ]

CORRUPTION: Current [9]

[SPACE MARINE ABILITIES]

Secondary Heart/Ossmodula/Biscopea/ Haemastamen: You gain the Unnatural Strength and Toughness Traits.

Larraman's Organ: You do not suffer from Blood Loss.

Catalepsean Node: You suffer no penalties to Perception-based Tests when awake for long periods of time.

Preomnor: You gain +20 to Toughness Tests against ingested poisons.

Omophagea: You may gain a Skill or Skill Group by devouring a portion of an enemy.

Multi-Lung: You may re-roll any failed Toughness Test for drowning or asphyxiation. In addition, you gain a +30 to Toughness Tests made to resist gases, and may re-roll failed results.

Occulube and Lyman's Ear: You gain the Heightened Senses (Sight and Hearing) Talents, +10 to relevant Awareness Tests.

Sus-an Membrane: You may enter suspended animation.

Oolotic Kidney: You may re-roll any failed Toughness Test ro resist poisons and toxins, including attacks with the Toxic Quality.

Neuroglottis: You may detect any poison or toxin by taste with a successful Awareness Test. You gain a +10 to Tracking Tests against a target you have tasted.

Mucranoid: You may re-roll any failed Toughness Tests caused by temperature extremes.

Betcher's Gland: You may spit acid as a ranged weapon with the following profile:

Range: 3m; Damage: 1d5; Pen 4; Toxic. If you hit your target by 3 or more Degrees of Success, you have blinded him for 1d5 Rounds.

Progenoids: These may be retrieved with a successful Medicae Test.

Black Carapace: While wearing Power Armour, enemies do not gain a bonus to hit you due to your size.

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Character Name: Brother Sepheran **Player Name:**

CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
47	58	10 / 4 / 1	8 / 4 / 3	42	50	53	48	38

WEAPON

NAME	Heavy Bolter						
CLASS	Heavy	DAMAGE	1d10+12	TYPE	Explosive	PEN	5
RANGE	150m	ROF	–/–/6	CLIP	60	RLD	Full
SPECIAL RULES	Tearing						

WEAPON

NAME	Bolt Pistol						
CLASS	Pistol	DAMAGE	1d10+9	TYPE	Explosive	PEN	4
RANGE	30m	ROF	S/2/–	CLIP	14	RLD	Full
SPECIAL RULES	Tearing						

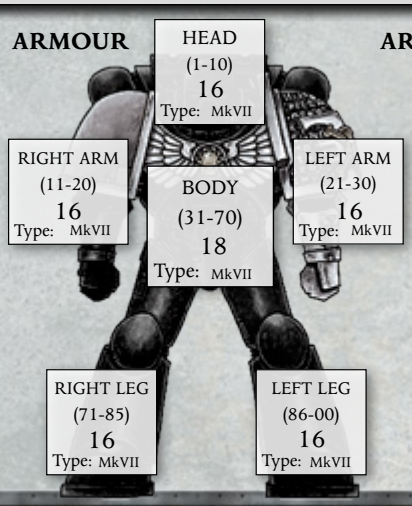
WEAPON

NAME	Frag Grenade						
CLASS	Thrown	DAMAGE	2d10+2	TYPE	Explosive	PEN	0
RANGE	30m	ROF	2/–/–	CLIP	–	RLD	–
SPECIAL RULES	Blast (4)						

WEAPON

NAME	Krak Grenade						
CLASS	Thrown	DAMAGE	3d10+4	TYPE	Explosive	PEN	6
RANGE	30m	ROF	S/–/–	CLIP	–	RLD	–
SPECIAL RULES	–						

ARMOUR



ARMOUR ADDITIONS

SPACE MARINE TALENTS & TRAITS

Ambidextrous
Astartes Weapon Training
Bulging Biceps
Heightened Senses (Hearing, Sight)
Killing Strike
Nerves of Steel
Quick Draw
Resistance (Psychic Powers)
True Grit
Unarmed Master
Unnatural Strength (x2)
Unnatural Toughness (x2)
Deathwatch Training
Unarmed Warrior
Iron Jaw
Mighty Shot
Sound Constitution (x2)
Stalwart Defence
Crack Shot
Special Ability: Unrelenting Devastation

〔POWER ARMOUR ABILITIES〕

Servo-Augmented Musculature: +20 Strength
Auto-senses: Dark-sight, immune to Photon Flash and Stun Grenades; Called Shots are Half Actions; +10 to Sight and Hearing Awareness Tests (total of +20 bonus with Heightened Senses)
Built-in Vox Link
Built-in Magboots
Nutrient Recycling: Can operate for two weeks without re-supply
Recoil Suppression: May fire Basic weapons 1-handed without penalty
Size: Hulking (Black Carapace means no bonus for enemies to attack)
Poor Manual Dexterity: Delicate tasks suffer a –10 penalty, unless using equipment designed for Space Marines
Osmotic Gill Life Sustainer: With the helmet on, the armour is environmentally sealed

PSYCHIC POWERS

Psy Rating: 〔 – 〕

RENOWN: Current 〔 19 〕

EXPERIENCE: XP to Spend 〔 0 〕
Total XP Spent 〔 18,000 〕

GEAR

Mk VII Power Armour
Heavy Bolter
Bolt Pistol
3 Frag and 3 Krak Grenades
Combat Knife

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SOLO MODE

Character Name: Brother Sepheran **Rank:** 2 **Player Name:**

Chapter: Blood Angels

Chapter Ability Name: Blood Frenzy

Required Rank: 1

Effects: Bonuses in melee combat, see page 217.

Solo Ability Name: Burst of Speed

Required Rank: 1

Effects: Increases movement, see page 216.

Solo Ability Name: Feat of Strength

Required Rank: 1

Effects: Increases Strength Bonus, see page 216.

SQUAD DESIGNATION:

COHESION: 1 2 3 4 5 6 7 8 9 10 11 12 13 14

OATH:

Defensive Stances	Action	Cost	Sustained
Tactical Spacing	Full	1	Yes
Go to Ground	Reaction	1	No
Regroup	Full	2	No
Soak Fire	Reaction	2	No
Dig In	Full	3	Yes
Strongpoint	Full	3	Yes

The Kill-team spaces itself to react to danger.
A Space Marine calls for movement into cover.
A Space Marine calls to move the Kill-team together.
A Space Marine takes automatic fire with his Kill-team.
The Kill-team makes expert use of cover.
A Space Marine coordinates fire to defend a position.

Attack Patterns	Action	Cost	Sustained	Effect
Fire Support	Half / Free	1	Yes	The Kill-team concentrates suppressing fire.
Tactical Advance	Half / Free	1	Yes	The Kill-team crosses dangerous ground in concert.
Tank Buster	Free	1	No	A Space Marine distracts a target to create an opportunity.
Fire for Effect	Half	1	Yes	The Kill-team fires at targets as they appear.
Bolter Assault	Free	3	No	The Kill-team rushes forward firing their bolters.
Furious Charge	Free	3	No	The Kill-team charges an enemy in unison.

Squad Mode Abilities (page 219)

Character Name: Brother Sepheran **Player Name:** **Chapter:** Blood Angels

SQUAD MODE

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Character Name Brother Skold **Player Name**

Chapter Space Wolves **Past Event** The Great Hunt

Chapter Demeanour Fury of the Wolf **Personal Demeanour** Gregarious

Speciality Deathwatch Tactical Marine **Rank** 2 **Power Armour History** Cower not before the enemy.

CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
47	50	10 / 4 / 1	8 / 4 / 2	42	41	58	43	58

SKILLS

	Basic	Trained	+10%	+20%
Acrobatics (Ag)	☐	☐	☐	☐
Awareness (Per)	■	■	☐	☐
Barter (Fel)	■	☐	☐	☐
Blather (Fel)	☐	☐	☐	☐
Carouse (T)	■	☐	☐	☐
Charm (Fel)	■	■	☐	☐
Chem-Use (Int)	☐	☐	☐	☐
Ciphers (Int)†	☐	☐	☐	☐
Chapter Runes	☐	■	☐	☐
_____	☐	☐	☐	☐
Climb (S)	■	■	☐	☐
Command (Fel)	■	■	■	☐
Common Lore (Int)†	☐	☐	☐	☐
Adeptus Astartes	■	■	☐	☐
Deathwatch	☐	■	☐	☐
Imperium	■	■	☐	☐
War	■	■	☐	☐
_____	☐	☐	☐	☐
Concealment (Ag)	■	■	☐	☐
Contortionist (Ag)	■	☐	☐	☐
Deceive (Fel)	■	☐	☐	☐
Demolition (Int)	☐	☐	☐	☐
Disguise (Fel)	■	☐	☐	☐
Dodge (Ag)	■	■	☐	☐
Drive (Ag)†	☐	☐	☐	☐
Ground Vehicles	☐	■	☐	☐
_____	☐	☐	☐	☐

	Basic	Trained	+10%	+20%
Evaluate	■	☐	☐	☐
Forbidden Lore (Int)†	☐	☐	☐	☐
Xenos	☐	■	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Gamble (Int)	■	☐	☐	☐
Inquiry (Fel)	■	☐	☐	☐
Interrogation (WP)	☐	☐	☐	☐
Intimidate (S)	■	■	☐	☐
Invocation (WP)	☐	☐	☐	☐
Lip Reading (Per)	☐	☐	☐	☐
Literacy (Int)	☐	■	☐	☐
Logic (Int)	■	☐	☐	☐
Medicae (Int)	☐	☐	☐	☐
Navigation (Int)†	☐	☐	☐	☐
Surface	☐	■	☐	☐
_____	☐	☐	☐	☐
Performer (Fel)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
Pilot (Ag)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Psyniscience (Per)	☐	☐	☐	☐
Scholastic Lore (Int)†	☐	☐	☐	☐
Codex Astartes	■	■	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐

	Basic	Trained	+10%	+20%
Scrutiny (Per)	■	☐	☐	☐
Search (Per)	■	■	☐	☐
Secret Tongue (Int)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Security (Ag)	☐	☐	☐	☐
Shadowing (Ag)	☐	☐	☐	☐
Silent Move (Ag)	■	■	☐	☐
Sleight of Hand (Ag)	☐	☐	☐	☐
Speak Language (Int)†	☐	☐	☐	☐
High Gothic	☐	■	☐	☐
Low Gothic	☐	■	☐	☐
_____	☐	☐	☐	☐
Survival (Int)	☐	☐	☐	☐
Swim (S)	■	☐	☐	☐
Tactics (Int)†	☐	☐	☐	☐
_____	☐	■	☐	☐
Tech-Use (Int)	☐	☐	☐	☐
Tracking (Int)	☐	■	☐	☐
Trade (Int)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
Wrangling (Int)	☐	☐	☐	☐
_____	☐	☐	☐	☐

†denotes Skill Group

WOUNDS: Total [22] Current [ ] Fatigue [ ]

Critical Damage _____

INSANITY: Current Points [11]

Battle Fatigue _____

Primarch's Curse Curse of the Wulfen

MOVEMENT: Half [5m] Charge [15m] Full [10m] Run [30m]

FATE POINTS: Total [4] Current [ ]

CORRUPTION: Current [20]

[SPACE MARINE ABILITIES]

Secondary Heart/Ossmodula/Biscopea/ Haemastamen: You gain the Unnatural Strength and Toughness Traits.

Larraman's Organ: You do not suffer from Blood Loss.

Catalepsean Node: You suffer no penalties to Perception-based Tests when awake for long periods of time.

Preomnor: You gain +20 to Toughness Tests against ingested poisons.

Omophagea: You may gain a Skill or Skill Group by devouring a portion of an enemy.

Multi-Lung: You may re-roll any failed Toughness Test for drowning or asphyxiation. In addition, you gain a +30 to Toughness Tests made to resist gases, and may re-roll failed results.

Occulube and Lyman's Ear: You gain the Heightened Senses (Sight and Hearing) Talents, +10 to relevant Awareness Tests.

Sus-an Membrane: You may enter suspended animation.

Oolotic Kidney: You may re-roll any failed Toughness Test ro resist poisons and toxins, including attacks with the Toxic Quality.

Neuroglottis: You may detect any poison or toxin by taste with a successful Awareness Test. You gain a +10 to Tracking Tests against a target you have tasted.

Mucranoid: You may re-roll any failed Toughness Tests caused by temperature extremes.

Betcher's Gland: You may spit acid as a ranged weapon with the following profile:

Range: 3m; Damage: 1d5; Pen 4; Toxic. If you hit your target by 3 or more Degrees of Success, you have blinded him for 1d5 Rounds.

Progenoids: These may be retrieved with a successful Medicae Test.

Black Carapace: While wearing Power Armour, enemies do not gain a bonus to hit you due to your size.

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Character Name: Brother Skold **Player Name:**

CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
47	50	10 / 4 / 1	8 / 4 / 2	42	41	58	43	58

WEAPON

NAME	Boltgun						
CLASS	Basic	DAMAGE	1d10+9	TYPE	Explosive	PEN	4
RANGE	100m	ROF	S/3/–	CLIP	28	RLD	Full
SPECIAL RULES	Tearing, Fire-selector						

WEAPON

NAME	Chainsword						
CLASS	Melee	DAMAGE	1d10+13	TYPE	Rending	PEN	3
RANGE	–	ROF	–	CLIP	–	RLD	–
SPECIAL RULES	Balanced, Tearing						

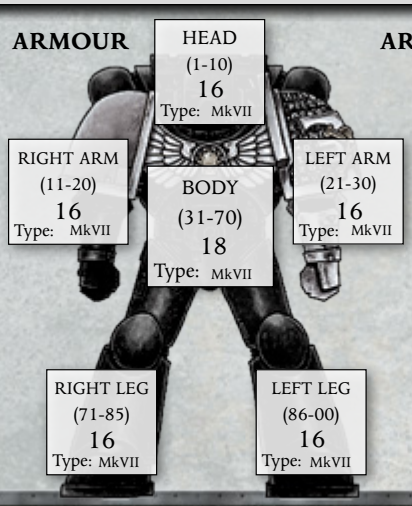
WEAPON

NAME	Frag Grenade						
CLASS	Thrown	DAMAGE	2d10+2	TYPE	Explosive	PEN	0
RANGE	30m	ROF	2/–/–	CLIP	–	RLD	–
SPECIAL RULES	Blast (4)						

WEAPON

NAME	Krak Grenade						
CLASS	Thrown	DAMAGE	3d10+4	TYPE	Explosive	PEN	6
RANGE	30m	ROF	S/–/–	CLIP	–	RLD	–
SPECIAL RULES	–						

ARMOUR



ARMOUR ADDITIONS

SPACE MARINE TALENTS & TRAITS

Ambidextrous
Astartes Weapon Training
Bulging Biceps
Heightened Senses (Hearing, Sight)
Killing Strike
Nerves of Steel
Quick Draw
Resistance (Psychic Powers)
True Grit
Unarmed Master
Unnatural Strength (x2)
Unnatural Toughness (x2)
Deathwatch Training
Unarmed Warrior
Heightened Senses (Smell)
Counterattack
Sound Constitution (x2)
Rapid Reload
Flesh Render
Combat Sense
Special Ability: Bolter Mastery

〔POWER ARMOUR ABILITIES〕

Servo-Augmented Musculature: +20 Strength
Auto-senses: Dark-sight, immune to Photon Flash and Stun Grenades; Called Shots are Half Actions; +10 to Sight and Hearing Awareness Tests (total of +20 bonus with Heightened Senses)
Built-in Vox Link
Built-in Magboots
Nutrient Recycling: Can operate for two weeks without re-supply
Recoil Suppression: May fire Basic weapons 1-handed without penalty
Size: Hulking (Black Carapace means no bonus for enemies to attack)
Poor Manual Dexterity: Delicate tasks suffer a –10 penalty, unless using equipment designed for Space Marines
Osmotic Gill Life Sustainer: With the helmet on, the armour is environmentally sealed

PSYCHIC POWERS

Psy Rating: 〔 – 〕

RENOWN: Current 〔 18 〕

EXPERIENCE: XP to Spend 〔 100 〕
Total XP Spent 〔 17,900 〕

GEAR

Mk VII Power Armour
Boltgun
3 Clips of Kraken Rounds
Chainsword
Bolt Pistol
3 Frag and 3 Krak Grenades

DEATHWATCH™

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SOLO MODE

Character Name: Brother Skold **Rank:** 2 **Player Name:**

Chapter: Space Wolves

Chapter Ability Name: Wolf Senses

Required Rank: 1

Effects: Re-roll failed Perception-based Tests, see page 217.

Solo Ability Name: Burst of Speed

Required Rank: 1

Effects: Increases movement, see page 216.

Solo Ability Name: Feat of Strength

Required Rank: 1

Effects: Increases Strength Bonus, see page 216.

SQUAD DESIGNATION:

OATH:

COHESION: 1 2 3 4 5 6 7 8 9 10 11 12 13 14

Defensive Stances	Action	Cost	Sustained
Tactical Spacing	Full	1	Yes
Go to Ground	Reaction	1	No
Regroup	Full	2	No
Soak Fire	Reaction	2	No
Dig In	Full	3	Yes
Strongpoint	Full	3	Yes

The Kill-team spaces itself to react to danger.
A Space Marine calls for movement into cover.
A Space Marine calls to move the Kill-team together.
A Space Marine takes automatic fire with his Kill-team.
The Kill-team makes expert use of cover.
A Space Marine coordinates fire to defend a position.

SQUAD MODE

Character Name: Brother Skold **Player Name:** **Chapter:** Space Wolves

Squad Mode Abilities (page 219)

Attack Patterns	Action	Cost	Sustained	Effect
Fire Support	Half / Free	1	Yes	The Kill-team concentrates suppressing fire.
Tactical Advance	Half / Free	1	Yes	The Kill-team crosses dangerous ground in concert.
Tank Buster	Free	1	No	A Space Marine distracts a target to create an opportunity.
Fire for Effect	Half	1	Yes	The Kill-team fires at targets as they appear.
Bolter Assault	Free	3	No	The Kill-team rushes forward firing their bolters.
Furious Charge	Free	3	No	The Kill-team charges an enemy in unison.

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