

DEATHWATCH

FINAL SANCTION



CUBICLE
7
SEVEN

AN INTRODUCTION
TO DEATHWATCH

WARHAMMER
40,000
ROLEPLAY

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IT IS THE 41ST MILLENNIUM

For more than a hundred centuries, the Emperor has sat immobile on the Golden Throne of Earth. He is the master of mankind by the will of the gods, and master of a million worlds by the might of his inexhaustible armies. He is a rotting carcass writhing invisibly with power from the Dark Age of Technology. He is the Carrion Lord of the Imperium for whom a thousand souls are sacrificed every day so that he may never truly die.

Yet in his deathless state, the Emperor continues his eternal vigilance. Mighty battlefleets cross the Daemon-infested miasma of the warp, the only route between distant stars, their way lit by the Astronomicon, the psychic manifestation of the Emperor's will. Vast armies give battle in his name on uncounted worlds, but for all their multitudes, they are barely enough to hold off the ever-present threat from aliens, heretics, mutants, and worse.

To be a man in such times is to be one amongst untold billions. It is to live in the cruellest and most bloody regime imaginable. Yet you are not just any individual—you are a warrior in the fabled Adeptus Astartes, a soldier in the front lines of the Imperium's never ending war of survival against those that would see it burn. You are one of the Emperor's Finest: a warrior born from a lost age to face humanity's greatest enemies in its time of greatest need.

WHAT IS DEATHWATCH?

DEATHWATCH is a roleplaying game in which you take on the role of a member of the Adeptus Astartes—the devout, bio-engineered super-soldiers also known as Space Marines. After many years of exemplary service within your own Chapter, you have been singled out and selected to join one of the most unique and specialised groups of Space Marines—the Deathwatch.

Only exceptional candidates from the fighting forces of the Adeptus Astartes are invited to join the mysterious Deathwatch and take on a new oath to safeguard the Imperium from the darkest of threats. You are called into service to hunt down and destroy hostile xenos forces, to seek out and crush the root of heresy and sedition, and to continually fight against the foul daemon menace that crawls forth hungrily from beyond the Warp. You are at the forefront of Mankind's war for survival against an extremely hostile universe.

Along with the other players, you form a Kill-team of Deathwatch Space Marines—but the challenges you face are not all external. Since you have each been recruited from a separate Space Marine Chapter, your fellow Space Marines may have wildly differing traditions, beliefs, experiences and backgrounds than yours. You must learn to put aside your differences and work with Space Marines who may be strangers or even rivals in order to succeed in the most extraordinary of missions—or face the threat of total annihilation when confronted by implacable alien foes.

PRE-GENERATED CHARACTERS

The following sample characters have been specifically designed for the **FINAL SANCTION** preview adventure that begins on page 22 of this booklet. While four different characters are provided, **FINAL SANCTION** can easily accommodate larger player groups by adding additional Deathwatch Tactical Marine characters.



**Character Name:** Brother Elyas**Player Name** _____**Chapter:** Dark Angels**Speciality:** Deathwatch Assault Marine**Rank:** 1

History: Before you were seconded to the Deathwatch, you proved your unquestioning loyalty to your Chapter when you served in a mission of utmost importance, purging heretical records forged by those who would spread vicious lies about the Dark Angels. What secrets you destroyed are a mystery even to you.

You are known as aggressive and headstrong within your Kill-team, a trait well-suited to your role as an Assault Marine. You relish any opportunity to bring your skills to bear against the enemies of the Emperor.

Chapter Demeanour: Son of the Lion**Personal Demeanour:** Hot-Blooded

44	46	10 4 7	8 4 4	4 8	3 0	4 1	4 1	3 7
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Weapon Skill (WS)	Ballistic Skill (BS)	Strength (Str)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
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STOIC DEFENCE

Dark Angels are stubborn in attack and intractable in defence, holding their ground against even the most furious of assaults. Once per combat, a Battle-Brother of the Dark Angels Chapter may enact a Stoic Defence. The Space Marine gains 6 Temporary Wounds and his maximum Movement Rate is reduced to 1/2 his Agility Bonus, rounding up (most Space Marines with this ability hold their chosen position and do not advance or retreat!). Unlike normal Wounds, these bonus Wounds are removed when affected by the Damage of any successful attack, and are always removed first before applying Damage to the Battle-Brother's normal Wounds. These bonus Wounds are also lost if the Battle-Brother leaves his chosen location either involuntarily or by his own choice.



SKILLS	Basic	Skilled	+ 10%	+ 20%
Awareness (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore (Int) [†] (Adeptus Astartes, Imperium, War)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (Str)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scholastic Lore (Int) [†] (Codex Astartes)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

GEAR
Mark VII power armour, powerfist, jump pack, bolt pistol, 3 frag and 3 krak grenades, combat knife.

TALENTS AND SPECIAL RULES

Wings of Angels: When making a Charge whilst using his Jump Pack, the Assault Marine adds an additional 1d5 Damage to any melee attacks.

Deathwatch Training: The Space Marine automatically confirms Righteous Fury against aliens.

ARMOUR

Mark VII Power Armour

Armour Points: 8

WOUNDS

Total: 21**Current** _____**Fatigue** _____

MOVEMENT

Half Action: 5m (12m)**Full Action:** 10m (24m)**Charge:** 15m (36m) **Run:** 30m (72m)

FATE POINTS

Total: 3**Current** _____

SON OF THE LION

Although only the upper echelons of the Chapter are aware of the awful truth of the Dark Angels' past, even those newly recruited are possessed of a secretive, even introverted nature. The idea that outsiders are not to be trusted is drilled into the recruits from an early stage, and they are tested continuously to ensure their compliance until it becomes second nature. After all, a brother who cannot be entirely trusted to keep the Chapter's secrets is unlikely to advance through its ranks.



Character Name: Brother Sepheran

Player Name_____

Chapter: Blood Angels

Speciality: Deathwatch Devastator Marine

Rank: 1

History: Before you were seconded to the Deathwatch, you were part of Strike Force Bloodhawk, deployed to the insurrectionist world of Golgotha. Thanks in part to your efforts, the Blood Angels armoured columns and Stormraven gunships smashed through the outer fortress walls and crushed the rebels.

You often carefully consider your actions and rarely act without reckoning the odds. This tendency led to your assignment as a Deathwatch Devastator Marine, where your calculating nature works to your advantage when providing heavy fire where it is needed most.

Chapter Demeanour: The Red Thirst

Personal Demeanour: Calculating

47	48	10 4 1	8 4 3	4 2	5 0	4 3	4 8	3 8
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Weapon Skill (WS)	Ballistic Skill (BS)	Strength (Str)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
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BLOOD FRENZY

Blood Angels possess a savagery in combat that has its roots deep in the history of their Chapter. It is a trait that can serve them well in close quarters combat where strength and speed are vital. Once per combat, a Battle-Brother of the Blood Angels Chapter may summon up a Blood Frenzy. While under the effects of this ability, the Battle-Brother may re-roll Damage dice with melee weapons. In the case of melee weapons that inflict multiple dice of Damage, all dice or none must be re-rolled. In addition, such is the brutality of his attacks that he scores Righteous Fury (see page 14) on a dice result of 9 or 10 rather than just 10. This ability lasts for one round.



SKILLS

	Basic	Skilled	+10%	+20%
Awareness (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore (Int) [†] (Adeptus Astartes, Imperium, War)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (Str)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Logic (Int)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scholastic Lore (Int) [†] (Codex Astartes)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

GEAR

Mark VII power armour, heavy bolter, bolt pistol, 3 frag and 3 krak grenades, combat knife.

TALENTS AND SPECIAL RULES

Unrelenting Devastation: When firing a Heavy weapon against a Horde, the Devastator Marine inflicts 1 extra point of damage to a Horde's Magnitude for every hit.

Deathwatch Training: The Space Marine automatically confirms Righteous Fury against aliens.

ARMOUR

Mark VII Power Armour

Armour Points: 8

WOUNDS

Total: 23

Current_____

Fatigue_____

MOVEMENT

Half Action: 5m Full Action: 10m
Charge: 15m Run: 30m

Total: 2

Current_____

FATE POINTS

THE RED THIRST

Deep within the psyche of every Blood Angel is a destructive yearning, a battle fury and blood hunger that must be held in abeyance in every waking moment. Few Battle-Brothers can hold the Red Thirst in check unceasingly—it is far from unknown for Blood Angels to temporarily succumb to its lure at the height of battle.



Character Name: Brother Skold

Player Name _____

Chapter: Space Wolves

Speciality: Deathwatch Tactical Marine

Rank: 1

History: Space Wolves have often sailed upon the sea of stars to seek out any sign of their long-vanished Primarch. These Great Hunts have not yet succeeded, but often carved new legends of heroism across the galaxy. Before you were seconded to the Deathwatch, you were fortunate enough to have taken part in a Great Hunt, and you have dozens of stories about the wonders and terrors you witnessed.

You are an excellent fit for your Kill-team, as you are naturally comradely with your Battle-Brothers, often inspiring them with tales and anecdotes of your own deeds or those of your Primarch.

Chapter Demeanour: Fury of the Wolf

Personal Demeanour: Gregarious

42	45	10 4 1	8 4 2	3 7	4 1	5 3	3 8	5 3
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Weapon Skill (WS)	Ballistic Skill (BS)	Strength (Str)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
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WOLF SENSES

As part of the genetic gifts of their Primarch Leman Russ, the Space Wolves have almost preternatural senses that exceed even those of other Space Marines. A Battle-Brother of the Space Wolves Chapter may re-roll any failed Perception-based Tests and counts as being able to see normally in total darkness. However, none of these bonuses apply if the Space Wolf is wearing a helmet for a sealed set of armour.



SKILLS	Basic	Skilled	+10%	+20%
Awareness (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore (Int) [†] (Adeptus Astartes, Imperium, War)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (Str)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Search (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

GEAR
Mark VII power armour, bolter with kraken rounds, bolt pistol, 3 frag and 3 krak grenades, combat knife.

TALENTS AND SPECIAL RULES

Bolter Mastery: When firing a Bolt weapon, the Tactical Marine gains a +10 bonus to all Ballistic Skill Tests and +2 to Damage.

Deathwatch Training: The Space Marine automatically confirms Righteous Fury against aliens.

ARMOUR

Mark VII Power Armour

Armour Points: 8

WOUNDS

Total: 20

Current _____

Fatigue _____

MOVEMENT

Half Action: 4m Full Action: 8m

Charge: 12m Run: 24m

FATE POINTS

Total: 4

Current _____

FURY OF THE WOLF

The Battle-Brothers of the Space Wolves are ferocious and aggressive warriors. Though far from mindless berserkers, they are certainly possessed of a feral exuberance for battle. They have an overriding sense of duty and honour, and are driven ever onwards by a strong desire to right the many wrongs that have befallen the Imperium of Man since the heady days of the Great Crusade. Space Wolves exhibit a fierce sense of loyalty to their comrades in arms and this is on occasion extended to their compatriots in other branches of the Imperium's military.

**Character Name:** Brother Lucian**Chapter:** Ultramarines**Player Name** _____**Speciality:** Deathwatch Apothecary**Rank:** 1

History: You are a Tyrannic War Veteran, having fought in the Battle for Macragge before you were seconded to the Deathwatch. You struggled against horrid Tyranid beasts from Hive Fleet Behemoth, and thanks in part to your efforts, the Ultramarines prevailed...but at great cost.

You are well-known to the Battle-Brothers in your Kill-team for being a scholar, and you are often found trying to puzzle out an answer to most any problem from the records of history or a tome of learning.

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

46	40	10 4 1	8 4 5	4 3	4 0	4 1	4 2	4 3
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Weapon Skill (WS)	Ballistic Skill (BS)	Strength (Str)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
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FAVoured Son

The Ultramarines consider themselves a pure expression of the Codex Astartes and among the truest of the Emperor's sons. This pride and unshakable personal belief often manifests itself in their leadership abilities and the example they set to other members of the Adeptus Astartes. A Battle-Brother of the Ultramarines Chapter may re-roll any Fellowship Tests when dealing with either Space Marines or members of the Imperial armed forces (i.e. Imperial Guard, Imperial Navy, etc.).



SKILLS

	Basic	Skilled	+10%	+20%
Awareness (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore (Int) [†] (Adeptus Astartes, Imperium, War)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (Str)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Medicae (Int)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scholastic Lore (Int) [†] (Codex Astartes)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

GEAR

Mark VII power armour, chainsword, bolt pistol, 3 frag and 3 krak grenades, combat knife.

TALENTS AND SPECIAL RULES

Enhance Healing: When making a successful Medicae test, the Apothecary may restore 1d5 additional Wounds.

Deathwatch Training: The Space Marine automatically confirms Righteous Fury against aliens.

ARMOUR

Mark VII Power Armour

Armour Points: 8

WOUNDS

Total: 19

Current: _____

Fatigue: _____

MOVEMENT

Half Action: 5m **Full Action:** 10m

Charge: 15m **Run:** 30m

FATE POINTS

Total: 2

Current: _____

HONOUR THE CODEX

In all of their duties, from battle to study, the Ultramarines are thorough, analytical, and attentive to every detail. They are slow to anger and rarely make a rash decision. By constant recourse to the articles of faith enshrined within the Codex Astartes, the Ultramarines are able to face any eventuality with well-practised battle drills and established doctrine.



DEATHWATCH RULES SUMMARY

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

CHARACTER ANATOMY

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

CHARACTERISTICS

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

WEAPON SKILL (WS)

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

BALLISTIC SKILL (BS)

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

STRENGTH (S)

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

TOUGHNESS (T)

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

AGILITY (AG)

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

INTELLIGENCE (INT)

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

PERCEPTION (PER)

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

WILLPOWER (WP)

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

FELLOWSHIP (FEL)

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

CHARACTERISTIC BONUSES

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

EXAMPLE

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

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

UNNATURAL CHARACTERISTICS

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

EXAMPLE

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



SKILLS

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

SKILL TYPES

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

Awareness

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

Charm

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

Common Lore

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

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

Dodge

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

Intimidate

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

Logic

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

Medicae

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

Scholastic Lore

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

Search

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

Tech-Use

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



TESTS

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

THE CORE MECHANIC

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

DEGREES OF SUCCESS AND FAILURE

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

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

SKILL TESTS

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

CHARACTERISTIC TESTS

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

TEST DIFFICULTY

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

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

TABLE 1-1: TEST DIFFICULTY

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

COMBINING DIFFICULTIES

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

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

THE ROLE OF FATE

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

USING FATE POINTS

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

Spending one Fate Point allows for one of the following:

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

COMBAT

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

COMBAT OVERVIEW

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



STEP ONE: SURPRISE

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

STEP TWO: ROLL INITIATIVE

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

STEP THREE: DETERMINE INITIATIVE ORDER

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

STEP FOUR: COMBATANTS TAKE TURNS

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

STEP FIVE: ROUND ENDS

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

STEP SIX: REPEAT STEPS FOUR AND FIVE AS NEEDED

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

ACTIONS IN COMBAT

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

TYPES OF ACTIONS

Every Action is categorised into one of the following types.

TABLE 1-2: COMBAT ACTIONS

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

Full Actions

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

Half Actions

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

Reactions

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

Free Actions

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

ACTION SUBTYPES

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

USING ACTIONS

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

MORE ACTIONS

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

COMBAT ACTION DESCRIPTIONS

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

AIM

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

ALL OUT ATTACK

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

CHARGE

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

DODGE

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

Dodging Auto-Fire and Area Effect Attacks

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

FULL AUTO BURST

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

MOVE

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

PARRY

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

READY

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

RELOAD

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





SINGLE SHOT, SEMI-AUTO, AND FULL AUTO FIRE

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

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

SEMI-AUTO BURST

Type: Full Action

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

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

Subtype: Attack

STANDARD ATTACK

Type: Half Action

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

Subtype: Attack

RUN

Type: Full Action

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

Subtype: Movement

USE A SKILL

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

Subtype: Miscellaneous

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

OTHER ACTIONS

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

THE ATTACK

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

STEP ONE: DETERMINE IF THE ATTACK IS POSSIBLE

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

STEP TWO: TEST

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

STEP THREE: DETERMINE DAMAGE

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

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

Righteous Fury

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

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

STEP FOUR: APPLY DAMAGE

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

COMBAT CIRCUMSTANCES

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

Darkness

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

Difficult or Arduous Terrain

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

Engaged in Melee

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

Point Blank

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

Shooting into Melee Combat

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

Unaware Targets

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

WEAPON JAMS

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

INJURY

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

CRITICAL DAMAGE

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





HORDES

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

USING A HORDE

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

MAGNITUDE

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

HORDE TRAITS

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

DISCIPLINED (HORDE)

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



OVERWHELMING (HORDE)

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

ATTACKING A HORDE

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

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

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

DAMAGING A HORDE

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

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

MELEE

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

BREAKING A HORDE

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

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

HORDES ATTACKING

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

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

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

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

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

DAMAGE CAUSED BY HORDES

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



DEMEANOURS

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

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

USING DEMEANOURS

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

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

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

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

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

TRIGGERING A DEMEANOUR

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

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

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

IMPROVEMENTS

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

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



DESIGNER'S NOTE: TRIGGERING A DEMEANOUR

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

SPACE MARINE WEAPONS AND WARGEAR

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

MELEE WEAPONS

CHAINSAW

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

POWER FIST

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

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

COMBAT KNIFE

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

RANGED WEAPONS

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

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

ASTARTES BOLT PISTOL

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

ASTARTES BOLTER

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

ASTARTES HEAVY BOLTER

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

GRENADES

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

FRAG GRENADE

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

KRAK GRENADE

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

WARGEAR

JUMP PACK

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

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

KRAKEN ROUNDS

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

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

WEAPON QUALITIES:

BALANCED

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

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

BLAST (X)

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

TEARING

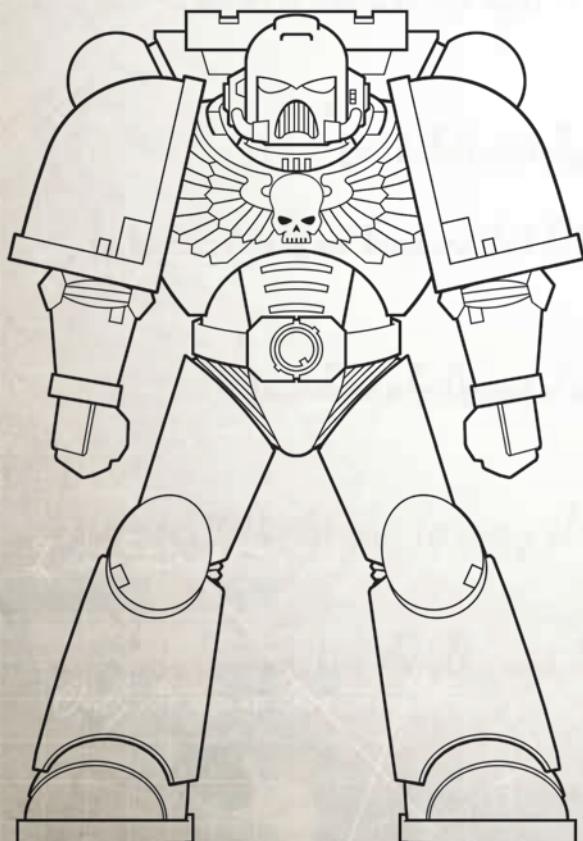
Tearing weapons are vicious devices, exploding while lodged inside their victim or using multitudes of fast-moving jagged teeth to rip into flesh and bone. These weapons roll one extra die for Damage, and the lowest result is discarded.

UNWIELDY

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

POWER FIELD

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



MARK VII "AQUILA" POWER ARMOUR

MARK VII "AQUILA" POWER ARMOUR

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

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

Ceramite Plating: Provides AP 8 to all Locations.

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

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

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

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

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

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

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

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

FINAL SANCTION

"There is an alien shadow falling across the stars; it swallows worlds and leaves only bone and ash to mark its passing. I fear if unchecked this shadow will consume humanity and cast us into an endless night from which we may never see the dawn."

—Elsharna, Astropath Ascendant in Lordsholm

FINAL SANCTION is an introductory adventure designed to give both players and GMs a chance to experience the DEATHWATCH Roleplaying Game. The adventure places the players in the roles of members of a Deathwatch Kill-team, hardened elite warriors of the famed Adeptus Astartes, and hurls them into the action against overwhelming odds and fearsome foes. It is their task to win glory for their Chapter, vanquish the foes of the Imperium and survive to complete their sacred duty to the Emperor. This adventure can also act as a starting point for GMs to run further adventures and missions in the war-torn worlds of the 41st millennium.

GETTING STARTED

To run this adventure you need one player to take on the role of the Game Master, 2–4 players to take on the roles of the Battle-Brothers, and at least two ten sided dice (d10s). All the information required can be found within the pages of this booklet including a quick start version of the core rules, background on the adventure setting, detailed information on the adventure itself and pre-generated characters. Some background on the Warhammer 40,000 universe, in which the DEATHWATCH game is set, can be found at the start of the booklet. However, the adventure has been designed to be self-contained and no prior knowledge of the setting is required.

Before running this adventure the Game Master should be sure to read it thoroughly.

NOTES FOR THE GM

The following section gives the GM an overview of the adventure as well as the location in which it takes place. In addition to this overview, there are numerous ‘GM Guidance’ sidebars throughout the adventure itself. These sidebars provide the GM with tips, advice, and general guidance on how to deal with aspects of the rules, the actions of the players and the development of the plot.

AN OVERVIEW OF THE ADVENTURE

The adventure takes place in the sprawling city of Lordsholm, on the Agri-world of Avalos. An unremarkable world, Avalos rests on the edge of the Orpheus Salient between Hethgard and the Well of Night, but has thus far been spared the attentions of the Imperium’s enemies. Recently the world came to the attention of the Ordo Xenos and Inquisitor Kalistradi, who arrived with her retinue to uncover rumours and signs of a Genestealer infestation. What she discovered was far worse than she could have anticipated.

The adventure is divided into three parts: Baptism by Fire, Lordsholm Burns, and The Lord of Blood and Darkness.

PART I: BAPTISM BY FIRE

The first part of the adventure details the Battle-Brothers’ arrival on Avalos, having been dispatched to Lordsholm to aid Inquisitor Kalistradi (at her request) in the purging of a Genestealer infestation. However, when they arrive they discover that things have gone from bad to worse, and Avalos is sliding into total war. Only moments after their frigate makes orbit, the vessel is set upon by a swarm of kraken (Tyranid bio-ships scouting the system for the approaching hive fleet). The Battle-Brothers make a narrow escape by drop pod as the Imperial ship is torn asunder, cutting off their support and any chance of reinforcement. During the pod’s descent, it locks onto the Inquisitor’s encrypted transponder signal and adjusts course, making planetfall within the city of Lordsholm. This is the point at which the adventure itself begins, as the players kick their way out of their drop pod into the howling wind and rain of the night and the midst of a pitched battle.



They have arrived in the Portica District (having crashed through the roof of an Imperial chapel) where the 117th Lordsholm Planetary Defence Force are making a stand against a much larger force of rebels (citizens infected or controlled by the Broodlord and his nest). The players must defend the chapel and repel the attack giving them a chance to flex their combat abilities as well as witness firsthand their inspiring effect on the PDF. Once the fight is over, the Battle-Brothers are approached by Captain Ascote, commander of the remaining free PDF in Lordsholm. He blesses them for their arrival and seek to speak with them alone. At this point, his form changes revealing that he is in fact a shapechanging Callidus Assassin named Syndalla.

Syndalla then outlines the dire situation (Kalistradi is missing, she is the last of the Inquisitor's retinue, and the city is close to falling) and defers command of the situation to the Battle-Brothers. This is the point at which their Mission Objectives come into play (see page 24 for more details on Missions and Mission Objectives). She suggests to them that their Primary Objective should be to locate Lordsholm's Astropath Elsharn, and send a request for support using their Deathwatch ciphers. She has seen invasions like this before, and she is sure they have just hours before the shadow in the Warp descends and all communications are cut off. However, simply sending a message is not enough—without intervention, the city is doomed to fall before the night is out. Therefore, their other Primary Objective should be to find and destroy the Broodlord, disrupting his forces and giving the PDF a chance to retake the city.

There are also a number of other smaller concerns (Secondary and Tertiary Objectives) that the Battle-Brothers may undertake, such as clearing out bands of Genestealers roaming the city, destroying rebel strongpoints and their leaders, finding and aiding other pockets of PDF still holding out, and securing more arms and ammo (they begin very short on weapons, having just what is on them and in their drop pod)—all of which will contribute to the final success or failure of their mission.

PART 2: LORDSHOLM BURNS

With the situation laid out before them by Syndalla and a city in flames at their feet, the Battle-Brothers are free to complete their Objectives as they see fit, or if they have their own ideas about how to save the city, to create their own plan of attack. This can be as complex or as simple as the GM and players desire, ranging from a simple path from one encounter to the next until the Battle-Brothers arrive at the final confrontation with the Broodlord, to an open battlefield in which the Battle-Brothers choose their Objectives and targets as they see fit. If they wish, the players can even create their own mission parameters, coming up with their own strategies and tactics and choosing their own favoured approach, be it stealth, frontal assault, or sabotage.

There are four distinct districts within Lordsholm—the Magistria District, the Portica District, the Fabrica District and the Calistria District. Each has its own set of Objectives as well as challenges and each is a piece of the ongoing fight to save the city. One of the districts also hides the Broodlord's

nest. The Battle-Brothers begin the adventure in the Portica District, but may travel freely between the districts depending on their plan of attack and their chosen Objectives. An overview of the challenges of each district is as follows:

Portica District: This is the district in which the Space Marines arrived and their initial base of operations. It is mostly overrun by rebels, but Syndalla (in her guise as Captain Ascote) holds a small section. This is also the district where goods are stored and transferred on and off world. It therefore offers both the PDF and PCs a chance to find supplies as well as a way to strike at the rebels by destroying their stocks of weapons.

Magistria District: This is the seat of Lord-Governor Perian Thorsholt and has as yet not fallen to the rebels (mostly due to Thorsholt sealing it off and pulling his forces back to protect his own neck). It is also the location of the House of Echoes, where the Astropath Elsharn resides. The Battle-Brothers must go here if they wish to send their astropathic message for aid. Unfortunately, it is chaos inside the district. Numerous nobles have been infected and several Genestealers have snuck in. This location can also be a source of allies; if the PCs save or kill Lord-Governor Thorsholt, they may be able to gain the aid of his personal guard in the retaking of the city.

Calistria District: This is the main residential district of Lordsholm and where the fighting is at its thickest. It is also the place where the PCs can find rebel leaders and strong points as well as allies in the form of citizens and PDF units holding out in isolated buildings. Retaking the district or at least weakening the rebel presence here makes the final confrontation easier for the Battle-Brothers.

Fabrica District: Filled with smoking manufactoriums, this is the main industrial district and also the location of the Broodlord's nest. As such, it is completely in the hands of the rebels. The Battle-Brothers must fight (or sneak) into this district to complete their Mission (see **Part 3: The Lord of Blood and Darkness** on page 37).

PART 3: THE LORD OF BLOOD AND DARKNESS

Once the players have sent their astropathic message (or failed to do so) they are ready to seek out the Broodlord and cleanse his nest. There are numerous ways in which they can find out the location of the nest, either through exploration or clues/information found in other districts. The nest is located in the Sollar and Sons Prometheus Works in the Fabrica District. Depending on their choice of attack, this may play out as either a bug hunt or a pitched battle—it is a dangerous environment to fight in and the Broodlord and Genestealers use it cleverly, performing hit and run attacks, climbing the walls and gantries, and using runoff tunnels too small for the Battle-Brothers. Most likely the Broodlord will try and weaken them, forcing them to use up most of their ammo on his lesser minions before attempting to lure them into the pressure tanks where it lairs and overwhelm them (it is up to the Battle-Brothers, of course, to avoid or survive this!).



Killing the Broodlord throws the rebels and other Genestealers into confusion temporarily, giving the PDF and the Battle-Brothers a chance to gain the upper hand. Though the battle is still not over, it may now be winnable. In the Broodlord's lair, they also discover Kalistradi's corpse, her notes, and the dark truth behind the infestation. The adventure ends with the Battle-Brothers contemplating the ramifications of this truth and looking up to see the descending shadow of the Tyranid hive fleet.

THE SETTING

FINAL SANCTION takes place within the ancient city of Lordsholm during the course of a single bloody night of fire and rebellion. It is a dark and decaying place filled with shadows and screams. There are lurking foes and cowering citizens through which the Battle-Brothers must fight, sneak and negotiate their way through in order to face rebels, aliens and traitors. It is also a place where the fate of an entire world hangs in the balance and the lives of several million Imperial citizens rests in the hands of a few brave souls struggling against the encroaching darkness. On a world in flames, on the eve of its destruction, they are the Imperium's last and only hope to save Avalos.

Bringing this setting to life is part of the GMs task and can add immeasurably to the players' experience of their dark night in Lordsholm. Both the city and the setting exist to make the Battle-Brothers feel the weight of their duty and the overwhelming numbers of their foes. These are the hallmarks of being a Space Marine, and especially part of serving in an elite Deathwatch Kill-team. While the players are indeed the most powerful individuals to walk the city streets, they are only a handful in number while their foes are legion. The other factor against them is time, and as the night wears on, they should see the city falling around them, fires lighting up the sky, and bodies covering the streets. The players should be aware in no uncertain way that Lordsholm is about to fall, and only they have the ability to alter its fate.

MISSIONS

Missions provide a framework for the GM to create adventures for his players and capture the military nature at the heart of being a member of the Deathwatch. Missions are divided up into sections, known as Objectives, each one representing a portion of the overall adventure and contributing to its success. There are three kinds of Objectives:

Primary Objectives: All of these Objectives must be completed for the Mission to be considered a success.

Secondary Objectives: These Objectives are not as vital but materially contribute to the Mission's success and increase the margin of victory.

Tertiary Objectives (also known as Targets of Opportunity): These Objectives are not vital to the Missions success but offer a chance to earn extra glory or renown.

FINAL SANCTION is designed around the concept of a Mission to overcome a planetary uprising and uses Objectives to provide the players with a guide to the tasks they must complete to save Lordsholm and purge the Genestealer infestation. GMs should remember, however, that Objectives are a guide and a tool, and can be altered, replaced, or disregarded depending on the flow of the adventure and the development of the plot. They are a useful benchmark of success and a way in which the players, in the role of a Deathwatch Kill-team, can feel they have succeeded or failed in their duty.

For the purposes of this introductory adventure, the rules for Missions have been reduced to focus mainly on Objectives, however the **DEATHWATCH** rulebook expands the concept extensively adding such things as Oaths (vows to the Emperor, Chapter, or Kill-team taken before embarking on a Mission), Themes (such as Assault, Recon, and Diplomacy), and Complications (such as Misdrops, Traitors, and Bad Intel). Missions, and the completion of Objectives, also play a part in earning a Battle-Brother Experience Points and Renown, which improve their abilities and standing with the Chapter.

A WORLD ON THE EDGE

Avalos is by and large an unremarkable world, like a million others across the vastness of the Imperium. Its people toil ceaselessly under the rule of the Emperor and the guidance of the Administratum. Avalos rests on the edge of the Orpheus Salient between Hethgard and the Well of Night, all within the environs of the Galactic Eastern Fringe. An Agri-world, it is almost entirely given over to the production of food crops and domesticated animals, shipping vast supplies off world (mostly to feed the soldiers of nearby Achilus Crusade).

The majority of the world's surface is a sparsely populated network of farms and orchards, mills and ranches. These are connected by a vast collection of roads, rail lines, and shipping lanes, all feeding to the world's only major city and its only spaceport: Lordsholm. Resting on the edge of the world's great southern continent, the city is home to the bulk of the planet's population and is the seat of its government, the home of its PDF garrison, and its connection to the greater Imperium.

LORDSHOLM: A CITY IN FLAMES

Even before the Broodlord's uprising, Lordsholm was an old and decaying city built more from necessity than any grand design. Sprawled across several miles of coastline, its streets are narrow and winding, shadowed by sagging buildings and crumbling towers. Its roads are for the most part cobbled but are in many places (such as the poorer sections) dirt, with open sewer channels running down their centre. It is a drab and dirty place of browns and greys, filled with the press of humanity and the stench of rot.

Since the arrival of the Broodlord and its Genestealer infestation, things have only gotten worse. Now much of the city lies in ruins, and the rest has been transformed into a battleground. Bodies lie rotting in the streets while wildfires skip around the city unchecked, burning rebels and loyalists alike. Many buildings and roads have been hastily fortified and throughout the city barricades block off many areas or make passage extremely hazardous. Wherever the players travel in Lordsholm, they are sure to hear the snap of lasguns or the chatter of heavy stubbers echoing off the building around them.

Adding to these woes are the city's murky canals. Lordsholm is crisscrossed with hundreds of them, which divide the districts and turn whole city blocks into islands. Once a thriving part of the city's infrastructure, they have now become corpse choked barriers over which rebels and loyalists trade shots or hurl grenades. They also present a unique challenge for the players as to move around the city they need to cross canals at numerous points—a task made harder by the fact the majority of the city's bridges have been destroyed. The canals have also been used by the rebels to seal the city in from the outlying provinces by burning every bridge to the mainland.

Through all this chaos and confusion it falls to the Battle-Brothers to explore the city and complete their Mission, during the course of which they will probably visit each of the four districts of Lordsholm at least once.

MAGISTRIA DISTRICT

Located on the northern reaches of the city atop the cliffs overlooking the bay is the Magistria District. Sectioned off from the rest of the city by wide canals and high walls, it is the home of Lord-Governor Perian Thorsholt's manor and Avalos' feeble collection of noble houses. Here, the decay is not so evident—what little wealth the world has can be seen in its grand houses, parks, and statues to the God-Emperor. It is also the one part of the city that has thus far survived the ravages of the uprising with minimal damage—mostly due to Thorsholt sealing its gates, burning its bridges, and pulling back a substantial portion of his PDF division to guard its walls. Important locations within the Magistria District include:

- **Thorsholt Manor:** A sprawling, stately home located at the highest part of the sea cliffs and looking down across the entire city. It has been the seat of power on Avalos for as long as anyone can remember and is a nexus for its rich and powerful. The manor's wide open gardens and lawns cover several acres and are surrounded by white marble walls. With the uprising raging in the city below, the Governor and his nobles have hidden themselves in the manor's hundreds of rooms, suites and chambers, drinking and feasting and generally pretending all is well.
- **The House of Echoes:** The tallest tower in all of Lordsholm is the House of Echoes, perched on the edge of Thorsholt Manor overlooking the sea. Shunned by the superstitious nobility, it is a place of whispers and magic, and home to the astropath Elsharna with her Hollow Guard and other lesser psykers. When the uprising began, the Hollow Guard sealed the tower and barred all access to Elsharna to await orders from the Lord-Governor—orders that have yet to materialise.



PORTICA DISTRICT

Including the south eastern portion of the city and running along much of its seaward edge is the Portica District. A hub of roads, mag-rails, and docks the district is where goods from all over Avalos enter the city, either destined for the factories of the Fabrica or the spaceport and off-world markets. Its proximity to the sea means it is often cold and damp, shrouded in fog and reeking with the smell of brine. Since the uprising, it has become a bitter battleground between the rebels and the PDF for two reasons: control of the spaceport and control of the PDF base and its arsenal of weapons. So far, the PDF are holding out, having blown many of the bridges and turned mag-cars and warehouses into makeshift strong points—but only barely. Important locations within the Portica District include:

- **Avalos Spaceport:** Small and crude by the standards of the rest of the sector, the spaceport is nonetheless the world's only solid link to the greater Imperium. During the first hours of the uprising, rebels attacked the spaceport in the hopes of taking it intact. However, strong resistance by the PDF and the heroic actions of a few bold officers has held them off and seen much of it reduced to pitted launch platforms and blazing landers. What remains, however, is still worth fighting for, and it remains a bitterly contested area.

- **Lordsholm PDF Base:** The last true stronghold of Imperial rule on Avalos (not counting the manor) is the PDF base. Unfortunately with the bulk of the Lordsholm division drawn away to protect the manor, the remaining regiment is only barely managing to hold its walls as wave after wave of rebels launch increasingly more suicidal attacks from the neighbouring districts. However the uprising plays out, the fall of this base may well be a blow the PDF could not recover from.
- **Imperial Stores:** Due to the district's location and its infrastructure, a great deal of off-world supplies and equipment are stored here. These include the huge underground Imperial stores, sealed by the PDF at the start of the rebellion and then cut off as the tide of battle shifted. The supplies and ammunition within these stores could aid the PDFs efforts greatly, if only they could be reached. Should the rebels manage to enter the stores instead, the PDF will surely pay a high price in blood.

CALISTRIA DISTRICT

Filling out the bulk of the western reaches of the city and spilling out across the canals and onto the mainland is the Calistria District. A squalled mass of rotting buildings, crumbling roads, and broken walls, it is an overcrowded hive of humanity. In the wake of the uprising, its countless twisting alleyways and decaying townhouses have become the centre of the rebel efforts to take control of the city. It has become a place where even crossing the street can be fatal as snipers, stubber nests, and booby traps (belonging to both sides) maim, murder, and kill anything in their sights. If the PDF is to have any chance of retaking the city it must include seizing control of this district. Important locations within the Calistria District include:

- **Rag Markets:** The string of large open squares in the centre of the district is known by the citizen of Lordsholm as the Rag Markets. Not so long ago, this was where people would come to buy, sell, and barter for all manner of goods and services. Since the uprising however the squares have become warzones, crisscrossed with barricades and trenches. Sometimes a square changes hands several times in a single hour as both rebels and PDF launch endless successions of counterassaults.
- **Blind Saint:** Not all of the district is in the hands of the rebels, and here and there pockets of resistance hold out. One such place is the Blind Saint, a tavern frequented by enforcers and PDF. When the uprising swept over the district, the customers quickly barricaded themselves in and fought off all attempts to wipe them out. Even now, key PDF officers and skilled enforcers are holed up awaiting support, however slim the chances of it turning up might be.

- **Pit of Filth:** On the western most edge of the district is the slums, the domain of the poor and wretched of Lordsholm. Known to the PDF colloquially as the Pit of Filth, it is here that the rebellion first took hold. The PDF believe the rebel leaders are commanding and controlling the uprising from the Pit, though as yet no one has survived long enough to reach it and find out for sure.

FABRICA DISTRICT

Sitting deep in the centre of the city, hidden by a pall of smoke and ringed by dozens of foul smelling canals is the Fabrica District. Filled with factories, mills, and manufactoria, the district is the grinding, hammering heart of Lordsholm's industry and the source of much of the world's finished goods. It is also home to the great promethium refineries on which the city it reliant for its light and power. Before the uprising it was the site of numerous bloody murders and unexplained disappearances. Then, once the uprising started, the district was the first to fall, targeted by the rebels and attacked from within. However, since this time, it has remained mostly unscathed; its streets emptied of citizens, its borders fortified, and its bridges and gates sealed. Important locations within the Fabrica District include:

- **Promethium Bridge:** With most of the lesser bridges and gantries destroyed, there remains only one major artery into and out of the district: the promethium drawbridge. Built of dirty iron and steel and powered by massive gears, it stretches over a hundred metres across the canal. Since the rebels seized the district, the bridge has remained up, protected by scores of well armed rebels determined to ensure that no one crosses.

• **Seawater Runoff:** Even with the promethium bridge up, it is still possible to enter the Fabrica district from the sea. All the waste and filth produced by the factories and mills flows out to sea through runoff channels, where it is swept away by the tide twice a day. The seawater runoff channels run right into the heart of the district, linking to almost all of its industrial buildings.

- **Sollar and Sons Promethium Works:** An unremarkable factory in the centre of the promethium refineries, the Sollar and Sons Promethium Works is now home to the Broodlord and his nest. In the weeks before the uprising, reports of murders and shadows in the night abounded in the district and the Promethium Works gained a dark reputation. Now, however, it has been transformed into a charnel house where the Broodlord lurks in the dark, directing his children in their spree of chaos and destruction.



SHADOW OF THE HIVEMIND

The final piece of the setting is the very presence of the Broodlord and his children—harbingers of the oncoming Hive Fleet Dagon, which at any moment could appear and devour the world whole. This is the terror that pervades the entire world: the rebels know something big is coming and rejoice in it, the PDF can feel the breath of the beast on their necks even though they don't know its name, and the Battle-Brothers carry the secret that the true horror is yet to come.

It is the nature of the Tyranid threat (from which the Broodlord and his Genestealers are spawned) to spread across the stars devouring whole worlds in their endless hunger for biomatter, and leaving only barren rock and dust in their wake. Hive Fleet Dagon has taken a large bite out of the Jericho Reach. On scores of worlds and in the darkness of the void, the Imperium is struggling to hold back its hordes of bio-engineered warriors as they extinguish one world after another.

The GM should impress upon the players the severity of the threat Avalos (and by extension their Kill-team) faces. Unless it is somehow averted, Avalos will be destroyed. Not merely occupied, damaged, or ruined, but completely and utterly annihilated, scoured of life from its highest mountains to its deepest oceans. Its cities will crumble to dust, its seas and air will vanish and its people will become meat for the hive fleet. However, while the Battle-Brothers appreciate the scope of the Tyranid threat, the players might not (especially if they are not familiar with the Warhammer 40,000 setting). If this is the case the GM can use Syndalla (a survivor of such an attack and an experienced Throne Agent) to fill them in, with appropriately gory details.

ALLIES AND ANTAGONISTS

Throughout the adventure there are a number of key NPCs the Battle-Brothers may encounter—some may become allies, but most will probably try to kill them.

INQUISITOR KALISTRADI

Avalos has all the signs of infestation, and like on so many of these backwater worlds the local authority has been ineffective in either identifying or dealing with the threat. I will conduct an investigation into the extent of the infestation, but it may be my recommendation that Avalos be purged, lest it lead to the spread of Hive Fleet Dagon closer to the Well of Night."

Kalistradi was an Inquisitor of the Ordo Xenos and a specialist in Genestealer infestation. Though the Battle-Brothers won't know for sure until they find the Broodlord's nest, she is dead. After months of investigation on Avalos she tracked the source of the infestation from its origins out in the great southern farmlands and into Lordsholm. Initially, she believed that the Lord-Governor Thorsholt was complicit in the spread of the infestation. However, she later came to realise he was merely incompetent. What she didn't know was that ever since she set foot upon Avalos, she had been watched by the

Broodlord and his minions, and when her path finally led her to Lordsholm the ancient Genestealer chose to act, igniting the uprising and plunging the city into chaos. The Inquisitor dispatched some of her team to deal with the uprising, while she took the rest and sought out the Broodlord, fearing aid from the Deathwatch would not arrive before the city fell. Unfortunately for her, she did not survive her encounter with the Broodlord and his children.

While Kalistradi can give no direct aid to the Battle-Brothers, she has left behind some clues and other information that may help them find the Broodlord's nest.

SYNDALLA, AKA CAPTAIN ASCOTE

"The Emperor protects those who protect themselves."

The sole survivor of Kalistradi's retinue, Syndalla is a skilled Throne Agent and Assassin of the Callidus Temple. When the uprising began, the rebels assassinated most of the PDF officers, leaving the guardsmen in chaos. Before she left for the nest Kalistradi told Syndalla to use her polymorphine to assume the guise of a PDF officer and hold the regiment together until she could return. That was five days ago. Since then, she has been holding on, hoping help will arrive or Kalistradi will return. She is a fanatically devoted servant of the Emperor and the Inquisition and is willing to die to complete her mistress's mission on Avalos.

Syndalla is the Battle-Brothers' contact on Avalos (in lieu of Kalistradi) and the closest thing they have to a real ally. The GM should use Syndalla (as a near equal of the Battle-Brothers) to help guide them, provide information on the situation, and point them in the right direction if they are unsure how to proceed. She is, however, in no way in charge of the Kill-team, just as they have no authority to command her. She always allows them to make their own choices on how to handle things.

No Profile is provided for Syndalla as she does not directly aid the Battle-Brothers in their combats. The GM can assume however that anything short of the Broodlord or multiple Genestealers presents her with no significant threat.

Note: In addition to her role in providing local intelligence and representing the PDF (in the guise of Captain Ascote) Syndalla may also help the Battle-Brothers in infiltration or impersonation if they come up with a good plan. This could include such things as impersonating a key rebel leader or even the Lord-Governor, or infiltrating ahead of the Kill-team to provide them with information. However, she is not reckless, and only agrees to help in this way if the Battle-Brothers have sound tactical reasoning behind their actions.



ELSHARNA, ASTROPATH ASCENDANT

“Even with these blind eyes, I can see the end approaching. The darkness in the warp and the shadow in the void have come to Avalos to end us all.”

Elsharna is Avalos' Astropath Ascendant and the Battle-Brothers' only means of sending a message off world before the shadow in the Warp falls. She is a blind teenage girl trapped in the highest reaches of the House of Echoes, where Thorsholt keeps her safely locked up. She becomes aware of the Kill-team as soon as they arrive, since such powerful and fated warriors shine bright in her psychic vision.

Like many psykers, Elsharna can be difficult to understand, speaking in riddles or mixing up the past, present, and future while gazing off into the distance with her empty eye sockets. The GM can use the Battle-Brothers' visitation with her to provide clues about the whereabouts of the Broodlord if they haven't found any more solid leads. She can also advise them on where certain other Objectives might be found. Whatever the players learn from her, however, is likely to be buried under prophecies of doom and pronouncements of dread—Elsharna can clearly see the approaching hive fleet and knows just what it means for Avalos.

No Profile is provided for Elsharna as she is a non-combatant.

LORD-GOVERNOR PERIAN THORSHOLT

“It’s only a small civil disturbance, just some malcontents rousing the poor or some such. I’m sure it will be over soon...”

Perian Thorsholt is the ruler and planetary governor of Avalos, and while not an evil man or even a particularly incompetent one, he is woefully ill-equipped to deal with the current situation unfolding on his world. When the uprising took hold, he feared (quite rightly) that he would become a target, and so he called the majority of his personal guard and the PDF to the defence of his manor. Cut off from the outside, he has fortified himself and hopes for things to turn out for the best.

No Profile is provided for Thorsholt as he is a non-combatant.

Note: Thorsholt can either be a potent ally or an irritating enemy depending on how the players choose to handle him. He wields impressive power and is still the rightful planetary governor of Avalos, appointed by the mandate of the nobles and the sufferance of the Administratum. He is, however, stricken with indecision and is jumping at shadows. If the players treat him roughly, he is liable to either flee the manor or be reduced to a quivering wreck and be no use to them at all. However, if they offer him even a spark of respect (pandering to his natural ego) he makes efforts to meet their demands. Thorsholt knows he has no dominion over the Battle-Brothers (and would not want any), but he also considers himself at least their close peer (as ridiculous as this may seem to a member of the Adeptus Astartes).

LORDSHOLM IRREGULARS, PDF

TROOPERS

“Sir! The men are formed up and ready to give the enemy the business.”

The army of Avalos is made up mostly of young men, conscripted to serve their time in the Planetary Defence Force, or PDF. Led by officers drawn from the ruling elite (of mixed abilities) their training is limited and, before the uprising, their combat experience was non-existent. They are, however, proud of their city and their world and are willing to die defending it.

PDF Guardsman Horde Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
35	35	30	30	30	20	30	30	30	30

Movement: 3/6/9/18

Magnitude: 30

Armour: Flak Armour (All 4).

Weapons: Lasgun (100m; S/3/—; 1d10+4 E; Pen 1), or Heavy Weapons Team with Water-Cooled Heavy Stubber (100m; —/—/10; 2d10+4 I; Pen 2).

REBELS

“The Lord of Blood and Darkness is come. Fall to your knees and accept the end is nigh!”

Many of the rebels are citizens tainted by the Broodlord and his children. Others, however, are merely malcontents, who have taken up arms against the hated upper classes. Drawn from the masses, rebels come in many shapes and sizes, all driven by the Broodlord's alien hatred and desire for carnage and death.

Rebel Horde Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
25	25	30	30	30	20	30	40	30	30

Movement: 3/6/9/18

Magnitude: 30

Armour: None.

Weapons: Crude melee weapons (1d10+3 R; Pen 0); Stub Rifle (100m; S/—/—; 1d10+3 I; Pen 0), or Heavy Weapons Team with Water-Cooled Heavy Stubber (100m; —/—/10; 2d10+4 I; Pen 2).

Rebel Leader Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	35	40	40	30	20	30	40	30

Movement: 3/6/9/18**Wounds:** 16**Armour:** Bloodstained Flak Armour (All 4).**Weapons:** Chainsword (1d10+5 R; Pen 2), Autopistol (30m; S/—/6; 1d10+2 I; Pen 0; Clip 18; Reload Full).**Rebel General Profile**

WS	BS	S	T	Ag	Int	Per	WP	Fel
55	35	40	40	30	20	30	40	30

Movement: 3/6/9/18**Wounds:** 19**Armour:** Heavy Carapace (All 6).**Weapons:** Powersword (1d10+7 R; Pen 5), Plasma Pistol (30m; S/—/—; 2d10+8 I; Pen 6; Clip 12; Reload Full).

Note: Every time the players face the rebels, they slowly become more and more organised. Unless the Kill-team takes great lengths to remain stealthy, the GM should increase the Magnitude of the rebel Hordes they encounter by 5 each time. He can also add rebel leaders or generals, rebel heavy weapon teams or have the rebels set up ambushes (erecting barricades, taking up positions in buildings and even hiding Genestealers in their ranks).

LANDSHOLM GENESTEALER

The Broodlord's children have bred and multiplied since its arrival, stalking the streets of Lordsholm and creating carnage and chaos in their wake.

Landsholm Genestealer Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
65	—	(12)	60	60	60	30	55	40

Movement: 12/24/36/72**Wounds:** 20**Skills:** Awareness (Per), Climb (S), Dodge (Ag) +10, Swim (S) +10.**Traits:** Unnatural Strength (×2).**Armour:** Reinforced Chitin (All 6).**Weapons:** Rending Claws (2d10+12; Pen 5, Special).**Special Rules**

Stealth: As masters of stalking their prey, Genestealers are hard to spot even in open terrain. If a Genestealer moves at half speed and does not attack, creatures must pass a **Challenging (+0) Awareness Test** to detect its presence.

Rending Claws: The claws of a Genestealer are razor sharp and a well placed blow can cut right through even the toughest armours. When rolling to attack with this weapon, if the attack roll results in two or more Degrees of Success, double its Penetration.

LANDSHOLM BROODLORD

The Broodlord is an ancient and powerful Genestealer and master of the Tyranid infestation on Avalos. From its nest, its potent psychic presence controls and commands its followers and directs them against their foes.

Landsholm Broodlord Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
67	—	(12)	(12)	60	60	60	45	55

Movement: 6/12/24/36**Wounds:** 80**Skills:** Awareness (Per), Climb (S), Swim (S).**Traits:** Unnatural Strength (×2), Unnatural Toughness (×2).**Armour:** Reinforced Chitin (All 8).**Weapons:** Rending Claws (2d10+12; Pen 5, Special).**Special Rules**

Stealth: As masters of stalking their prey, Broodlords are hard to spot even in open terrain. If a Broodlord moves at half speed and does not attack, nearby beings must pass a **Challenging (+0) Awareness Test** to detect its presence.

Rending Claws: The claws of a Broodlord are razor sharp and a well placed blow can cut right through even the toughest armours. When rolling to attack with this weapon, if the attack roll results in two or more Degrees of Success, double its Penetration.

Lord of the Brood: The Broodlord is father and master of the Genestealer infestation and more powerful than a normal example of his species. The Broodlord may attack three times in a single round with a Full Action. These attacks may be made against separate targets.



PART 1: BAPTISM BY FIRE

"Emperor's blood! Look at the size of those... TEETH!"

—Last words of Galrite Haltreme, Captain of the *Valiant*

This first part of the adventure sees the players crashing down upon Avalos into the midst of a battle. In short order, they must hold their ground, assess the situation, and then formulate a plan of attack to put down the xenos-fuelled uprising. With luck and determination, this section should finish with the players having established their mission parameters and setting off into the burning city to complete their objectives and bring death to the enemies of the Imperium.

THE STORY SO FAR...

The adventure starts with the Battle-Brothers having just landed on Avalos via an emergency drop from their crippled vessel. However, before the action kicks off, the GM should get the players up to speed and brief them on the events that have led to their arrival on the world of Avalos. This is an important step, as unlike most Imperial troops, Battle-Brothers are typically well-informed and prepared before making a drop, having been briefed by their commanders on the nature of their enemy and the intricacies of their assigned mission.

Over six months ago, Inquisitor Kalistradi arrived on Avalos chasing rumours of Genestealer infestation and several reported sightings of a Space Hulk on the edge of the system. After months of secret investigation, she discovered that Genestealers had indeed taken residence on Avalos, concentrated in the world's primary city—Lordsholm. Without the means to purge the infestation herself, and fearing the local authorities had already been compromised, she sent a coded astropathic communication to Watch Fortress Erioch issuing a formal request for aid from the Deathwatch in exterminating a Genestealer infestation on the world of Avalos. After reviewing the evidence and assessing the threat of a Tyranid presence in the Avalos system, the Watch Captain considered the danger serious enough to dispatch a Kill-team.

Once the players are ready and are clear on the nature of their mission, then the GM can read or paraphrase the following:

*Your journey to the Avalos system aboard the Imperial Sword Class Frigate **Valiant** was swift. During the voyage, you remained mostly apart from the rest of the crew, who in turn kept their distance, overawed to have not one, but several members of the legendary Adeptus Astartes aboard their ship. Your only real contact was with its commander, Captain Galrite Haltreme, as he gave you updates on the vessel's progress and assurances that you would reach Avalos as quickly as his crew could manage.*

Two hours ago, your vessel entered the Avalos system and began its journey toward the primary bio-sphere. A scan of the system revealed only dust and silence.

47 minutes ago, your vessel came within vox range of Avalos and the captain attempted to raise local Imperial authorities, only to met with static and white noise.

*18 minutes ago, the **Valiant** entered orbit above Avalos. Almost immediately a swarm of Tyranid kraken emerged from behind the world's primary moon, descending on the frigate and taking its crew by surprise. Even as the **Valiant** burned under a barrage of bio-plasma and pyro-spores, your Kill-team managed to reach a drop pod and prep for launch. In a final act of duty, Captain Haltreme opened the hanger doors and fired your pod down toward the planet below. Moments later, the frigate's hull buckled and broke under the jaws of the kraken.*

6 minutes ago, your pod screamed down though Avalos' atmosphere, leaving a trail of fire across the sky while inside you endured the brutal gravity as only your enhanced bodies are capable of. Still kilometres above the surface of the world your pod's rudimentary guidance locked on to an Astartes transponder and in a brief burst of retro rockets changed direction to follow its pulsing signal. Scant seconds later you made planetfall, and with a deafening crack of thunder your pod slammed into the ground throwing dust and debris high into the air. Almost immediately your harness released and the pod's doors were flung open.

Emerging from your pod, you appear to have landed through the roof of an Imperial chapel, crashing down in the midst of pews, tiles, and statues. Through the hole made by your drop pod, you can see that it is a dark rainy night, water pouring down onto your armoured forms. Through shattered doors, you can see Lordsholm, an ancient and crumbling city, soaked in rain and ablaze with uncontrolled fires, stretching off in all directions. Nearby, the crack of weapons fire and thump of explosions announces a battle in progress.

BATTLE FOR THE CHAPEL

Outside the chapel, the 600 men of the 117th Lordsholm PDF under Captain Ascote (Syndalla), are under assault from a large contingent of rebels, easily in the thousands. The PDF have set up a makeshift barricade around the chapel from fallen masonry, dead guardsmen, and even a burnt out Chimera, creating a fortified position about 200 metres across. Outside the barricade, the chapel's graveyard and forecourt has been cleared into a killing ground some 50 metres wide; beyond this lurks the shadowy rain soaked ruins of Lordsholm and the rebel lines.

The battle is a massed bloody affair, fuelled by the alien hatred of the rebels and their vast numbers. The GM should make it clear to the players that without their assistance, the rebels will destroy the PDF regiment. For this engagement, the rebels will assault the players as a Rebel Horde (see page 28), the Magnitude of which can be selected by the GM depending on how hard he wants to make things for the players, but 30 or 40 should present a reasonable challenge. Meanwhile, the PDF exists mostly in the background, adding to the carnage of the battle but not directly influencing the actions of the players. The profile for the Rebel Horde can be found on page 28.

GM GUIDANCE: SETTING THE SCENE

The action in **FINAL SANCTION** starts very abruptly, and once the players set foot in Lordsholm, the clock is ticking and time is of the essence. For this reason, the GM should allow the players' time to introduce themselves to each other, compare character descriptions, and ask any questions they have about their Mission, the rules or the setting before the adventure proper gets rolling. At this point, the players should know that they have been deployed to Avalos to aid Inquisitor Kalistradi, and that they likely face a Genestealer infestation. They have been briefed on the world, so if they have any questions the GM can give them an overview of Avalos and Lordsholm using the information presented in The Setting (see page 24). They should also be familiar with some of the key NPCs, by name at least, such as the Lord-Governor, the Astropath, and the Inquisitor and her retinue. What they won't know, of course, is that when they arrive, their ship is going to be ambushed and just how bad the uprising has become. The GM should keep the more detailed aspects of the city a secret (such as locations and current goings-on) as even the Deathwatch intelligence is weeks old.

Winning this battle comes down to keeping the rebels at bay and completing a number of Turning Points—key moments in the battle where the intervention of the Battle-Brothers can tip the balance against the rebels and reduce their overall fighting strength. The GM can start the battle with a few rounds of regular combat, as the first of the Rebel Hordes charges up the steps of the chapel against the PDF lines. He should then insert a Turning Point of his choice from the list below. Once the Turning Point has been resolved (for better or worse) he can throw in another Horde, and another few rounds of regular combat against the Battle-Brothers before choosing another Turning Point. Once the players have completed two or three of these (or as many or as few as the GM feels appropriate, depending on the players' appetite for combat) the rebels retreat, bloody and broken, and the battered PDF soldiers can breathe a sigh of relief.

TURNING POINTS

- **Fire Superiority:** Several rebel heavy stubber teams have found an elevated position on the edge of the killing ground in the tower of a ruined building. Already, their fire is raking the PDF lines and raking up a toll of dead and dying. They must be shut down—fast. If they are allowed to operate for more than 8 combat rounds, then the damage is done and the rebels have won this Turning Point. Treat the heavy stubber teams as a Rebel Horde with Magnitude of 15. If a Battle-Brother takes a good look at the building the rebels are using, he can make a **Challenging (+0) Intelligence Test** to realise that a single well placed explosive could take the whole building down.
- **Mortal Combat:** From amongst the throngs of rebels a massive figure emerges. 7 feet tall and rippling with muscle, he screams a challenge at the PDF lines and charges. This is a Rebel Leader (still only human) and he is making a show for his followers. Use the Rebel Leader profile from page 28 (note he is not a Horde). Even one on one, the leader is no match for the Battle-Brothers. However, this confrontation is more about morale than simple victory, so success depends on how fast and how dramatically the players dispatch him. If he lives for more than 2 combat rounds, then the rebels win the Turning Point, if he dies from ranged fire no one wins, and finally, if the Battle-Brothers kill him in melee within 2 rounds or less, then they win.

• **Bunker Busters:** A group of rebels carrying demolition charges are attempting to blow a hole in the barricade. Charging across the killing ground, they are surrounded by other rebels trying to shield them from fire. Treat these rebels as a Horde with a magnitude of 30. The Horde takes 5 rounds to close with the barricade. If the Battle-Brothers can cut them down before this, they win the Turning Point; if not, then the rebels win.

• **Breaking Point:** The PDF (Planetary Defence Force) are close to collapsing under the weight of constant attack and need to have the fear of the God-Emperor put into them. The GM should warn the players that the PDF are going to fold and suggest they need rallying. The Battle-Brothers can achieve this either by making a **Challenging (+0) Fellowship Test** (the GM should give a player a +20 bonus if he actually comes up with some good rallying cries), or by showing disdain for the rebels by walking out into the killing ground and surviving a round without taking any damage (i.e., not suffering any Wounds). The GM should give them 3 rounds to do one of these and win the Turning Point, otherwise some (though not all) of the PDF break ranks and flee.

GM GUIDANCE: RUNNING THE BATTLE

The focus of this battle should be on the actions of the players and how they can turn the tide against the rebels. The GM doesn't need to keep track of exactly how many PDF or rebels are slaughtered, or concern himself with making attacks for them unless they directly affect the Battle-Brothers. Instead, the battle should shift around the players, depending on their completion (or failure) of the Turning Points. At any given moment, scores of men on both sides are firing, charging, or dying amidst the hail of gunfire and the relentless hacking of melee weapons. It may also happen that the Battle-Brothers fail to win any of the Turning Points. This is not a problem. The GM should still end the battle when he feels the players have had enough and have the rebels retreat. Of course, if they do particularly badly, he should make sure to describe the pitiful handful of guardsmen remaining alive and the mounds of loyal dead.

THE DUST SETTLES

Once the rebels have been repelled and the chapel secured the Battle-Brothers have a chance to catch their breath and take stock. Captain Ascote informs them that he set the transponder under instructions from Inquisitor Kalistradi and, when they are ready, briefs them on the situation unfolding in Lordsholm. When the players are ready to talk to the Captain the GM can read or paraphrase the following:

Captain Ascote leads you back into the chapel, still dominated by the wreckage of your drop pod. Once inside and out of sight of the men still holding the walls, a ripple seems to run down the captain's body and his form distorts and shimmers taking on a new shape. Before you stands a lithe female, clearly a member of the Callidus Assassin Temple—shape shifting killers and favoured tools of the Inquisition. Inclining her head to you she greets your Kill-team:

'My lords, blessed be the Emperor you are not too late, it seems my mistress's faith in the Deathwatch was well placed. Would that she were here to greet you herself, but I fear the xenos have her somewhere in the city, and for several days I have worn the guise of the PDF commander simply to hold these men together so that there might be a place for you to land. My name is Syndalla, at least that is what Kalistradi called me, other than this I will not waste words with pleasantries or formalities, for this city is about to fall. The Genestealers have infected much of the population and those that remain are badly demoralized and exist only within a few isolated parts of the city like this one. Added to this, I expect the vanguard of the Tyranid fleet to arrive within a matter of days. Our only hope is to send a message through the world's astropath before the shadow falls using your Chapter cyphers and request reinforcements. This on its own, however, is not enough. Even with aid on the way, I think Lordsholm will fall before dawn. The only way to stop this is to find the Broodlord which spawned this infestation and kill it. I will give you what help I can but I also need to keep the PDF from completely collapsing. I have prepared some details to aid you in your task and will offer what knowledge I have.'

At this point Syndalla outlines the Mission Objectives (see sidebar) and answers any questions the Battle-Brothers have about the city. The most likely questions are 'how do we find the astropath?' and 'where is the Broodlord?' She can tell them where to find the astropath (in the House of Echoes near the Manor), but she does not know where the Broodlord can be found (only that he no doubt resides in a district firmly in the hands of the rebels).

With their Mission established and the night wearing on, the Battle-Brothers should now be ready to strike out into the city and complete some of their Objectives.

PART 2: LORDSHOLM BURNS

"It's like everyone just got up one day and decided to burn the whole Emperor-damned city to the ground; not that I blame them, but they could have waited until I'd left!"

—Karn Plock, Keeper of the Blind Saint

The second part of the adventure focus on the characters' journey through the shattered city and their efforts to turn the tide of the uprising, contact the astropath, and ultimately find the location of the Broodlord. This section has been intentionally been designed as an open collection of locations, encounters, and Objectives so that the players might choose their own path and their own style of play. This section can also be as long or as short as the GM desires and he can drag out the journey through burning streets with running gun battles, booby traps, and ambushes or fortified positions which need to be destroyed or bypassed.

In addition to the collection of Objectives outlined for the players, the GM can also use the presence of the 'ticking clock' to motivate the Kill-team. He can remind them that the city is set to fall and they have perhaps only hours before all hope is lost. This time scale is abstract, however, and exists as a dramatic tool for the GM to add to the feeling of a doomed world in its last moments of life. The GM can stretch out the night for as long as he wants, either ignoring it when things are moving at a good pace or having the players get a warning

GM GUIDANCE: DEMEANOURS

Demeanours are a facet of every Battle-Brother's personality and reflect how they see their duty to the Emperor, their view of their Chapter, and how they go about fighting the foes of the Imperium. They also play a part in how the Kill-team (i.e., the PCs) react to each other and what makes Battle-Brothers, even from the same Chapter, unique. Demeanours, and a chance to roleplay them, are likely to surface when it comes time to plan their foray into the city and decide on which Objectives to focus on first. The GM should encourage players to explore their character's outlook with his Battle-Brothers and to discuss different ideas on how best to proceed. However, the GM should also remind the players that they are an elite combat unit. Despite any bad feelings towards each other, they are still highly trained professionals and should not let petty rivalry get in the way of their duty to the Emperor.

Details on the rules for Demeanours can be found on page 18.

from Syndalla, notice a clock, or even see the first hint of the false dawn if they seem inclined to slacken their efforts.

Throughout this section, the GM can also make use of Syndalla, who stays in contact with the Kill-team via comm-link while she remains to organise the PDF. She can be useful in pointing out locations, letting them know when they are near Objectives, and adding extra bits of information to keep the plot moving.

PORTICA DISTRICT

This is the district in which the players first arrive on Avalos. The Imperial chapel in which they landed is located several city blocks from the Lordsholm PDF Base and then a little further from the spaceport. There are three set locations/encounters within this district for the Battle-Brothers to complete should they choose to seek them out.

AVALOS SPACEPORT

While much of the spaceport is in ruins, it is still of vital importance to both sides as a landing zone and fuel depot (the PDF need it to keep a gateway off world open and the rebels want to shut it down). If the players travel to the spaceport, they discover scattered PDF platoons holding out amongst the rubble while a much larger force of rebels presses in on them. To win this engagement the Kill-team must clear out the rebels, which amount to three Magnitude 40 Hordes, one

of which is made up of heavy weapon teams. In addition, hidden in the Hordes are two Genestealers which remain hidden until they can take the Kill-team by surprise (ideally two on one if the players split up).

Helping the PDF to secure the spaceport is a Turning Point, while the two Genestealers count as Roaming Genestealers which the players can kill to reduce the size of the Broodlord's nest.

LORDSHOLM PDF BASE

Not far from the chapel where they landed is the city's PDF base where more PDF are holding out against the rebels. A bloodied PDF regiment (or what is left of it) is holding the walls of the blasted compound against a large rebel force. To make matters worse, the rebels have brought up three heavy siege guns and are pounding the walls. To break the siege and free up the defending PDF, the Space Marines must defeat the three Magnitude 40 Hordes outside the walls and destroy their siege guns in 10 turns or less. If the Battle-Brothers fail, then the walls are breached, and in a further 5 rounds, the PDF are effectively destroyed.

Complicating the matter is that one of the PDF officers is a traitor infected by the Genestealers. This only becomes apparent if the players take the time to talk to the PDF, assess their morale, and then pass a **Routine (+10) Fellowship Test**. If successful, the Battle-Brothers get the impression that something is 'wrong' with one of the regiment's officers,

MISSION: PURGE THE GENESTEALER INFESTATION

PRIMARY OBJECTIVES

- Kill the Broodlord:** The Kill-team must find and destroy the Broodlord, ending his control over his nest and disrupting the efforts of the uprising. Clues to the location of the Broodlord's nest can be found throughout the city.
- Send an Astropathic Message for Help:** The Kill-team must locate and enter the House of Echoes and find Astropath Ascendant Elsharna. They must then keep her alive long enough to send a message to nearby Imperial forces for reinforcement.

SECONDARY OBJECTIVES

- Rescue the Lord-Governor:** The Kill-team can find Lord-Governor Perian Thorsholt and ensure his survival until reinforcements can arrive. This ensures continued Imperial control within Lordsholm.
- Help the PDF Recapture the City:** The Kill-team can aid the PDF in key battles throughout the city, using their presence, tactical skill, and firepower to turn the tide of battle. These opportunities are noted in the text as Turning Points, and work in much the same way as those detailed in the battle for the chapel (see above).

TARGETS OF OPPORTUNITY

- Kill the Roaming Genestealers:** For every Roaming Genestealer the Kill-team find and exterminate, they lessen the Broodlord's hold on the city and reduce the final size of his nest when they track it down. These targets are noted in the text as a Roaming Genestealer.
- Kill the Rebel Leaders:** There are a number of key rebel leaders leading and directing the uprising. Finding and killing them weakens the rebels' efforts. These targets when they appear are noted in the text as a Rebel Target, and like the Turning Points, they have an overall effect on the players' rewards.
- Gather PDF Support:** Throughout the city there are a number of PDF regiments and companies holding out waiting for orders. If the players break through to them and give them orders they can offer support. These PDF units are noted in the text as PDF Support Units and can be used later in the adventure to counter Rebel Hordes and make the Kill-team's tasks easier.

although not which one. The GM can allow the players to come up with whatever means they think necessary to weed out the traitor, although he is adept at hiding (they may even need to call on Syndalla for aid). Killing all the PDF officers also works.

Breaking the siege gives the Kill-team a single PDF Support Unit. If they deal with the traitor, then they have complete control over the base and gain an additional two PDF Support Units.

IMPERIAL STORES

Below the vast southern warehouses of the district are the Imperial Stores where much of the off-world goods and Imperial arms and armour are kept. Having learnt the location of the stores, the rebels have launched an attack to try and secure them. By the time the Kill-team arrives, the outer defences have been broken and the fighting has spread to the sub levels. To destroy the rebel force and open the stores, the Kill-team must defeat (or sneak past) the two Magnitude 50 Rebel Hordes stationed outside and fight their way down through the pitch-black cramped passages (Battle-Brothers may only advance single file). Inside, another two Magnitude 30 Rebel Hordes, led by a Rebel General, are sweeping the tunnels for any remaining PDF.

Winning this battle is a Turning Point, and the rebel general counts as a Rebel Target. In addition, if they secure the stores, the GM can allow them to restock on ammo and grenades.

MAGISTRIA DISTRICT

Seat of the Lord-Governor and residence of Lordsholm's rich, the Magistria district is where the players can find the astropath. They can also find Lord-Governor Thorsholt and either enlist his aid or remove him from power. There are two set locations/encounters within this district for the Battle-Brothers to complete should they choose to seek them out.

GM GUIDANCE: USING OBJECTIVES

So the players now have a list of Objectives and a big open city. This can be daunting for both the players and the GM, and they might be wondering where to start. Given Syndalla's guidance, they will probably go straight for the Primary Objectives, fighting their way to the astropath, sending the message, and then beginning the hunt for the Broodlord. This is fine; especially as completing the Primary Objectives ultimately determines the success of their Mission. However, it is possible in the rush to complete these Objectives that other encounters and locations get overlooked.

This is where the GM can try and tempt the Kill-team with Secondary and Tertiary Objectives, reminding the players (perhaps through Syndalla) of the benefits they offer—such as PDF Support and Turning Points—that can aid them in their final confrontation. Completing Secondary and Tertiary Objectives also means more Experience Points and Renown at the end of the adventure.

GM GUIDANCE: KEEPING BATTLES INTERESTING

Throughout this adventure, the players are likely to fight a lot of rebels, and the same horde of screaming citizens charging them can become monotonous. To counter this, the GM can vary encounters with things like dangerous terrain such as unstable roadways or bridges that can hold the weight of a rebel but not a Space Marine, or flaming ruins that can cook off ammo and blind vision. He might also encourage the players to win battles in inventive ways, rather than simply blasting away. This could involve using the terrain against the rebels—destroying bridges to cut off their reinforcements, igniting cover to burn them out, or even ignoring them and brushing them aside to get to more important targets.

Most importantly, combat should be fun and exciting for the players and not a tedious exercise in dice rolling. If at any time the GM feels that the combat might be dragging or things stagnating, then he can have the rebels break and flee, a new combatant such as a Genestealer or Rebel Leader enter the fray, or some other dramatic event to get things moving again. Remember that there are going to plenty of combats in this adventure for the players, and they shouldn't need to fight (or even win) them all to complete it!

THORSHOLT MANOR

Thorsholt Manor is a sprawling affair of hundreds of rooms, outbuildings, parks and gardens. Currently, the bulk of Lordsholm's nobility and upper merchant classes are holed up here, trying not to show too much fear at what many suspect is indeed the end of their city. The Lord-Governor is in the largest of his atriums, holding court and trying to keep a calm façade. Suspecting an attempt to save the Lord-Governor, the Broodlord has set up an ambush and 8 Genestealers are lurking in the rafters ready to drop in once the Battle-Brothers show themselves.

Because the manor is full of nobles and other citizens, this may complicate things for the players. When the ambush is sprung, the GM should have citizens running in all directions screaming and generally getting in the way. Unless the players want to simply fire through them (a valid option) then they need to check their lines of sight for every shot, which imposes a -10 penalty to ranged attacks (-20 if they are using semi or full auto fire). In addition, as soon as the fighting starts, the Lord-Governor flees for his chambers with at least one Genestealer in pursuit. This could lead to a running battle through the ballrooms and banquet halls, the Genestealers leaping from tables, chandeliers, and banisters while the players tear the place up with bolter fire.

If they save the Lord-Governor and treat him well, he becomes cooperative and gives them what help he can. He provides them with maps of the city, offers his suspicions that the Broodlord is in the Fabrica District, and tells them about the seawater runoff channels that they can use to enter the Fabrica District stealthily.

GM GUIDANCE: GETTING INTO THE MANOR

The first obstacle the players must face is how to enter the district (surrounded by a wide canal and high walls) and then how to enter the Manor. They can of course simply blast their way in while mowing down the PDF; however this only exacerbates Thorsholt's paranoia and makes him believe the Kill-team are coming to remove him from power. If the Battle-Brothers want to be more subtle, they can also talk their way in. Their presence and the air of Imperial authority they carry with them goes a long way, as well as the awe they inspire in pretty much everyone they meet. Threats also work. Sneaking in is another option, though not quite so glorious. The players can utilize sewers running under the walls and into the canals to enter the manor.

Every Genestealer the Battle-Brothers kill in the ambush counts as a Roaming Genestealer. In addition, if they remove or kill Thorsholt then they gain a single PDF Support Unit. If they win him over then they gain 5 PDF Support Units as he uses his authority to aid the players.

THE HOUSE OF ECHOES

In the outer gardens of the manor, on the edge of the sea cliffs is the House of Echoes, a gothic tower hanging precariously over the edge of the cliff. It is here the Battle-Brothers find the astropath Elsharna. Getting in, however, may be difficult, as the House is heavily guarded by the Hollow Guard, a well-equipped and mind-cleansed honour guard. Unless they have Thorsholt with them, the guard does not let them in and responds to violence with violence (use the PDF Horde Profile with a Magnitude of 50, and carapace armour worth 5 Armour Points). Furthermore, the tower door is sealed with a powerful psychic ward, which can only be opened from the inside (though the Battle-Brothers may simply blast their way in through a wall). Even if the players kill the Hollow Guard, they may still be able to negotiate with Elsharna's retainers from the other side of the door, though they need to be convincing.

Once they make their way inside, they can then meet with Elsharna and ask her to send their message. Despite the efforts of her guards (and any resulting carnage), she is expecting them and agrees to send the message. Unfortunately, doing so takes some time and the Broodlord—understanding the importance of the astropath—has sent a group of rebels to sneak into the manor and kill Elsharna. When the Battle-Brothers gain entry and the psychic ward is unlocked, the rebels seize their chance. The players then have to keep the astropath alive for at least 10 rounds as three Magnitude 50 Rebel Hordes and three Rebel Leaders (These Rebel Leaders count as Rebel Targets) assault the tower. The GM should play this out with Rebels coming in through doors, windows and holes in the wall forcing the Kill-team to cover different angles of attack and perhaps split up.

Once the Hordes are repelled and the message sent Elsharna bids them leave, accepting that her role has ended and her time is coming to an end. If they ask Elsharna about the location of the Broodlord she answers them enigmatically: *"Beneath the son where the invisible air burns, the lord of darkness sleeps in death—that is all I see..."*

CALISTRIA DISTRICT

The Calistria District is the heart of the rebellion and the gateway to the Fabrica district, and the players must pass through this district if they are to find the Broodlord's nest. More than any other place in Lordsholm, it is a total warzone and overrun with rebels. There are three set locations/encounters within this district for the Battle-Brothers to complete should they choose to seek them out.

RAG MARKETS

The Rag Markets are the rebels' first line of defence in the district and their effective front line against the PDF, which is launching attacks from the adjoining districts. The rebels have dug a trench network and built a strongpoint in each of these four large squares. Each square is then held by two Magnitude 40 Rebel Hordes and a Rebel Leader, as well as three heavy stubber nests covering all advances. To cross the rebel lines the Kill-team must either use stealth or take the squares one at a time.

If the Kill-team manages to slip pass the lines leaving them intact then they cannot call on PDF Support Units (with the exception of that gained from the Blind Saint) in the rest of the district or in the Fabrica District. In addition, other rebel positions may call on the eight rebel Hordes from this location as reinforcements.

Winning the battle for the Rag Markets counts as a Turning Point. In addition, the four rebel leaders all count as Rebel Targets.

GM GUIDANCE: USING PDF SUPPORT UNITS

Whenever the Battle-Brothers complete an encounter which awards them PDF Support Units (as noted in the text) they should make a note of how many PDF Support Units they have available. These units can then be 'spent' at any point later in the adventure by sending a vox message to Syndalla and calling in reinforcements. For each PDF Support Unit the players deploy in this way they may negate a single rebel Horde (of any Magnitude), effectively tying it down or destroying it with their PDF allies (at the GM's discretion, this may count as a Turning Point, and if led by a Rebel General, the players may also get the Rebel Target). Once a unit has been used however its strength is spent, and it can no longer be called upon by the players.



BLIND SAINT

Not far from the Rag Markets is an ancient stone tavern known as the Blind Saint (for the defaced statues on its roof). When the Battle-Brothers enter the district, they pick up short range vox transmissions from the PDF defending the Saint. Assaulting the building is two Magnitude 40 rebel Hordes lead by four rebel leaders. They have the area well covered by four heavy weapons teams, one in each of the four buildings surrounding the Saint. If the Battle-Brothers are to free the survivors they must deal with the rebels and silence their heavy weapons.

Among the survivors is an officer by the name of Gremarch, who had some contact with Inquisitor Kalistradi before she disappeared. If the Battle-Brothers make it clear their intention is to find the Broodlord then he passes on what he knows: the Inquisitor entered the Fabrica district looking for a promethium works, though he does not know the name. He also tells them about the heavily defended Promethium Bridge and the not so well known Seawater Runoff.

Rescuing the survivors in the Blind Saint gives the players a PDF Support Unit.

PIT OF FILTH

Deep within the depths of Lordsholm's slums is the rebel HQ. Heavily defended by three Magnitude 40 Hordes and a dozen Rebel Leaders, it is also well hidden. To find it they need to find a way to track the rebel vox signals, shadow a rebel patrol, or interrogate a Rebel Leader (a difficult task given their fanatical hatred for the Imperium and the mental

domination of the Broodlord). Inside the HQ, the Battle-Brothers find three Rebel Generals organising and directing attacks. If they secure the place (i.e., kill everyone) they discover extensive plans of the city and rebel troop positions as well as intelligence indicating the location of the Broodlord's nest in the Solar and Sons Promethium Works.

Each of the Generals counts as a Rebel Target.

FABRICA DISTRICT

On the far side of the Calistria district, and across the great canal, stretches blocks and blocks of factories. It is here that the players eventually must come and it is here that the Broodlord and his children have made their nest. There are two set locations/encounters within this district for the Battle-Brothers. The key task facing the players, however, is how to get into the district. With the width and depth of the canal (plus its fast current so close to the sea), and all the smaller bridges destroyed there are only two ways in: the Promethium Bridge and the Seawater Runoff.

PROMETHIUM BRIDGE

The Promethium Bridge is well defended by six Magnitude 50 Rebel Hordes, two of which are heavy weapon teams, as well as six Rebel Leaders and two Rebel Generals (all are considered Rebel Targets, and the Generals are Key Rebel leaders). As soon as the rebels come under attack they try and blow the bridge. The players have 10 Rounds to stop this. If the Battle-Brothers have freed up any PDF units then now



would be a good time to use them. The players may also fight their way through to the bridge and try and lower it before it blows. The bridge can only be lowered with the efforts of at least two of the Battle-Brothers working the gears (far too large for normal humans to move) and 3 Turns or a successful **Challenging (+0) Strength Test**.

SEAWATER RUNOFF

An easier way into the Fabrica District is from the sea through the seawater runoff where the district's waste is washed away. It is a long pitch-dark tunnel however, chest deep (to a Space Marine) in stinking water. It is also patrolled by four Genestealers. Lurking under the water the Genestealers stalk the Battle-Brothers and try and split them up. For example, one Genestealer may flash into view before running off down a side passage while the other three wait to catch the last in line. Fighting in the water is also difficult, halving movement rates and imposing a -20 on Dodge tests. The Genestealers are excellent swimmers and are unaffected by these penalties.

Each of the Genestealers the players kill here counts as a Roaming Genestealer.

PART 3: THE LORD OF BLOOD AND DARKNESS

"Aliens? In Lordsholm? You must be mistaken sir."

—Francia Sollar, owner and proprietor of the Sollar and Sons Promethium Works.

The final part of the adventure deals with the Kill-team's confrontation with the Broodlord and their assault on its nest. If they know where the nest is (the Sollar and Sons Promethium Works) then they can journey there straight away, and may even gain the element of surprise (if they entered via the seawater runoff). If they enter the district before they learn the exact location of the nest, the GM can have them conduct a search through the deserted factories which may involve Genestealer and rebel ambushes as well as almost certainly alerting the Broodlord to their presence.

SOLLAR AND SONS PROMETHIUM WORKS

An ancient crumbling stone building the promethium works is nestled amongst a row of refineries under a maze of pipes, pressure tanks and exchange valves. Mostly untouched by the fighting, the promethium works remains largely intact and the players can enter either by the large main gates, one of its high barred windows (with a bit of applied violence) or through the

sewers if they want a more stealthy option. Once inside, they find the place deserted, without bodies, blood or other signs of battle. All is eerily quiet. In fact, the factory is full of Genestealers as well as a few maddened and emaciated rebels doing their bidding. Any Roaming Genestealers the players have not killed are present here—the GM should subtract the number the players have killed from 20 to find how many remain (the GM may wish to set the maximum number of Genestealers in this encounter to one per Battle-Brother entering the fight—otherwise, this final battle may be overwhelming for the Deathwatch).

Once it knows the Kill-team is in the promethium works, the Broodlord's plan is fairly straight forward. It first wants to weaken the Battle-Brothers, split them up and inflict wounds. Then it wants to lure them into the pressure tanks and finish them personally in the close confines of the pipes where both it and its children have the advantage.

Initially, the Genestealers try hit and run attacks against the Battle-Brothers hoping to weaken them and get them to use up their ammo. This entails attacking from gantries overhead, drains below, or the multitude of shadows, fighting in close combat for a round and then disengaging. There are many places in the promethium works where the Genestealers can go which the players cannot because of their size, which (added to the Genestealers' speed) should make it very hard for the Kill-team to chase them down.

If the Space Marines have managed to sneak in undetected, or so swiftly as to take the nest by surprise, the defence is a little less well organised. Initially, only a third of the remaining Genestealers are present and the others take 10 minutes to arrive from other parts of the district (possibly allowing the players to find the entrance to the nest before they return).

Once the Kill-team completes a sweep of the factory, it discovers what appears to be the entrance to the nest, a large section of pipe torn open leading into the ground (toward the refineries) splattered with blood and ichor. This is the only way to the nest, as finding and reaching it from the outside is practically impossible. The Kill-team may try, but the GM should make it clear that the pipes stretch for blocks in all directions and they all look the same. Inside, however, there should be a trail to follow.

Once inside the pipes, the Kill-team can only advance single file (Genestealers are more agile and can move down them two abreast). The pipes are pitch black and a maze. However the Battle-Brothers' superior senses should be able to lead them in the right direction (this is a matter of time but the GM may allow the players to make **Challenging (+0) Awareness Tests** to speed it up).

The Genestealers are very familiar with the pipes and try to split up the players using valves to block off the pipe. The GM can have this happen a few times as long as there are Genestealers alive. As the players pass a junction, a rebel in the factory closes a valve, cutting off either the front most or rear most PC. The Genestealers then attack the lone Battle-Brother until the others can force the gate (taking 3 Rounds, or a **Challenging (+0) Strength Test**, whichever comes first).

Making it more difficult to detect the Genestealers is the fact that the pipelines run outside the factory for much of their length and are being pelted with rain creating a deafening drumming (-30 on all Awareness Tests involving hearing).



REWARDS

The GM should give the players the following rewards depending on how they have done with the mission:

EXPERIENCE POINTS

- Each Primary Objective Completed: 300xp
- Each Secondary Objective Completed: 200xp†

†*To Complete the 'Help the PDF Recapture the City' Objective the players must have won 2 or more Turning Points (not counting those in the Battle for the Chapel).*

- Each Target of Opportunity Eliminated: 100xp†

†*To Complete the 'Kill the Roaming Genestealers' Objective the players must have killed 12 or more Roaming Genestealers (not counting those killed in the Promethium Works).*

†*To Complete the 'Kill the Rebel Leaders' Objective the players must have eliminated 6 or more Rebel Targets.*

†*To Complete the 'Gather PDF Support' Objective the players must have gathered 6 or more PDF Support Units.*

RENNOWN

- All Primary Objective Complete: 1 point
- All Secondary Objective Complete: 1 point
- All Targets of Opportunity Objective Complete: 2 points
- Killed a Genestealer single-handedly: 1 point†
- Inflicted the most damage on the Broodlord: 1 point

†*Only applies once*

In addition to this the GM can give the Battle-Brothers an additional bonus of 500xp if they managed to win every Turning Point and kill every Rebel Target, in addition to completing each of the Primary Objectives, reflecting their central role in ensuring an Imperial victory in Lordsholm.

THE BROODLORD'S LAIR

The nest is located in a series of pressure tanks, high above the factory. It is a vile place filled with bodies and coated with ichor. It is about 20 metres across and 20 again high with at least a dozen smaller pipes leading in, each with a valve gate. The Broodlord lurks in the shadows near the roof waiting for the Kill-team. Once they are inside its nest, it descends and attacks along with any other Genestealers remaining alive (the GM may wish to set the maximum number of Genestealers in this encounter to one per Battle-Brother entering the fight—otherwise, this final battle may be overwhelming for the Deathwatch). The Broodlord is a cunning and powerful foe and should require the coordinated efforts of the players to defeat. It uses the pipes and its excellent climbing ability to strike and then retreat to disappear into a pipe to strike again from a different location. It also uses its Genestealers to try and gang up on a Battle-Brother and surround them. Initially it targets any Battle-Brothers with heavy weapons or melee weapons; however it may shift its attacks if any of the PCs seem particularly deadly (i.e., they manage to kill one or more Genestealers).

The Broodlord knows it fights for its brood and so fights to the death. If the Kill-team retreats, then it pursues them relentlessly to the edge of the district.

CONCLUSION

Once the Broodlord has been dealt with, the players can take stock. In the nest they find the remains of Inquisitor Kalistradi as well as her notes and suspicions about the infestation. Though they probably lack the time right away, a careful examination of her work reveals some worrying evidence that the Genestealers did not come here by chance, but were lured by another power, someone who wants to steer the hive fleet in this direction.

This revelation, however, is for another time, and even though the fighting still rages, the GM should allow the players a chance to catch their breath and enjoy a moment of glory at their service to the Emperor. The city has been spared for now, but as sure as the sun rises, Hive Fleet Dagon is coming...



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