

DEATHWATCH™

HONOUR THE CHAPTER™



A GUIDEBOOK TO
THE SUCCESSOR CHAPTERS

WARHAMMER
40,000
ROLEPLAY

DEATHWATCH™

HONOUR THE CHAPTER™



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INTRODUCTION

The Space Marines of the Adeptus Astartes are the champions of Humanity—the strongest, bravest, purest and best equipped warriors of the Imperium. Yet, even within this elite warrior brotherhood there exists a company of brethren, each of whom has foregone the fellowship of his kin in order to stand the Long Watch. These are the brethren of the Deathwatch, the elite of the elite, the very best the thousand and more Chapters of the Adeptus Astartes can produce.

While many Battle-Brothers are drawn from the most well-known Chapters—the Blood Angels, the Space Wolves, the Ultramarines, and others of the so-called First Founding—still more hail from lesser known bodies, the Successors of the great Legions. Some of these Chapters are every bit as famous as their celebrated progenitors, while others are all but unheralded. In a small number of cases, the brethren standing the Long Watch might in fact represent the last of their line, their Chapter long lost to the incessant wars of the 41st Millennium.

WHAT'S IN THIS BOOK?

HONOUR THE CHAPTER provides a wealth of options for players who want to play characters drawn from one of the numerous Chapters created during the Second or subsequent Foundings. New character creation rules are provided, along with a wealth of relics unique to each Chapter. In addition, the book provides Game Masters with guidance and adventure seeds, utilising the material presented throughout.

CHAPTER I: THE EMPEROR'S FINEST

Chapter I provides players and Game Masters with extensive background information on a number of the most celebrated Chapters of the Second and subsequent Foundings, including the celebrated Blood Ravens. It goes on to provide detailed character creation rules, allowing players to create a unique Battle-Brother drawn from one of these most famous of Space Marine Chapters.

CHAPTER II: LEGACY OF GLORY

The second chapter describes a number of lesser-known Space Marine Chapters, though every one of them is as dedicated to the defence of the Imperium as the most celebrated of bodies. The Chapters covered vary enormously in character and demeanour, meaning that no two Battle-Brothers in a single Kill-team need ever be alike. Each entry contains background

information, character creation rules, and an adventure seed that GMs can use to tie the character in to the overall narrative of his campaign.

Chapter II goes on to provide a special set of rules in the form of the Legion of the Damned Battle-Brother. This unique character becomes available to a player whose Battle-Brother has just been slain, but only long enough for the remainder of the Kill-team to complete the mission.

Lastly, the chapter provides a set of character creation rules for players wishing to create “codex” Battle-Brothers. These are characters drawn from a Chapter that, for a variety of reasons, does not have close ties with its progenitor. This might be because the Chapter simply wishes to carve its own name in the histories of the Imperium, or it might be because its genetic legacy is lost or knowledge of it sealed.

CHAPTER III: THE VAULT OF RELICS

Chapter III provides a trove of unique wargear, each item tied to the nature, traditions, or history of one of the many Space Marine Chapters covered in **HONOUR THE CHAPTER** and elsewhere. By equipping their characters with such individual and iconic relics, players can make their Battle-Brothers true exemplars of their parent Chapters.

CHAPTER IV: THE CHAPTER'S DUE

The last chapter in the book is a wealth of information, guidance, and ideas for Game Masters looking to integrate the information presented in earlier sections into their campaign. It provides a discussion on how Battle-Brothers drawn from different Chapters might interact with one another. Some of these interactions might prove complementary to one another, making the Kill-team far greater than the sum of its parts. Others might cause friction, but often these are amongst the most interesting, engaging, and entertaining scenarios for players and Game Master alike!



THE SECOND FOUNDING

By far the most celebrated of the Space Marine Chapters are those that were created during the First Founding. These represent the inheritors of the original Legions, twenty of which were created by the Emperor himself at the dawn of the Great Crusade. As history records, half of the Emperor's sons—the Primarchs—turned against him, leading their Legions against those that remained loyal to Humanity. Of two Legions, no records survive, while the remaining nine that turned to the service of Chaos plague the Imperium of Man to this day. Of the loyalists, another nine Legions survived the galactic civil war that was the Horus Heresy, and in its aftermath these were divided so that no single martial body could ever again wield such power as to bring not just the Imperium, but Mankind itself, to the very brink of destruction. The nine Legions were each split into bodies of around a thousand Battle-Brothers, sometimes according to existing internal structures, sometimes according to varying doctrines at large within the Legion. The smaller of the Legions, in particular the Salamanders, emerged from the cauldron of civil war with dramatically reduced numbers, though was ever as numerous as other Legions. The Salamanders were divided fewer times, when compared to other Legions. Most notably the Ultramarines, who had always been a most prolific legion, were divided into several bodies. This event became known as the Second Founding, and it created a second generation of Space Marine formations known as Chapters. Each inherited much of the nature of its “progenitor” and while many remained true to the traditions and doctrines of their sires, others struck out on their own to carve their own legends in the annals of the Imperium's history.

Ten thousand years after the Second Founding, it remains a mystery exactly how many Chapters were created. This is in no small part due to the nature of the Imperium itself. The Emperor's domains consist of an unknowable number of settled worlds and a greater number still of other planets claimed but barely trod by human feet. The Imperium is a supremely superstitious realm scattered across an unimaginable volume of space, and travel and communication between each cluster of worlds is only possible by way of what amounts to witchery. As such, it is difficult to maintain coherent records, and such a task is made all but impossible by the continuous, apocalyptic ebb and flow of planet-razing war. Accounts of the number of Chapters vary wildly and the names and natures of them all remain a mystery guarded by time and forgotten by human memory. Some Second Founding Chapters exist in name only, their deeds interwoven with legend and myth despite there being no material evidence of their existence. It may be that all that remains of some Second Founding Chapters is a tattered banner in a forgotten shrine. Such relics of a long forgotten age hold honours earned in places that no longer exist and name battles in which millions of forgotten heroes might have given all for the God-Emperor of Mankind.

Of the Second Founding Chapters that remain in existence, some retain close links with their progenitors, while others barely acknowledge any kinship at all. Where the two share some inherited genetic abnormality, as is the case with the Blood Angels, the progenitor and its offspring are likely to remain close to one another, sometimes working together to overcome whatever afflicts them. In the case of the scions of the Ultramarines Legion, many Second Founding Chapters have chosen to maintain close links with their sires because they share a common martial code and ancient traditions. So closely knit are the Ultramarines and their Successor Chapters that the entire group often refers to itself as the Primogenitor—the First Born—Chapters.

THE THIRD AND SUBSEQUENT FOUNDINGS

As the Age of Imperium ground on and in time those Primarchs that had not perished during the calamitous Horus Heresy fell in battle or simply vanished from the ken of Humanity, more Foundings were required. The Third Founding was not achieved by sub-dividing another body as was the Second Founding. The High Lords of Terra ordered that the Adeptus Mechanicus should undertake the regular “genetic tithing” of the Adeptus Astartes. A vast archive of gene-stock was established, allowing for the monitoring of the genetic purity of each of the Chapters. Those samples found to be tainted were placed under seal, never to be used again, while those found pure were cultured so that they could be used to create new Space Marine Chapters. From the earliest days, it was found that the most reliable gene-seed was that of the Ultramarines Chapter, and so when the Third Founding was called, many of the new Chapters were created from this stock.

With each Founding, and for every Space Marine that takes his place in the ranks, dozens, perhaps hundreds of Aspirants and Neophytes die, their bodies horrifically mutated as unstable or corrupt implants wreak havoc on their systems. Ten thousand years after the First Founding, twenty-five more Foundings have now passed, the most recent only a handful of centuries ago. The vast majority belong to the line of Roboute Guilliman, though many do not know or acknowledge the familial link. Others have been founded from the gene-stock of other Legions, though for myriad reasons some gene-seed is rarely, if ever, used in such a manner. In the case of some, such as the Space Wolves, the genetic deviation is clear and few Chapters are ever created using its inheritance. In the case of the Dark Angels, no impurity is known to exist and yet still few Chapters are created from their line, the reasons unknown.

Two of the Foundings—the 13th and the 21st—are cloaked in mystery and shadow, the progeny cursed or otherwise afflicted by tragedy.

An Unheralded Arrival

The Jericho Reach is a realm of numerous perils, from the slaving alien swarms of Hive Fleet Dagon to the treacherous grav-swells that tear apart unwary vessels travelling in the vicinity of the Black Reef. By far the most terrible danger, however, is the Hadex Anomaly, a vast, pulsating warp phenomenon that casts its baleful, crimson glare across the entire Ultima Segmentum. While clearly a manifestation of the Warp, the Hadex Anomaly's true nature is unknown even to the most lore-steeped Warp-seer, for in a galaxy riven by Warp storms, it is totally unique. Most disturbing of all of the anomaly's traits is the effect it exerts over the passage of time. The closer a vessel, or indeed a world, approaches the Hadex Anomaly, the more pronounced the distortion becomes. At first, words yet to be spoken echo weirdly at the edge of hearing, but soon brief passages of time disappear from the logs. If a vessel experiencing these phenomena does not turn back, it soon finds itself snared in a temporal nightmare. The laws of cause and effect become stretched before snapping entirely, time jumping back and forward and looping back upon itself according to what some survivors have described as some utterly unknowable design. Vessels and worlds known to have been destroyed centuries before might emerge from the anomaly's flickering light and, very occasionally, vessels from other times and places entirely might appear from its crimson depths.

Such a phenomenon occurred in mid 799.M41. For several days the Hadex Anomaly had been visibly disturbed, its unpredictable motions seeming to lock into something approaching a stable rhythm as its baleful light strobed and flickered rapidly. This itself was sufficiently unusual that the Chamber of Vigilance convened to debate the matter. This convocation coincided with the arrival at Watch Fortress Erioch of an unregistered vessel bearing the highest Inquisitorial cipher. The vessel's sole passenger sought admittance to the Chamber and upon displaying his Inquisitorial Rosette took his place alongside the others in attendance.

The stranger remained silent throughout the ensuing discussions, speaking only when the debate was all but concluded. Withdrawing a hand from his voluminous coat, the stranger held up a sand timer, its contents all but drained. As the council looked on, the last of the silvered sands sifted through the glass's neck, but before the very last grain could fall, the stranger turned the sand timer over, announced "once more, it begins," and departed before any could question him.

With the chamber in the grip of stunned silence, a senior Deathwatch Chapter serf rushed to the side of Watch Commander Mordigael in a state of obvious anxiety and proffered his master a roll of parchment. The parchment contained a message from the station's augur arrays, warning of the emergence of a vessel from the Hadex Anomaly; a Gladius class frigate bearing the name of Sollemnis and bearing livery entirely unknown to the Watch Commander and his adjuncts. It was transmitting a dire message on all available channels. The message was not a distress signal, but a warning: "Stay away, or die."



THE EMPEROR'S FINEST



BLACK TEMPLARS
•
STORM WARDENS
•
BLOOD RAVENS
•
RED SCORPIONS
•
MARINES ERRANT
•
FLESH TEARERS
•
CRIMSON FISTS
•
HOWLING GRIFFONS
•
NOVAMARINES
•
RAPTORS
•
CARCHARODONS





CHAPTER I: THE EMPEROR'S FINEST

"Today we face those who betrayed our predecessors. Today we bring death to those who turned from the light of the Emperor and broke faith with their brothers. Today we bring honour to those who came before us as we lay low these traitors! For Vilamus! For Guilliman! For the Emperor!"

—Brother-Captain Haeron of the Marines Errant

The Space Marines of the Adeptus Astartes comprise the greatest military force the galaxy has ever seen. In the days of the Great Crusade, the Legions of the Adeptus Astartes brought the light of the Emperor to countless worlds. It has been ten-thousand years since that time and the Imperium is still made safe by the labours of the Space Marines. Most well-known are the Chapters of the First Founding; the Chapters formed directly from the Legions of old. Alongside them now fight hundreds of Chapters, created from the gene-seed of the original Chapters. The Battle-Brothers of these later Foundings

are every bit as mighty as their predecessors, holding to a tradition of duty, honour, and glory ten-thousand years in the making.

In this section of **HONOUR THE CHAPTER** the most lauded Space Marine Chapters of the Second and subsequent foundings are covered in great detail. The history, dogma, and combat doctrines of these Chapters is described alongside the relevant information players need to create characters belonging to each Chapter. The two Space Marine Chapters introduced in the **DEATHWATCH** Core Rulebook which were not created in the First Founding, the Black Templars and the Storm Wardens, are covered below as well. Each of those two Chapters has additional information for players, including Solo-mode and Squad-mode Abilities, new Oaths and Chapter Pasts, as well as new Chapter-specific Advanced Specialities.



BLACK TEMPLARS

"Zeal makes all things possible, duty makes all things simple."

—Sigismund of the Imperial Fists Chapter

The Black Templars are the best-known example of a crusading Chapter in the whole Imperium; their doctrines, traditions, and organisation reflect their particular approach to prosecuting the Imperium's wars. The Chapter is divided into a variable number of self-contained and highly mobile forces known as Crusades, each commanded by a Marshal, whose only superior is the High Marshal of the Chapter himself. Under most circumstances, the Chapter is divided into no more than three separate Crusade forces, though during especially calamitous times the number has risen to several times more. Crusade forces are such large and powerful bodies that they are usually sub-divided into tactical bodies known as Fighting Companies, and each of these is led by a Castellan. With the successful conclusion of a war for which a Crusade force has been raised, the various Fighting Companies within it are likely to be assigned a new mission, redeployed piecemeal to bolster other Crusades already in the field, or sometimes amalgamated into the High Marshal's household until such time as a new Crusade force is mustered.

Each Crusade force is raised from available Fighting Companies in order to prosecute a particular foe, purge a specific region of space or attain a definite goal. Many of these wars are planned and undertaken by the Chapter itself, according to the wisdom of its current High Marshal and other highly ranked Chapter officers, but others are undertaken as a result of petitions from other institutions within the Imperium. In the main, the High Marshal of the Black Templars is likely to receive only the highest-ranked petitioners, generally those with a warrant from the Senate Imperialis itself and therefore speaking with the direct authority of the High Lords of Terra and the Emperor himself. On occasion, however, the High Marshal might agree to hear the petitions of especially highly placed Inquisitors or even well-regarded Rogue Traders, though he is under no obligation to offer such men any aid. Many times in its glorious history, the Chapter has gone to war alongside other august bodies, and a complex web of mutual obligation and honour has evolved.

The Chapter's propensity for launching such crusades is not merely a point of history or tradition, but something deeply rooted in its psyche. The Chapter was formed during the Second Founding from those Battle Brothers of the Imperial Fists Legion most disposed towards aggressive and bold styles of warfare and, furthermore, in whom the events of the Horus Heresy had imprinted an unstoppable drive to continue the Great Crusade and avenge the treacheries committed by the Traitor Legions. Perhaps these Battle-Brothers were the most recently recruited of the old Legion, their raw zeal yet to be tempered by the experience born of duty for which the Imperial Fists were so honoured. Regardless, the drive of those original Black Templars

became instilled in the new Chapter from the beginning. The processes by which its gene-stock was cultivated imbued it in future generations on a genetic level. By a combination of raw zeal, genetic enhancement, relentless psycho-conditioning and the continuous reinforcement of the Chapter's histories and battle honours, each Battle Brother is an exemplar of the crusading warrior-knight, fired with righteous anger and driven to avenge every wrong ever done to the Imperium of Man by every traitor, fiend, and alien ever to have existed.

CHAMPIONS OF SIGISMUND

In temperament, the Battle-Brothers of the Black Templars Chapter are united by the fiery zeal that burns within the heart of each, a fire first sparked by Battle Captain Sigismund himself and stoked each day by the oratory of the Chaplains and by the exemplary texts that each brother reads every hour he is not on active duty. While each Black Templar is inspired by the same crusading drive to utterly crush the enemies of the Emperor, there nonetheless exists a degree of variation within the ranks. Those brethren only recently initiated into the Chapter as full Battle-Brothers might be driven to prove themselves in the eyes of their more experienced peers. Only when they have done so will they be granted the right and the responsibility to train a Neophyte themselves, for the Black Templars do not maintain a 10th Company. Throughout his service as an Initiate, the Battle-Brother gains experience and wisdom, until he may, if he survives long enough and is judged worthy, enter the ranks of the Marshal's Household as a Sword Brother. These warriors have learned to temper the fires of hatred with the wisdom of their years, and they are an example to the entire Chapter.

The Chapter's dogma reserves a special hatred for particular enemies, specifically the mutant, the heretic, and the witch. The reason for this is to be found in the Chapter's founding, springing from the contempt in which Sigismund held those of his brother legionnaires who had cast off their oaths and turned against the Imperium. In assuming the mantle of Emperor's Champion, Sigismund delivered the ultimate judgement on those who had betrayed the Master of Mankind, executing them by his own hand. It is the zeal to prosecute such crimes that drives the Black Templars in their crusades across the galaxy and beyond the borders of the Imperium, lending them the strength to face any foe. When a Black Templars Battle-Brother strikes down a champion of the enemy, he is enacting the judgement of Sigismund and through him the Emperor himself, and continuing a tradition established at the height of the Imperium's most terrible crisis.

BLACK TEMPLARS IN THE JERICHO REACH

Given the Chapter's fame as a crusading body, it is perhaps surprising that it was not present at the outset of the Achilus Crusade. The reason is to be found in the internecine rivalry and feudalism that afflicts much of the interactions between the largest of the Imperium's institutions, and is unknown to all but a small number of the crusade's highest ranked staff.

When the Achilus Crusade was first conceived, planners petitioned the Black Templars to contribute forces to the undertaking. The envoy appointed to go before the masters of the Black Templars Chapter was a fiery Prelate-Imperialis called Nadab Saul, a man whose inability turned out to be rivalled only by his arrogance. Instead of petitioning the Black Templars for their aid, Saul demanded it. Instead of appealing to their sense of duty, he hectored them. Instead of promising glory, he threatened shame. The only account of the confrontation that followed was that logged in the engram-cortex of one of the party's servo-cherub attendants. The Prelate-Imperialis was dragged away by vengeful Battle-Brothers, frothing at the mouth that the Black Templars were traitors to the Emperor and would pay for their craven deeds. What happened next has never been ascertained and all enquiries established in the aftermath of the event determined that the matter should remain sealed. Needless to say, Nadab Saul was never seen or heard from again.

In the years that followed, two other Chapters related to the Black Templars dispatched strike forces to participate in the crusade—the Imperial Fists and the Crimson Fists. It was through the agency of these, alongside Black Templars Battle-Brothers serving with the Deathwatch, that contact between the crusade high command and the High Marshal of the Chapter was re-established. Upon his ascension to the rank of Lord Militant, Tetrarchus ordered a delegation to approach the Black Templars a second time, receiving the approval and support of members of the Imperial Fists and Crimson Fists Chapters in doing so. Mindful of the potential for insult, Tetrarchus drafted the wording of the petition himself, appealing to the Black Templars to join their brothers in the new offensives he planned to launch. The contact was successful and, on the eve of the main push on the Acheros Salient, the Fighting Company of Castellan Raimer joined the Acheros Crusade.

With the Black Templars forming the spearhead of the renewed assault, they won a string of early victories, but ultimately these proved localised and not typical of the fighting across the whole salient. Raimer's Fighting Company made rapid progress into the regions surrounding the Blood Trinity, culminating in the boarding of the Space Hulk codified *Scion of Desecration*. Raimer and his Sword Brethren squads took control of the vast conglomerate vessel and sent it ploughing into an enemy-held orbital station. Final calculations of the destruction estimated it to have consumed half a million servants of the Ruinous Powers and the catastrophic tectonic destabilisation of the world below.

Tragically, the Black Templars' victories were an exception in the first few weeks of the advances on Acheros Salient and soon Raimer's force found itself dangerously overextended and under threat of being enveloped by the rapidly counter-attacking enemy. Lord Tetrarchus had no choice but to order a general retrenchment in the face of overwhelming enemy defiance, and his forces began a fighting withdrawal back towards Karlack and the fortress worlds of the Iron Collar. Key to the success of this vast rearguard action were the various contingents of Space Marines present, whose valiant deeds saved the withdrawal from turning into a costly rout. The Black Templars were the last to abandon the advance, though eventually they had no choice but to redeploy as night fell across the worlds of the Acheros Salient. It is said that the very last vessel to translate from the Warp on the outer verges of the Karlack system was the *Ophidian Gulf*, Raimer's strike cruiser, and behind it was nothing but the all-engulfing tides of Chaos.

Soon after, Raimer's Fighting Company was recalled by his Chapter in preparation for the Garon mission, which Raimer was to command and which had the status of a full Crusade. To date, no further Black Templars forces have been committed to the Jericho Reach, the High Marshal of the Chapter believing the Achilus Crusade to have stalled and become a war of attrition in which his warriors have no part to play.

BLACK TEMPLARS IN THE DEATHWATCH

While the Black Templars as a Chapter have left the Jericho Reach, for the present at least, their Battle-Brothers still serve in the ranks of the Deathwatch. Several of the greatest heroes to have served their Vigil from Watch Fortress Erioch were drawn from the Chapter, though their names and deeds may only be read in the annals of the Deathwatch, and these are sealed from access by all but the most privileged. Black Templars are known to make worthy members of a Kill-team, though their zealotry can occasionally put them at odds with other members. Black Templars never back down from a challenge and they are reluctant to re-deploy in the face of overwhelming odds. A mission that requires stealth and observation may find itself compromised should a Black Templars Battle-Brother take it upon himself to engage a foe he should be watching from afar. For this reason, it is only the most self-disciplined of Black Templars who are seconded to the Deathwatch, and those able to tolerate the myriad different expressions of a thousand divergent Chapter cults evinced by his fellows. But it is not the case that a Black Templar must suppress his essential nature to operate in the Deathwatch. Instead, on the field of battle it is his greatest weapon, for his righteousness and zeal allow him to face and to overcome the most terrifying enemies facing the Imperium.

SWORD BROTHER

The most senior Fighting Company of the Black Templars is called the Marshal's Household and, just like the majority of other Chapters' First Companies, consists of the most decorated and experienced warriors. Only those who have attained the highest honour on the field of battle are judged worthy to join the elite ranks of the Sword Brethren, and it is the most cherished ambition of every Black Templars Space Marine to one day join their number.

It is from this company that the Marshals are selected. When the Marshal of a Fighting Company falls in combat, those Sword Brethren who aspire to command rank face one another in a series of gruelling ritual combats. The exact form of the combat may vary, from unarmed wrestling to feats of endurance that would kill any man other than an Adeptus Astartes, and many rounds may be fought until a single winner emerges, bloody and victorious. Even then, however, the victor's right to assume the rank of Marshal must be confirmed by the High Marshal himself, although in practice it is most unlikely to be withheld. This tradition, which is codified in Chapter dogma and said to date back to the earliest of times, ensures that only those who truly desire command rank ever attain it, and it also guarantees that the succession of the rank of High Marshal is available only to the very best warriors in the entire Chapter, for it is from the ranks of the Marshals that the Chapter Master is chosen.

The Marshal's Household very rarely fights as a single unit, although this has occurred during the most calamitous of wars. Instead, it is far more common for individual squads of Sword Brethren to be dispatched to bolster the forces of a single Fighting Company. The presence of these wise and potent warriors strengthens the resolve of the entire force, the Initiates and Neophytes fighting with all the more zeal knowing that the companions of the High Marshal himself are looking on. In battle, the

Sword Brethren lead assaults or form immovable living bulwarks against anything the enemy can throw at the Black Templars lines, fighting with a controlled yet fiery doggedness born of centuries of experience.

Of all the forces of the Black Templars, it is the Sword Brethren who are entrusted with the use of Tactical Dreadnought Armour. Each suit is a priceless relic wrought by master-artificers in ages passed, and given the scattered nature of the Chapter, very hard to replace should the wearer fall in battle. When they take to the field equipped with their hulking Terminator armour, adorned with fluttering crusader seals and holy script, the Sword Brethren are a truly inspiring sight against which few enemies can stand.

On some rare occasions, the Sword Brethren have provided Battle-Brothers to serve in the Deathwatch, for these veterans are all but peerless in their resolve to face the enemies of the Emperor. Each is a potent warrior and they are as experienced as the 1st Company Veterans of any other Chapter. Their unique combination of zealous rage and cold determination is an example to all they serve alongside, bolstering a Kill-team's ability to survive and to overcome the horrors it must face in the cold void between the stars.

PLAYING A SWORD BROTHER

Requirements: Black Templars only, cannot be a Techmarine, Rank 4+, WS 50+

Cost: 1,000xp

Sword Brethren Wargear

Sword Brethren gain a chainsword and either a second Chapter Trapping or a Charm as standard issue wargear (see page 28 of the **DEATHWATCH** Core Rulebook).

Sword Brethren Special Ability:

Veteran of the Endless Crusade

Sword Brothers are veterans of many battles, with the proven ability and accumulated glory that comes only from facing the enemies of the Imperium on countless battlefields under countless alien suns. Through long years of battle and bloodshed, they have acquired a wealth of combat experience and learnt a variety of deaths to inflict upon the mutant, the alien, the heretic, and the daemon. Further, they have the ambition and



TABLE 1-1: SWORD BROTHER ADVANCES

Advance	Cost	Type	Prerequisites
Command	400	Skill	—
Command +10	500	Skill	Command
Dodge +10	400	Skill	Dodge
Intimidate +10	400	Skill	Intimidate
Intimidate +20	400	Skill	Intimidate +10
Lore: Common (any)	200	Skill	—
Survival	200	Skill	—
Survival +10	300	Skill	Survival
Tactics (any)	400	Skill	—
Berserk Charge	600	Talent	—
Bolter Drill	1,000	Talent	—
Counter Attack	600	Talent	WS 40
Detestation	1,500	Talent	Hatred (any)
Furious Assault	600	Talent	WS 35
Hatred (any)	500	Talent	—
Hip Shooting	600	Talent	BS 40, Ag 40
Signature Wargear	600	Talent	—
Sound Constitution	1,000	Talent	—

personal drive to keep striving for martial perfection, unwilling to cease their personal quest to attain victory and glory for themselves, their Chapter, and the Emperor.

To reflect this combat experience, Sword Brethren may choose one of the following special abilities during the Preparation phase of each Mission. These abilities represent the skills and experience gained through their years of endless warfare. Once chosen, the special ability cannot be changed until the Mission is completed and the Battle-Brother takes part in another Preparation phase.

- **Righteous Rage:** The Sword Brother's hearts burn with the fury of one who has seen many of the horrors of the galaxy and learned only to detest them. His passion for the extinction of all that is not human knows no bounds and is only barely restrained by the stoic determination typical of those who descend from Rogal Dorn. The Sword Brother gains the Frenzy Talent and, while in a frenzied state, increases the bonus gained from the Hatred Talent (including any temporarily conferred onto the Sword Brother by the Litany of Hate Talent) to +20.
- **Eternal Crusader:** The Sword Brother has endured much and triumphed in spite of it, and possesses a deep understanding for the necessity and righteousness of the Black Templars' Crusade. While he still draws

breath, he will not cease in his own efforts to strike down the enemies of Man. Once per combat, the Sword Brother may add his Willpower Bonus to his Toughness Bonus when determining how much (if any) Damage he suffers from an attack. This applies only to a single Damage roll, even if the attack scores many hits.

- **Many Deaths to Bring:** The Sword Brother is a keen student of the many tools and techniques employed by the Adeptus Astartes, and can bring them to bear upon the enemy with contemptuous ease. The Sword Brother counts any Astartes weapon he wields as having the Proven (3) quality.
- **Wrathful Firepower:** The Templar's wrath knows no limitations, and his fury is as easily expressed with a storm of fire as with the clash of blades. The character gains the benefits of the Hatred Talent with ranged attacks as well as with melee attacks.

NEW TALENT: DETESTATION

Prerequisite: Hatred (any)

The Sword Brother's hate for the enemies of man knows no bounds, and his righteous loathing lends might to his attacks, giving him the strength to slay them when otherwise his blade might falter. When attacking an enemy to whom one or more of the Sword Brother's Hatred Talents applies, the attack deals additional Damage equal to one-half the Sword Brother's Rank, rounding up.



THE EMPEROR'S CHAMPION

At the very height of the Siege of the Emperor's Palace during the Horus Heresy, Captain Sigismund, First Captain of the Imperial Fists Legion, was tasked by his Primarch Rogal Dorn with leading the ground battle whilst the Emperor, Dorn, and Sanguinius led the assault on the traitor Warmaster's battle barge. Sigismund was named Emperor's Champion, a title sometimes applied to Dorn, and in that act a new tradition was formed, which is honoured amongst the Black Templars, the direct descendants of Sigismund, to this day. When the Master of Mankind and his gene-sons teleported away to face Horus, Sigismund led the remaining warriors, not as a general, but as an example, taking the battle to the enemy in person and emboldening the hearts of the defenders with his deeds. Sigismund sought out the greatest warriors amongst the teeming hordes of the enemy, facing mighty Chaos Space Marine leaders as well as towering fiends from the great beyond, and defeating every single one of them.

Sigismund was chosen as Emperor's Champion because he was filled with such devotion to the Father of Mankind, and to the Imperium and the Great Crusade that had created it, that he was a shining exemplar of all that the Legions Astartes were and could be. The oath he took when he accepted the mantle of Emperor's Champion resounded through the ages, and was so weighty that it could never be broken. While Sigismund's beloved Emperor fell on that day, the Emperor's Champion prevailed and, with Horus defeated, the vile hosts on the surface were routed. Later, the Imperial Fists split into Chapters and Sigismund's fiery zeal was recognised. He became the first High Marshal of the Black Templars, and his belief that the Great Crusade would never end became a reality embodied by the new Chapter and its never-ending crusades.

Ever since the Siege of the Emperor's Palace, it has become a cherished tradition amongst the Black Templars to field one who the chaplains have proclaimed the Emperor's Champion. On the eve of battle, the Black Templars pray, fast, and meditate upon their duty, and it is not uncommon for one amongst their number to be blessed with some form of vision that speaks, to him of his duty and shows him portents of things yet to come. The Battle-Brother then presents himself to the Chaplains and confesses his vision and if he is found true, is declared to be the Emperor's Champion. The Battle Brother is ritually prepared for the coming battle, the attendants of the Reclusiam cladding him in the Armour of Faith and presenting him with the Black Sword. In theory, each Black Templars Crusade force has its own Emperor's Champion who serves as such for the duration of a protracted battle or a campaign, but in practise each Fighting Company is likely to have one, each battle producing its own champion if one has not come forward already.

It is common for Black Templars Battle Brothers serving with the Deathwatch to pray and fast on the eve of a mission, just as they would before a battle within the ranks of their own Chapter. On some extremely rare occasions, such a Battle Brother may feel the blessings of righteous certainty upon him, and know that he must take up the mantle of the Emperor's Champion. Within his Chapter, the Battle Brother would seek out the Chaplains and be declared the Emperor's Champion by them, but this may not be possible whilst he is serving the Long Watch. Unless a Chaplain of the Black



Templars is present and able to take the brother's confession, he must assume the mantle alone, donning the most sacred relics of his Chapter and declaring his mission to his fellows. He will seek permission from the master of the armoury to bear into battle the most potent of weapons and the most revered of armour. Few would dare refuse, for the Battle Brother's eyes burn with the zeal of his duty and the weight of his oaths is an almost palpable thing.

Regardless of the nature of the coming mission, the Emperor's Champion will seek out the greatest champions and leaders amongst the ranks of the enemy and strike them down in the fury of single combat. In so doing, he acts as a shining beacon of faith by which the enemy are cast back and the warriors of the Emperor driven to ever-greater acts of valour.

Having taken up the trappings of the Emperor's Champion, the Battle-Brother remains as such only until his vision is fulfilled and he returns to the Watch Fortress. Only by the word of the Chaplains is his duty discharged, and he resumes his place in the ranks once more.

PLAYING THE EMPEROR'S CHAMPION

Requirements: Black Templars only, Renown 60+, WS 50+, cannot be an Apothecary or Techmarine

Cost: 500xp.

To become the Emperor's Champion is no matter of training, but rather a calling that most Black Templars aspire to, but few ever achieve—to be chosen to serve as the Emperor's Champion is to be chosen by the Emperor Himself. A Battle-Brother of the Black Templars Chapter who fulfils the requirements listed above may, during the Preparation phase of a Mission, take on the calling of the Emperor's Champion. This represents the divine vision during the Battle-Brother's prayer, followed by confession with a Chaplain (preferably a Black Templar, or other Son of Dorn) and being granted the sacred wargear from the Deathwatch armouries.

For the duration of the mission, the character possesses the blessed and iconic wargear of the Emperor's Champion, and benefits from the Emperor's Champion special abilities "The Templar's Vows" and "Slayer of Champions." At the end of the mission, the character ceases being the Emperor's Champion, relinquishing the wargear and losing access to the special abilities. The experience point expenditure is permanent. Becoming the Emperor's Champion is a singular honour and few Space Marines attain that status more than once in their lives. Normally (except at the GM's discretion), a character may only become the Emperor's Champion once.

Emperor's Champion Wargear

The Emperor's Champion gains The Black Sword and The Armour of Faith (see pages 125) as standard issue wargear (see page 28 of the **DEATHWATCH** Core Rulebook). The Armour of Faith replaces the Battle-Brother's normal armour, and he must use it for the duration of his service as the Emperor's Champion. Similarly, he must carry The Black Sword, and may not carry any other weapon except a Bolt Pistol and a Combat Blade. These restrictions are lifted once the character's time as the Emperor's Champion is ended and the wargear is returned to the armoury.

Emperor's Champion Special Ability:

The Templar's Vows

To be the Emperor's Champion is to be oath-bound to oppose the enemies of the Emperor in all things and at all times, to be a living manifestation of the Emperor's Wrath, and to inspire others to acts of valour and righteous hatred. All of these things are natural to the Adeptus Astartes, but the Emperor's Champion must take them further, vowing to perpetuate the crusade that the Black Templars so fervently prosecute. The mantle of the Emperor's Champion is not without variation, for the Adeptus Astartes must be flexible in the manner of their wrath, delivering unto the Emperor's foes the most deserved death and, to this end, a number of traditional vows exist that serve to focus the hate and fury of the Champion and his Battle-Brothers.

During the preparation stage of each mission, after Oath-Taking, the Emperor's Champion must select one of the following vows, which will confer upon him and his Battle-Brothers a variety of effects:

- **Abhor the Witch, Destroy the Witch:** The Champion cannot tolerate the continued existence of witches. The Champion counts his Agility Bonus as 1 higher for the

purposes of movement, so long as he is moving to engage an enemy psyker, and he gains a +20 bonus on all Tests to resist the effects of Psychic Powers. If the Emperor's Champion is the Kill-team's leader, then all members of the team gain this Vow's effects, but the team loses 2 points of Cohesion if there is a Librarian among them.

- **Accept Any Challenge, No Matter the Odds:** To be Adeptus Astartes is to stand firm against any foe, to confront any difficulty, in the name of the Emperor. In melee combat, the Champion gains a +10 bonus to hit and a +2 bonus to Damage against all enemies. However, such is his zeal to strike them down that he does not as readily defend himself, and thus suffers a -10 penalty on all Tests to Dodge or Parry. If the Emperor's Champion is the Kill-team's leader, then all members of the team gain this Vow's effects.
- **Suffer Not The Unclean To Live:** While a single servant of the Emperor draws breath, none of His enemies can be permitted to endure. The Champion summons up greater reserves of strength with which to strike down his foes, granting him a +5 bonus to all Damage rolls made in melee combat. However, this holy might takes time to muster, granting enemies a +10 bonus to Dodge and Parry Tests as they move to counter the Champion's slow-but-deadly strikes. If the Emperor's Champion is the Kill-team's leader, then all members of the team gain this Vow's effects.
- **Uphold the Honour of the Emperor:** The Adeptus Astartes shall stand tall and proud in battle, never shrinking from conflict or danger. The Champion's faith in the Emperor and his own might allows him to stride unflinching through enemy fire. He counts his Toughness Bonus as 2 higher than normal for the purposes of resisting Damage and becomes immune to Pinning. The Champion may not skulk or cower to elude the enemy's gaze and thus may not make use of the Concealment, Silent Move, or Shadowing Skills, nor may he benefit from any Squad Mode Abilities which rely on him taking cover, such as Squad Advance or Go to Ground. If the Emperor's Champion is the Kill-team's leader, then all members of the team gain this Vow's effects.

Emperor's Champion Special Ability: Slayer of Champions

The duty of the Emperor's Champion is not only to inspire through fervent prayer and ruthless example, but also to confront the mightiest of enemies in single combat. When in combat, if there is an obvious leader or champion amongst the enemy, the Emperor's Champion must attempt to engage that foe in single combat, issuing a challenge that few warriors, whatever their species, can refuse.

The creature challenged can have an Intelligence of no less than 15—any lower and it is little more than a mindless beast rather than a warrior—but otherwise can be anything, so long as it leads others of its kind in battle, or fights as a champion for those that do. Whether or not the challenged foe accepts, the Champion's full attentions are focussed upon slaying that enemy, and he will leave Squad Mode immediately. While that enemy lives, the Emperor's Champion gains the Hatred Talent appropriate to that enemy, and may activate any one of his Black Templars Solo Mode Abilities and have it remain in effect until the enemy is slain rather than only lasting for the normal duration.

TABLE 1-2: BLACK TEMPLARS ADDITIONAL PASTS

1d5 Result Past Experience

1	Harbinger of Honour: You took part in the opening battles of the Acheros Salient and were, in fact, one of the first Space Marines in the entire crusade army to face the enemy in the regions surrounding the Hadex Anomaly. You trod ground not trodden by the forces of the Imperium in many thousands of years, soaking it with the blood of your foes. The greatest of deeds were performed in those opening weeks of the advance when it seemed that no force in the galaxy could stand before the armies pouring from the Well of Night. Sadly, those days are long gone, but they live on in your heart, and you have vowed to bring them back, no matter the cost.
2	Penitent Vigil: You stood beside Brother Captain Raimer on the bridge of the space hulk <i>Scion of Desecration</i>, aiding the Techmarines in keeping the tiller straight as the huge conglomerate vessel plummeted towards the planet held by the forces of the Ruinous Powers. When Raimer ordered the bridge evacuated as the planet filled the forward view port, you realised someone would have to hold the controls on course and you disobeyed his orders, insisting that your brothers leave you behind. Your last wish was honoured, but turned out not to be your last at all, as the Techmarines teleported you out at the last possible moment. Later, you were tried by a court of your peers and found guilty of disobeying your Captain's direct order, though no dishonour was levelled against you. The court ruled that you undertake a penitent Vigil in the Deathwatch, which you serve to this day.
3	The Bonds of Duty: When the Achilus Crusade recoiled in the face of unanticipated resistance, your squad was cut off and thought lost. You were captured and endured long months of torture at the hands of the servants of the Ruinous Powers, but through the strength of your will you resisted, broke your bonds, killed your captors, and eventually returned to the Crusade. Finding that Marshal Raimer's Fighting Company had departed, you took the Apocryphon Oath that you might rekindle the crusade and in so doing cause your brothers' to return to the Reach once more.
4	Oath of Detestation: A veteran of the war on Khazant, you took the Apocryphon Oath after facing a force of alien mercenaries none had ever encountered before. These fighters were so blasphemous of form and vile in their fighting methods that your heart was filled with disgust and you vowed to slay every last one of their species. Though you have yet to encounter any more of these vile foe, numerous enemies have fallen to your chainsword, and more shall do so before your oath is fulfilled.
5	Exemplar of Faith: You are new to the Jericho Reach, but have been volunteered for service in its warzones by your Marshal so that the Chapter might maintain a presence there. You have been tasked with representing the honour of your Battle-Brothers, and of ensuring that while those of other Chapters might know that the Black Templars are elsewhere, they are present through your deeds.

ADDITIONAL RULES

With a history that stretches back to the dark days of the Horus Heresy and its aftermath, and with their number so scattered to the furthest reaches of the galaxy, the Black Templars' doctrines and traditions are intricate and varied, many-layered and rife with nuance. In this section are a few additional abilities that help depict some of this impossibly vast weight of martial tradition.

BLACK TEMPLARS SOLO MODE ABILITY:

NO RESPITE, NO FORGIVENESS

This is a new Solo Mode Ability available to Battle-Brothers of the Black Templars Chapter. See page 217 of the **DEATHWATCH** Core Rulebook for details of using Solo Mode Abilities.

Type: Active

Required Rank: 3

Effects: The fervent anger and indomitable determination of the Black Templars often drives them forward all the faster against insurmountable odds or heavy fire, such things serving only to enrage the Black Templars and incite them to deliver retribution. Once per combat as a Free Action, a Battle-Brother of the Black Templars Chapter may activate this ability at the start of his Turn. While under the effects of No Respite, No Forgiveness, the Battle-Brother may use

his Reaction when targeted by an enemy ranged attack (before the attack is made, but after it has been declared) to move up to his Agility Bonus in metres towards the nearest enemy. The Battle-Brother must move a minimum of one metre for this Ability to take effect. His wrathful mien and apparent heedlessness for danger cause the attacker to hesitate, imposing a -10 penalty on their attack roll. If the Battle-Brother has multiple reactions, he may only use one of them each turn to move in this way. No Respite, No Forgiveness lasts for a number of Rounds equal to the Battle-Brother's Rank.

Improvements: At Rank 5 and above, the penalty imposed upon the enemy attack is increased to -20. At Rank 7 and above, the maximum distance he can move is increased to twice the Battle-Brother's Agility Bonus in metres.

BLACK TEMPLARS

SQUAD MODE ABILITIES

The following Squad Mode abilities are unique to characters drawn from the Black Templars Chapter. The use of Squad Mode Abilities is described on page 219 of the **DEATHWATCH** Core Rulebook.

Black Templars Attack Pattern:

Judgement of Sigismund

Action: Full Action

Cost: 2

Sustained: No

Effects: The Black Templars regard themselves as judge and executioner for all those who have betrayed the Emperor and mankind, and all those who would stand opposed to the rule of the Imperium, enacting the ultimate judgement with every foe slain and every battle won. A Battle-Brother may invoke the Judgement of Sigismund upon a single enemy he can see, granting all others within Support Range a bonus to Damage rolls against that enemy equal to the Battle-Brother's Willpower Bonus until that enemy is dead. Once the judged enemy is slain, this ability ends.

Improvements: If the Battle-Brother is Rank 3 or above, he may invoke the Judgement of Sigismund again upon a different enemy as a Free Action and with no Cohesion cost as soon as the previous enemy is slain.

Black Templars Defensive Stance:

Immediate Retribution

Action: Reaction

Cost: 1

Sustained: No

Effects: The Black Templars will never allow a slight to go unpunished, nor see a challenge go unanswered, and the gravest of slights and clearest of challenges is an attack against a Battle-Brother. A Battle-Brother may use the Immediate Retribution ability whenever another member of his squad currently within Support Range is hit by a melee attack. The Battle-Brother may immediately make a Charge Move and a Standard Attack with a melee or ranged weapon against the attacking enemy, adding +1 to Damage for this attack for each member of the Kill-team within Support Range. This ability lasts only for a single attack; the Cohesion cost must be paid every time this ability is used.

Improvements: If the Battle-Brother is Rank 4 or above, he may also use Immediate Retribution if a member of his squad is hit by a ranged attack.

NEW OATH:

OATH OF THE ENDLESS CRUSADE

This Oath may be selected by a Kill-team which has selected a Battle-Brother of the Black Templars Chapter to be their leader. Oath-taking is described on page 228 of the **DEATHWATCH** Core Rulebook.

The Black Templars are a Chapter whose every deed is surrounded by righteous zeal and the oaths, vows, promises and declarations of warriors and commanders. It should come as no surprise, then, to imagine that the

rituals of oath-taking are of particular significance to the Black Templars, for the selection and swearing of an oath represents the culmination of a time of fasting and prayer for every Battle-Brother, and signifies the final moments of calm before battle is joined. The Oath of the Endless Crusade is one of the most commonly taken of the Black Templars' oaths, drawing upon ten millennia of perpetual crusading, and is believed to have been originally composed by Sigismund himself, upon becoming the Chapter's first High Marshal. Taking the Oath of the Endless Crusade means committing utterly to the indiscriminate destruction of all creatures who would oppose mankind's dominion of the galaxy.

Prerequisite: Any Battle-Brother of the Black Templars Chapter.

Effect: Those that take the Oath of the Endless Crusade are inspired to greater feats of wrath and valour and strive to push ever onwards to victory and the annihilation of their foes. All members of a Kill-team that take this Oath gain the Brutal Charge Trait (see page 130 of the **DEATHWATCH** Core Rulebook) and gain an additional point of Renown for each Primary and Secondary Objective that the Kill-team completes, as long as they were personally involved and the objective required that the enemy be assaulted and exterminated—the Black Templars do not see the valour in defence while there are yet foes to slay.

Squad Mode Abilities: Bolter Assault, Furious Charge, Regroup.



STORM WARDENS

"What threat might require an entire Chapter of the Adeptus Astartes to guard against it? I for one sleep no sounder at night knowing that such warriors guard our Imperium, for my nightmares are haunted all the more by what enemies they watch for."

—Lord Sector Marius Hax

While many of the Chapters serving in the Acheros Crusade are well known across the Imperium, the Storm Wardens are one of the hundreds of Chapters in existence whose deeds go largely unrecorded, whose activities are confined to a relatively contained theatre of operations, or whose histories are as yet largely unwritten. In the case of the Storm Wardens, there is an additional reason why their name is not more well known, a tale of calamity known as the Nemesis Incident, of which few outside of the Battle-Brethren have any inkling.

But it is not just the events of the Nemesis Incident that have kept the Storm Wardens from becoming the celebrated heroes of the Imperium that they arguably deserve to be. Some would say that they have inherited much of the taciturn, even dour nature of the tribesmen of Sacris from whom they recruit Aspirants, and this would certainly go a long way towards explaining why the Storm Wardens appear to shun the laurels they are undoubtedly due. Sacris is a world forbidden to all but the Storm Wardens, and its

warring clans exist at the very precipice of survival. They are distrustful of outsiders and utterly relentless in war. The Storm Wardens have inherited these, and many more aspects of the culture of the tribes of Sacris, granting them a unique blend of qualities.

One of the most obvious manifestations of the Chapter's desire to keep much of its identity and its deeds secret is to be found in the manner in which it administers its home world of Sacris. This gloomy world is located within the borders of the Calixis Sector, but those gazetteers that even list it describe it as a Forbidden World. Beyond its name, most Navigators and Free Captains have no knowledge of the world, and no need to approach it. Were they to do so, they would be challenged by an outer ring of automated defence monitors, dire warnings against proceeding any further looped over and over and transmitted into the void. Any foolish enough to proceed into the system's inner zone find something entirely unexpected – hostile patrols of Space Marine vessels. Sadly for the intruders, the Storm Wardens do not repeat the warnings transmitted by the automated monitors, opening fire immediately and with deadly effect.

So deep is the Chapter's desire to remain isolated from the other worlds of the Calixis Sector that very few authorities or institutions are even aware that a Space Marine Chapter exists in their midst. Exactly how many know of the Storm Wardens is unclear, but certainly the fact is not common knowledge, even in the highest echelons of the Administratum mission in the sector. Lord Marius Hax, the Administratum's highest ranked potentate in the sector, does know of them, but how many of his underlings do is unknown. Furthermore, it seems unbelievable that the Ordos



Calixis would not be aware of an entire Space Marine Chapter operating within their sphere of influence, yet there appear to be no links between the two groups, formal or informal. While the Storm Wardens are not known to have undertaken any direct missions alongside any agents of the Ordos Calixis, they have fought alongside other Inquisitors, in many different warzones, which is suggestive of some deeper mystery that may be in play. Perhaps this desire for secrecy is simply a holdover from the habits of the peoples of Sacris, but perhaps it indicates some deeper conspiracy at work, throughout the Calixis Sector and beyond.

Another part of the Storm Warden's heritage is their combat doctrine. This manifests in several different ways, and while the Chapter is master of all forms of war, the brethren excel in one particular doctrine. Inspired by their ancestor's use of mighty war steeds to close quickly upon their foes, the Storm Wardens make extensive use of armoured assaults. The Chapter Forge maintains ample stocks of every variant of armoured vehicle used by the Space Marines, and perhaps some all but unique to the Storm Wardens. The Chapter's battle doctrine holds that the Battle-Brothers should ride to war on their iron steeds as the clans of Sacris do on their own mounts. Tactical Squads power towards the enemy upon Rhino and Razorback carriers, flanked by Predators and supported by Vindicators and Whirlwinds. Elite Terminator and Tempest Blade squads often go to war mounted in the mighty Land Raider, while bike and Land Speeder squadrons range far ahead. The intention of such a doctrine is not to gun the enemy down with the formidable firepower mounted on each vehicle, for these weapons are used to support the warriors once they have dismounted. Upon closing with the enemy, the Storm Wardens draw their chainswords and Sacris claymores, and engage the enemy in the manner of their forebears—in the bloody maelstrom of close combat.

It is in close combat that many of the Chapter's traditions are most fully expressed, for the Storm Wardens are possessed of a fierce sense of pride and believe that honour is to be found in the act of striking an enemy down with one's own hand. To this end, the Storm Wardens utilise the fearsome claymore wielded by the clans of Sacris, each Battle-Brother practising endlessly until he is a master in its use. Only when he is judged worthy is a Battle-Brother formally allowed to wield his claymore on the field of battle, mostly limiting its use to officers and veterans. Many claymores have been passed down through the generations, and some are truly ancient relics forged by the clans of Sacris and later fitted with power field generators to wreath their mighty blades in shimmering, deadly force. A master of the Sacris claymore wielding his weapon against the foes of the Emperor is an awesome sight indeed, and one that fills the hearts of the faithful with as much pride as it inspires dread in the souls of traitors.

CHAMPIONS OF SACRIS

The Battle-Brothers of the Storm Wardens Chapter are known to exhibit a fierce resolve in the face of overwhelming odds and display an unstoppable drive to test themselves against all who would stand before them. Perhaps this feature of their character is a result of the beliefs instilled in each before he has even joined the Chapter, for the warrior clans of Sacris are fearsome and resolute indeed. Others might say that the need to test their limits is a result of the Nemesis Incident, for the Storm Wardens do not know

which of the Primarchs is their gene-father, who they should revere above all others. In truth, there are many Chapters that do not have knowledge of the identity of their founding Legion, but perhaps things are different for the Storm Wardens because, presumably, they once possessed that knowledge, but necessity has shorn that link. Few Battle-Brothers can imagine such an existence, the doctrine and dogma of the Chapter, including accounts of its founding and its earliest battle honours, locked deep within the stasis vaults in the deepest levels of the Fortress-Monastery.

Some Storm Wardens Battle-Brothers become disturbed with the fact that so much of their Chapter's heritage is lost, and are consumed with an existential grief. The Chapter's Chaplains are ever watchful for such afflicted Brethren, and when they are identified they are counselled to renew their quest for excellence, challenging themselves against ever greater foes. In some cases, the Chaplain must set the target of the quest himself, knowing that in its completion the Battle-Brother will find respite from his spiritual turmoil, on this side of the grave, or the other.

WARD-MASTER LORGATH MACLIR

The current leader of the Storm Wardens Chapter is Ward-Master Lorgath Maclir, Imperial Commander of Sacris, Lord Protector of the Northern Halo Marches and Marshal Designate Imperialis of the Ninth Convocation. Maclir was initiated into the Storm Wardens in 229.M41, and assumed the mantle of Ward-Master four hundred years to the day later, his ascension validated by every one of the twenty-two Chapter Ancients the Techmarines were able to awaken. Since then, Maclir has served his Chapter and the Imperium with the utmost dedication, though few outside of the Chapter and the highest tiers of the Imperium's power structure have even heard of his name.

Maclir is typical of his kin, in that he was recruited from the warrior-clans of Sacris, the feral world from which the Chapter exclusively draws its Neophytes. It is recorded that the trials that season were especially harsh, the swamps through which the competing Aspirants raced boiling with vicious bile-wyrms that dragged dozens down beneath the fetid waters. Upon reaching the Storm Wardens Chaplain overseeing the contest, Maclir was instructed to face the other nine who had arrived ahead of him if he wished to join the warriors from the sky. This he did, slaying his rivals without mercy to be judged worthy of leaving the surface with the Chaplain.

Upon his initiation, Maclir began an ascent that would take him to the very highest tiers of the Chapter's chain of command. He was driven by an insatiable urge to test himself in all he did, more so even than most Battle-Brothers of the Storm Wardens. He undertook a study of the *Tactica Imperialis*, committing the entire work to memory within a century, a feat few even amongst the Adeptus Astartes could ever match. But Maclir did not simply learn the precepts of the Codex by rote, priding himself on fully comprehending each lesson and principle and testing himself to ensure his understanding was total. When he was judged worthy of promotion to Company Captain, Maclir turned the honour down, stating that his mastery of the Codex was not yet



complete. A decade later, having been offered command three more times, he accepted, leading first the 7th, then the 3rd, and finally the 1st Companies to victory after victory against every enemy he faced.

Since assuming the mantle of Chapter Master, Lorgath Maclir has been honoured as the greatest Ward-Master in the Storm Wardens extant history. He is known for his continuous testing not just of himself, but of his officers and the entire Chapter. On the rare occasions when they are not on operational deployment, Maclir's company commanders are undergoing the most rigorous drills. Yet, Maclir is not a cruel or capricious master and not a single one of his warriors resent him for his constant testing of their abilities. Instead, they undertake the challenges willingly, knowing that what does not kill them makes them stronger, and prepared for the horrors that await on the battlefields of the 41st Millennium.

BATTLES OF THE STORM WARDENS

The annals of the Storm Wardens stretch no further back into history than 945.M36, the events surrounding the Nemesis Incident obscuring all that transpired before. Several of the Chapter's most prized banners, including one of its oldest Chapter Banners, proudly proclaim the names of battle honours earned before then, but about which the Storm Wardens have no knowledge at all. Such titles include the *Scouring of Mo'Shan*, the *Second Magellanic Expedition* and the *War of the Pillars of Creation*. The Chapter may

never know what mighty deeds were undertaken to earn these honours, what heroes fell, what vile enemies were slain, and what sacrifices were made that the Imperium might prevail.

335.M41 AMBUSH IN THE MAW

The Storm Wardens strike cruiser *Eternal Sentinel* was ambushed in the depths of the Maw travelling between the Calixis Sector and the Koronus Expanse. The attackers were a previously unidentified Chaos war fleet and subsequent analysis of augur-core archives determined that it was emerging from an unknown Warp interface beyond the 12th Station of Passage. The *Eternal Sentinel* affected a boarding action against the enemy flagship, slaughtering its command crew before triggering a cascading plasma core purge cycle that destroyed the vessel and crippled three nearby escorts.

784.M41 THE DESTROYER'S LAST CRUSADE

Three companies of Storm Wardens accompanied Rogue Trader Tyral "Destroyer" Cathek into the Halo Stars beyond the Calixis Sector, encountering several isolationist pocket empires. The Destroyer lived up to his moniker in razing to ashes each kingdom he encountered despite the growing protestations of the Adeptus Mechanicus Explorator contingent accompanying his fleet. Eventually, the Explorators refused to allow any more pre-Age of Imperium technology to be lost, and attempted to stop Tyral from destroying any more. The Storm Wardens were forced to choose between the two factions, and sided with the Mechanicus, with whom they have well-established ties, forcing the militant Rogue Trader to continue his crusade alone. Tyral has not been heard of in decades, and it is assumed he met his match amongst the Halo Stars.

801.M41 BATTLE OF PORT MAD DOG

The Battle of Port Mad Dog illustrates the precarious nature of the extreme long range patrols many Space Marine vessels undertake, as well as the unique capabilities of the Adeptus Astartes. While the Imperial Navy would no doubt argue that their own crews would have found an equally imaginative means of returning to port, the Storm Wardens achieved a notable victory, if one that is likely to go largely unmarked amongst the calamitous wars engulfing the Jericho Reach.

It was during a long-range sweep deep into the Outer Reach that a Storm Wardens Hunter class destroyer suffered a navigational error during an unprecedented flicker in the beacon of the Astronomican. Cast adrift in the lifeless nebulae of the Slinnar Drift, the destroyer's crew found themselves light years from any Imperial installation and far beyond the reach of the nearest logged friendly unit. The ship's navigational array, Warp vanes and gellar projectors were damaged. Meditating on the matter for several hours before consulting his peers, the destroyer's master formulated a plan, if one that was highly unconventional, to extricate his vessel from its predicament.

The Storm Wardens decided that they had no choice but to set in for repairs at the nearest port, which happened to be the pirate haven of Port Mad Dog. The Space Marines decided they had

two options, both of which they would try. Firstly, they would set in at Port Mad Dog and simply demand the denizens provide them with the materials and facilities needed to affect repairs. However, the Storm Wardens suspected that the outlaws were unlikely to agree to such demands and, if they did not, the Space Marines would simply take what they needed. As predicted, the pirates rejected the Storm Wardens' demand.

The dozen Space Marines aboard the destroyer were drastically outnumbered by the pirates, so they executed a swift strike against the pirate king, seeking to decapitate the enemy before serious resistance could be mounted. The Storm Wardens found the enemy leader attended by a veritable menagerie of alien bodyguards, including Kroot, Loxatl, and a multi-headed monstrosity never before recorded. The battle was joined in the pirate king's throne room and, although the bodyguards were far more dangerous foes than the Space Marines had anticipated, they were ultimately no match for the champions of Humanity. Having decapitated the pirate hierarchy, the forces of the port were thrown into anarchy. The Storm Wardens dug in for a days-long defence of the docks, knowing that their foes would not attack without order or direction. While the Space Marines held the dock, the crew-serfs of their destroyer affected the needed repairs, a process that was completed within three days. Breaking dock, the Storm Wardens released the pirate king of Port Mad Dock in the fashion his kind were notorious for, ejecting him from an air lock as they pulled away.

815.M41 THROUGH THE WARP

Answering an astropathic distress call emanating from the feral world of Belami, the Storm Wardens rapid strike cruiser *Glendyr's Lament* rescued the Navigator Hernando Jurkantz from an entire nation of angry natives. Known as one of the most skilled Navigators in the quadrant, Jurkantz' skills were tested to near breaking when the cruiser was engulfed in a Warp flux and spewed from the Warp twenty thousand light years away and several decades before it had set out, through the stellar phenomenon known as the Hadex Anomaly. Only Jurkantz' skill in traversing the Warp and the Storm Warden's bold stand against the enemies that assailed the vessel throughout the journey saved the souls of every man on board.

OPERATION HAMMERFALL

Of all the Space Marine Chapters of the Adeptus Astartes to have contributed forces to the opening battles of the Achilus Crusade, the Storm Wardens committed by far the largest single contingent. Seven entire companies and significant fleet assets were dispatched from Sacris, a number not far short of the Chapter's full strength. By mutual assent of the crusade's ruling council and personal sanction of Lord Militant Achilus himself, Commander Lorgath Maclir, Chapter Master of the Storm Wardens, was appointed the figurehead and nominal leader of all of the Space Marine forces committed for the opening battles. The deployment would be known as 'Operation Hammerfall,' and it would achieve some of the most stunning victories, and suffer one of the most galling twists of fate, in the entire crusade.

Planning for Operation Hammerfall began in mid 773. M41, when Maclir was summoned to attend the Senatorum Imperialis. In sealed session, the High Lords of Terra bid the Master of the Storm Wardens to lend their support to the man they had not an hour earlier confirmed as High Lord Militant of the Eastern Marches, Achilus. Maclir knew Achilus of old, having served alongside him during the Scouring of Low Boria, when so many had fallen prey to the repulsively neurophagic xenos species called the Khrave. Maclir would have fought alongside such a man regardless of the High Lords' wishes, but he knew that the undertaking at hand must be a truly epic one for the highest council in the Imperium to have summoned him in such a manner. Then, the new Lord Militant emerged from the shadows below the High Lords' dais, and greeted his old friend. Achilus apprised Maclir of the flight of the *Spear of Tarsus* through the Jericho-Maw Warp gate, and of the weight of the discoveries made since. Maclir committed his Chapter to the crusade there and then, and the foundations of the operation were set down.

While Achilus and Maclir laid their plans for the subjugation of the Jericho Reach, messengers were sent out to dozens of Space Marine Chapters. In many cases, Maclir sent his own brethren to petition his brother Chapter Masters to lend their support to the coming crusade. In other cases, Achilus dispatched his own agents and emissaries, so that in total, almost a hundred Space Marine Chapters were approached. The requests for aid were by necessity short on details, for the need to conceal the existence of the Warp gate was overriding. Some Chapters refused to commit based on the scant information they were given. Others, notably those who had served alongside Maclir or Achilus in previous campaigns, agreed outright to lend whatever aid they were able, and within the year several dozen Chapters were committed to the Achilus Crusade. A Space Marine command council was formed, consisting of the most senior officer of each Chapter represented in the force, and Maclir was elected its figurehead.

The build up of military force and logistical support that precluded the crusade was an undertaking only the most brilliant of minds could have conceived. Achilus was a leader of prodigious will and vision, and the authority vested in him by the High Lords of Terra meant there were precious few limitations in the scope of his power. Yet, the need to maintain secrecy remained paramount, for if the existence of the Warp gate became known, the numerous enemies of the Imperium might utilise it to strike from one side of the galaxy to the other. The totally unheralded arrival of Hive Fleet Behemoth on the Eastern Fringe had defied all strategic prognostications, and although most in the Imperium's highest echelons believed the threat overcome, others feared that another such foe might descend upon the region and, utilising the Warp gate, strike directly towards the Imperium's heartlands.

Achilus conceived the plan of conducting the build up in the guise of directing troops towards the Margin Crusade on the fringes of the Calixis Sector, for while that war still officially raged, in reality it had long ago lost momentum and become a fruitless meat grinder. Imperial Guard regiments were raised from the worlds of the Calixis Sector and numerous others. Strategic segmentum reserves, including veteran regiments originally drawn from such famed worlds as Cadia and Mordia, were



committed to the crusade. The Orders Militant of the Adeptus Sororitas pledged the zeal of their Battle-Sisters. The Adeptus Mechanicus committed Titans, Knights, and Skitarii regiments. The Imperial Navy assembled the largest fleet deployed since the Battle of Macragge. The Departmento Munitorum, by far the largest contingent in the entire crusade, mobilised countless support formations, without which not a single las shot could have been fired or a single trench dug. Even the Rogue Traders answered the Lord Militant's call, and those he trusted were promised riches beyond even their wildest dreams when it came time to apportion the prizes of war.

But mightiest of all the contingents were the Space Marines of the Adeptus Astartes. Hundreds of Battle-Brothers were gathered under the banner of the Achilus Crusade, literally, for Maclir ordered a composite Crusader Company raised. Each Chapter present contributed Battle-Brothers to an elite honour guard whose sacred task was to wield and protect the Crusade Banner.

Finally, after several decades of planning, years of preparation and months of build up, the Crusade was ready to embark. Incredibly, the undertaking had remained secret, the cyclopean bureaucracy of the Imperium ensuring, even without deliberate effort, that the flow of men, materiel, and information was strictly one-way. Though never openly acknowledged, it is suspected that the Inquisition had a hand in reinforcing the issue of operational secrecy, the little known Ordo Redactor purging the archives of any data that might compromise security and tracking down and eliminating any who might let the secret out.

Ten days before the Feast of the Emperor's Ascension in 777.M41, Lord Militant Achilus gave the final, irrevocable order, and the countdown to the crusade began. The first warriors through the Warp gate were the Space Marine strike forces assigned to Operation Hammerfall, and these were led in person by Lorgath Maclir, who had planned every aspect of the assault in person, in minute detail. The crusade's objective was to push the Tau out of the region and reclaim the worlds of the Jericho Reach for the Imperium of Man. It was Achilus' most cherished dream that the Tau would be so undermined by the crusade that they would fall back towards their own region of space and, in time, be destroyed utterly. But for now, Achilus and Maclir held the Tau capital in the Reach, Tsua'Malor, firmly in their sights, and nothing, or so they thought, could possibly distract them from their goal.

Operation Hammerfall ranged ahead of the bulk of the crusade, smashing aside all enemy forces that dared stand before it. As hoped, the Tau were initially unprepared for the attack, coming as it did from an entirely unanticipated quarter. The Space Marines fought as angels of death, conducting planetstrikes, boarding actions, and massive frontal assaults in the manner of the battles of the Great Crusade. Despite the potential for destruction, Maclir ordered that those worlds occupied by human populations be spared unnecessary suffering and allowed to rise up against the Tau and join the crusaders.

Shockingly, the human populations failed to welcome the crusade, let alone join it. Instead, their leaders declared the Imperium the enemy, rejecting all communications and asserting their independence. As world after world rejected the crusade, the forces of Operation Hammerfall were forced to divert around planets they had no immediate resources to suppress. Initial planning had assumed that the worlds coreward of the Well of Night would be usable as staging points for later stages of the operation. With the worlds rejecting the Imperium, the Space Marine strike fleets were forced to operate far from their rear echelons, and their line of communication were becoming more stretched with every world they were forced to bypass.

Despite these setbacks, Operation Hammerfall achieved countless glorious victories, overwhelming the Tau in battle after battle. At Spite, twenty Tau battle cadres were utterly wiped out, while the Battle of Kaggeran sent an entire Air Caste picket fleet burning through the skies to crater several thousand square kilometres of the surface. At Wrath, the Tau attempted to mount a rearguard action while they evacuated several hundred thousand of their worker caste. The Battle Barges of the Storm Wardens, Black Templars, and the Dark Sons Chapters annihilated them from orbit before seven entire Assault Companies made planetfall to destroy what little resistance remained. Perhaps the greatest battle honour won in those opening months was that earned by Maclir himself, when he held the line at Epiphany Rock against a massive Tau counter-attack. The xenos fielded heavy battle suits, whose weapons were capable of punching straight through Adeptus Astartes power armour and which accounted for dozens of casualties before Maclir took the initiative. The Storm Wardens Chapter Master led a teleport assault

of the massed Terminator squads of a dozen Chapters, materialising in amongst the enemy formation and tearing it apart before the heavy battlesuits could re-deploy.

With Epiphany Rock smashed wide open, Maclir scented blood and drove Operation Hammerfall on still further, pushing the Tau back along the Hyades Ebb Warp route and down the length of the Arethusa Flux all the way to the Death World of Ravacene. There, amongst the ash forests and volcanic chains, the forces of Operation Hammerfall fought their largest and most costly battle to date. The Tau threw every asset they had into a last ditch effort to repel the Space Marine advance, committing Fire Warrior cadres, thousands of battlesuits, and massed grav-tank wings. Vast hordes of Kroot Carnivores stalked the grey forests, while the ash-choked skies were darkened further as Vespids Stingwings swooped down to bring death from above. Alien mercenaries not seen before or since swelled the Tau's numbers still further, and soon the ash coating the forest floor turned to a glutinous mire as the blood of xenos and Space Marine alike was spilled.

The First Battle of Ravacene raged for three weeks, neither side able to gain the initiative or strike a telling enough blow against the other. During the darkest days of the battle, it is said that Maclir was everywhere, bolstering the defence, leading bold counter-attacks, and taking the fight directly to the enemy without rest or respite. The Storm Wardens drew on every single one of their traditions. Riding their mighty armoured Land Raiders and Predators in the manner their ancestors rode their huge Sacrisan steeds to war, the Storm Wardens smashed aside whatever Tau forces stood before them, dismounting to engage the enemy in the brutal melee of close combat and continuously testing themselves against the very best the Tau could field. Maclir is said to have dreamed of seeing the white domes of the Tau capital in the distance, knowing that Operation Hammerfall was mere light years away from its objective and that one final push would see the crusade attain its primary goal. Achilus had always planned for a decade of war, yet Maclir sensed that victory could be won within mere months if one final push could be made.

Knowing that a second wave of Space Marine strike forces followed by a third of front line Imperial Guard regiments was fighting its way down the Hyades Ebb, Maclir ordered all available forces to mass at Ravacene and smash the Tau aside, so that the advance on Tsua'malor could begin without delay. Lord Militant Achilus signalled his assent and the final phase of Operation Hammerfall was ordered.

But Maclir's order was never enacted. All across the Jericho Reach, those worlds that had refused to yield to the crusade rose up, millions-strong armies and ramshackle fleets of ancient system defence vessels smashing into the crusade's exposed and over-stretched lines of communication. Worse, it soon became apparent that the recalcitrant populations were not motivated by notions of mere misguided isolationism. Underlying the resistance was the hand of Chaos, the poison of the Ruinous Powers lending the armies strength at the very moment when the Imperium could have pressed home its

assault and driven the Tau from the Jericho Reach.

Maclir's reinforcements never arrived at Ravacene. Instead, transport fleet after transport fleet was ambushed, encircled, and destroyed, entire regiments of Imperial Guard perishing in the cold void before setting foot on a single world of the Jericho Reach. Maclir raged in the face of such perfidy, swearing to avenge himself of the traitors who had cost the Imperium its victory, for he saw there and then that Achilus had, if anything, been overly optimistic in his estimation that the conquest of the Jericho Reach would take a decade. With Chaos raging in the central zones, Maclir knew the crusade might not complete its objective even in his own lifetime. Ironically, it had not been even partially completed by the end of the Lord Militant's lifetime, for Achilus died in tragic, and some have said suspicious, circumstances when his flagship *Proclamation of Wrath* suffered a catastrophic Gellar Field collapse in 786.M41. In truth, the long-standing friendship between Achilus and Maclir had soured by the time of the Lord Militant's death, both warriors deeply embittered by the crusade's descent into a gruelling war of never-ending attrition.

EXTERNAL RELATIONS

The Storm Wardens maintain a high degree of isolation from many of the other institutions within the Imperium, and although their home world is located within the region of space once called the Calyx Expanse, very few amongst the ruling classes of the Calixis Sector or elsewhere are even aware of their existence. The exact reason for this isolationist tendency is unknown, but is likely to be a combination of the inherent character of the warrior-clans of Sacris from which the Chapter recruits and the events surrounding the Nemesis Incident. It is known that Maclir has met with Lord Sector Marius Hax, the most senior representative of the Administratum in the Calixis Sector, but has had comparatively few dealings with the Ordos Calixis. He has, however, undertaken joint missions with a number of Inquisitors outside of the Calixian Conclave, amongst others one Inquisitor Lord Petrion Borsch. In addition, the location of the Chapter's home world and its mission to guard the northern reaches from threats emanating from the Halo Zones, the Storm Wardens have fought along side various Rogue Trader houses, seconding forces ranging in size from a single squad to an entire company to take the light of the Emperor to the dark spaces on the map.

One body that the Chapter does appear to have closer ties than normal with is the Adeptus Mechanicus. Because the Chapter maintains a large number of armoured vehicles, its forge is well served by Techmarines, but some would say this in itself is not sufficient to explain the closer than usual ties. Perhaps the answer is to be found deep beneath the Fortress-Monastery, sealed within the stasis chambers of the Watch Tower.

TEMPEST BLADE

The Battle-Brothers of the Storm Wardens are known for their all-consuming drive to test themselves at every opportunity, fighting duels with one another and engaging in lethal, one-on-one close combat against enemy champions on the field of battle. This drive is deep-seated, and some hold that it is a trait inherited from the Chapter's unknown ancestor Legion, though none can say exactly which Primarch it might apply to, for all were driven in their own manner. By way of this continuing quest for excellence, the Storm Wardens have produced many truly legendary heroes, but they have also suffered some of the most tragic losses. Some of the Chapter's greatest figures of legend have risen to their position by way of the great deeds they have performed, only to be defeated by an enemy they could not better and which they might not have engaged alone had they not been seeking to honour their traditions in such a way.

A tradition has grown up within the Storm Wardens, based around the notion of the pursuit of the last duel. Warriors who have attained the acclaim of their entire Chapter are hailed as so-called Tempest Blades, and grouped together into special veteran squads within the 1st Company. On the field of battle, Tempest Blade squads seek out the most powerful enemies and engage them in close combat, no matter the odds. Sometimes the enemy is a band of champions, in which case the Tempest Blades disperse to fight each foe individually, while at other times the enemy is so large and powerful that they must pool their power, though no others outside of the squad are allowed to intervene. Occasionally, the most senior Tempest Blade declares that he and he alone may engage the foe, his Battle-Brothers forming a perimeter around the fight so that none may interfere or influence the result.

But Tempest Blades are far more than veteran squads, for they embody much of the character and aspirations of the Chapter. Each Tempest Blade is the inheritor of the teachings, honour, and often the wargear, of a named predecessor, following his example and passing it on by his own deeds. Thus, each Tempest Blade is said to be continuing the deeds of a particular ancestor, and none can be declared a member of this inner order unless they have proven themselves worthy of he whose deeds they intend to follow.

Tempest Blades are the masters of close combat and carry to battle the most sacred of relic weapons and artificer armour. Many carry the huge claymore power blades symbolic of the warrior clans of Sacris. Others bear thunder hammers, power axes, glaives, or halberds, all distinctly two-handed weapons. Because they bear such oversized weapons, the Tempest Blades must rely on their

own skill at parrying or avoiding enemy attacks, some becoming adept at utilising the hafts of certain weapons to turn an enemy's blow.

It is the aspiration and most cherished dream of every Tempest Blade to earn a place in the Lexicon Heroica, a great tome maintained by the Librarians of the Storm Wardens Chapter. In the pages of this multi-volume archive, the deeds and the manner of the death of the greatest of heroes are written, and it is through the Chapters and verses therein that the Tempest Blades follow and continue the traditions of their ancestors. Each studies the deeds of a particular figure of legend and seeks above all else to live up to the example set by his predecessor. Thus, a continuous lineage is established, examples from thousands of years ago driving the Chapter forward. Of course, the earliest volumes of the Lexicon Heroica are missing, sealed away beneath the Chapter's fortress in the wake of the Nemesis Incident.

It has been observed by some outside of the Storm Wardens Chapter that there is something tragic, almost fatalistic in the traditions of the Tempest Blades. Each is engaged upon a quest that can only end in his own death. The Tempest Blades themselves might counter that it is the manner of a warrior's death that defines him. They hold the belief that only at the moment of death does a warrior gain true insight, learning the limits of his own ability and in so doing knowing himself as no other warrior can. For this reason, the Tempest Blades hold those interred within the sarcophagus of a Dreadnought as especially holy, for these have experienced the point of death, gained the ultimate

insight, and returned to fight on. For many Tempest Blades, such a fate is the ultimate revelation, and one they yearn to attain at the culmination of their own service.

It is not unusual for Tempest Blades to take the Apocryphon Oath and take up the Long Watch, for in so doing they might reasonably expect to encounter foes no warrior has previously faced and test themselves against truly unique challenges. In the service of the Deathwatch, a Tempest Blade carves his own legend, transcending the traditions of his forebears so that one day, his own deeds will be studied by future generations and his name recorded in the hallowed pages of the Lexicon Heroica.



TABLE 1-3: TEMPEST BLADE ADVANCES

Advance	Cost	Type	Prerequisites
Dodge +10	400	Skill	Dodge
Dodge +20	400	Skill	Dodge +10
Lore: Scholastic (Archaic)	400	Skill	—
Lore: Scholastic (Archaic) +10	400	Skill	Lore: Scholastic (Archaic)
Swift Attack	500	Talent	Swift Attack
Crushing Blow	600	Talent	Str 40
Duty Unto Death	600	Talent	WP 45
Fearless	800	Talent	—
Signature Wargear (Hero) (Weapon)	800	Talent	—
Sound Constitution (x3)	800	Talent	—
Counter Attack	1,000	Talent	WS 40
Lightning Attack	1,000	Talent	WS 35
Precise Blow	1,000	Talent	WS 40
Signature Wargear (Hero) (Artificer Armour)	1,000	Talent	—
Sure Strike	1,000	Talent	WS 30
Two-Handed Weapon Expertise (x2)	1,000	Talent	WS 50, Str 50
Blademaster	1,500	Talent	WS 40
Crippling Strike	1,500	Talent	WS 50
Step Aside	2,000	Talent	Ag 40, Dodge
Wall of Steel	2,000	Talent	Ag 35

PLAYING A TEMPEST BLADE

Requirements: Storm Wardens only, Rank 5 or more, Renown 40+, WS 50+, must be nominated to succeed a previous Tempest Blade, cannot be an Apothecary, Devastator, or Techmarine

Cost: 2,000xp

Tempest Blade Wargear

Tempest Blades gain a Master-Crafted two-handed melee weapon worth no more than 50 Requisition as standard issue wargear (see page 28 of the **DEATHWATCH** Core Rulebook). If the character obtains a more powerful two-handed melee weapon (such as a relic, using the Signature Wargear (Hero) Talent), that weapon replaces the one gained by entering this Advanced Speciality.

NEW TALENT: TWO-HANDED WEAPON EXPERTISE

Every Storm Warden is skilled with the great claymores of Sacris, and many strive to master the subtleties of wielding so large and deadly a weapon. Tempest Blades have perfected the use of such weapons, wielding large, heavy implements of destruction deftly and gracefully.

When wielding any two-handed melee weapon, the character ignores the Unbalanced Quality and treats weapons with the Unwieldy Quality as being Unbalanced instead. This Talent may be purchased twice; if a Character does so, then the character ignores the Unwieldy Quality and treats weapons with the Unbalanced Quality as having the Balanced Quality instead.

Tempest Blade Special Ability:

By Their Deaths Are They Known

Tempest Blades believe that the truest expression of a warrior's existence is the manner of his death, gaining for a brief moment the clearest insight into their lives and the limits of their prowess. Though some may consider this a morbid outlook and the behaviour it encourages foolhardy, Tempest Blades use the promise of this revelatory fate to drive their quest for martial perfection, and their efforts grow ever-greater as the spectre of death draws near.

When Heavily Damaged or Critically Damaged (see page 262 of the **DEATHWATCH** Core Rulebook), the Tempest Blade ignores the effects of Fatigue, gains a +10 bonus to all Weapon Skill Tests and a +2 bonus to all melee Damage rolls, and any Heroic Sacrifice he declares lasts for a number of Rounds equal to his Toughness Bonus +2.

Additionally, a Tempest Blade may always choose to take the Deathwatch Dreadnought Advanced Speciality (see **rites of battle**, page 110), even though characters are not normally allowed to take two Advanced Specialities—to a Tempest Blade, internment within a Dreadnought is the greatest expression of their beliefs.

ADDITIONAL RULES

The Storm Wardens have fought many wars over their long and occluded history, and while much of their past is lost, vast amounts remain; a wealth of militant lore and combat doctrine stretching back into their shadowed past. Following is a selection of additional abilities that cover some small fragment of the lore and tradition of the Storm Wardens.



TABLE 1-4: STORM WARDENS ADDITIONAL PASTS

1d5 Result	Past Experience
1	Long in the Reach: You have served in the Achilles Crusade since its earliest days, when as a Neophyte you took part in Operation Hammerfall. Since those now distant battles, you have faced every foe the Reach can throw at you, and risen through the ranks to become an Initiate. Now, you have taken the Apocryphon Oath, swearing that throughout your Vigil you will guard against and turn away whatever vile xenos threatens the Imperium of Man in the region.
2	Orphan of the Warchilde: You were there when the <i>Warchilde</i> went down, enduring the last transmissions of your Battle-Brothers but too distant too intervene or even know exactly what befell them. Their last words have haunted you since, and no amount of confession or psycho-conditioning has purged them from your soul. You might have submitted for the rites of mind-cleansing, but instead heard of the Apocryphon Oath. Assuming the Long Watch, you fight the enemies of the Emperor in the cold, uncharted void, ever hopeful that one day, the echoes of your brothers' dying cries will fade away.
3	Oath to the Dying: Long ago, when first you were initiated into the ranks of the Storm Wardens, you heard the confession of a dying Tempest Blade. This fallen hero bid you hear his last words and complete the duty he himself had taken up from his predecessor. He bid that you hone your skills so that one day you may face and defeat an Enslaver and in so doing avenge some long-forgotten deed inflicted upon the Chapter. It was only many years later when you took the Apocryphon Oath that you learned what such a xenos beast was, and yet that oath remains.
4	Last Brother: You have recently returned from duty far behind enemy lines in the cold void claimed by the tendrils of Hive Fleet Dagon. Out there, your Kill-team boarded a vast, living bio-ship, overcoming endless tides of Tyranids to plant an experimental virus into its flesh. Though successful, your Kill-team was overrun at the very last, your Battle-Brothers giving their lives that you alone might escape to report on the new weapon's effects. Now, you have been assigned to a new Kill-team under a new Watch Captain, though you have yet to fully honour the sacrifice your brothers made on your behalf.
5	Back from the Dead: Your last battle before taking the Apocryphon Oath was against a mighty champion of the Ruinous Powers and you believed you had defeated him in what for you was an honourable close quarters battle. Only later, after you had taken up your Vigil, did you learn that somehow the enemy yet lives. Perhaps some vile gift of the Warp has re-knit his form or animated its dead flesh, but whatever the details, your honour is slighted while it lives on.

STORM WARDENS SOLO MODE ABILITY:

TANK COMMANDER

This is a new Solo Mode Ability available to Battle-Brothers of the Storm Wardens Chapter. See page 217 of the **DEATHWATCH** Core Rulebook for details of using Solo Mode Abilities.

Type: Passive

Required Rank: 3

Effects: The Battle-Brother is skilled in the operation of heavy combat vehicles, from Rhino APCs to mighty Land Raiders and earth-shattering Vindicators, and can allow his adamantium steed to elude and endure the fire of the enemy. If a vehicle the Battle-Brother is driving is attacked, he may attempt to Dodge without the usual penalty for the vehicle's size; if successful, the attack counts as striking the vehicle's front armour.

Improvements: At Rank 5 and above, the Battle-Brother's skill at firing on the move is such that all the vehicle's weapons are considered to benefit from the Auto-Stabilised Trait. At Rank 7 and above, the Battle-Brother can deliver death from a tank's weapons with remarkable precision, adding +10 to his Ballistic Skill when firing a vehicle-mounted weapon.

NEW OATH: OATH OF THE FINAL DUEL

This Oath may be selected by a Kill-team which has selected a Battle-Brother of the Storm Warden Chapter to be their leader. Oath-taking is described on page 228 of the **DEATHWATCH** Core Rulebook.

Sworn upon a rough-hewn altar of vitrified sand taken from the shores of one of Sacris' storm-wracked seas, the Storm Wardens regard this oath as an acceptance of the end that they may face in honourable combat, and with that acceptance, free themselves of the burdens of doubt or self-preservation.

Prerequisite: Any Battle-Brother of the Storm Wardens Chapter

Effect: Those that take the Oath of the Final Duel do so silently, each confronting the notion of their own fate and their own demise. Their silent vow sworn, the Kill-team face battle prepared to die, with every moment of continued existence a blessing from the Emperor. Any member of a Kill-team which takes this Oath gains a +10 bonus to Weapon Skill when engaged in single combat with an enemy.

Squad Mode Abilities: Furious Charge, Soak Fire, Tank Hunter

BLOOD RAVENS

"Follow the plan! The traitors shall fall; the Emperor granted us a vision of triumph."

—Librarian Ibrahim, at the Battle of Gravitas

As much as they are known for their bravery and combat efficiency, the Blood Ravens Chapter is also renowned for its obsession with recovering lost information and technology. These Battle-Brothers have repeatedly shown a willingness to accept non-traditional techniques and extreme approaches so that some lost relic or tome could be recovered and secured within their vaults. Their tendency to rely heavily upon a higher than normal number of psychically talented Space Marines only serves to further differentiate the Blood Ravens from most other Chapters. Some members of the Adeptus Administratum believe that this reliance upon their psykers is a potential disaster, while others respect and fear the advantages these talented Battle-Brothers have repeatedly provided to their Chapter.

HISTORY

The precise origins of the Blood Ravens Chapter are shrouded in mystery. Not even the most renowned Chapter Masters or revered Librarians can say with any certainty from whence their beloved Chapter originated. The majority of the records on the Chapter date back no further than early M37, though references to their service in the litanies of other Chapters and Imperial Organisations prove that the Chapter existed and fought the enemies of the Emperor for centuries before this time. The reasons for this gap in knowledge are unknown. Many older Space Marine Chapters have far more complete records. Further, as the Blood Ravens are so focused on gaining and retaining information, it seems improbable that they could accidentally lose such a vital portion of their own history.

As a result, the Blood Ravens do not know from which Primarch or Chapter they are descended from, and so revere no one as much as the Immortal Emperor, supreme master of all Space Marines. Much of the Chapter's history owes much to a Space Marine named Azariah Vidya, known to the members of the Chapter

CHAPTER SUMMARY

Founding: Unknown

Chapter World: None

Fortress Monastery: Omnis Arcanum

Gene-seed: Unknown

Predecessor: Unknown

through an ancient legend known as the Father Librarian, or Great Father. It is because of his actions that many of the Masters of the Chapter have simultaneously served as its Chief Librarian. Vidya only assumed the responsibility after the previous Chapter Master was slain in battle and he was forced to assume command. His techniques of careful study and precise, strategic assaults earned him the deep-seated respect of his Battle-Brothers and confirmation as the Master of the Chapter.

For millennia, the Blood Ravens have been largely identified by their obsession with uncovering secrets and their use of psykers as a crucial aspect of their martial prowess.

Many of these studies pushed the boundaries of Imperial tenets—often drawing the attention of Inquisitorial elements. The

Blood Ravens have consistently exhibited a clear willingness to study their foes prior to eliminating them. However, such knowledge can lead to tragic corruption, as in some cases mere knowledge can be irrevocably damning.

Such has proven to be the case in the story of the recently defeated Azariah Kyras.

Before that traitor rose to the position of Blood Ravens Chapter Master, he fought a valiant battle against the Greater Daemon Ulkair on the world of Aurelia. While the hideous Warpspawn was overcome, then Epistolary Kyras was thought lost to the Warp. His death was entered into the Chapter's records, along with commendations for bravery. Until 500 years later, when he inexplicably returned and seized command of the 5th Company. His experiences within the Warp tragically corrupted the Space Marine, such that upon his return he became intently focused on spreading that corruption to his Battle-Brothers.

Over the centuries that followed Azariah Kyras hid his corruption while spreading his taint through the Chapter. Those who fell under his sway became hosts for daemons allied with the—supposedly dead—Greater Daemon Ulkair.

BLOOD RAVENS CHRONOLOGY

This section is based upon currently available information regarding the Blood Ravens Chapter as presented through the **DAWN OF WAR** series of games developed by Relic Entertainment. That game is set towards the closing years of the 41st millenium. For those participating in a Deathwatch campaign set within the Jericho Reach, it is vital that they consider the information presented throughout the Deathwatch game line is set in the year 817M41. Unless a character is chronologically displaced, he would be unaware of much of the history presented, particularly as regards the treacherous acts of Chapter Master Azariah Kyras—who commands these Space Marines at that time.

In surprisingly short order, Kyras assumed the title of Chapter Master, taking command of the Blood Ravens and corrupting many of the other Space Marines. At the same time, he forged alliances with other daemons and foul servants of Chaos.

Gabriel Angelos—Captain of the 3rd Company—was the only member of the Chapter's command elements to view Kyras's return with mistrust. Gabriel quietly and suspiciously investigated the Chapter Master at every opportunity, ultimately exposing the Chapter Master as a heretic and traitor, when he confirmed links between the fallen Battle-Brother and the traitor legions. However, the truth was discovered too late. By the time Captain Angelos was prepared to reveal his findings to the Chapter, a large number of its Space Marines were already corrupted. Instead, Kyras declared Gabriel traitor and initiated a vicious hunt for the Captain and his forces. A bloody civil war ensued, one that engulfed the entire Aurelian subsector at its peak.

Kyras eventually openly declared his loyalty to Chaos and ascended to Daemon Princedom. The daemon was slain, but at a great cost to Gabriel's forces. Gabriel ascended to Chapter Master after a bloody purge and many of the Chapter's unusual practices continue to be re-examined. The Chapter now must exhibit great care as they recruit new members to replace those who betrayed the Imperium, lest other factions push for their dissolution at this time of weakness.

HOMEWORLD

From the earliest of their surviving records, the Blood Ravens have existed as a fleet-based Chapter. The basis for this decision is unclear, as their millennia of stalwart service certainly qualifies the Chapter for possession and control of an Imperial world. It may be that the decision was made for reasons lost to their history, which has been preserved for traditional reasons rather than functional ones.

To fulfil their duties, they possess several battle barges, but their Fortress Monastery, the *Omnis Arcanum*, is the largest of their fleet and serves as their gene-seed repository. This vessel also houses the Chapter's Librarium Sanctorum. Countless scrolls, toms, and computational engines store the Chapter's records, role of honour, as well as the ancient—and often forbidden—lore that they have recovered during their

ongoing research. While it is certainly possible that the Blood Ravens once ruled a planet, there are no surviving records to indicate that this was ever the case.

Each of the Chapter's battle barges maintains its own Librariums as well, where all of their active records and new findings are recorded. However, only a subset of the Blood Ravens complete findings—particularly information concerning the Warp, archeotech, and the ways of xenos—are stored in these lesser Librariums. Through the course of their history, companies have often been assigned to extended duty apart from the main portion of the Chapter's fleet. During such missions, these independent Librariums serve as interim storage of knowledge and a valuable resource for reviewing the less volatile lore that the Chapter maintains. Any time that one of the auxiliary battle barges re-establishes contact with *Omnis Arcanum*, an exchange of information is undertaken, so any new information is returned to the Librarium Sanctorum, while data deemed safe for dissemination is provided to the lesser battle barges.

One critical limitation of a fleet-based operation is a restriction in the availability of new candidates for initiation. The Blood Ravens overcome this difficulty by recruiting from a number of worlds, with which they have long established relations. These worlds range from feral worlds, colonised by the remnants of ancient Imperial civilisations, to hive-worlds, where gangers fight daily with whatever weapons they can scrounge, living off the scrapings of Imperial society. The only trait that these worlds share in common is a higher than normal frequency of psykers among their population. While the Blood Ravens Chapter does not exclusively recruit psykers as candidates, those who show psychic talents survive their initiation rates at a much higher frequency than is observed among most other Chapters.

THE CYRENE INCIDENT

For many centuries, the Blood Ravens used the planet Cyrene as one of their primary bases for recruitment. The verdant world had a prosperous agrarian society and a population that enthusiastically embraced a military lifestyle. Its inhabitants showed an unswerving loyalty to the Imperium. The capabilities of its well-respected soldiery were only exceeded by the competence of the several Imperial Guard Regiments that the planet had tithed to the Imperium. The world's only known failing was a propensity for a higher than normal number of mutant and psyker births.

Shortly after attaining the rank of Captain, Gabriel Angelos returned to the planet to begin the Chapter's Blood Trials—their system for selection of new Initiates. Centuries prior, Angelos had, in fact, been recruited from this very world. Tragically, during the course of those trials, the Chapter Master abruptly cut matters short, and then sent a secretive message to the Inquisition. While the contents of that message remain unknown, the results are abundantly clear. A few months later a fleet of Imperial Navy and Inquisition craft travelled to the system and eliminated it by writ of Exterminatus.

GENE-SEED

The Blood Ravens' greatest mystery concerns the history and reasons behind their Founding. A large part of the Chapter's ongoing quest to recover lost information is in the fervent hopes of discovering their origins. Because of their unusually high number of members that possess psychic talents, the Adeptus Administratum has tested their gene-seed for mutation or contamination at a substantially higher frequency than that normally required. Even through the course of these countless investigations, the sacred implant has consistently shown a high level of stability and purity. At the same time, it is unusual that it shows no consistent traits that could be used to link it to the lineage of any of the Primarchs.

PHILOSOPHY

The Blood Ravens are a proud and secretive Chapter, obsessed with ritual, history, and the acquisition of knowledge—most especially for the truth of their beginnings. This gap in the Blood Ravens' history has led to endless speculation as to the exact origin of the Chapter, and what could have happened to expunge such a large and important portion of their history from their lore. It is this very focus that has driven their ongoing quest to discover more information of all kinds. This quest has unquestionably subjected these Battle-Brothers to an increased exposure to heretical knowledge. Some from outside the Chapter question the wisdom of their pursuits, when they could safely embrace the security of ignorance.

Because of the many facets of their investigations, the Blood Ravens have often worked closely with members of the Adeptus Mechanicus. Through the millennia, these Space Marines have uncovered many examples of archeotech, which they have almost always provided to the followers of the Omnissiah without question. At times, the Machine Cult has repaid them for their generosity with gifts of additional wargear, which is well suited to advancing their cause. There is no formal relationship, as such could be viewed as an insult to more needy Chapters. However, this appears to represent an understanding based upon enlightened self-interest. The Blood Ravens are likely to take full advantage of these additional resources as they continue to rebuild after the losses they suffered during their recent internal strife.

The Blood Ravens battle cry is, "Knowledge is power, guard it well!" This is more than just a chant to bellow as they charge forth to slay the Imperium's foes. It is a mantra by which the Chapter's Battle-Brothers live. They firmly believe that information is the key to solving countless problems and a weapon that can be exploited by the Imperium or by its enemies. These two points explain the care that these Space Marines exhibit prior to entering into combat and the security that they use to keep their own information and tools isolated from even their allies.

The ancient Chapter Master and Chief Librarian, Azariah Vidya, is the single Space Marine most revered by Blood Ravens. While he is not believed to have been active at the time of the Chapter's Founding, he is credited with the formation of their many traditions. While a normal Space Marine, the Blood Ravens refer to him as the Great Father, a term that other Chapters might use to identify their Primarch or even

the Emperor. Such a degree of idolatry expressed towards a fellow Battle-Brother is certainly uncommon but seems to fulfil the void in the Chapter's iconography due to the lack of knowledge of their Predecessor Chapter and Primarch. Their views towards the Emperor are in keeping with the most common Space Marine beliefs; the Blood Ravens deeply respect the Emperor as their creator and leader, but they do not follow the teachings of the Imperial Cult.

There is little information available, even among the Chapter's legends, concerning its leadership prior to the Great Father assuming the mantle of Chapter Master. Many scholars among the Adeptus Administratum believe that it was his legendary role as both Chief Librarian and Chapter Master that has led the Blood Ravens to value Librarians so highly among their Battle-Brothers. Some suggest that Aspirants with these traits are deliberately sought out, as one might represent a true heir to Vidya's legend. Others argue that he may simply have set processes in motion so that the Chapter would always be able to rely upon a stalwart contingent of psychically gifted members.

Since Chapter Master Angelos has taken command of the Blood Ravens, they have renewed their devotion to combating and overcoming the ways of Chaos. This is in large part due to the heresy that he uncovered within the Chapter, and may be a consequence of the corruption that he found on his home world of Cyrene. Under his direction, all of the Chapter's traditions regarding the Warp are currently being scrutinised. Its leadership elements are now well aware that the Blood Ravens can ill afford to lose any further members to treason or heresy.



BLOOD RAVENS CHARACTERS

Blood Ravens characters have an abiding understanding of many of the dark secrets of the galaxy as a result of their on-going quest to understand their past and the prodigious numbers of Librarian's seeded throughout the Chapter. A Blood Ravens Space Marine gains the following benefits: +5 Int, any one Scholastic Lore Skill at Trained, any one Forbidden Lore Skill at Trained and the Foreknowledge Solo Mode Ability (see page 31).

DEMEANOUR: SECRETS OF THE DARK

Secrets of the Dark is a Demeanour (see page 32 of the **DEATHWATCH** Core Rulebook) unique to Space Marines from the Blood Ravens Chapter.

The origins of the Blood Ravens are shrouded in mystery and the true nature and name of their Primarch is unknown to them. A Battle-Brother comes into the ranks of the Blood Ravens with only limited knowledge on the history of his gene-seed and a sense of curiosity to understand their ancestry so that they might better understand their own abilities. This thirst for understanding the mysteries surrounding the Blood Ravens is further fuelled by the principles of the Chapter and the value it places on knowledge and secrets, a thirst instilled in many Battle-Brothers by the Chapter's Librarians and their own quest to slowly uncover the past.

In time, a Blood Ravens Space Marine's hunger to learn more of their Chapter's past or uncover the darker forbidden lore of the galaxy can lead him to recklessness and even the dangerous line between understanding and embracing the forbidden. Even though the Chapter remains fiercely loyal and its commanders and most powerful Librarians are well steeled against the perils of the warp and its deadly secrets, many who come into contact with the Blood Ravens see their desire to learn the hidden knowledge of their enemies and delve parts and pasts of the Imperium best left untouched as the first signs of corruption and taint.

To a Blood Ravens Battle-Brother, though, the drive to gain knowledge can be too much, and where a more reluctant or cautious Imperial servant might leave a book unopened or a vault sealed and untouched the Battle-Brother must learn of its contents. Perhaps somewhere out there in the dark are the clues that will lead the Chapter to better understanding its past or even uncovering the identity of its Primarch. At very least a Battle-Brother that adds new lore to the great Librariums of the Chapter will always be well received and honoured for his diligence and his respect for the greatest of all weapons: knowledge.

COMBAT DOCTRINE

The Blood Ravens identify themselves as a Chapter that stays closely within the criteria demanded by the Codex Astartes. By the standards of someone who has little interaction with Space Marines, this is a reasonably accurate description. However, compared to many of the more conservative Chapters—particularly the Successors of the Ultramarines and Imperial Fists Legions—the Blood Ravens exhibit a significant level of variation from the standard procedures as dictated by the Codex.

Its basic company organisation is consistent with directives of the Codex. The Blood Ravens maintain ten standard companies. Each of these companies maintains the status, combat specialisations, and training protocols as dictated per the Codex. This is in spite of the fact that the Chapter is fleet based, so companies may be forced to separate due to extended assignments aboard vessels directed to separate portions of the Imperium. The most sweeping change within their company leadership is that all Company Commanders take a member of the Librarium on as a trusted advisor, who aids in preparation for all battles. In some instances, these Librarians even go on to assume the title of Company Commander in the event of battlefield losses.

In preparation for combat, members of the Blood Ravens invariably begin with intense study of their opponents and their tactics. All forms of reconnaissance and any relevant historical or psychological resources are fully utilised in the course of this exhausting research. Only once all reasonable means have been undertaken to compile data is this

information thoroughly analysed. The analysis process may take days or even weeks, depending upon the reliability of the information acquired and the prior experience that the various Battle-Brothers might have with their opponents. Finally, once a thorough analysis has been compiled, only then is a tactical solution to the issue devised.

Invariably, during the course of this analysis and planning, command officers rely heavily upon the input and advice of any Librarians available. These talented psykers are expected to use their talents to also plumb the depths of the Warp for additional information upon their foes and to conduct any divinations that might be appropriate. Among the Blood Ravens, these skills are every bit as crucial for a Librarian as the more forceful talents that are applied during a direct physical conflict.

With a thoroughly compiled plan in hand, the commander presents it to the Space Marines participating in the Mission. Generally, these plans contain a myriad of alternative plans that account for an immense number of outcomes, often going into explicit and excruciating detail. Once these plans have been reviewed and accepted by the Battle-Brothers, they are very seldom changed. Through the course of a given battle, the Blood Ravens almost always adhere rigidly to their plans. This is in part due to the fact that the agonising level of detail permits the plans to accommodate a variety of different outcomes. However, it is more often due to the fact that the insight of their talented Librarians almost always provides accurate data such that the final plan is appropriate and consistent with the conditions encountered on the field of battle.

TABLE 1-5: BLOOD RAVENS PASTS

1d5 Result	Past Experience
1	Fated: The Blood Ravens 5 th Company is known as the Fated, and carry a heavy burden of penitence and redemption for the transgressions of their predecessors. You are or have been a member of the Blood Ravens 5 th Company and in the eyes of the Chapter must constantly strive to shake off the guilt your company bears.
2	Piece of the Puzzle: Blood Ravens endlessly seek out knowledge on the origins of their Chapter and in the process uncover many other secrets; some best left well alone. You are privy to some piece of knowledge gathered by the Chapter in its quest for its past, a knowledge which is known only to a few, and while of no great use to the Chapter, it could be very important to others.
3	Servant of the Librarium: Many Librarians fill the ranks of the Blood Ravens, and its Librariums are suitably larger than most Chapters as a result. You have served in one of the Chapter's Librariums and come into contact with its Librarians and lore keepers, giving you access to an extensive range of knowledge.
4	Favoured of the Secret Masters: The true commanders of the Blood Ravens are known as the Secret Masters and they guide the Chapter largely from the shadows, their true identities mostly unknown. You were favoured by one of these Secret Masters for some reason, perhaps you had a role to play in one of his plots or possessed some knowledge that he required.
5	Marked by the Inquisition: No one can hunt forbidden knowledge without eventually drawing the attention of the Inquisition. You were involved in a mission or an incident which peaked the interest of one of the Holy Ordos and set their gaze upon the Blood Ravens, yourself and those who have served beside you.

At times, the Blood Ravens willingly make concessions from standard Codex directives when creating their complex strategies. In those circumstances where they have additional information or an unusual piece of wargear, they willingly make such items a cornerstone of their plans. In this way, the Chapter maintains the belief that they follow the philosophy and general directives of the Codex Astartes without being constrained by the fact that the text is 10,000 years in age. For though these Battle-Brothers believe that their secrets must be carefully preserved, they also believe that their resources must be appropriately exploited in order to overcome their foes with a minimum of risk.

Since the ascension of Gabriel Angelos to the role of Chapter Master, the Blood Ravens have become intensely focused on the identification and elimination of the Traitor Legions and those allied with the Warp. In several instances, Imperial pleas for assistance with other threats have gone unanswered so that the Blood Ravens could continue to pursue their own agenda. It is too early to tell if this is a long-term change of the Chapter's outlook or simply a shorter term strategy necessitated by extraordinary circumstance.

TABLE 1-6: BLOOD RAVEN NAMES

1d10 Result	Name
1	Thranis
2	Oranian
3	Palan
4	Hyrion
5	Apollis
6	Tyhous
7	Gaelan
8	Polyos
9	Tarcain
10	Alonious

BLOOD RAVENS PASTS

The Blood Ravens Chapter background provides a solid basis for defining your character's past, but **Table 1-5: Blood Ravens Pasts** can be used to provide additional inspiration and a means of quickly generating a significant past event from your character's background. Either choose which event you feel is most appropriate for your vision of your character, or roll 1d5 to generate one at random. The events presented can be expanded upon as you see fit, and can provide inspiration for future adventures.

BLOOD RAVENS PRIMARCH'S CURSE: DEEPENING MYSTERIES

The Blood Ravens do not know the name or the lineage of their Primarch and so far there are few clues in their gene-seed to enlighten them. Because of this, a Blood Ravens Battle-Brother is more characterised by the nature of his Chapter and its doctrines than the line from which he is descended. For the Blood Ravens, this flaw is based on their hunger for forbidden knowledge and their obsessive quest for the truth behind their creation. A Blood Ravens Space Marine can become consumed by his thirst for knowledge if he is not careful in his pursuit. This comes with the added danger that much of the sort of lore the Blood Ravens seek is dangerous in and of itself, either as proscribed texts or things touched and tainted by the Warp.

Level 1 (Unhealthy Curiosity): The more answers about their past the Blood Ravens discover, the more questions arise to be answered, leading to an ever expanding circle of secrets and lies that can consume those without the restraint to know when to stop looking. The Battle-Brother's quest for lore and knowledge has led him into dangerous places, and his

TABLE 1-7: BLOOD RAVENS CHAPTER ADVANCEMENT

Advance	Cost	Type	Prerequisites
Lore: Common (any two)	100	Skill	—
Lore: Common (any two) +10	200	Skill	Lore: Common (any two) [†]
Lore: Common (any two) +20	300	Skill	Lore: Common (any two) +10 [†]
Lore: Forbidden (any two)	100	Skill	—
Lore: Forbidden (any two) +10	200	Skill	Lore: Forbidden (any two) [†]
Lore: Forbidden (any two) +20	300	Skill	Lore: Forbidden (any two) +10 [†]
Lore: Scholastic (any two)	100	Skill	—
Lore: Scholastic (any two) +10	200	Skill	Lore: Scholastic (any two) [†]
Lore: Scholastic (any two) +20	300	Skill	Lore: Scholastic (any two) +10 [†]
Foresight	400	Talent	Int 30
Polyglot	400	Talent	Int 30, Fel 30
Wisdom of the Ancients	600	Talent	Int 40

[†] must be of the same kind as previously purchased.

continued survival given him a false sense of security and the drive to press on. Whenever the Battle-Brother is presented with the chance to learn a secret or uncover some knowledge either of importance to the Blood Ravens or pertaining to the Adeptus Astartes, he must make a **Challenging (+0) Willpower Test** to not pursue it. If there is excessive danger involved, the GM can grant the Player Character a +10 to +30 bonus to this Test depending on the level of the danger. If the Test is failed, the GM may also allow the Player Character to Test again to resist after at least one attempt has been made to get the secret or a certain amount of time has passed.

Level 2 (Knowledgeable Obsessions): As a Blood Raven learns more forbidden lore, they can become obsessed with a particular subject, an aspect of the whole which they come to believe is linked directly to the secrets of their Chapter or some other great and important part of the Imperium's struggle against its enemies. When the Battle-Brother gains this level, the GM chooses one of his Lore Skills, favouring those with the highest level of mastery first (i.e. if the Battle-Brother had Scholastic Lore: Ministorum +10 and Forbidden Lore: Xenos, then Scholastic Lore: Ministorum would be the first choice). Whenever the Battle-Brother is presented with a chance to learn more about this obsessive knowledge he must do so. Only if it would put his own life or the lives of his squad in danger can he resist and even then only with a **Challenging (+0) Willpower Test**.

Level 3 (Unholy Enlightenment): After a time a Blood Raven will learn many secrets from his Chapter and may even spend time in its Librariums coming into contact with great volumes of forbidden lore. All of these secrets can taint a man, burdening his mind and granting him both a great understanding of the universe but also a touch of madness as he tries to contain and understand it in his mind. Whenever the Battle-Brother fails a Lore Skill Test of any kind, he must immediately Test again against the same Skill, with all the same modifiers as the first roll. If he fails again, then nothing has happened and he has simply failed the Test. If he passes it counts as if he had passed the Test (with whatever benefits would have been gained should he have passed the test the first time), however, he is overwhelmed for a moment, costing him one Round of action and earning him either 1 Insanity Point or 1 Corruption point as chosen by the player.

If the Blood Ravens Player Character is the squad leader and he suffers the effects of Unholy Enlightenment then every member of his squad also gains 1 Insanity Point or Corruption Point if they would benefit in any way from the knowledge as their leader shares what he has learned with them.

BLOOD RAVENS SOLO MODE ABILITY

Foreknowledge is a new Solo Mode Ability that is available to Battle-Brothers of the Blood Ravens Chapter. See page 215 of the **DEATHWATCH** Core Rulebook for details on using Solo Mode Abilities.

FOREKNOWLEDGE

Action: Half or Free Action

Required Rank: 1

Effects: Blood Ravens covet knowledge and use it as a weapon in battle to predict and counter the actions of their foes. Although only Blood Ravens Librarians possess the true psychic talent to see into the future, every member of the Chapter benefits from the forbidden lore and secrets with which they have been gifted with. Once per combat, the Battle-Brother may expend a Half Action to negate a single foe's Reaction for that Round. Alternatively, as a Free Action, the Battle-Brother may make a **Challenging (+0) Opposed Intelligence Test** against a single foe (or a Horde) to determine its next action before he acts himself. If successful, the Battle-Brother may choose to either gain +10 to all Tests made against the foe this Turn or gain +10 to any Dodge or Parry Tests made against attacks from the foe until the start of his next Turn.

Improvement: At Rank 3, the Battle-Brother increases the bonuses made on Tests against a target of Foreknowledge to +20 on all Tests for that Turn or +20 on any Dodge and Parry Tests made against attacks from the foe until the start of his next Turn. At Rank 7 the Battle-Brother can negate the Reaction of a single foe as a Free Action rather than a Half Action.

BLOOD RAVENS SQUAD MODE ABILITIES

The following Squad Mode abilities are unique to characters drawn from the Blood Ravens Chapter. The use of Squad Mode Abilities is described on page 219 of the **DEATHWATCH** Core Rulebook.

BLOOD RAVENS ATTACK PATTERN:

PSYCHIC CONCLAVE

Action: Half Action

Cost: 2

Sustained: Yes

Effects: Blood Ravens Librarians are skilled in using their abilities to predict the actions of their enemies and coordinate their Battle-Brothers to exploit any signs of weakness or any flaws in the defences of their foes. Blood Ravens learn to work closely with their Librarians as a result, and the actions of their Secret Masters will often influence doctrine and tactical decisions. The Librarians within the Battle-Brother's squad may choose to confer psychic powers with a range of "Self" (see page 189 of the **DEATHWATCH** Core Rulebook) to those within Support Range. In all respects the Battle-Brother chosen by the Librarian becomes the recipient for the psychic power and benefits from all of its effects. The Librarian must choose at the start of each of his Turns to continue conferring the power on the Battle-Brother, shift it to another Battle-Brother or use it himself. In all other respects, the power remains the same and is activated and sustained as normal by the Librarian. More than one Librarian can benefit from the effects of the Psychic Conclave provided they are part of the same squad and in Support Range, and multiple powers can be conferred onto the same Battle-Brother.

Improvement: At Rank 4, activating the power becomes a Free Action. At Rank 7, psychic powers conferred on other Battle-Brothers do not count for that Round against the number of powers a Librarian is sustaining and thus do not reduce the Psy Rating of other powers.

EXAMPLE

Tyros, a Blood Ravens Tactical Marine, has activated the Psychic Conclave ability for his squad, which contains two Librarian Battle-Brothers, Davri and Komyr, and an Assault Marine Torsh. At the start of his own Turn, Davri manifests the Iron Arm psychic power, which normally would only affect himself (as it has a range of Self). Using the Psychic Conclave, he instead chooses to confer the power on Torsh, activating the power as normal (making a Focus Power Test, etc.). During his turn Torsh then benefits fully from the effects of Iron Arm. At the start of his next Turn Davri can then choose to either confer the power to Torsh again, shift it to Komyr or Tyros, or use it for himself (provided of course he chooses to sustain the power for more than one Round).

TABLE 1-8: BLOOD RAVENS PSYCHIC POWERS

Power	XP Cost	Prerequisites
Battle Sight	1500	Int 40
Truth Seeker	1000	—
Warp Whispers	1000	WP 40

BLOOD RAVENS DEFENSIVE STANCE:

BATTLE KNOWLEDGE

Action: Free Action

Cost: 1

Sustained: Yes

Effects: The Blood Ravens are masters of counter attack and counter defence, reacting with well-practised battle cunning to every action their opponents takes. When the Battle-Brother and those within Support Range of him use the Delay Action (see page 238 of the **DEATHWATCH** Core Rulebook) they can make a Full Action rather than a Half Action when they choose to act.

Improvement: At Rank 4, if Battle-Brothers are forced to make a **Challenging (+0) Opposed Agility Test** to see if they go before an enemy also using the Delay Action, they gain a +30 bonus to their roll.



BLOOD RAVEN PSYCHIC POWERS

The following section presents a set of Psychic Powers unique to the Librarians of the Blood Ravens Chapter. Details of how to use Psychic Powers may be found on page 189 of the **DEATHWATCH** Core Rulebook. Only Blood Ravens Librarians have access to Blood Ravens Psychic Powers. These powers may be purchased with Experience Points, provided the Librarian meets the power's Prerequisites and XP Cost as detailed on **Table 1–8: Blood Ravens Psychic Powers**.

BATTLE SIGHT

Action: Half Action

Opposed: No

Range: 10m x Psy Rating Radius

Sustained: No

Description: Blood Ravens Librarians can pierce the fog of war with a thought, casting their mind far and wide across a battlefield, world, or even system for hints and clues to the movements and deployments of their enemies that may have gone undetected by more conventional means. A Librarian may use this psychic power in two different ways, choosing its application before he manifests it. The first application of this power is to gain an immediate tactical edge in combat and is most useful when facing immediate battlefield threats. Used in this way, Battle Sight reveals the position of all enemies within range that have hostile intentions toward the Librarian (i.e. intend to do the Librarian harm). This does not track the movements of these enemies or their actions, but simply informs the Librarian of their presence, direction, and distance from his current location. In addition to revealing foes, this power allows the Librarian to ignore penalties for Concealment when making attacks against enemies revealed by Battle Sight until the start of his next Turn.

The second use of this power is to gain a broad strategic overview of an area and information on how better to complete a mission, or overcome a foe. As part of the preparation for a mission a Librarian who is acting as Squad Leader (see page 228 of the **DEATHWATCH** Core Rulebook) can choose to use Battle Sight rather than selecting an Oath. The Librarian can then choose one of the Mission Objectives and add 1d5 Kill Markers x Psy Rating toward its completion. Used in this way, Battle Sight does not require a Focus Power test and cannot incur Perils of the Warp.

TRUTH SEEKER

Action: Half Action

Opposed: No

Range: Self

Sustained: Yes

Description: Blood Ravens Librarians spend much of their lives seeking knowledge and looking into the origins of their Chapter sifting through the secrets of the past. Truth Seeker allows a Librarian to find details and clues that he might have otherwise missed, drawing his attention to areas or objects of interest. While this power is active, the Librarian is more aware of minor, often inconsequential details, and gains a +15 to all Intelligence Tests and Skill Tests based on Intelligence, as well as

the Scrutiny Tests. In addition, if he is unsure of which direction to proceed in an investigation or where to find and object or person he can make an unmodified Intelligence to gain a clue from the GM. The nature of the clue and its exact worth are up to the GM, though he should not allow Truth Seeker to be used in this way more than once per game session.

WARP WHISPERS

Action: Half Action

Opposed: No

Range: Self

Sustained: No

Description: The Librarian can listen to the babblings of the Warp and perceive the secrets of its denizens, sifting through the noise and maddening chatter to find grains of truth. It is a practise not without peril, however, and many Librarians dare not even attempt such follies, though those of the Blood Ravens know that true knowledge can never be gained without a degree of danger. When the Librarian activates this power, he learns a number of “secrets” equal to his Psy Rating. These are minor things, fragments of knowledge and nonsense that he must then carefully consider for their worth. He can then use these “secrets” to gain insight into his immediate future and may spend up to one ‘secret’ on each of his Turns. For every “secret” used, and its knowledge applied to the Librarian’s situation, he gains either a +10 bonus to a single Test, ignores a single point of Damage, or increases the Damage he inflicts by 2. “Secrets” not used by the end of the game session are lost, as are unused “secrets” if the power is used again (the new tally of “secrets” replacing the old).

Warp Whispers is not without its dangers. If the power is used Fettered, any roll of doubles on the Focus Power Test forces an automatic roll on **Table 6–2: Perils of the Warp** on page 188 of the **DEATHWATCH** Core Rulebook. If used Unfettered, the Librarian automatically suffers a Perils of the Warp. If the power is used at the Push level, the Librarian must automatically roll on **Table 6–2: Perils of the Warp**, with a +20 modifier to the result.

BLOOD RAVEN TRAPPINGS

The following items are Chapter Trappings that may be taken by Battle-Brothers of the Blood Ravens Chapter.

LIBRARIUM TEXTS

Blood Ravens Battle-Brothers have access to vast amounts of knowledge from the vaults of their Chapter, and there are few kinds of lore that are beyond their ability to learn. Among the gifts a Battle-Brother may take with him when he is seconded to the Deathwatch are the Librarium texts and scrolls as part of his own personal quest for knowledge. These ancient books and parchments come in a variety of shapes and sizes, such is the extensive amount of such knowledge possessed by the Chapter, but all hold some measure of lore that can aid the Battle-Brother in his research. A Battle-Brother carrying Librarium texts must choose a single Lore Skill (which can be either Common, Scholastic, or Forbidden) as his area of focus. When using the Lore Skill on a subject his texts cover, he gains a +3 bonus to the Test.

RED SCORPIONS

"It is only through our purity that we can know that we are the servants of the God-Emperor. Those who lack purity have no basis to identify the mutant, the alien, or the traitor."

—Captain Domnik Mornay

The origins of the Red Scorpions Chapter is clouded in mystery and undoubtedly lost to the passage of time. Their recorded history extends across five millennia, but there are numerous indications that it may extend further than that. Throughout their existence, its members have been intently focused on maintaining the purity of the Imperium and protecting humanity from any possible contamination. They believe strongly in the divinity of the God-Emperor and see their ongoing quest for mental, spiritual, and physical purity as a divine mandate.

HISTORY

It is unclear if the mysteries concerning the Red Scorpions Chapter's origins are due to a deliberate decision within the Adeptus Administratum or if the records might have been lost due to a simple clerical error. As neither the Chapter nor any known Imperial sources make record of their founding, the former seems far more likely than the latter. Ongoing attempts have been made to at least identify the origin of the Chapter's gene-seed—in spite of formal complaints levelled by the Chapter's leadership—but even these have met with universal failure. Ultimately, the story of the Chapter's creation is far less important than the glorious history that they have established by consistently protecting the Imperium against countless threats.

Always a crusading Chapter, the Red Scorpions have participated in a number of unusual events throughout their history. Some of these are virtually unparalleled and inexplicable. These oddities only serve to propagate the myths that have left outsiders concerned about their true origins and motivations. For example, in early M39, the entire Chapter undertook a crusade into the Ordon Rift within Segmentum Tempestus. During this crusade, the Chapter had no communication with the broader Imperium. It is unclear if this was due to

CHAPTER SUMMARY

Founding: Unknown

Chapter World: Zaebus Minoris

Fortress Monastery: Vigil

Gene-seed: Unknown

Predecessor: Unknown

Warp complications in the region or if it was a deliberate choice made by the Red Scorpions. When the Chapter finally returned to the Imperium—after more than three centuries of absence, the Adeptus Administratum was shocked to discover them still alive. The timely nature of their reappearance was also viewed as a gift from the Emperor, as they played a crucial role in overcoming a Night Lords attack on Oriflame.

Few details from their crusade within the Ordon Rift have emerged. Perhaps the most important of these has been shared with only the highest ranking members of the Administratum. Specifically, that the Red Scorpions founded a permanent base within the Ordon Rift. This new world now served as the basis for their recruitment efforts, but was kept isolated and hidden from the remainder of the Imperium. Only through such extreme measures of secrecy could the Chapter maintain a level of security and purity that met with their exacting standards.

Their concern with impurity led directly to another incident of note during the Red Scorpions' storied history. In 857.M38, the Chapter responded to a call to cleanse the world of Helios of traitors who had turned against the Imperium.

The war effort had been in progress for several decades, with Imperial Guard forces incapable of turning the tide. Shortly after their arrival, the Space Marines launched an assault against the traitor's massively reinforced battle fortress. Much to their surprise, the Battle-Brothers soon discovered that their traditional armaments were incapable of overcoming the resistance mounted upon its adamantine walls. Because the Chapter Master distrusted the Imperial Guard forces, he commanded the Master of the Forge to create an alternative solution. The result was the Land Raider Helios, a variant which mounts a Whirlwind missile launcher atop a standard land raider hull.

This hybrid tank soon proved its efficacy and was later accepted by the Adeptus Mechanicus as an alternative pattern.



NOTABLE RED SCORPIONS IN THE JERICHO REACH

The following are Space Marines of great renown from the Red Scorpions Chapter.

SERGEANT CALEB SOLM

During a routine inspection of the Deathwatch Watch Station on Ormasim, Sergeant Solm established his place in the annals of Watch Fortress Erioch. The sergeant was operating independently, completing the routine tasks of retrieving the Station's archives, testing the defensive systems, and resupplying emergency supplies. During his stay, the entire planet was unexpectedly subject to a flare of the Hadex Anomaly. A force of more than five hundred daemons attacked the Watch Station.

Isolated and unable to call for reinforcements, Sergeant Solm held off the attackers for five years. Near the end of his resistance effort, the station's reserves had been so depleted that the Battle-Brother was limited to nothing but unpowered melee weapons against the forces of the immaterium. Ultimately, the daemons left the world when the Warp flare retracted, but the Watch Station remained securely held. Sergeant Solm was able to report in to the Watch Fortress in short order after his assignment and provided a detailed report to the Ordo Malleus. Upon the completion of his report, Sergeant Solm immediately returned to complete his survey of Watch Stations in the Jericho Reach.

WATCH CAPTAIN VEEN DURG

Watch Captain Durg has become particularly well known for his vigilance in the face of cultists and mutants within the Jericho Reach. Prior to joining the Deathwatch, Durg was a venerated sergeant among the Red Scorpions, particularly known for his devotion to his Chapter's beliefs. Since his arrival, he has led over two hundred missions targeting planets which have suffered contamination of the Hadex Anomaly. Through the course of these endeavours, the Watch Captain has successfully eradicated more than two dozen mutant populations, cleansing their taint in the name of the God-Emperor. His hatred for the mutant and the traitor are wielded without mercy. So extreme is his fury that at times his Battle-Brothers have had to stay his hand, so that they might resupply before undertaking further actions.

In stark contrast, the Red Scorpions proved that they are capable of working in concert with other forces in 633.M39, during their participation in the 2nd Aegisine Crusade. The forge world of Shaehol had fallen under the influence of a heretical sect of the Adeptus Mechanicus. Its defences were thought to be impenetrable, and the crusade's command elements feared that it might be impossible to retake without the use of orbital bombardment—an alternative that might render many of the planet's assets irrecoverable. The Red Scorpions Chapter volunteered to make the initial insertion via a concerted Drop Pod attack, which was later supported by Thunderhawks. In short order, the Space Marines established a beachhead against nigh overwhelming resistance. Over the course of nearly 24 hours, the Battle-Brothers fought wave after wave of corrupted Mechanicus forces, granting the Battle Titans of Legio Tempestor an opportunity to land and deploy their forces. Without the Space Marines' sacrifices, the Collegia Titanica forces would have suffered unacceptable losses in the course of their insertion. Over the next two years, the Red Scorpions Chapter fought side by side with the other members of the crusade, eventually cleansing the world of its traitorous infestation and liberating its manufactorums so that they could once more support the crusade's efforts.

HOMEWORLD

For the first several millennia of their existence, the Red Scorpions were exclusively a fleet-based Chapter. Their two battle barges, the *Sword of Ordon* and *Auel's Bane*, have long served as focal points of their fleet. The Red Scorpions' reserves were generally divided between the two, so that in the event one was lost, the Chapter would not be decimated.

While the Chapter Masters were well aware of the risks that this entailed, they were unwilling to establish a foothold as the Chapter was always on the move conducting its crusades.

During their extended crusade into the Ordon Rift, the Chapter seized control of the feral world of Zaeus Minoris. They also constructed a battle station—*Vigil*—which remains in orbit around the planet. Since that time, they have maintained the highest levels of secrecy about their holding. Of the few outsiders that are aware—mostly high ranking members of the Adeptus Administratum—none know the Warp routes to reach the world. Travel through the Ordon Rift is a treacherous undertaking. Without knowing the precise routes, a journey to the world entails substantial risk.

Prior to securing Zaeus Minoris, the Red Scorpions Chapter recruited the purest candidates they could find from throughout the galaxy. Since seizing control of the world in M39, the vast majority of its new initiates have come from the native feral tribes. Only the most heroic and pure of potential candidates that they encounter elsewhere are even considered for initiation.

Zaeus Minoris is maintained at a cultural and technological level that is more primitive than earth's Bronze Age. A convenient cultural phenomenon enables the Red Scorpions to easily secure recruits from the native inhabitants. During the first full moon after a male child's birth, he waits on a stone altar for judgement by the gods. Some die to exposure, others survive to mature among the native population, but a few are taken by the Chapter's Apothecaries. These go on to become the Chapter's Initiates, with no memory of their native cultures. Thus the boys may be properly indoctrinated to the ways of the Chapter from almost the moment of their birth.

GENE-SEED

The Red Scorpions take tremendous pride in the purity of their gene-seed. While its lack of contamination is unquestionably accurate, its purity extends to the point that it shows little sign of distinction. Space Marines of some other Chapters distrust the Red Scorpions for this very reason. The generalised nature of the gene-seed makes it impossible to trace its origin back to any of the loyalist Primarchs.

Regardless of its origins, the gene-seed has shown tremendous stability throughout the Chapter's history. It is undoubtedly clear that their near obsessive approach to insure stability and purity factor into this. However, even with these steps, the initial gene-seed must have been free from flaws in order for none to have surfaced over the intervening millennia since their founding. In order to maintain this purity, the Red Scorpions have maintained a strict protocol of isolationism, so that outside contaminants may not weaken the Chapter.

Every member of the Chapter is regularly screened by its Apothecaries for any signs of taint. This screening approaches a level of fanatical devotion in its rigour. Apothecaries are also always kept close at hand to recover the progenoid glands of any fallen Battle-Brother, so that the gene-seed is preserved far more often than is typically expected.

PHILOSOPHY

The most central tenet of the Red Scorpions Chapter's belief system is a focus on purity. All other concepts are secondary. To maintain their purity—in mind, body, and spirit—the Chapter's Battle-Brothers accept unquestionably extreme measures as a necessary part of their training regimen. It is their shared belief that only by undertaking such strenuous measures can they hope to identify and eliminate even the smallest taint of imperfection or contamination in those they encounter from without the Chapter.

For these Space Marines, their mission is a divine mandate. As they do not know the identity of their primarch, their primary devotion is directly to the God-Emperor. It may be due to this lack of a connection to another spiritual authority that, atypically, the Chapter puts their faith and trust in the truly divine nature of the Emperor and pledge their loyalty to the Imperial Cult.

The Chapter is largely traditional in their beliefs and loyalties. Their Chaplain's have a distinct interpretation of the Codex, to which they adhere extremely closely. In their eyes, they do not deviate from its words in any fashion. As religious zealots, they are morally obligated to follow its sacred directive. Any deviation from its teachings must be thoroughly justified, as such remains a clear violation of the God-Emperor's directive.

The Red Scorpions Space Marines drive themselves endlessly to insure their purity. They expect other members of the Imperium to maintain similar standards. However, by virtually any other standard, the Red Scorpions are among the most zealous and ardent of believers. Further, their physical enhancements enable them to survive acts of penance that would kill a mere mortal. Few others are physically capable of maintaining a lifestyle that adheres to the high standards

set by these Space Marines. As other Space Marines seldom follow the tenets of the Imperial Cult, there are few who willingly embrace such a lifestyle.

This combination has led to the Chapter's Battle-Brothers having very little respect for other Imperial forces. Even during briefings and planning sessions, a Red Scorpions officer might question the judgement of those outside his Chapter, as their lack of purity could easily beget treachery and heresy. This overriding concern leaves the Chapter largely unwilling to work with outsiders, save in the direst of circumstances. Some view this tendency as approaching an isolationist set of beliefs. However, others gladly encourage the Red Scorpions to work independently—accommodating their rigorous standards can be an exhausting process for any who must negotiate or work with them.

Another critical expression of their obsession with purity is in their reaction to any sign of impurity. These Battle-Brothers consider hatred of the unclean and unholy as one of their most central virtues. That which might be contaminated may not be trusted. That which is known to be contaminated must be eliminated with an appropriate application of force. As all xenos are, by their very nature, impure, they must be cleansed upon contact. Anyone that is of potential human heritage must be tested for mutation. Those who are found wanting must be eliminated at the earliest possible opportunity. Similarly, an unclean mind, tainted by heresy or unbelief, must be thoroughly cleansed, preferably by force. Red Scorpions have no tolerance at all for those who violate these precepts. Even accepted mutations, such as nominally accepted abhumans or Navigators are kept at a distance. Were it not for the necessity of having a Navigator amongst their crew, it is likely that the Red Scorpions would directly oppose them.

This also affects the Chapter's interactions with other Space Marines. The Red Scorpions hold a particular distrust for those—such as the Space Wolves or the Blood Angels—that have been cursed in such a way to diverge from the standard of the Codex Astartes. In several instances, they have been unwilling to work directly with Imperial forces that they consider a risk for contamination.

COMBAT DOCTRINE

The Red Scorpions are dedicated believers in their interpretation of the Codex Astartes. To these Space Marines, the text represents a divine mandate that instructs them in every phase of their existence. When preparing for battle, the sacred text must be appropriately interpreted, but its wisdom must never be questioned. Many of the Chapter's commanders use individual subsections to identify critical stages within every conflict. These individuals carefully identify the most relevant portions as they prepare for and command a battle, immediately and definitively using the most appropriate responses to any numerical or strategic shifts in a given battle, such that the army's forces constantly adjust their strategic responses as the tactical situation changes.

Of course, it is important to consider that the Codex Astartes is generally regarded as the most complete and advanced guide to warfare ever created by mankind. While its insights and advice may not address every imaginable situation, its framework offers a method for methodically and appropriately

RED SCORPIONS CHARACTERS

Red Scorpions characters are exceptionally pure of both thought and genetic heritage and they place great importance on the sanctity of their ancestry and the ruthless purging of all manner of taint. In fact, the Red Scorpions gene-seed is among the purist of any of the Space Marine Chapters, only furthering their belief that they alone are true sons of the Emperor. A Red Scorpions Space Marine gains the following benefits: +5 WP, the Resistance (Mutation) Talent (granting +10 on all tests to avoid mutation effects), and the Taint Sense Solo Mode Ability (see page 39).

DEMEANOUR: PATH OF THE PURE

Path of the Pure is a Demeanour (see page 32 of the **DEATHWATCH** Core Rulebook) unique to Space Marines from the Red Scorpions Chapter.

The Red Scorpions Chapter prides itself on the purity of its Battle-Brothers and the sanctity of its gene-seed. In the eyes of the Chapter masters, few other members of the Adeptus Astartes can lay claim to such a lineage and a genetic link to the Emperor, while those outside the Adeptus Astartes are almost always tainted by corruption despite any protests of loyalty or claims about the strength of their humanity. Protecting and preserving their purity, and eliminating all signs of taint are therefore very important to the Red Scorpions and part of every Battle-Brother's training and daily observances.

While all Space Marines abhor mutants and aliens, the Red Scorpions reserve a special vehemence for them. The line Red Scorpions draw between those the Imperium considers human and those it does not is far higher than almost any other Chapter, usually making the distinction that unless a man can claim direct descent from the Emperor himself (like the Red Scorpions) he is a flawed being despite his intentions.

This fanaticism for extreme genetic purity is most pronounced when in the presence of those tainted by the Ruinous Powers, or those suspected of such taint. All it takes is suspicion for the Red Scorpions to shift their stance with their allies, and once the hint of taint has attached itself to such allies they must work hard to lift it by proving their devotion to the Emperor beyond any shadow of a doubt.

identifying the most apt solution. By choosing to dogmatically follow the Codex in every possible way, the Red Scorpions are dependent upon a tactical treatise that is unparalleled. Ultimately, the appearance of orthodoxy and fanaticism does not functionally limit their combat effectiveness.

The Chapter is organised into ten companies in keeping with standard Codex directive. Of their ten companies, there is only a single divergence. The Chapter maintains only its second through fourth Companies as Battle Companies. The fifth serves as an additional reserve company, like the sixth and seventh. Their tenth, Scout Company, is generally kept slightly under strength due to their inability to aggressively recruit while actively on Crusade. In keeping with the Codex's teachings, the Red Scorpions excel at applying a combined arms solution to most tactical situations. For example, vehicles are used to support infantry units. Similarly, specialised infantry, such as Assault Marines, are carefully used only in those situations that are most easily overcome by their particular expertise. The Chapter's orbital resources may be used as necessary to soften a target well in advance of a ground based offensive. Such approaches have been exercised in a consistent fashion throughout the Chapter's history.

Part of their success is due to the intense level of discipline maintained throughout the Chapter. To a certain extent, this discipline is instilled through the use of their religious focus in every aspect of their lives. Unquestioning obedience is second nature for Red Scorpions Battle-Brothers. They firmly believe that their lives are dedicated to and directly guided by the God-Emperor. They trust in his guidance and the knowledge that if their lives are lost, they can enter the afterlife to enjoy His eternal blessings. This level of discipline enables the Chapter's commanders to execute strategies that might be highly risky when utilising troops that were not so thoroughly devoted to seeing a plan through to its completion.

In spite of their obsession with dogma, the Red Scorpions are more than capable of innovating novel solutions to unexpected problems. The creation of the Helios pattern Land Raider is the best known example, but it is certainly not the only one. This particular success is best known because the vehicle went on to gain ratification by the Adeptus Mechanicus. Since its creation, several other Chapters have begun to employ the variant.

Every battle fought against an unidentified opponent requires a warrior to first identify the foe's strengths and weaknesses. Only once these are known can strengths be avoided and weakness exploited. The Red Scorpions are adept at using a variety of different approaches against new foes in remarkably short order. Once a particularly effective tactic is identified, it is then used for as long as it remains effective. However, if no commonly known methods provide a necessary solution, these Space Marines do not hesitate to attempt to find an alternative. Though even in this methodology, purity must be maintained. While their Techmarines might develop minor innovations, they do not stray from the Omnissiah's path. Xenos designs or equipment that has survived from the Dark Age of Technology remain anathema. The use of such devices could endanger a Battle-Brother's soul with the potential for contamination. Alternative tactical measures are considered, but only once evidence has been compiled that those dictated by the Codex are inappropriate. At times, this may require exhaustive and thorough analyses and discussions.

The Red Scorpions are generally philosophically opposed to the use of covert techniques prior to and during a battle. They prefer to proudly demonstrate their presence and their markings. They firmly believe that their

TABLE 1-9: RED SCORPIONS PASTS

1d5 Result	Past Experience
1	Touched by Taint: At some point in the past you were suspected of taint or genetic impurity by your Battle-Brothers. It was only the merest suspicion and groundless (otherwise you would not be here), but it has left a mark on your name and even now commanders and fellow Space Marines look at you differently than your peers.
2	Apothecarion Service: The Red Scorpions have a large number of Apothecaries serving the needs of the Chapter, ensuring its genetic purity and testing all its new recruits. You have served in the Apothecarion for a time, even though you might not be an Apothecary, helping to determine the purity of your Battle-Brothers and those that might one day call themselves Red Scorpions.
3	Saint Leonis Gate Veteran: You are a veteran of the battles of Vraks, and notably fought at Saint Leonis Gate. It is a great honour you still carry with you and has elevated you in the eyes of your Battle-Brothers.
4	Purge of the Unclean: You have been responsible for purging unclean elements from the Imperium such as tainted Imperial Guard units or other allies which have been touched by the Warp or mutation. It is a hard task to kill men while they still profess loyalty to the God-Emperor, but one you did willingly.
5	Student of the Codex: The Red Scorpions revive the Codex Astartes as a religious text and its Battle-Brothers are well studied in its use. You are more versed than most in the Codex and are considered a true student of its teachings by your Battle-Brothers.

iconography and wargear are a crucial symbol of their allegiance to the God-Emperor. Anything that prevents their foes from seeing these insignia is a veritable affront to their faith. While they have been known to use Codex standard camouflage patterns, even these are accepted only with reluctance. Initiates are trained as scouts, in keeping with the Codex standard, but even they are seldom assigned to protracted reconnaissance missions. Instead, their Neophytes are generally deployed to either the main battle lines or held in reserve so that they may serve as a reserve force.

In spite of their continued role as a crusading Chapter, the Red Scorpions have suffered relatively few losses to their armoury. They remain surprisingly well-equipped with Land Raiders, Dreadnoughts, artefacts, and an assortment of other vehicles. The one item that is in relatively short supply is Terminator Armour. In fact, this precious commodity is in such short supply that not even half of the 1st company may be equipped with such sacred relics. Because of this, it is relatively common for the Chapter's veterans to serve as sergeants among the squads of the other companies.

RED SCORPIONS PASTS

The Red Scorpions Chapter background provides a solid basis for defining your character's past, but **Table 1-9: Red Scorpions Pasts** can be used to provide additional inspiration and a means of quickly generating a significant past event from your character's background. Either choose which event you feel is most appropriate for your vision of your character, or roll 1d5 to generate one at random. The events presented can be expanded upon as you see fit, and can provide inspiration for future adventures.

RED SCORPIONS PRIMARCH'S CURSE: DIVINE PURITY

The Red Scorpions hold themselves to the highest of standards and consider their loyalty second to none when compared to other servants of the God-Emperor and soldiers of the Imperium. Part of this pride and their unswerving adherence to the Codex and its teachings is justified in the purity of their gene-seed and the glorious record of wars and battles won in the Emperor's name, though more cynical minds might wonder if the mysteries of the Red Scorpions past and their origins might also have something to do with their fanatical desire to prove their loyalty and that they are beyond the reproach of their peers. Whatever the cause, the end result is a strong distrust in allies fostered by many Red Scorpions which can become more acute over time until many of the Chapter come to believe that none among the followers or children of the Emperor share their own purity and strength of loyalty, and can never be fully trusted.

Level 1 (Only the Pure): The Battle-Brother has come to question the purity of all the servants of the God-Emperor and

TABLE 1-10: RED SCORPIONS NAMES

1d10 Result	Name
1	Creon
2	Toln
3	Aneon
4	Reyate
5	Oyron
6	Verins
7	Cular
8	Daenas
9	Uryson
10	Hereon

TABLE 1-11: RED SCORPIONS CHAPTER ADVANCEMENT

Advance	Cost	Type	Prerequisites
Tactics (Armoured Tactics)	100	Skill	—
Tactics (Armoured Tactics) +10	200	Skill	Tactics (Armoured Tactics)
Tactics (Armoured Tactics) +20	300	Skill	Tactics (Armoured Tactics) +10
Tactics (Assault Doctrine)	100	Skill	—
Tactics (Assault Doctrine) +10	200	Skill	Tactics (Assault Doctrine)
Tactics (Assault Doctrine) +20	300	Skill	Tactics (Assault Doctrine) +10
Tactics (Defensive Doctrine)	100	Skill	—
Tactics (Defensive Doctrine) +10	200	Skill	Tactics (Defensive Doctrine)
Tactics (Defensive Doctrine) +20	300	Skill	Tactics (Defensive Doctrine) +10
Abhor the Witch	600	Talent	—
Scourge of Heretics	500	Talent	—
Slayer of Daemons	500	Talent	—

cannot believe that they are somehow without fault or flaw. This is especially true of obviously tainted allies, despite any kind of sanctioning, such as psykers, abhumans, and navigators. When the Battle-Brother must deal with anyone with a psychic gift (not including Librarians of his own Chapter), or a mutation (no matter how benign or beneficial) he suffers a -10 to Fellowship Tests. Such a cold reception is almost always reciprocated and such individuals often feel intensely uncomfortable in the presence of the Battle-Brother, aware of the hulking warrior's scorn, and worsen their Disposition (see page 276 of the **DEATHWATCH** Core Rulebook) by one step when in the Battle-Brothers presence.

Level 2 (True Sons of the Emperor): While it has always been held that the Adeptus Astartes stand above all other warriors of the God-Emperor, many of the Chapters consider themselves equals and there is usually a degree of respect afforded between Battle-Brothers no matter their origins. Red Scorpions can come to believe that this is a falsehood, and that no other Chapter can hope to match their loyalty, seeing other Space Marines are lesser copies of themselves and ultimately not as worthy of their position in the armies of the Emperor. The effects of Only the Pure (see above) now apply to Space Marines as well (with the exception of other Red Scorpions). In addition, if the Battle-Brother is squad leader he must reduce the amount of Cohesion he contributes to the Kill-team by 2, or 1 if there is at least one other Red Scorpion as part of the Kill-team.

Level 3 (None but Us): In time, a Red Scorpions Battle-Brother can come to believe that only his Chapter alone can be trusted and those around him, despite their outward claims and displays of loyalty, are in fact unreliable; traitors waiting to turn their cloaks. Though the Battle-Brother would not move against such men without just cause, as such rash actions would shame his Chapter and go against the Codex Astartes which he holds in such high regard, he will be careful not to give them too much power over him or expose his back unless he has to. The Battle-Brother will not work well in a Kill-team with members of other Chapters. All Squad Mode abilities cost 1 additional Cohesion point if they include the Battle-Brother and the Battle-Brother cannot benefit at all from the Squad Mode abilities of other Chapters (though they may still be active and used by the other members of the Kill-team as normal).

RED SCORPIONS SOLO MODE ABILITY

Taint Sense is a new Solo Mode ability that is available to Battle-Brothers of the Red Scorpions Chapter. See page 215 of the **DEATHWATCH** Core Rulebook for details on using Solo Mode Abilities.

TAINT SENSE

Action: Free Action

Required Rank: 1

Effects: Red Scorpions are fanatical about the purity of their Chapter and their loyalty and devotion to the Emperor. This constant vigilance and unceasing suspicion of those less pure than themselves gives them the ability to gain a sense of corruption or disloyalty in their allies and enemies, hints that even the keenest eyed of Battle-Brothers might miss if they had not spent a lifetime seeking such signs. The Battle-Brother may make a **Challenging (+0) Awareness Test** when he meets an NPC for the first time to detect whether the NPC has more than 20 Corruption Points. The GM should secretly roll for the Battle-Brother so he does not know if the NPC does indeed hold taint or if he has simply failed to detect it. At the GM's discretion he may grant the Battle-Brother a bonus of +10 to his Awareness Test if the NPC has more than 30 Corruption Points as the taint is easier to detect.

In addition to detecting taint, the Battle-Brother is always vigilant for signs of betrayal and is rarely surprised when allies become enemies. If an ally (or NPC considered non-hostile) makes a surprise attack against the Battle-Brother, he can make a **Challenging (+0) Awareness Test** to not be surprised and act normally in the first round of combat.

Improvement: At Rank 4 the Battle-Brother becomes even more adept at detecting flaws in others and can detect corruption in NPCs with 10 or more Corruption Points. At Rank 7 the Battle-Brother can pre-empt the betrayal of an ally turning the tables on them; if he passes his Awareness Test he not only is not surprised but gains a surprise round against the ally.

RED SCORPIONS SQUAD MODE ABILITIES

The following Squad Mode abilities are unique to characters drawn from the Red Scorpions Chapter. The use of Squad Mode abilities is described on page 219 of the **DEATHWATCH** Core Rulebook.

RED SCORPIONS ATTACK PATTERN:

CODEx MANOEUVRES

Action: Full Action

Cost: 4

Sustained: Yes

Effects: The Red Scorpions revere the Codex Astartes as a religious text, sacred orders laid down by true servants of the God-Emperor and integral to the strength and effectiveness of the Chapter. In battle they can use the Codex to execute flawless attacks and provide an answering tactic to anything the enemy throws at them. The Battle-Brother's Kill-team gains a number of re-rolls equal to the number of its members each turn (measured from the start of the squad leader's turn to the start of his following turn) reflecting the greater efficiency which the squad works together while adhering to the Codex. These re-rolls form a pool which can be used by any Battle-Brother in support range of the squad leader and are replenished at the start of the next turn. Remember though that a dice roll can only ever be re-rolled once and the player must abide by the re-rolled result. This pool can be used to re-roll Weapon Skill, Ballistic Skill, Dodge, and Parry Tests.

Improvement: At Rank 4 activating this ability becomes a Half Action. At Rank 6 this ability costs 1 less point of Cohesion to activate.

RED SCORPIONS DEFENSIVE STANCE:

CORRUPTION RESISTANCE

Action: Half Action

Cost: 2

Sustained: Yes

Effects: Red Scorpions are naturally resistant to corruption and daemonic influence, their purity protecting them to a greater degree than those more "flawed" warriors of the Adeptus Astartes. In addition to being able to detect the signs of taint, a Red Scorpions Battle-Brother can steel himself and those around him against it, through pure thought and an unyielding will. The Battle-Brother and those within Support Range gain a +10 to any Test to resist gaining Corruption Points and a +10 to any Opposed Test (such as resisting psychic powers) made against creatures with the Daemonic Trait. In addition, while a Battle-Brother is benefiting from this ability any Corruption Points he gains will be reduced by 1, or 2 if he is from the Red Scorpions Chapter.

Improvement: At Rank 4 the bonus to resist Corruption and Opposed Tests with daemonic creatures increases to +20, at Rank 7 Corruption Points are reduced by a further 1 point (meaning Battle-Brothers receive 2 less Corruption Points or 3 less Corruption Points if they are Red Scorpions).



RED SCORPIONS PSYCHIC POWERS

The following section presents a set of Psychic Powers unique to the Librarians of the Red Scorpions Chapter. Details of how to use Psychic Powers may be found on page 189 of the **DEATHWATCH** Core Rulebook. Only Red Scorpions Librarians have access to Red Scorpion Psychic Powers. These powers may be purchased with Experience Points, provided the Librarian meets the power's Prerequisites and XP Cost as detailed on **Table 1–12: Red Scorpions Psychic Powers**.

BONE BREAKER

Action: Half Action

Opposed: No

Range: Self

Sustained: Yes

Description: The Red Scorpions Librarian focuses his might and will into the blows he rains down on his enemies, filling his arm with righteous vigour. Even blows which would otherwise cause no Damage send shockwaves through his enemy's body, pulping flesh and breaking bones. While this power is active, the Librarian adds his Psy Rating to any Critical Damage he inflicts with melee weapons. If he fails to cause any Damage with a melee attack (i.e. his opponent's armour and Toughness Bonus completely negate the Damage) he will still cause a single point of Impact Damage (not reduced by armour or Toughness) on his enemy as the concussive force of his blow is transferred through their armour.

TORMENTED FLESH

Action: Half Action

Opposed: Yes

Range: 20m x Psy Rating

Sustained: No

Description: The Librarian focuses on his foe's flawed physiology and corrupted spirit turning it against them. The enemy's flesh will literally rebel against its owner as it twists, oozes, and bursts, fleeing the taint which saturates it. This power is only effective on foes which either have 1 or more Corruption Points, a mutation, or the Daemonic trait. If the Librarian's target fails a **Challenging (+0) Opposed Willpower Test**, it will suffer Damage equal to 2 x the Librarian's Psy Rating and an additional point of Damage per ten Corruption Points possessed by the target. In the case of those with mutations, the target suffers (2 x Psy Rating) +5 points of Damage per mutation. Targets with the Daemonic Trait suffer Damage equal to (2 x Psy Rating) +10. For targets with a combination of Corruption Points, mutations, and/or the Daemonic Trait use the one which would result in the most Damage being inflicted. Damage from this power ignores armour but is reduced by Toughness Bonus as normal.

TABLE 1–12: RED SCORPIONS PSYCHIC POWERS

Power	XP Cost	Prerequisites
Bone Breaker	1000	Str 45+
Tormented Flesh	1000	WP 40+
Word of the Codex Astartes	1500	Fel 40+

WORD OF THE CODIX ASTARTES

Action: Full Action

Opposed: No

Range: 10m x Psy Rating Radius

Sustained: No

Description: The Librarian calls to the common bond between Battle-Brothers as laid down by the Codex Astartes and reminds Space Marines of their sacred duty and powerful heritage. This power infuses nearby Battle-Brothers with new purpose and devotion, boosting their moral and banishing any doubt. The Librarian and any Battle-Brothers within range immediately recover from Stunning and reduce their levels of Fatigue by one (if they had suffered one). In addition, Space Marines targeted by Opposed psychic powers gain a bonus equal to the Librarian's Psy Rating x 5 until the start of the Librarian's next turn provided they remain within range of the power.

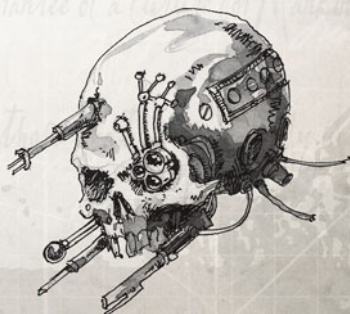
RED SCORPIONS TRAPPINGS

The following item may be taken as a Chapter Trapping by Battle-Brothers of the Red Scorpions Chapter.

ICON OF THE SCORPION

The Red Scorpions often adorn their wargear with an engraved image of their Chapter namesake. These small talisman-like icons remind the bearer of their Chapter's heritage and their constant drive to purge corruption without as well as within.

Bolstered by his conviction, a Red Scorpion Battle-Brother who possesses an Icon of the Scorpion gains a significant resistance to the taint of Chaos. Any time the Battle-Brother would gain a number of Corruption Points, he may make a **Challenging (+0) Willpower Test**. If this Test is successful, the number of Corruption Points gained is reduced by 1.



MARINES ERRANT

"Just as there are no limits to the Emperor's grace and mercy, there must be no limits to humanity's domain. We must persevere so that the crusade to expand the Imperium may never end."

—Captain Magnar Tytus, Marines Errant Fourth Company

Constantly on Crusade, the Marines Errant Chapter is devoted to destroying the Imperium's enemies, wherever they might be found. Over the millennia since their founding, the Chapter's Battle-Brothers have been active throughout the entirety of the Imperium and often far beyond its borders. The Chapter has shown a tremendous resilience and flexibility so that it can participate in such a broad range of crusades while continuing to fervently follow the Codex Astartes.

HISTORY

By their own traditions and through the confirmation of existing records from the Adeptus Administratum, the Marines Errant Chapter was founded in M37, as part of the 23rd Founding of the Adeptus Astartes. This founding occurred to make up for serious losses incurred in the preceding millennia. According to Imperial records, dozens of Space Marines Chapters had been inexorably lost to a variety of causes. Consequently, this founding was focused on quickly establishing replacement Chapters focused on reliability, tactical flexibility, and with the capacity to Crusade throughout the Imperium. The Marines Errant Chapter espoused all of these aspects from the moment of their initial Founding.

From the very beginning, the intent of the Marines Errant was that they would engage in endless crusades, cleansing the cosmos of any taint that might offend the Emperor or interfere with humanity's domination of the stars. Because of this, the Chapter designed its organisational scheme around the notion of independent stability for each of its companies. During its existence, the Marines Errant Chapter has never established a formal fortress-monastery nor has it designated a specific homeworld. Instead, the Chapter has known little rest as its members travel to constantly expand

CHAPTER SUMMARY

Founding: 23rd

Chapter World: Fleet Based

Fortress Monastery: Vilamus (Gene-seed Repository)

Gene-seed: Ultramarines

Predecessor: Eagle Warriors

the boundaries of the Imperium. While this limits some of the fellowship between Space Marines assigned to different companies, the additional tactical flexibility has served them well in fulfilling their designated role.

The Age of Redemption, which lasted through most of M37, was a period in which the Imperial Cult first assumed its current levels of authority within the Imperium. In the centuries leading up to this time, the Ecclesiarchy had grown corrupt. Eventually, this corruption was identified and overthrown. With the change in leadership, faith in the God-Emperor became an increasingly vital element in Imperial Life. Many who embraced their faith with tremendous zeal felt that penance was necessary for the terrible crimes that had taken place in the previous centuries. For some, the only imaginable service that could be appropriate was the idea of embarking upon a crusade against the alien and heretical forces that contaminated the galaxy.



Through their initial centuries of organisation, the Marines Errant Chapter was a product of this era. Its Battle-Brothers participated in countless crusades, which ranged in scale from targeting only a few worlds within a system to enormous wars that extended across entire subsectors. As they participated in these countless efforts to make recompense for the Imperium's past sins, the Chapter continually proved their value as guards and warrior-ambassadors to those places where mankind had not ventured.

During the years of 390.M38 through 433.M38, the Marines Errant Chapter sealed a covenant with the Rogue Trader House of Ecale. The reason for this agreement remains a secret tightly held by both parties. However, it remains clear that the ties formed at that time remain in place. To this day, there are always Battle-Brothers of the Marines Errant Chapter operating on detached service among the vessels of House Ecale. It may be that whatever task they agreed to at that time

NOTABLE MARINES ERRANT IN THE JERICHO REACH

The following are Space Marines of great renown from the Marines Errant Chapter.

TECHMARINE ORWELL DOMENS

Watch Fortress Erioch has stood within the Jericho Reach for untold ages. Much of its technology has fallen into disrepair over that time, in spite of the concerted efforts of the Adeptus Mechanicus. Upon his assignment to the Deathwatch, Techmarine Domens immediately identified a number of the failing systems as consistent with artefacts that he had previously studied among his Chapter's many treasures. The majority of these were items identified through the course of Crusades, though many of these were known to be efforts that had occurred millennia apart and in dramatically different portions of the galaxy.

Since his initial arrival, the Techmarine has managed to restore several of the Watch Fortress's previously inert systems to some degree of functionality. The long-term ramifications of these restorations remain unclear—for it is entirely possible that he might have repaired some equipment in such a way that it no longer functions as originally intended. However, due to his high degree of aptitude with such archeotech, Techmarine Domens has worked closely with representatives of the Adeptus Mechanicus at the Watch Fortress, both in studying it and in analysing xenotech as it is recovered from fallen foes.

VETERAN BROTHER DONAL HAGETH

For the past twenty-three years, Brother Hageth has served as an overseer of Watch Fortress Erioch's Hunting Grounds, assisting the Master of the Hunt in his stewardship of the training facility. During his tenure, countless xenos have been introduced to the complex, so that hundreds of Space Marines might slay them as part of their Kill-team integration training. As he undertakes these duties in addition to his duties as a member of a Kill-team, Hageth must rely upon the efforts of other Battle-Brothers to aid in the identification and capture of xenos well-suited to the available environments.

So that he might best acquire the xenos specimens that he requires, Hageth keeps an aggressive eye on the goings aboard the Watch Fortress. Some say he often knows what planets Kill-teams might visit before their assignments are even issued. All too often, he visits with a Kill-team preparing for a mission with a request that they capture a particular organism so that it might be used in the Hunting Grounds. By way of compensation, he can often offer insights into the anatomy of some of the creatures requested—information he has had to learn so that he might fulfil his responsibility to the Hunting Grounds.

has not yet been completed. However, it might also be that the Chapter owes the bloodline some debt that cannot be repaid within a single lifetime. Service among House Ecalle is regarded as an honour by members of the Chapter. Those who serve continue to wear the Rogue Trader's badge on their armour long after they return to the Chapter. Many also bear highly ornate power armour or armaments that they have received as gifts from the House.

In early M40, five companies of the Marine Errant Chapter formed the core military elements for the Kadyron Voyage into the Hazeroth Abyss. This expedition, led by Inquisitor Lord Kadyron, is regarded as an unmitigated disaster. A lone battle barge survived the expedition. Through the course of the journey, the Chapter lost the majority of its Land Raiders, Dreadnoughts, and numerous Warp capable transports, as well as countless Battle-Brothers. Were it not for their systematic storage of gene-seed, the Chapter might not have been able to rebuild from the losses. Even with an increase in the number of initiates accepted, the Marines Errant Chapter is likely to suffer from the losses to irreplaceable wargear for millennia.

The Chapter recently participated in the Corinth Crusade against the forces of Waaagh! Skargor within the Corinth system. Under the leadership of Marneus Calgar of the Ultramarines, the Crusade decimated the Ork Empire, and effectively eliminated the xenos threat to the region for several

decades. During the course of the war, the 4th, 6th, and 9th companies earned tremendous recognition for liberating the Ultramarines 3rd company, when it was effectively pinned down by a vastly superior Ork fleet. Battle-Brothers of the Marines Errant engaged in boarding actions against dozens of Skargor's Terror ships, providing the Ultramarines the relief they needed to swing the battle. Marneus Calgar went so far as to graciously award the Chapter one of the Ultramarines' sacred Relic Blades as a sign of camaraderie.

HOMEWORLD

Because they are a crusading Chapter that travels the entirety of the Imperium—and often far beyond its boundaries—the Marines Errant lacks the resources or need to maintain a traditional homeworld. Instead, their battle barge serves as their primary location for command operations and Chapter co-ordination. The mobile base grants the Chapter a greater level of flexibility for those instances when it becomes necessary to assemble multiple companies prior to embarking upon a Crusade.

There are, however, a few limitations that the Marines Errant Chapter has needed to address over the course of their existence. The most vital of these is finding a secure storage location for their gene-seed. Even a mighty battle barge may be lost or destroyed during the course of a massive crusade. These vessels also suffer from exposure to the Warp and potential contamination at a much greater level than a more stable planetary body. Because of this,

the Chapter designated Vilamus as a gene-seed repository. The fortress bears massive power shields, anti-air lasers, and a small garrison for defence. The world was also chosen as its location is believed to be relatively stable from Warp incursions. During those occasions when a company must rebuild its strength due to an extended Crusade or substantial losses, it is usually added to the garrison on Vilamus, so that it can add another layer to the world's defences.

Because the Marines Errant Chapter spends so much time on active Crusade, the independently functional companies must be able to recruit while in the field. In this way, they need not wait for their return to a home planet in order to replace Battle-Brothers lost in the field. Consequently, the Chapter draws its recruits from the myriad human inhabited worlds of the Imperium. For many initiates, the life of a Space Marine is the only opportunity they encounter to learn of the galaxy beyond their remote worlds. As they undergo their training, these young Battle-Brothers learn of the true nature of the Imperium at the same time as they learn the rites and techniques of their new Chapter.

GENE-SEED

The Marines Errant Chapter maintains an exceptionally reverential view towards their gene-seed. The losses incurred during the Kadyron Voyage only served to reinforce this belief. The Chapter's command is well aware that its members could suffer considerable losses at any time, so have taken extraordinary measures to insure that the gene-seed supply—as the most vital component of their continuity—remains securely preserved. Their repository-fortress upon Vilamus was established primarily to insure that this risk could be minimised. Similarly, the Chapter maintains a greater number of Apothecaries than the Codex requires. These members serve by maintaining the repository as well as insuring that the progenoid glands from younger Battle-Brothers are harvested in a timely fashion, and then sent to Vilamus for secure storage until needed.

THE FALL OF VILAMUS

Huron Blackheart's raid on Vilamus, as described in **WARHAMMER 40,000**, happens later in M41 than the 817.M41 year used for **DEATHWATCH**. Characters from the Marines Errant Chapter have not yet suffered this cruel loss and would have no reason to be aware of its occurrence. At the time of the **DEATHWATCH** game, the Chapter possesses an ample supply of gene-seed.

For campaigns set in a later timeframe, this disaster might have been a recent occurrence or could even happen during the course of the campaign. The loss of virtually all of the Chapter's gene-seed reserves represents an enormous catastrophe that may doom the Marines Errant to a gradual descent towards obliteration. Player Characters who learn of this catastrophe or live in its aftermath are very likely to suffer significant changes in their outlook due to their new-found sense of their Chapter's mortality.

MARINES ERRANT AND THE DEATHWATCH

Normally, Space Marines serve with the Deathwatch for a tour of duty with a predetermined length of time. However, due to their broad deployment, it is often challenging for a member of the Marines Errant to return to their company at a specific designated time. Their company's current disposition might be unknown or might be located in a portion of the galaxy that is extremely distant from the Space Marine's current Watch Station. To accommodate this difficulty, Battle-Brothers from the Marines Errant may serve with the Deathwatch long beyond their originally designated term. Then, when their company is once more at a known location within a reasonable transit distance, they can abruptly return to service with their Chapter.

Through their history, this philosophy has consistently served as an effective countermeasure to the risks the Chapter faces as a crusading Chapter. On several occasions, the Marines Errant Chapter has needed to replace more than a company of Space Marines who were designated as lost. In at least one instance, it was easier for the Marines Errant to find recruits and available gene-seed than it was for them to fit the necessary power armour and find available veterans to perform the training.

As was the intent at the time of their Founding, the gene-seed of the Marines Errant remains stable and shows no signs of mutation or contamination. Its purity is unquestioned. Some rumours indicate that because of its stability and relative abundance, it may have been used for the creation of at least one additional Chapter.

PHILOSOPHY

"The Emperor's guidance for humanity is endless. The Primarch's wisdom through the Codex is boundless. Our vigilance must match their example."

—Chaplain Auguste Durand

The Marines Errant have been devoted to embarking upon endless Crusades since the time of their founding. Historically, the Marines Errant Chapter has also sent companies to assist Rogue Trader Houses, other Space Marine Chapters, and even answered planetary emergency calls throughout the galaxy. This willingness to aid the cause of humanity at any time and in any place exemplifies their devotion to service.

To fulfil this mandate, the Marines Errant attempt to maintain as broad a reach as possible. Their companies regularly operate on independent duty dispersed throughout the galaxy. To enable such dispersion, each company commander is functionally the commander of a strike vessel. These ships are most commonly cruisers, though the Chapter has several light cruisers and one battle cruiser as part of its armada. So that these companies can function independently, each of these vessels maintain an armoury of vehicles, in addition to their normal complement of Space Marines.

MARINES ERRANT CHARACTERS

The Marines Errant are a valourous and dedicated Chapter of the Adeptus Astartes, always ready to prove their loyalty to the Emperor and commit to mankind's struggle to retake the stars. Bereft of a home world, the Chapter exists as an extended fleet of battle-barges and strike cruisers often spread out across the galaxy in the vanguard of the Emperor's crusades, and though this has limited them in some ways, it gives them unprecedented skill in naval actions and knowledge of void combat beyond many of their brother Chapters.

A Marines Errant Space Marine gains the following benefits: +5 Agility, +5 Strength, the Common Lore: Imperial Navy Skill and the Zero Tolerance Solo Mode Ability (see page 47).

DEMEANOUR: SHEPHERD OF ASSETS

Shepherd of Assets is a Demeanour (see page 32 of the **DEATHWATCH** Core Rulebook) unique to Space Marines from the Marines Errant Chapter.

The Marines Errant are keenly aware of their scattered companies, that they cannot draw upon the same amount of resources or manpower at any one moment as other stronger Chapters can. In part, this is the result of the crusading nature of the Marines Errant and the toll that centuries of fighting far flung wars has wrought upon the military materiel available to each of its dispersed battle groups. As such, the Marines Errant have become highly adept at marshalling their own resources, preserving and restoring even the most heavily damaged wargear. In addition, the Techmarines of the scattered fleets are masters of repurposing wargear and materiel assets acquired in the field. While such acts have given rise to fears of tech-heresy, these suspicions remain unproved.

Even so, the Marines Errant consider their blessed armaments more precious than most, and know that the limited supply available to them is literally the lifeblood of their campaigns. A Battle-Brother of the Marines Errant knows that it is his duty to die for the Emperor doing his duty, but he also knows that it is his duty to his Chapter to preserve his wargear at all costs, and should he die he must make sure his Chapter can recover it if it is within his power. Only in this way will there be a chance for the Chapter to continue to serve the Imperium for millennia more.

Each of the Chapter's crafts is supplemented by members of the 1st and 10th companies. In this way, each has access to the expertise offered by the Chapter's veteran Battle-Brothers as well as the opportunity to train initiates and use them on infiltration missions. A side-effect of this approach is that newly recruited members often fail to grasp the full scope of their Chapter until the next major gathering. To overcome this, many initiates are transferred to another company before their training is completed. In this way, some sense of connection between the different companies can be maintained.

It is only in preparation for a major crusade effort or upon occasions of major Chapter import that the companies gather for extended interactions. Such occasions represent the only opportunity for established veterans to reunite with Battle-Brothers from other companies, often friends that they knew during their time as an initiate. These gatherings also represent an opportunity for promotions and transfers between companies. In this way, members promoted to the 1st Company may transfer to work with another company so that their experience as a Veteran Space Marine may be more easily differentiated. This is also when Space Marines are most commonly tithed to service for other duties, including service at the Vilamus garrison, with House Ecale, or even duty with the Deathwatch.

Replacing a company is an extremely difficult process. In addition to reallocating and requisitioning extremely rare weapons, vehicles, and armour, the Marines Errant must also obtain a cruiser. The Adeptus Mechanicus may take centuries to provide some of this basic wargear, while other requisitions may never be fulfilled. All other companies are expected to increase their initiation rates at such a time so that established Space Marines may be tithed to the new company.

Unfortunately, on several occasions, once a company had been replaced, the original miraculously returned from an extended crusade. This has resulted in the Marines Errant having more than 10 companies and well over 1,000 members in each of these instances. Because of this, it is virtually impossible to accurately gauge the Chapter's total assets at any given time.

COMBAT DOCTRINE

As a proud Successor to the Ultramarines Legion, the Marines Errant Chapter follows the Codex Astartes as closely as possible. Their primary adaptations from its doctrines are all intended to grant the Chapter additional flexibility in keeping with their duties as constant crusaders. With the exception of those changes, the Chapter fervently espouses the core of Guilliman's combat philosophy.

The core of this tactic is represented in their consistent use of combined arms. They maintain the necessary flexibility to address virtually any opponent. While Assault, Devastator, and Scout Squads are used in keeping with the Codex, their proportionate numbers are carefully preserved. To the extent that they are available, vehicular assets are used as situations necessitate. Because such resources are not always readily available, assault squads are often used in place of lighter vehicles while devastators fulfil the role that would more commonly be played by most Space Marine tanks.

The Marines Errant do not have a favoured opponent. They have engaged in countless battles against xenos, heretics, and even the minions of Chaos. No matter what type of foe they might oppose, the Chapter's Space Marines adhere to the Codex's teachings as they dispassionately eliminate those who

TABLE 1-13: MARINES ERRANT PASTS

1d5 Result	Past Experience
1	Xenos Tech: The Marines Errant are often desperately short of supplies just as they are of Battle-Brothers. This could be a result of only a small portion of the fleet being on hand or part of the heavy losses time has delivered to the Chapter. To win a battle or serve your Chapter you have made use of xenos tech when arms and armour of the Chapter were not available, and while your commanders have accepted this necessity, others may not be so forgiving if they learn the transgression.
2	Deck Officer: Many Marines Errant also serve as officers and crew aboard their vessels and learn much about the ways of naval warfare. You have spent time as a deck officer aboard one of the Chapter's strike cruisers or battle-barges and understand how such warships function in battle.
3	Crusader: The Marines Errant Chapter participates in numerous crusades across the galaxy, elements of its Chapter fighting to free new sectors of space and reclaim those once belonging to the Imperium. You are a veteran of one such crusade and have earned crusade medallions and honour during your service.
4	Hit and Run: Boarding actions are a bloody business and while raiding enemy vessels with assault craft in the midst of battle is common, few return to claim glory for their actions. You are a survivor of a daring hit and run boarding action against an enemy ship and have earned honour in the eyes of your peers as well as scars to prove your bravery.
5	Ship Gunner: Just as many Marines Errant serve as officers, others also learn the workings of their vessels from the lower decks. You have served on the gun decks of a battle-barge or strike cruiser and have learnt about the workings of the massive macro cannon and lance batteries such vessels use as well as how to direct the huge gangs of Chapter serfs and servitors which keep them running.

would dare to battle the Imperium of Man. This approach does leave the Chapter less capable against some foes than members of a Chapter that had focused tightly on learning the most effective means to overcome a particular target. However, it offers the advantage that they are less expectant of a particular enemy strategy or predisposed to use a specific—and potentially predictable—strategy of their own.

Due to the losses that the Marines Errant Chapter has sustained, they are often conservative of their equipment. Heavy tanks, Dreadnoughts, and the rarest wargear items are only used when absolutely required by a given situation. The Chapter has sustained significant losses through the course of its many crusades and can ill-afford to sustain additional ones. In some cases, this may leave the Space Marines in the field less well-equipped than would be ideal for a given circumstance. However, through their devotion and understanding of the Codex Astartes, the Marines Errant are confident in their abilities to overcome any opponent.

It is clear that the Marines Errant go to extreme measures to repair any equipment that suffers Damage in the field, due to the expertise of their Techmarines. A few fortunate discoveries

from their countless crusades has also enabled the Chapter to reclaim some wargear that would otherwise be irreplaceable. A few rumours suggest that some Battle-Brothers may have gone to the extreme of utilising xenos weaponry, but none of these tales have been substantiated.

MARINES ERRANT PASTS

The Marines Errant Chapter background provides a solid basis for defining your character's past, but **Table 1-13: Marines Errant Pasts** can be used to provide additional inspiration and a means of quickly generating a significant past event from your character's background. Either choose which event you feel is most appropriate for your vision of your character, or roll 1d5 to generate one at random. The events presented can be expanded upon as you see fit, and can provide inspiration for future adventures.

MARINES ERRANT PRIMARCH'S CURSE: CRUSADER'S CALL

The Marines Errant are devoted servants of the Emperor and never refuse the call to arms or the chance to join a crusade against the enemies of the Imperium. Over the centuries, this has become a well-known aspect of the Chapter and elements of the Marines Errant have participated in hundreds of crusades across the galaxy from the murky depths of the eastern fringe to the dark and turbulent sectors surrounding the Eye of Terror. As a fleet-based Chapter, this means that the entire Chapter is practically never in the same place at the same time, and though they might stay in contact, each fragment becomes a collection of companies and their vessels which can operate independently for great lengths of time.

TABLE 1-14: MARINES ERRANT NAMES

1d10 Result	Name
1	Tulius
2	Falinae
3	Euranius
4	Cladus
5	Nacran
6	Ludnae
7	Persnus
8	Haeron
9	Odyerus
10	Ferrae

TABLE 1-15: MARINES ERRANT CHAPTER ADVANCEMENT

Advance	Cost	Type	Prerequisites
Command	100	Skill	—
Command +10	200	Skill	Command
Command +20	300	Skill	Command +10
Navigation (Stellar)	100	Skill	—
Navigation (Stellar) +10	200	Skill	Navigation (Stellar)
Navigation (Stellar) +20	300	Skill	Navigation (Stellar) +10
Pilot (Space Craft)	100	Skill	—
Pilot (Space Craft) +10	200	Skill	Pilot (Space Craft)
Pilot (Space Craft) +20	300	Skill	Pilot (Space Craft) +10
Good Reputation (Imperial Navy)	300	Talent	Fel 50, Peer (Imperial Navy)
Peer (Imperial Navy)	300	Talent	Fel 30
Talented (Pilot)	500	Talent	—

Though it means the Chapter is scattered across the stars, no member of the Marines Errant would ever refuse such a call to duty and takes it as a mark of honour and pride that their Chapter has such a valourous history.

Level 1 (Unending Valour): The Battle-Brother has become filled with pride in the history of his Chapter's bravery and devotion and sees his own existence as a vital part of continuing its traditions. When his Kill-team is required to do their duty he will make sure that it is carried out, squashing any doubt his fellow Battle-Brothers might have or any weakness they might show in the face of honour. When facing a foe with a Fear Rating for the first time (see page 277 of the **DEATHWATCH** Core Rulebook) the Battle-Brother must make a **Challenging (+0) Willpower Test**. If they fail, they gain the Frenzy Talent for the encounter and must strive to destroy the Fear causing foe. During this time they cannot initiate or benefit from any Squad Mode abilities.

Level 2 (Duty through Sacrifice): True duty can only be proven in death or an equally potent sacrifice, a fact which is known to all true servants of the God-Emperor. The Battle-Brother knows that to prove himself he must be the one to stand in the way of the blade or shield his comrades from the blast, so that there can be no doubt about his devotion or his loyalty to the Emperor. When using Squad Mode abilities (see page 219 of the **DEATHWATCH** Core Rulebook) where the Battle-Brother has the option to take Damage or hits for his companions or give them his Reaction (such as the Soak Fire or Tactical Spacing abilities) he must do so if at all possible.

Level 3 (Lead the Charge): In boarding actions, the greatest honour goes to those first through the breach and first to face the foe. The Battle-Brother accepts that he must take this role as his honour demands it, and it is just another way to prove his courage and loyalty in the eyes of his peers. If there is a choice or a chance to lead a charge or be the first to face the enemy, the Battle-Brother must take it. Furthermore he will seek out such opportunities, volunteering for dangerous duties if they mean he will get to lead others into the fray. In combat, the Battle-Brother will also seek out the most dangerous or powerful looking foes, even at the cost of ignoring closer or more pressing enemies.

MARINES ERRANT SOLO MODE ABILITY

Zero Tolerance is a new Solo Mode ability that is available to Battle-Brothers of the Marines Errant Chapter. See page 215 of the **DEATHWATCH** Core Rulebook for details on using Solo Mode Abilities.

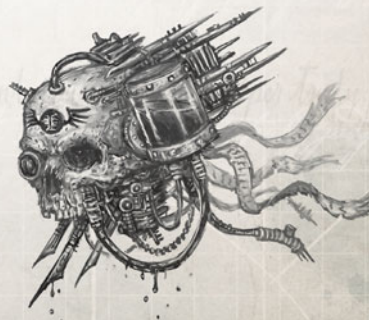
ZERO TOLERANCE

Action: Free Action

Required Rank: 1

Effects: Marines Errant train extensively for ship based combats and are skilled in boarding actions and the variety of environments and perils such engagements can bring. The Battle-Brother thinks nothing of fighting in micro or zero-gravity environments as well as the hard vacuum of space or the scorching cold of the void. He also understands how his weapons work in such environments and the prayers and incantations required ensuring their reliable use and accuracy. When fighting in space environments (those with low or nonexistent gravity and with varying degrees of atmosphere and pressure), the Battle-Brother halves all Test penalties resulting from environmental effects.

Improvement: At Rank 4 the Battle-Brother has perfected his zero-gravity fighting skills and ignores all penalties to tests caused by space environments. At Rank 7 the Battle-Brother not only is no longer impeded by space environments and variable gravity but has learnt to use it to his advantage and never suffers a reduction to his movement from such environments.



MARINES ERRANT SQUAD MODE ABILITIES

The following Squad Mode abilities are unique to characters drawn from the Marines Errant Chapter. The use of Squad Mode abilities is described on page 219 of the **DEATHWATCH** Core Rulebook.

MARINES ERRANT ATTACK PATTERN:

CONFINED COMBAT

Action: Half Action

Cost: 2

Sustained: Yes

Effects: Squads of Marines Errant are often required to fight in the close confines of ship to ship boarding actions, pressing down cramped corridors or leading assaults through rents in bulkheads. While this is a skill which is most useful in space combat it can be translated into any situation where Battle-Brothers must fight shoulder pad to shoulder pad with little or no room to manoeuvre. The Battle-Brother and those within Support Range of him do not obscure lines of fire for each other or incur penalties to hit because they are in the way. In addition, Battle-Brothers may move through each other or switch positions during their movement even if there would not normally be enough room to do so.

Improvement: At Rank 4 Battle-Brothers gain the ability to aid each other in melee combat even though they may not be able to reach their foes; any Battle-Brother making a melee attack can gain a Ganging Up bonus (see page 248 of the **DEATHWATCH** Core Rulebook) for other Battle-Brothers which are adjacent to him even if they cannot make melee attacks on his foe. At Rank 7 Battle-Brothers using this Squad Mode ability do not reduce their movement when fighting within confined spaces.

MARINES ERRANT DEFENSIVE STANCE:

PROTECT THE FALLEN

Action: Reaction

Cost: 1

Sustained: Yes

Effects: The preservation of their Chapter's gene-seed means that Marines Errant must be mindful of every brother that falls in battle, protecting his body whether he yet clings to life or not. A dedicated Kill-team can use this training to shield their fallen from harm, or reduce the terrible effects of wounds on those which have already suffered Damage. The Battle-Brother and any members of his Kill-team within Support Range may protect their brothers from grievous injury by interposing themselves between a fallen brother and harm. While this ability is active, a Battle-Brother may use his Reaction to move up to twice his Agility Bonus to protect another member of his squad from an attack, if that member has either been knocked prone and/or has suffered Critical Damage. If the Battle-Brother's movement would be sufficient to reach the squad member the Battle-Brother is struck by the attack instead, with all the normal consequences. Battle-Brothers defending their brothers in this way may not Dodge the attack but may Parry it as part of their Reaction. If the attack has an area of effect which



would affect both the Battle-Brother and the squad member he is trying to protect, then the squad member gains cover against the attack with Armour Points equal to the Battle-Brothers Armour Points on his torso location.

Improvement: A Rank 5 Battle-Brothers using this ability may move up to four times their Agility Bonus to reach a fallen or critically wounded squad member.

MARINES ERRANT PSYCHIC POWERS

The following section presents a set of Psychic Powers unique to the Librarians of the Marines Errant Chapter. Details of how to use Psychic Powers may be found on page 189 of the **DEATHWATCH** Core Rulebook. Only Marines Errant Librarians have access to Marines Errant Psychic Powers. These powers may be purchased with Experience Points, provided the Librarian meets the power's Prerequisites and XP Cost as detailed on **Table 1-16: Marines Errant Psychic Powers**.

**TABLE 1-16: MARINES ERRANT
PSYCHIC POWERS**

Power	XP Cost	Prerequisites
Darkness Gate	1500	Per 40+
Shadows in the Stars	1000	—
Void Hammer	2000	WP 40+

DARKNESS GATE

Action: 3 Full Actions

Opposed: No

Range: Self

Sustained: No

Description: Summoning up the potent energies of the Warp, the Librarian folds space between points within the void and brings them closer together for an instant allowing Space Marines to pass between them. Darkness Gate has effects similar to a teleportarium, allowing objects from one point to be transferred to another in a rapid instance via the conduit of the Warp. It only works for a small group of individuals and only across an airless space like the void, but it can be effective for staging hit and run attacks. The Librarian and a number of individuals equal to his Psy Rating can be affected by this power. The Librarian picks a point in space which he can observe, such as a distant ship. Provided there are no obstacles or atmosphere between the point he can see and the point he is standing, a momentary gate will open allowing him and his companions to step through. The range between the points can be up to Psy Rating x 500km.

Perils of the Warp can be particularly dangerous when using this power. If the Librarian triggers Perils of the Warp, roll 1d10 x 500km to determine distance rather than using his Psy Rating. If he was Pushing then distance is 3d10 x 500km.

SHADOWS IN THE STARS

Action: Half Action

Opposed: No

Range: 1000kms x Psy Rating

Sustained: Yes

Description: The Librarian can look out into the inky black of the void and see things mere sensors cannot, reading the ebb and flow of the darkness and the Warp which lies beneath it. The Librarian can make a **Challenging (+0) Awareness Test** to perceive any objects in space within range of this power, including celestial phenomena and vessels or ordnance. Depending on the size and density of such objects, the GM may give the Librarian a +10 to +30 bonus on this Test. Even if the Test fails, the GM should give the Librarian a general idea of hazards though not their exact location. If this power is used in conjunction with a vessel's bridge crew it will grant them a +30 bonus to all Tests involving their ships sensors and Pilot Tests to avoid hazards and ordnance.



VOID HAMMER

Action: Half Action

Opposed: No

Range: 10m x Psy Rating

Sustained: No

Description: Summoning up a brutal burst of energy, the Librarian smashes objects and batters structures with raw psychic power. Against individuals, this power can knock them down and break their bones, but against inanimate objects it can rend apart walls and buckle bulkheads. The Librarian picks a point within range and line of sight as the impact point of the Void Hammer. Any individuals within 3m of this point will be hit by the concussive blast unless they can successfully make a Dodge Test to leap out of the way. Those hit suffer Impact Damage equal to the Librarian's Psy Rating x 3 and must pass a **Challenging (+0) Agility Test** or be knocked prone. Objects such as walls, supports, and doors are far more badly affected suffering Impact Damage equal to 1d10 x Psy Rating ignoring Armour Points. This can be used to punch holes in objects (such as bulkheads) if it does enough Damage to destroy them (creating a breach 3m in diameter), or bring down buildings by destroying supports. This ability can also be used effectively against vehicles, damaging them just as it would a bulkhead or blast door.

MARINES ERRANT TRAPPINGS

The following items are Chapter Trappings that may be taken by Battle-Brothers of the Marines Errant Chapter.

CRUSADER MEDALLIONS

Many members of the Marines Errant have been part of an Imperial crusade at some point during their lifetimes. Those that come to the Deathwatch are usually veterans of such glorious endeavours and wear the badges of their valour on their armour. Crusader medallions come in many forms, and are either symbols painted onto the greaves or braces of a Battle-Brother's power armour or can be actual medals fixed to his weapons, chest plate, or helmet. The presence of these tokens marks out the Battle-Brother as a crusader and will increase the respect of his peers, though it can also alienate others as every crusade comes with both great victories and bitter defeats.

A Marines Errant Battle-Brother can choose to have Crusader Medallions as part of his starting gear, reflecting his time before he joined the Deathwatch. If he does he can choose to use them to improve the Disposition of those he meets that might have participated in the crusade or heard of its deeds. If he does so, then the GM should roll a d10: on a 1-3 the NPC has not heard of the crusade, on a 4-8 the NPC was part of the same crusade or has high regard for those that were and improves his Disposition to the Battle-Brother by one step, on a 9-10 the crusade has a dark meaning for the NPC (he lost too many brothers during it or it reminds him of a shameful incident) and his Disposition is reduced by one step toward the Battle-Brother.

FLESH TEARERS

"Do not fear the Black Rage, for it is a part of your essence. Learn to embrace the fury that comes with it, so that you may direct the savagery toward those foes of the Imperium who deserve our ire. This is our beloved Primarch's parting gift, and as with all he granted us, it must be proudly accepted."

—Carnarvon, High Chaplain of the Death Company

The cursed Space Marines of the Flesh Tearers seem doomed to watch the ongoing collapse of their beloved Chapter. Even as they revel in the destruction of the Emperor's foes, they must also watch as their comrades give in to the curse of Sanguinius's gene-seed. In spite of this, they remain valiant servants of the Imperium. Rather than give in to woe and despair, they constantly strive to fight against the curse as bravely as they fight those who oppose mankind. As true tragic heroes, the Flesh Tearers remain devoted to their cause, even in the face of ultimate defeat.

HISTORY

In the decades that followed Horus's terrible betrayal and the Emperor's enthronement, the surviving members of the nine loyalist Space Marine Legions were divided into 1,000 member Chapters, per the Codex Astartes written by Guilliman, Primarch of the Ultramarines. The Flesh Tearers were assembled from members of the Blood Angels Legion, even as they continued to grieve the fall of their Primarch.

Immediately after their official formation, the Flesh Tearers left Terra to embark on a new crusade to eliminate rebel forces and continue to purge worlds of heretical infestation. They were assigned the battle barge *Vicus* from their former Legion's supplies, which became their effective fortress-monastery for the next three millennia. During this time, these Space Marines remained constantly on crusade, destroying any heretics whose path they crossed. Those they encountered, they defeated. Those they defeated, they utterly annihilated, leaving no stone left unturned and no living beings left to continue any heresy.

Some rumours circulated of their brutality, even going so far as to reach the High Lords of Terra. However, their degree of success in achieving compliancy was nearly unparalleled. During this period of strife, as the Imperium recovered from Horus's treachery, results were valued far more than technique. As such, there were no investigations into the rumours that accompanied the Flesh Tearer's implacable advance.

CHAPTER SUMMARY

Founding: 2nd

Chapter World: Cretacia

Fortress Monastery: Unknown

Gene-seed: Blood Angels

Predecessor: Blood Angels

Over time, the Flesh Tearers continued to earn a reputation for savagery. These volatile Space Marines revelled in each assault action and continued to cause unacceptable levels of collateral damage. Some reports indicated that during their mad frenzies, Flesh Tearers continued their battle actions against allied forces or even against the innocents whom they were assigned to protect. Their reputation for such savagery has spread through the millennia to the extent that some

forces—including a few Space Marine Chapters—are no longer willing to engage in allied missions with members of the Flesh Tearers. In spite of this fact, there are numerous instances where the Flesh Tearers have worked in battle zones with other Chapters.

On a number of occasions, these included other Chapters that were known to be part of the Blood Angels lineage.

The Flesh Tearers fall prey to the Curse of the Black Rage far more often than members of any other Chapter descended from Sanguinius's lineage. This is believed to be

due to a mutation in their gene-seed, but their combat doctrines and military philosophy may also influence the frequency of the tragic psychogenetic syndrome. At the

time of their formation, the Flesh Tearers Chapter discontinued the Blood Angels' practice of blood transfusions during a Neophyte's initiation. Some might speculate that this practice could have contributed to the horrific mutation.

When Battle-Brothers show the characteristic signs that they are falling prey to this tragic flaw, they are inducted to the

Death Company and isolated from their healthier brethren. These

Space Marines continue their service

under the supervision of the High Chaplain of the

Death Company, residing in the isolated Tower of the Lost when not called to battle. So many members of the Chapter have fallen prey that there are now only four Companies of Flesh Tearers.



NOTABLE FLESH TEARERS IN THE JERICHO REACH

The following are Space Marines of great renown from the Flesh Tearers Chapter.

VETERAN BROTHER GARTH

An accomplished Assault Marine prior to his membership in the Deathwatch, Veteran Brother Garth has consistently earned the respect of his peers for his talents with bolter and chainsword. Through numerous engagements, particularly on worlds near the fringes of the Hadex Anomaly, the Battle-Brother has defeated hundreds of mutants who bore the taint of Chaos. In fact, members of the Watch Fortress's other Kill-teams have trained with Garth on numerous occasions. This is generally at the behest of those who wish to have first-hand experience with his savage approach to melee.

After ten years of service within the Reach, dark rumours have begun to circulate that Veteran Brother Garth may be showing early signs of the Black Rage. The most commonly cited being a shortened temper and an increased savagery during training. After a recent mission, he was the only member of his Kill-team to safely return to the Watch Fortress. Since that incident, he has not been assigned to a new team, but has been sent on missions with other established teams. A number of Battle-Brothers are concerned that if Garth were to fall prey to the Black Rage without a Death Company Chaplain to calm him, the consequences could be grave.

SANGUINARY PRIEST JEVAEL

In keeping with the traditions of the Blood Angels, the training of a Sanguinary Priest is subtly different from that of a traditional Apothecary as dictated by the Codex Astartes. However, the degree of expertise in treating the unique anatomy of a Space Marine, along with the necessary familiarity with a narthecium are more than sufficient for function among the Deathwatch. Because of this, there were no difficulties when Sanguinary Priest Jevael was assigned to serve at Watch Fortress Erioch.

Since his arrival, however, Jevael has devoted a tremendous deal of his time to studying his fellow Battle-Brothers and seeing to their standard physical regimens. While most Apothecaries limit their assistance to other members of their Kill-team, Jevael has also provided services to other Space Marines, particularly those who belong to Chapters descended from the Blood Angels Legion. Rumors suggest that he might be conducting tests at the behest of the Flesh Tearers, in desperate hope of finding a cure to the Black Rage. Such actions would certainly go against the spirit of the Deathwatch. However, the desperation of some among the Chapter is so extreme that this research would scarcely come as a surprise to those familiar with the Flesh Tearers' curse.

THE ZURCON MASSACRES

The Flesh Tearers travelled throughout the galaxy during their initial crusade, prior to their settlement of Cretacia. As part of their journeys, they even visited the portion of space that would later become known as the Jericho Sector. At this time, the region remained an unconquered frontier, so the surviving records are only fragmentary. Imperial scholars of the Adeptus Administratum have successfully pieced some records together, using a combination of resources.

In late M36, The Flesh Tearers Chapter engaged in a series of cleansings of allegedly mutant and heretical populations within the Zurcon system. Upon their arrival, voidcraft belonging to the system's natives immediately opened fire upon the Flesh Tearers' small fleet. The Space Marines chose to respond with overwhelming force and eliminated all of the system's void-capable craft in short order. Once these craft were destroyed, they launched an assault against the system's three settled worlds.

The engagement lasted several years, as settlements were active on multiple planets and moons within the region. By the end of their military action, there were no known surviving human inhabitants within the system. The system was only resettled centuries later by colonists from other worlds of the Jericho Sector. The archaeological relics of the Flesh Tearers' assault only hint at the brutality of the assault, but it is clear that no planetary scale attacks were used. Rather, the traitorous inhabitants were slain in combat.

HOMEWORLD

The Flesh Tearers' initial crusade eventually led them deep into the western reaches of the galaxy. It only ended when the Chapter discovered an isolated death world, which they named Cretacia. Their early contacts with the world suggested that, while it was in a habitable range, a dense cloud cover and unusual atmospheric conditions might make it an unlivable environment. In spite of this, the Space Marine fleet entered orbit and sent an exploratory force to the surface.

Upon their arrival, the warriors discovered insectoid, reptilian, and amphibious life forms that were both malevolent and inordinately large. A few of the enormous insects wielded natural weapons capable of penetrating power armour. Some of the other predators were nearly as large in scale as an Imperial Titan. The Battle-Brothers immediately began to enthusiastically hunt and slay a few of the creatures, both for security and to slake their inherent bloodlust.

In the course of their examination of the planet, the Flesh Tearers discovered a native human population that had somehow managed to survive in spite of Cretacia's dangerous environs. These primitives exhibited inordinate levels of athletic ability and fitness—a clear survival requirement among the massive native creatures. However, they also exhibited a substantial degradation of culture and social structure. At some point in their history, these beings must have undergone an event that left their society with a near complete loss of language.

In spite of this unusual restriction, the Space Marine Chapter took prisoners from the native population. They then subjected the prisoners to a broad variety of tests to examine their physiological, genetic, and spiritual purity. Ultimately, the primitives were identified as a reasonably pure strain of humanity. Their instances of mutation were acceptably low, and their physical conditioning made them excellent candidates for gene-seed implantation. While the loss of language was clearly an inconvenience, all signs indicated that this was a cultural phenomenon and not a physiological change.

This combination of an environment that suited the Chapter's martial philosophy with a readily available supply of potential candidates made Cretacia an ideal world for the Flesh Tearers to make their home. With this realisation, the Chapter ceased its crusade and established their fortress monastery. For millennia, the world has provided an ideal residence for the Chapter. Nearby Imperial worlds benefited from the stability offered by a successful Space Marine Chapter. The Flesh Tearers maintained an adequate initiation pace so that their company sizes were well within the recommendations of the Codex Astartes. The Chapter's impending doom seems to have little to do with their choice of a homeworld and far more to do with the inherent failure in their gene-seed.

GENE-SEED

The Flesh Tearer gene-seed bears all the hallmarks of the Successor Chapters to the Blood Angels. Its best known characteristic is the psychic imprint of Sanguinius's memories, which leads to the Black Rage. The Chapter's apothecaries believe that the gene-seed also grants its recipients a significantly extended life expectancy, in keeping with its lineage. However, this point is largely moot. The life expectancy for most new initiates to the Chapter is less than two centuries. While a few of these inductees may die from complications of war, the vast majority fall prey to the Black Rage.

Numerous efforts have been taken to attempt to mitigate the sudden and severe onset of Black Rage among the Chapter's Battle-Brothers. The adoption of nightly bloodletting and purification rituals have not been shown to assist Battle-Brothers in their efforts to resist the Black Rage, nor has it been shown to mitigate the syndrome's effects once a Space Marine has entered the latter stages. The only treatment for those who fully succumb is reassignment to the Death Company and isolation within the Chapter's Tower of the Lost. A fortunate few find solace in death, when they continue to serve their Chapter on the battlefield as members of the Death Company. Less fortunate Battle-Brothers are subject to permanent incarceration once the High Chaplain of the Death Company has lost the ability to control them.

The combination of a rapid decline due to the Black Rage and their proclivity for brutal assaults has increased the Chapter's rate of decline. In many instances, Flesh Tearers have died before their progenoid glands could be properly harvested. This combination has cut into the Chapter's available supply of gene-seed as well as limiting the number of veteran Space Marines capable of training new inductees. For this reason, the number of members assigned to apothecary training has recently increased, as has the prioritisation of recovering these glands from fallen members. The cumulative effect may be that the Flesh Tearers could become non-sustainable within a relatively short time frame unless some sort of extreme measures are considered.

PHILOSOPHY

"Remember the Primarch, for we exist only through his grace and love. Honour the Emperor, for it is His wisdom that must guide us and vengeance that we deliver."

—Chaplain Rostalf of the Flesh Tearers 3rd Company

As the Black Rage continues to consume its membership, the leaders of the Flesh Tearers have come to the inescapable conclusion that their beloved Chapter may be doomed to eventual disintegration. They continue to seek a cure for this curse, but some consider their eventual depletion inescapable. Some among the leadership, have begun to embrace the notion that if they cannot continue then their best approach is to make certain that they leave a bold legacy in keeping with the Chapter's proud traditions.

Most vital to these traditions is the way that they embrace savagery in combat. This is likely a combination of their susceptibility towards the Black Rage as well as the Blood Angel's tradition of excellence in Assault actions. Even with their acquisition of Cretacia as a homeworld, the Flesh Tearers proudly exhibited this preference. For the native's survival in the face of that planet's massive creatures requires an ability to overcome even the most extreme odds through constant warfare.

Of course, the Flesh Tearers are tremendously unlikely to compromise with regards to their savagery. The Flesh Tearers have a long tradition of attempting to honour these memories by fulfilling the Primarch's and Emperor's wish for a galaxy under compliance. In many instances, the only way the Chapter had a reasonable chance to achieve victory is by taking the most extreme of actions against their opponents. There are very few known instances where Flesh Tearer commanders ever hesitated to unleash weapons of cataclysmic proportions.

With each battle won, Battle-Brothers of the Flesh Tearers Chapter feel confident that their Primarch's legend has been preserved. This serves as the most effective method of preserving his glory as well as that of the Legion he once led. In many cases, the worlds targeted by the Chapter have strayed in some significant way from the Imperium. It is these conflicts that offer the greatest temptation for Flesh Tearers to fully engage their thirst for savagery. Those who show any taint of heresy, or who even choose to ally themselves, however briefly, with heretics are targeted for purging. In some instances, purges have continued well-beyond a reasonable level, as Battle-Brothers of the Chapter continued their acts of savage brutality long after any justifiable conflict had been completed.

For many Flesh Tearers Space Marines, such frenzied battles represent a very real warning of the doom that encroaches upon their minds. With each period of savagery, their chance to return to a more normal state of consciousness can become increasingly difficult. This represents a very real sign to these Battle-Brothers that their final emotional and mental collapse approaches them.

FLESH TEARERS CHARACTERS

The Flesh Tearers have a bloody and well deserved history for violence and rage, embodying all the worst aspects of the Black Rage and the curse of their Primarch. Over the centuries they have been at the centre of countless atrocities during their service to the Imperium and their crusades against its foes. This heavy handed brutality and lack of restraint has turned many Chapters of the Adeptus Astartes against them and they carry with them a poor reputation as bloody savages and barely contained butchers, which is only partly true.

A Flesh Tearers Space Marine gains the following benefits: +5 Weapon Skill, +5 Agility, -15 Fellowship, the Flesh Render Talent, and the Solo Mode Ability A Taste for Blood.

DEMEANOUR: UNQUENCHABLE THIRST

Unquenchable Thirst is a Demeanour (see page 32 of the **DEATHWATCH** rulebook) unique to Space Marines from the Flesh Tearers Chapter.

The Flesh Tearers are barely able to contain the outward signs of their Primarch's curse, the Black Rage clouding their judgement and the Red Thirst filling them with a lust for blood. Such is the extreme nature of their thirst for blood that it consumes them constantly and once blood is drawn, no matter the cause, the Battle-Brothers of the Chapter find it extremely difficult to resist the urge to spill more. In battle, this can make them into frenzied madmen hacking and tearing at their foes in a whirlwind of blades and teeth seeking to rip their enemies apart, while at other times they radiate a barely contained aura of rage and hunger which can make all those around them feel acutely uncomfortable.

Some Flesh Tearers embrace this madness and live in a constant state of rage, simply directing their fury at one target or another, be it a foe in battle or an object which has had the misfortune to get in their way. These Battle-Brothers find it almost impossible to stay still for long or hold down lengthy dialog with others and must retire from social situations before long lest they destroy something. Others try and repress their rage and instead speak through gritted teeth and blazing eyes, making those who converse with them fear for their lives, or expect sudden and brutal violence at any moment.

In both cases, the Battle-Brother carries with him a heavy cloud of repressed anger and fury wherever he goes which cannot be lifted or easily ignored by those around him.

COMBAT DOCTRINE

As with all aspects of the Flesh Tearers Chapter, the Black Rage strongly influences their strategic approach towards military engagements. One of the most important ways that this can be seen is in their reduced numbers. As a consequence of their losses to the gene-seed curse, these Space Marines are incapable of organising companies in a manner consistent with the Codex Astartes. Instead, each of their four companies is organised to be fully and independently functional. To maintain this ability, all Battle-Brothers undergo constant cross training so that they may effectively serve the role of a Scout, Tactical, Assault, or Devastator Marine as the tactical situation necessitates. Due to the Chapter's constrained size, each company is capable of maintaining sufficient resources in its armoury to equip its members with the gear necessary to fulfil any of these roles effectively.

While this training is necessary and effective, some of its aspects are actually seldom used. This is, once more, due to the effects of the Black Rage. As Flesh Tearers prepare for combat and see the enemy, they often choose to directly engage their foes in melee combat. This proclivity extends throughout the Chapter from the leadership elements to the newest recruits. As such, when preparing for an engagement, the Flesh Tearers' commanders generally plan their tactics in a way that takes advantage of this tendency, instead of attempting to fight against it.

Consequently, the Chapter often fields an inordinate number of its Battle-Brothers equipped as Assault Marines. In contrast, they seldom field squads of Devastator Marines. Even among their tactical units, heavy weapons are often left

behind, as many sergeants are reluctant to hold their units at range long enough for the weapons to be used effectively. In many ways, this restricts the Chapter's tactical flexibility and ability to adhere to the tactics presented in the Codex Astartes. However, considering the overall efficiency of their Assault Marines, it is difficult to rationalise such a criticism.

Like other Blood Angels successors, the Flesh Tearers field members of the Death Company as part of any significant conflict. However, due to the nature of their curse, this complement is often larger than the ones exhibited by other successor Chapters. In many instances, the Death Company's membership includes some of the Chapter's most experienced warriors. This has often led to the Death Company being even more devastatingly effective than when used by other Chapters descended from Sanguinius's blood line.

The vast majority of the Flesh Tearers' vehicles are transports, specifically Rhinos and Razorbacks. Just as the Chapter seldom fields a significant number of squads equipped with heavy weapons, they also limit the number of armoured vehicles that they deploy. The Flesh Tearers prefer to charge forward into direct melee whenever possible, eschewing the limitations imposed by a battle tank.

The primary exception to their movement away from vehicles regards the numbers of Dreadnoughts that the Chapter maintains. Many of the Flesh Tearers' most respected heroes fall prey to the Black Rage before they can suffer a noble death in combat. Whenever possible, these respected warriors are assigned to a life-support sarcophagus where their abilities and knowledge can be preserved and used in future engagements. Many of these old ones enter combat with their fellows in the Death Company, charging directly forward to

TABLE 1-17: FLESH TEARERS PASTS

1d5 Result Past Experience

1	Atrocity: The Flesh Tearers have been part of numerous atrocities during their time, including the destruction of allies and the killing of civilian populations. You have been part of such an atrocity; alongside your brothers you succumbed to the Red Thirst and fell upon bystanders or those you were meant to protect, cutting them down without mercy or thought.
2	Kin Slayer: In rare instances and in the depths of rage, a Flesh Tearer may cut down a brother, either of his own Chapter or from another. You have committed such a crime, and should it come to light there may be a price to pay for your transgression either from your own Chapter Master or from the Deathwatch itself which has no tolerance for such sins.
3	Vanguard of the Chapter: In recent years the Flesh Tearers have thrown themselves into the vanguard of the Emperor's crusades and wars in the hopes of mending their reputation and winning glory. You have served in the Chapter's vanguard and survived one of these high risk missions gaining honour within your own Chapter and respect from those privy to your deeds.
4	Head Hunter: A Flesh Tearer Battle-Brother may focus his rage if he is able and use it to take down powerful foes. You have achieved such a feat, and in the throes of the Black Rage have slain a powerful enemy. Those who understand the Black Rage see this as a measure of personal control to be commended while those that do not simply honour your victory.
5	Shadow of Hope: Some Flesh Tearers cope with the curse of their Primarch better than others, especially new recruits which are not so consumed by its madness. You are such a recruit and for whatever reason have displayed some control over the Black Rage giving the Chapter hope that you and Battle-Brothers like you might mean its continued existence, once they understand why you are resistant.

eliminate any foes that stand before them. Tragically, this results in an unacceptably high incidence of death among the pilots of these machines, but this does have the benefit of freeing sarcophagi for the use of other Battle-Brothers that fall prey to the Black Rage.

As the Flesh Tearers often charge into battle, they have taken a number of specialised measures to assist them as they charge. The Flesh Tearers also have an unique battle cry that they let loose as they attack their foes. While the cry is created by the Space Marines' vocal cords, it is enhanced and amplified by their power armour's vox-systems. First hand reports confirm that opponents are often stunned into immediate submission when they hear the terrible sound as defenders come face to face with the savagery of these Battle-Brothers.

TABLE 1-18: FLESH TEARERS NAMES

1d10 Result Name

1	Calesh
2	Torox
3	Terath
4	Delath
5	Parin
6	Celedan
7	Aaerin
8	Gorlin
9	Tanrim
10	Flaen

FLESH TEARERS PASTS

The Flesh Tearers Chapter background provides a solid basis for defining your character's past, but **Table 1-17: Flesh Tearers Pasts** can be used to provide additional inspiration and a means of quickly generating a significant past event from your character's background. Either choose which event you feel is most appropriate for your vision of your character, or roll 1d5 to generate one at random. The events presented can be expanded upon as you see fit, and can provide inspiration for future adventures.

FLESH TEARERS PRIMARCH'S CURSE: DARK RAGE

Like the Blood Angels and many of their other successor Chapters, the Flesh Tearers carry with them the curse of Sanguinius and the madness which eventually turns them into crazed monsters hungry only for blood and death. Unlike the Blood Angels, the Flesh Tearers are far further along their descent into their madness and their gene-seed carries a heightened version of the flaw which may well spell their complete annihilation within the space of a few short decades. This means that even the most stable and strong willed of the Flesh Tearers feels the touch of the Black Rage and the pull of the Red Thirst, knowing full well that it is only a matter of time before they succumb and the madness takes them completely. A Flesh Tearer which has begun to fall more heavily under the effects of their Primarch's curse begins a rapid and terrifying spiral into rage and fury which place not just themselves, but everyone they come into contact with in danger. A Flesh



TABLE 1-19: FLESH TEARERS CHAPTER ADVANCEMENT

Advance	Cost	Type	Prerequisites
Frenzy	400	Talent	—
Berserk Charge	600	Talent	—
Fearless	500	Talent	—
Battle Rage	500	Talent	Frenzy
Furious Assault	600	Talent	WS 35
Mental Rage	600	Talent	Frenzy
Whirlwind of Death	1000	Talent	—

Tearer Battle-Brother knows that for them suffering the Black Rage is not a question of if, but when, and then how long they can last until they completely lose their ability to tell friend from foe.

Level 1 (Extreme Frenzy): The Battle-Brother completely loses control when he frenzies and finds it almost impossible to claw his way back to reason as long as there are foes to fight and blades drawn. Even when foes are not near, the madness of Frenzy grips him and he rages endlessly for battle and blood, howling out his anger and striking the ground with his blade. If the Battle-Brother has the Frenzy Talent, then he could lose control at any moment. Any time the Battle-Brother takes damage, is confronted with a clear threat, or is put in a position of great stress (as determined by the GM), the Battle-Brother must make a **Difficult (-10) Willpower Test** as a Free Action to avoid becoming Frenzied. If he passes, he is able to contain his fury for the duration of the encounter or until he is forced to make another test. If he fails the Test, he immediately becomes Frenzied.

Level 2 (Blood Madness): The Flesh Tearers thirst for the blood of their foes when in the grips of the Red Thirst and long to see it spilled across the ground in great arcs and gouts. They also crave the feeling of hot blood on their skin and splattering across their armour staining the dark red a darker shade still. The Battle-Brother must engage foes in close combat if possible, either making melee attacks against them or shooting point black with pistols so that their blood spills at his feet. When he downs a foe, he must make a **Hard (-20) Willpower Test** to resist the urge to spend his next turn hacking or blasting the foe's corpse apart. If the Battle-Brother is hit by an attack (though not if he is attacked and missed) while hacking at a foe, he will turn his attention to his new attacker instead.

Level 3 (Animal Within): Near the end, a Flesh Tearer is little more than an animal filled with fury and madness striking out at all those around him. While he may still have lucid moments where he remembers the warrior he once was, these are fleeting and quickly gone to be replaced with only the thought of killing and the thirst for blood. The Battle-Brother suffers a -30 to any Characteristic or Skill Test when not in combat. The Battle-Brother may not use any Skill which is based on Intelligence, Willpower or Fellowship. In combat, he must make a **Hard (-20) Willpower Test** to choose his target, otherwise he will attack the nearest target (friend or foe) determined randomly if there is more than one to choose from.

FLESH TEARERS SOLO MODE ABILITY

At Taste for Blood is a new Solo Mode ability that is available to Battle-Brothers of the Flesh Tearers Chapter. See page 215 of the **DEATHWATCH** Core Rulebook for details on using Solo Mode abilities.

A TASTE FOR BLOOD

Action: Free Action

Required Rank: 1

Effects: Even newly recruited Flesh Tearers must learn to turn their Chapter's flaws to their advantage and can tap into the hunger of the Red Thirst to fuel their attacks against their enemies. This can give the Battle-Brother a burst of vigour once he has smelled the blood of his foe, allowing him to throw himself into combat with more strength and speed than normal. When the Battle-Brother makes a Charge Action against a foe which has been bloodied (i.e. has suffered at least a single wound) he adds 5m to his charge distance and gains an additional +10 to his Weapon Skill Test in addition to the normal benefits for charging.

Improvement: At Rank 4 the Battle-Brother becomes more adept at channelling his rage and adds +2 to any Damage rolls made during the turn he charges. At Rank 7 the Battle-Brother is even swifter to attack once he senses the blood of his prey and adds 7m to his charge distance.

FLESH TEARERS SQUAD MODE ABILITIES

The following Squad Mode abilities are unique to characters drawn from the Flesh Tearers Chapter. The use of Squad Mode abilities is described on page 219 of the **DEATHWATCH** Core Rulebook.

FLESH TEARERS ATTACK PATTERN:

RECKLESS ASSAULT

Action: Free Action

Cost: 2

Sustained: Yes

Effects: The Flesh Tearers are well known for their bloodthirsty assaults and the heedless brutality with which they throw themselves at their foes. Battle-Brothers of the Chapter are



well schooled in such vicious attacks, which often disregard the more prudent and considered assaults as laid out by the Codex Astartes. When the Battle-Brother and other members of his Kill-team within Support Range make a Charge Action they may choose for it to be a Reckless Assault. A Reckless Assault follows all the normal rules for Charging (as described on page 238 of the **DEATHWATCH** Core Rulebook), however, if he managed to kill his foe with his Charge attack he may immediately make another Charge Action as a Free Action provided there is another foe within charge range. A Battle-Brother may only make one additional charge as part of a Reckless Assault even if he manages to also slay his second foe with his attack. The drawback of making a Reckless Assault is that the Battle-Brother completely ignores any kind of defence against his foes and as a result loses his Reaction for that turn.

Improvement: At Rank 4 the Battle-Brother increases his chance to hit when Charging by +10, this is in addition to the normal bonus to Weapon Skill for charging. At Rank 7 the Battle-Brother adds an additional 1d10 to Damage for the first attack made during a charge.

TABLE 1-20: FLESH TEARERS PSYCHIC POWERS

Power	XP Cost	Prerequisites
Depths of Rage	500	—
Flensing	1000	—
Razor Blades	1500	WP35+

FLESH TEARERS DEFENSIVE STANCE:

FEAST OF FLESH

Action: Reaction

Cost: 2

Sustained: Yes

Effects: When a Flesh Tearer is wounded it fuels his rage, the pain of the injury and the smell of blood igniting deeper feelings of rage and hatred and directing them at his foes. A Battle-Brother benefiting from Feast of Flesh who is struck a blow in battle will often respond in kind, using the pain to channel his strength into a potent retributive strike and turn the agony of being wounded upon his foes. When a Battle-Brother affected by Feast of Flesh is wounded by Damage from a melee attack, they may spend their reaction to channel this Damage into their next attack. The Battle-Brother adds the Damage he has just suffered (after reduction from armour and Toughness) to the Damage he inflicts with his next melee attack. If he misses with this subsequent attack then this Damage is lost. Using this power does not prevent the Damage suffered by the Battle-Brother.

Improvement: At Rank 5 the Battle-Brother adds double the Damage he has just suffered to his next attack. At Rank 7 the bonus to Damage from Feast of Flesh applies to all attacks that the Battle-Brother makes in his turn and not just the first.

EXAMPLE

Caeld, a Flesh Tearers Battle-Brother, is struck in combat by a Genestealer for 24 points of Damage. Caelds has 6 points of armour (after reduction for the Genestealers penetration with its claws) and a Toughness Bonus of 8, for a total reduction of 14 points, making the Damage he suffers 10 points. Caeld, under the effects of the Feast of Flesh ability, then spends his Reaction to translate this Damage into a bonus to his next Damage roll. In his own turn Caeld then strikes the Genestealer with his chainsword, adding a further 10 Damage to whatever Damage he would normally inflict should his blow connect.

FLESH TEARERS PSYCHIC POWERS

The following section presents a set of Psychic Powers unique to the Librarians of the Flesh Tearers Chapter. Details of how to use Psychic Powers may be found on page 189 of the **DEATHWATCH** Core Rulebook. Only Flesh Tearer Librarians have access to Flesh Tearers Psychic Powers. These powers may be purchased with Experience Points, provided the Librarian meets the power's Prerequisites and XP Cost as detailed on **Table 1-20: Flesh Tearers Psychic Powers**.

DEPTHS OF RAGE

Action: Half Action

Opposed: No

Range: 5m x Psy Rating Radius

Sustained: Yes

Description: Librarians of the Flesh Tearers Chapter are well versed in the use of psychic powers while struggling with the Black Rage and Red Thirst. Many have even

developed powers which tap into the rage deep within them and use it to fuel their powers or enhance their abilities. The Librarian can use this power to grant the Frenzy Talent to himself and a number of allies equal to his Psy Rating. While under the effects of Depths of Rage, the Flesh Tearer Librarian counts as possessing the Mental Rage Talent. In addition, while using the Depths of Rage, the Librarian adds 1 to his Psy Rating and can choose make an attack using a psychic power rather than make melee attacks as required by the Frenzy Talent.

FLENSING

Action: Half Action

Opposed: Yes

Range: 10m x Psy Rating

Sustained: No

Description: Flesh Tearers often live up to their name when engaged in combat, skinning their foes with well-practised blows from their blades and chain weapons. Librarians of the Chapter are no exception and the Flensing power has been developed with such hideous injuries in mind. When the Librarian uses this power, he chooses a number of targets up to half his Psy Rating—rounded up—within range. He then makes a single **Challenging (+0) Opposed Willpower Test** versus the Toughness of each of the targets. Those that fail suffer 1d10+Psy Rating rending Damage with no reduction for Toughness Bonus (though reduced by armour points as normal) as their skin and muscle are stripped away. Such is the agony this power inflicts that the target, should they survive, suffers a -10 on all Tests in their next turn. Targets slain by Flensing are reduced to a collection of bloody bones and meat and are completely unrecognisable, though their armour and equipment remains intact (if soaked in blood).

RAZOR BLADES

Action: Half Action

Opposed: No

Range: 20m x Psy Rating Radius

Sustained: Yes

Description: A Flesh Tearers Librarian, like other Battle-Brothers of his Chapter, understands and appreciates the virtues of a good sharp blade. By focusing his psychic powers the Librarian can make edges keener and steel sharper so that it might more easily bite into flesh and bone. The Librarian and a number of allies up to his Psy Rating will have their bladed melee weapons affected by this power while they hold them in their hand. Melee weapons used by the Librarian and those affected increase their Penetration by his Psy Rating. If the melee weapon has a Penetration of 0 then it gains a Penetration value equal to the Librarian's Psy Rating. This power only affects melee weapons which inflict Rending Damage.

FLESH TEARERS TRAPPINGS

The following items are Chapter Trappings that may be taken by Battle-Brothers of the Flesh Tearers Chapter.

GRISLY TROPHIES

While all Space Marine Chapters have been known to collect trophies from their vanquished foes, such as battle standards, skulls, or battered suits of armour and weapons, in the heat of battle a Flesh Tearer may claim a more grisly trophy from those he kills such as bloody heads or bleeding hearts. These trophies are a primal symbol for the Flesh Tearer of his dominance over the foe—an animalistic response to triumphing in battle and proving one's strength. While they might fill the Battle-Brother with righteous rage and purpose, calming his Black Rage for a time, they can be repellent to other Space Marines and alarming to lesser warriors who might well wonder if it is to be their head adorning the Battle-Brothers armour next.

A Battle-Brother of the Flesh Tearers Chapter may either begin play with Grisly Trophies or acquire them after a mission. Such trophies inevitably decay over time and the GM may require the PC to collect new ones for his Battle-Brother from time to time. While wearing or carrying grisly trophies, the Flesh Tearer gains a +10 to any Willpower Tests to resist the effects of either the Black Rage or the Red Thirst. However, their presence makes those around him more aware of the savage nature of his Chapter, and the Disposition of any NPC Space Marines he must interact with are automatically reduced by two steps. Other kinds of warriors (such as Imperial commanders or civilian populations) will always react with fear or revulsion toward the Battle-Brothers unless they are equally barbaric.



CRIMSON FISTS

"Brothers, today we have come to reclaim that which is ours and defend the Imperium as the Primarch instructed. Show these greenskins no mercy, for they are nothing but a pox upon the galaxy."

—Chaplain Jorge Martinez, Crimson Fists 4th Company

Though they originated as a fleet-based Chapter, the Crimson Fists have become well-established as defenders of the Loki Sector in Segmentum Tempestus. There are countless Ork empires active in the region, which represent an ever-present threat to the Imperium's interests. Over time, the Crimson Fists have become particularly adept at combating these savage xenos, though they have also engaged in countless battles against a broad spectrum of opponents across the span of the galaxy. As successors of the Imperial Fists, they proudly maintain that legacy while also holding true to the teachings of the Codex Astartes.

HISTORY

After Horus's traitorous forces had fled from Terra, Roboute Guilliman, Primarch of the Ultramarines Legion, penned his Codex Astartes. With its creation, the Primarch demanded that his brothers accept his example by dividing their own legions into 1,000 member Space Marine Chapters. Initially, Rogal Dorn, Primarch of the Imperial Fists Legion, opposed the notion. He felt strongly that it was even more crucial for his Space Marines to remain consolidated so that they could continue to work closely together so that they could protect the Imperium from the remnants of the Traitor Legions.

The issue became an increasingly critical point of conflict between the two Primarchs, as their arguments grew in intensity. Ultimately, Dorn chose that it was more important to concede to Guilliman's demands and divide his Legion than to run the risk of another civil war. After he accepted the decision, the Primarch divided his Legion. Two of the Chapters formed from the Imperial Fist Legion were the Black Templars, and the Crimson Fists.

Dorn selected the Crimson Fists members from those who were most recently initiated into the Legion, with the exception of its leaders. The newly founded Chapter's first Chapter Master was Alexis Polux, a Battle-Brother who had won the

CHAPTER SUMMARY

Founding: 2nd

Chapter World: Rynn's World

Fortress Monastery: Unnamed

Gene-seed: Imperial Fists

Predecessor: Imperial Fists

Primarch's respect countless times. Known as much for his massive physical size and prowess as his leadership and tactical expertise, Polux led the Crimson Fists for the first 800 years of their existence. During this time, he did much to shape their interpretation of the Codex Astartes and their combat doctrines.

For the first nine millennia of their existence, the Crimson Fists Chapter travelled throughout the Imperium as a crusading Chapter. The battle barge *Rutilus Tyrannus* was their home among the stars, though additional strike cruisers supported it. Across these ages, the Crimson Fists built a reputation of loyal service and utter competency against any who would oppose the Imperium. Much of their activity was focused within the Loki

Sector of Segmentum Tempestus, but this was not the only region of the galaxy in which they defended the Imperium.

Through their long service, the Crimson Fists have often answered the calls of the Inquisition as well as the Adeptus Administratum. No matter the nature of the foe, these Battle-Brothers remain loyal to the Imperium and its sacred cause. Their service has led to that trust being reciprocal, to the extent that twice the Chapter has been assigned to eliminate Space Marine Chapters that have embraced heresy. These were the Sons of Gideon, who surrendered to madness, and the Marines Vigilant, whose minds were shattered by xenos exposure.

With the success of the Voltigern Crusade, in M40, the High Lords of Terra rewarded the Crimson Fists by granting them full feudal rights to the planet Rynn's World within the Loki Sector. Over the course of this crusade, the Chapter blunted countless significant Ork forces within the sector, preventing them from unifying into a single overwhelming threat.



NOTABLE CRIMSON FISTS IN THE JERICHO REACH

The following are Space Marines of great renown from the Crimson Fists Chapter.

BROTHER ALEXI CARMON

Upon first meeting Brother Carmon, many remark that his appearance bears an uncanny resemblance to that of artistic representations of Primarch Rogal Dorn. Of course, the Battle-Brother's stature is within the typical range for a Space Marine, but there is a distinct facial resemblance. While most laugh this off as an odd coincidence, a few think that this may be a sign that the Battle-Brother somehow has the favour of the Primarch.

In fact, such a granting of favour might well explain Brother Carmon's amazing luck. All Space Marines are, of course, expected to work comfortably around explosive ordnance, often in large quantities. As a Devestator Marine, the Battle-Brother is expected to regularly work with even larger than usual quantities. However, Brother Carmon has garnered a reputation for his predilection to set off inordinately large explosions over the course of his missions. On at least seven occasions, his Kill-team has successfully overcome xenos threats only after Brother Carmon detonated an entire ammunition dump.

CHAPLAIN JORGE MARTINEZ

Chaplain Martinez has become best known among the Battle-Brothers of Watch Fortress Erioch for his willingness to listen and offer sage advice. The Chaplain is believed to be over 400 years old—clearly an established veteran prior to his secondment to the Deathwatch. During his years of service within the Jericho Reach, he has consistently served as an advisor to the Watch Commander Mordigael. This has included consultation prior to and during numerous meetings with visiting Inquisitors.

Chaplain Martinez has never been known to share any of the secrets revealed during these meetings. However, he has been known to issue assignments to Kill-teams, acting entirely upon his own authority. In several instances, he has even worked directly in the field with other Kill-teams, often acting in support of a team that had no knowledge of his actions. Watch Commander Mordigael has continued to seek out the Chaplain's counsel, which suggests to many Battle-Brothers that these missions may be taking place at Mordigael's indirect behest. In any case, the Chaplain clearly has the Watch Commander's trust and respect as well as access to many of the Deathwatch's secrets within the Jericho Reach.

HOMEWORLD

Rynn's World is a feudal agriworld within the Loki Sector. Its primary exports have historically been particularly exotic foods, which became renowned delicacies among the Imperial nobility of the sector. The world is largely isolated from other human inhabited planets, but the Crimson Fists presence has led to the implementation of an extensive planetary defence system. Further, the Chapter's actions during the Voltigern Crusade in M40 significantly mitigated the Ork presence within the Sector.

The Crimson Fists take little direct involvement with the human population of Rynn's World. Their fortress monastery is located within the Hellblade Mountains. The huge structure's main hall is dominated by a statue dedicated to the memory of The Great Father, Alexis Polux, which remained within the battle barge for centuries. With its arrival on Rynn's World, the structure continues to serve as one of the Chapter's most holy sites.

Though Rynn's World is their home, it is not a world from which they actively recruit. During their millennia as a crusading Chapter, the Crimson Fists established practices of recruitment on many worlds of the Loki Sector. While a few had significant technological bases, the Chapter has generally recruited preferentially from feral worlds. However, they never sought out those who engaged in savagery for its own sake. Rather, the most appropriate candidates were characterised by a combination of honour, athleticism, and stoicism in the face of overwhelming odds. Since constructing their fortress monastery, the Crimson Fists have focused their recruitment to Blackwater, which is relatively close to Rynn's World. While aspirants are sometimes taken from other worlds, this practice has become increasingly uncommon.

The Chapter annually travels to Blackwater to conduct the Festival of the Bloodied Fist. Through the course of this ceremony, candidates are subjected to a battery of trials that are used to evaluate their martial, mental, and spiritual prowess. Few of those who attempt the trial make it to the later stages. For those who do, the final challenge requires a worthy aspirant to travel deep into the planet's toxic swamps and kill a barb dragon with their bare hands. Each year, there are few who manage to complete this brutally challenging test. However, those who successfully survive are far more likely to complete their initiation into the Crimson Fists Chapter than are initiates with most other Chapters.

GENE-SEED

The Crimson Fist gene-seed is a remarkably stable and healthy example. Were it not, it is unlikely that the Chapter could have survived the extreme losses that they have suffered during their history. With the incidents that they have suffered, the Chapter has been forced to recruit new members at rates substantially higher than would normally be expected. Under such conditions, the failure rate of the surgeries required over the course of an Initiates career increases substantially, a fact that is likely due to the workload of individual apothecaries.

In character, their gene-seed is remarkably consistent with that of their Imperial Fist progenitors. Both the Betcher's Gland and the Sus-an membrane implants are absent from the Chapter's Battle-Brothers. The absence of these implants prevent the Battle-Brothers from being able to spit acid or enter a life-sustaining deep sleep, most often used to mitigate grievous wounds.

THE BATTLE FOR RYNN'S WORLD

The Achilles Crusade setting used by Deathwatch takes place in the year 817M41. At that time, the Crimson Fists Chapter is active within the Loki Sector, as indicated by the descriptions present throughout this section. They are well-equipped and all of their companies are at nominally effective fighting strength. However, the Crimson Fists suffer a Chapter defining event in 989M41. That is the attack upon Rynn's World by the Ork Waaagh! led by Snagrod the Arch-arsonist. While this event has not yet happened, it is presented briefly here for Game Masters using alternative settings or for those who might include a chronologically displaced Battle-Brother in their campaign.

Waaagh! Snagrod's first primary attack against the Imperium occurred when they conquered the lightly defended colony world of Badlanding. The world's Imperial citizens cried out for aid, and the Crimson Fists 4th Company responded in force. However, due to faulty intelligence, the Space Marines suffered a brutal defeat at the hands of overwhelming numbers of Orks.

The Chapter recalled all of its forces to Rynn's World, in preparation for a defensive action against the oncoming Ork Waaagh!, suspending any further raids until further information became available. After all of the Crimson Fists Companies had returned, but before the Chapter could plan a counter offensive, the Waaagh! Snagrod reached the Rynnstar System.

The Chapter responded by enabling their many tiered, tactically capable, and technologically sophisticated network of orbital defensive satellites. The system annihilated the initial waves of Ork Roks, Kroozers, and planetary assault craft. Then, tragedy struck when one of the planet's defensive missiles suffered a catastrophic failure. The weapon never made it out of the atmosphere, and instead crashed into the fortress monastery. There, its plasma warhead detonated and in the course of the explosion detonated the structure's vast and ancient arsenal. Secondary explosions ripped through the fortress monastery destroying it and killing hundreds of Space Marines who had gathered to plan the counter offensive against the Ork Waaagh! Only sixteen Space Marines, including Chapter Master Kantor managed to survive the devastating explosion.

As the fortress monastery served as the primary control for the defensive satellites, with its destruction, the planet's defensive network collapsed. The Ork invaders were able to nearly overwhelm the planet's resistance as they descended to the world's surface. Those few survivors of the explosion managed to battle across the planet through overwhelming numbers of Orks to reach the world's former capital: New Rynn City. There, they reunited with nearly four hundred surviving Battle-Brothers who were shocked to find their Chapter Master yet lived.

The survivors held out against the encroaching Orks for eighteen months until a massive Imperial Navy fleet arrived. The newcomers managed to rout the xenos forces from the planet and liberate the surviving Space Marines. However, the damage had been done. In addition to losing their fortress and nearly 60 percent of their brethren, the Chapter also lost much of its irreplaceable gene-seed stock and ancient wargear.

In spite of these losses, the Crimson Fists have begun the process of rebuilding. They have begun to aggressively recruit additional members, to replace those who have fallen. However, it takes decades to properly train a Space Marine, and even the most masterful sergeant can only handle a handful of Initiates. It is likely to take centuries for the Chapter to return to a functional fighting strength.

PHILOSOPHY

Chapter Master Polux reorganised his Battle-Brothers in a format that followed closely with the structure proscribed by the Codex Astartes. However, he continued to follow many of the tactics and traditions that he had learned at the hand of the Primarch as a member of the Imperial Fists. For this reason, the Crimson Fists remained expert at defensive actions, just as their Progenitors. The Chapter maintained the tradition of permitting a single warrior to assume the heraldry and status of the Emperor's Champion prior to entering a major conflict, but this practice has only been invoked upon rare occasions. Similarly, the Crimson Fists are one of the twelve Chapters that participate in the Feast of Blades, alongside the Imperial Fists.

Through the centuries, as the Chapter continued to develop and build its own traditions, they began to maintain a series of sacred days within each year. These were devoted to honouring and commemorating—but not worshipping—Emperor, Primarch, and Great Father Polux. The most important of these dates is the Day of Foundation, in honour of the Chapter's creation after the tragedy of the Horus Heresy. To celebrate

this day, all available members of the Chapter congregate at the fortress monastery, while those who are on missions far from Rynn's World hold private ceremonies. Extracts from the writings of Alexis Polux and Rogal Dorn are read to the assembled Battle-Brothers, and then individuals recount tales from the Chapter's history and a few more recent events. In this way, the brethren are reminded of the works of their ancestors and how they continue to be applied today.

The Chapter has come to embrace the Codex Astartes, including much of its core philosophy as regards preparation for battles. Their use of oral history as a reminder of their ancestors' actions, their ability to adapt to battle against hundreds of different races of xenos, and their aptitude for all phases of warfare all leave the Crimson Fists as a Chapter that is capable of facing with a broad range of different opponents—a lesson that they had to learn through the course of their extended crusades.

Through their time as a fleet-based Chapter, the Crimson Fists became adept at warfare against the many xenos foes present in the galaxy. At the same time, their constant warfare against the Ork scourge of the Loki Sector has led to a

CRIMSON FIST CHARACTERS

The Crimson Fists are a Second Founding Chapter with a glorious history which has accrued much honour for themselves and their founding Chapter the Imperial Fists. Stubborn and valourous, the Crimson Fists are noted for their many campaigns against the Ork menace and have earned a bloody reputation on both sides of such conflicts for their ability to deal with greenskins.

A Crimson Fists Space Marine gains the following benefits: +10 Willpower, the Hunter of Aliens Talent (this only applies to Orks unless the Battle-Brother acquires the full talent as an advance), and the Solo Mode Ability Ork Slayer.

Implants: Like their Imperial Fists progenitors the Imperial Fists do not gain any benefits from their Betcher's gland and Sus-an membrane implant.

DEMEANOUR: FAVOURED OF THE DEATHWATCH

Favoured of the Deathwatch is a Demeanour (see page 32 of the **DEATHWATCH** Core Rulebook) unique to Space Marines from the Crimson Fists Chapter.

For centuries the Crimson Fists have waged the Emperor's wars against the alien, fighting in all corners of the galaxy against a vast myriad of xenos. However, none have suffered as much under the blades and bolts of the Chapter as the Orks, and over the years the Battle-Brothers of the Crimson Fists have become exceptionally skilled at dispatching the greenskinned warriors. Such is the skill with which the Chapter has displayed against the Orks that both Imperial forces and the xenos themselves have taken note, and commanders are quick to request the Crimson Fists should they fall under the shadow of a Waaagh!

Among those that have recognised the Crimson Fists expertise are the Deathwatch, and over the course of many years a strong relationship has been forged between the Deathwatch and the Crimson Fists. Many of the most senior and adept Battle-Brothers of the Chapter having served within the Deathwatch and honed their combat arts for its Inquisitors. These men make sure that the Deathwatch has its due and many within the Crimson Fists are seconded for service, an arrangement which benefits both Chapter and Ordo.

The result is that Crimson Fists have both a great pride for their place in the Deathwatch and a great responsibility to live up to. This can sometimes grate with their Kill-team as others consider them aloof and entitled, as if the right to wear the silvered should pad of the Deathwatch was always their due and not something to be earned only through glory and death.

particular focus against those foes. The Chapter has a proud history of service amongst the Deathwatch, which enables them to both hone and share these techniques with other Kill-team members.

The Crimson Fists never hesitate to demonstrate their devotion to the Imperium and embody it with their battle cry, "There is only the Emperor. He is our shield and our protector."

COMBAT DOCTRINE

When the Crimson Fists Chapter was formed, Primarch Dorn granted Chapter Master Polux its membership from among the most recently initiated members of the Imperial Fists Legion. While these Battle-Brothers were thoroughly trained and loyal men, they were among the Legion's most level-headed members. Because of this, the new Chapter Master was able to more effectively implement the teachings and new traditions of the Codex Astartes.

With few exceptions, the Crimson Fists are very consistent with the Codex in terms of organisation and battlefield procedures. They consistently follow the tactics presented in the Codex, efficiently making use of different standard units in the manner that sacred tome describes. Their training is broad and all encompassing, so that the Chapter can effectively counter opponents who use vastly different tactical approaches to battle. In this way, the Crimson Fists quickly adapt their tactics to defeat any who would oppose the will of the Imperium.

Their millennia of active crusading also necessitated that the Crimson Fists would have a higher number of specialists than the Codex dictates. During this time, they assembled a significant armada of battle barges and strike cruisers. Since their settlement of Rynn's World, they have maintained this fleet. Their Techmarines traditionally maintain the fleet's vessels as well as the Chapter's vehicles. Every major vessel also maintains at least one Apothecary to insure that gene-seed may be harvested and secured until needed.

While the Chapter has served throughout the galaxy, they have made the Loki Sector their primary base of operations for millennia. As the sector has been dominated by Orks since humanity first encountered the region, the Crimson Fists have engaged in countless wars with these savage xenos. Though they are not specifically devoted to overcoming these foes, the Chapter's Battle-Brothers are well versed in the Ork psyche, physiology, and tactics. The near constant supply of Ork warbands in the region makes this training necessary and profoundly useful. As this ability has become associated with the Chapter, the Adeptus Administratum and even the Inquisitorial Ordo Xenos have often requested assistance from the Crimson Fists when significant Ork forces gather throughout the Imperium.

As successors to the Imperial Fists, the Chapter does show a marked competency with defensive engagements. The Chapter's Warp-capable vessels and fortress monastery are all thoroughly defended. Even their first engagement as a Chapter involved defending an Imperial colony on Uralek Prime from a substantial force of Eldar Exodites.

TABLE 1-21: CRIMSON FISTS PASTS

1d5 Result	Past Experience
1	Ork Killer: All Crimson Fists are trained to deal with Orks, and most have faced them in battle in the countless wars the Chapter has fought against the greenskins. During your early years as a Battle-Brother you personally slew a mighty Nob, a favourable sign in the eyes of the Chapter and a deed you must always try to live up to.
2	Glorious Ancestors: The Crimson Fists boast many heroes in their long and glorious history, men honoured by the Emperor for their deeds. You are of the blood of such heroes, and since your induction into the Chapter you have always been reminded of this fact and the great glory which is expected of you.
3	Voltigern Veteran: Until recently, the Crimson Fists were a fleet-born Chapter without a constant home world, though all that changed after the Voltigern crusade when they were awarded Rynn's World. You were there when the Chapter was victorious and are among the favoured few to be able to recount the tale for your Battle-Brothers.
4	Rynn's World Native: Rynn's World is a peaceful and civilised world from which the Chapter does not usually recruit (favouring nearby feral worlds instead). You are a rare exception and have proven yourself worthy of the Chapter, but must constantly show your brothers you are just as adept in combat despite your heritage.
5	Divided Loyalties: Most Crimson Fists embrace their new masters in the Deathwatch and the glory their service promises. You have not adjusted as your brothers have, and find loyalty to the Kill-team above loyalty to your Chapter hard. While you wear the black of the Deathwatch and follow the orders of the Watch-Captain, you cannot fully accept those around you are true equals.

CRIMSON FIST PASTS

The Crimson Fists Chapter background provides a solid basis for defining your character's past, but **Table 1-21: Crimson Fists Pasts** can be used to provide additional inspiration and a means of quickly generating a significant past event from your character's background. Either choose which event you feel is most appropriate for your vision of your character, or roll 1d5 to generate one at random. The events presented can be expanded upon as you see fit, and can provide inspiration for future adventures.

CRIMSON FISTS PRIMARCH'S CURSE: ONLY HONOUR IN DEATH

Like their founding Chapter, the Crimson Fists are more than willing to fight to the last, holding their ground with a siege-like mentality which will see them triumph or die in the attempt. This expression of duty can become exaggerated in members of the Chapter after long periods in combat, especially against numerous and unrelenting foes like the Ork hordes of a Waaagh! In these instances the Battle-Brother sees only death; the death of their comrades, the death of the world, and the death of their foes. They consider that the only righteous path lies in the expenditure of their lives for these purposes and will face them with a stoic heart and a single-mindedness that can only lead to the complete annihilation of everything and everyone he faces, often eventually including himself and those that fight beside him.

Level 1 (No Retreat): As the odds mount so does the Battle-Brother's stubborn refusal to retreat, seeing only the glory and honour in defeating such overwhelming foes if even the barest glimmer of victory remains. Even if the doctrine and teaching of the Codex dictate retreat or flexible defence, the Battle-Brother will be loath to disengage until there is absolutely no choice, though often

this can come too late. When the Battle-Brother wishes to retreat from a combat he must pass a **Challenging (+0) Willpower Test** to do so. If there is clearly no chance of victory, the GM may grant the Battle-Brother a +10 to +30 bonus on this Test. If he fails the Test to retreat he may not Test again until either himself or one of his brothers is wounded.

Level 2 (Suffer not Defeat): Defeat is a bitter pill to swallow for the Battle-Brother and he would rather die fighting than accept that he has failed. This can lead to reckless behaviour as he throws himself into the fray or takes on excessive odds to win when prudence and tactical reason would dictate he withdraw. If the Battle-Brother suffers more than 10 points of Damage (after reduction for armour or Toughness) or if one of the members of his Kill-team is incapacitated or killed, he will renew the vigour of his attacks and launch himself into the foe. In this circumstance he must attack, seeking out the most able or dangerous of his foes. In his following turn, and each subsequent turn, he is allowed to make a **Challenging (+0) Willpower Test** to retreat or change his tactics if he chooses.

TABLE 1-22: CRIMSON FIST NAMES

1d10 Result	Name
1	Alrovez
2	Calremus
3	Aaerov
4	Ganicus
5	Palan
6	Ashmaus
7	Morraus
8	Sanchev
9	Oranis
10	Drakaus

TABLE 1-23: CRIMSON FISTS CHAPTER ADVANCEMENT

Advance	Cost	Type	Prerequisites
Lore: Forbidden (Xenos)	100	Skill	—
Lore: Forbidden (Xenos) +10	200	Skill	Lore: Forbidden (Xenos)
Lore: Forbidden (Xenos) +20	300	Skill	Lore: Forbidden (Xenos) +10
Call to Vengeance	600	Talent	Fel 30
Die Hard	600	Talent	WP 40
Duty Unto Death	600	Talent	WP 45
Hatred (Orks)	400	Talent	—
Hunter of Aliens	500	Talent	—
True Grit	600	Talent	T 40

Level 3 (Unto Death): The Battle-Brother has come to accept that perhaps only the cost of his own life will be enough to secure victory and is gladly willing to give it up. This can have dire consequences should the circumstances present him with a chance to martyr himself for the Emperor and bring ruin to the enemies of the Imperium. Once the Battle-Brother suffers Critical Damage, he gains a fatalistic desire to sell his life for the cause and will choose to expend his own life for a chance at victory or the safety of his brothers. This means he will fight on regardless of his wounds and continue to attack or place himself in the path of attacks even though the next blow could mean his end. He will also gladly accept suicidal or near suicidal tasks (such as disarming unstable warheads, leading a forlorn hope or holding a breach to buy time for his companions) without complaint. Should the Battle-Brother die fulfilling such tasks, he may still expend a Fate Point as normal to somehow survive.

CRIMSON FIST SOLO MODE ABILITY

Ork Slayer is a new Solo Mode ability that is available to Battle-Brothers of the Crimson Fists Chapter. See page 215 of the **DEATHWATCH** Core Rulebook for details on using Solo Mode abilities.

ORK SLAYER

Action: Free Action

Required Rank: 1

Effects: The Crimson Fists record against the Orks and other xenos is impressive, their lists of victories and triumphant battles long and glorious to behold. Orks and their ilk—including gretchin, squigs, and squiggoths—are the especially preferred enemies of the Chapter and from their early days every Battle-Brother learns the best methods of defeating these hated xenos, as well as being provided with plenty of opportunity to test their skills in the field. When combating Orks, the Battle-Brother knows just where to target the creatures to cause the maximum amount of Damage; either with a well-placed bolt round or the sweep of their chainsword. Damage inflicted by the Battle-Brother on an Ork from either a ranged or melee weapon is only reduced by half of the creatures Toughness Bonus—rounded up. Armour still reduces Damage as normal.

Improvement: At Rank 5 the Battle-Brother also becomes adept at picking out weak points in an Ork's armour, places where ragged plates fail to meet or provide little protection. The Battle-Brother increases the Pen of any ranged or melee attack against an Ork by 4.

CRIMSON FIST SQUAD MODE ABILITIES

The following Squad Mode abilities are unique to characters drawn from the Crimson Fists Chapter. The use of Squad Mode abilities is described on page 219 of the **DEATHWATCH** Core Rulebook.



CRIMSON FIST ATTACK PATTERN:**DEDICATED KILL-TEAM****Action:** Half Action**Cost:** 2**Sustained:** Yes

Effects: Squads of Crimson Fists, and the Kill-teams they are part of, are especially skilled in dealing with xenos. Under the guidance of the Crimson Fist, the squad can work in concert against alien foes using the Battle-Brother's extensive knowledge to pick weak and vulnerable areas to make their attacks, exploiting weak armour or a creature's natural blind spot. The Battle-Brother and those within support range can combine their Hunter of Alien bonuses if they choose to attack a single target. In a single turn (measured from the start of the squad leaders turn to the beginning of his next turn) each successive attack against a single foe by a squad member with the Hunter of Aliens Talent adds the bonus to hit and Damage of the one before. Squad members without the Hunter of Aliens Talent can also benefit from this ability and, if they attack the same target as their Battle-Brothers, gain the current bonus to hit and Damage provided by those that have gone before but add nothing themselves.

Improvement: At Rank 6 the Kill-team can spread its attacks out among a number of foes and the cumulative bonuses to hit and Damage will work against any xenos of the chosen type in the combat provided all of the Kill-team remain in Support Range.

EXAMPLE

Avados and his Kill-team consisting of Travan, Korsh, and Eyran are all using the Dedicated Kill-team Squad Mode ability. Avados as squad leader triggers the ability and then makes an attack against a Tyranid Warrior. As he has the Hunter of Aliens Talent his attack gains a +10 to Weapon Skill and a +2 to Damage. Next Travan, who also has the Hunter of Aliens Talent, attacks the same Tyranid Warrior combining his bonuses with those of Avados for a +20 to Weapon Skill and a +4 to Damage. Then Korsh attacks the Warrior as well, though he does not have the Hunter of Aliens Talent so only gains the current bonus of +20 to Weapon Skill and +4 to Damage. Finally Eyran attacks the same creature, and as he has the Hunter of Aliens Talent the bonus rises to +30 to Weapon Skill and +6 to Damage. At the start of Avados' next turn these bonuses are all lost and start again from the beginning.

CRIMSON FIST DEFENSIVE STANCE:**LAST STAND****Action:** Free Action**Cost:** 1**Sustained:** Yes

Effects: Every Battle-Brother that falls to the foe is a great tragedy and a blow to the morale of any Chapter. Space Marines learn to use this anger and indignation to bolster their attacks against the enemy, fighting on harder for every one of their number they lose. The Crimson Fists embrace this mentality and even as an enemy might be drawing nearer to victory against them, those that remain will fight on harder still with the last Battle-Brother hacking and blasting at those that remain with an inhuman strength to



fight to his last breath and last drop of blood. While this ability is active, any Battle-Brother that falls in combat (either incapacitated or killed) will strengthen the group and provides those that remain with 3 Fate Points to share. These Fate Points cannot be burnt but can be spent to gain bonuses in all the normal ways (see page 204 of the **DEATHWATCH** Core Rulebook). Any Battle-Brother may use these Fate Points instead of his own while he remains within Support Range of the fallen brother.

Improvement: At Rank 4 a fallen Battle-Brother provides the group with 4 additional Fate Points. At Rank 7 a Fallen Battle-Brother provides his Kill-team with 5 additional Fate Points.

**CRIMSON FIST
PSYCHIC POWERS**

The following section presents a set of Psychic Powers unique to the Librarians of the Crimson Fists Chapter. Details of how to use Psychic Powers may be found on page 189 of the **DEATHWATCH** Core Rulebook. Only Crimson Fists Librarians have access to Crimson Fists Psychic Powers. These powers may be purchased with Experience Points, provided the Librarian meets the power's Prerequisites and XP Cost as detailed on **Table 1–24: Crimson Fists Psychic Powers**.

BLOODY FIST

Action: Half Action

Opposed: No

Range: Self

Sustained: Yes

Description: Crimson Fists Librarians have mastered powers which aid them in the destruction of xenos, especially those with tough hides and thick skins that might thwart a normal attack or rob it of its power. With the Bloody Fist power, the Librarian infuses his melee attack with extra force allowing him to inflict some Damage even if his blow does not breach the creatures armour or hide. While this power is active, any melee attack from the Librarian has a chance of causing a critical effect even if it does not penetrate his foe's armour or Toughness. On a successful hit with a melee attack, in addition to any other effects, the target must make a **Routine (+20) Toughness Test**. This test is modified by a penalty of Psy Rating $x - 5$. If it fails, it suffers a critical effect as if it has suffered 1d5 points of Critical Damage from the weapon. No actual Damage is inflicted, and the effects of criticals last only as long as the power is maintained.

EXAMPLE

Crimson Fists Librarian Aeron uses the Bloody Fist power against an Ork, hitting the beast in the left arm with his power sword he fails to inflict enough Damage to cause any wounds after reduction for armour and Toughness bonus. Even though he did no Damage the Ork must make a Toughness Test with a penalty of -10 ($+20$ for a Routine test, but -30 for Aeron's Psy Rating of 6×-5). The Ork fails the Toughness Test and so Aeron rolls 1d5 on the Rending critical effects arm table to see the effects of the bloody fist. He rolls a 3, inflicting 2 levels of Fatigue on the Ork and causing it to drop whatever it was holding in that arm.

ENDURING DUTY

Action: Free Action

Opposed: No

Range: 5m x Psy Rating

Sustained: Yes

Description: Duty is paramount to a Crimson Fists Space Marine and even when the shadow of death falls upon him or his companions he will continue to fight on to the end. The Librarian steels his own spirit or that of one of his companions to fight on to the end, even when the body should have given up and all hope is gone. Either the Librarian or a single ally within range can be the target of enduring duty. While the power is maintained, the target can fight on for a number of turns equal to Psy Rating after he suffers a critical result which will kill him and ignores any levels of Fatigue gained as a result of Critical Damage. At the end of this time he dies as normal (though he

may still burn a Fate Point to survive as normal). He still retains the effects of any Damage accrued from Critical Damage (such as missing limbs or lost eyes) and should he suffer further Critical Damage rolls a 1d10 on the appropriate critical effects table to see if he suffers further crippling injuries ignoring any result of death or levels of Fatigue. Even with the psychic will of the Librarian sustaining him, the Battle-Brother can still be destroyed (and killed) if he suffers twice his total starting number of wounds (after reduction for armour and Toughness Bonus) in a single hit. A Battle-Brother who is under the effects of this Power cannot regain lost Wounds or repair effects accrued as a result of Critical Damage. Any abilities or actions that would do so simply do not work on the Battle-Brother.

HAMMER OF MAN

Action: Full Action

Opposed: Yes

Range: 10m x Psy Rating Radius

Sustained: Yes

Description: The Crimson Fists Librarian focuses his hatred of xenos into a tangible force which he projects out around him causing pain and anguish to any who are not human. While this power is active, all xenos in the radius must make an Opposed Willpower Test against the Librarian at the start of each of their turns. If they fail, they suffer Energy Damage equal to twice the Librarian's Psy Rating (with no reduction for armour) and suffer a penalty of $3 \times$ Psy Rating on all Tests. Any xenos affected by this power will be instantly aware of its source and may seek out the Librarian as a target to end their pain. This power only effects xenos and has no effect on creatures which are not truly alive (such as daemons or machines) or have even a small degree of human ancestry (such as most mutants, abhumans, and of course Space Marines).

CRIMSON FISTS TRAPPINGS

The following items are Chapter Trappings that may be taken by Battle-Brothers of the Crimson Fists Chapter.

ORK BONE TALISMANS

Ork teeth and skulls are a common sight among the trophy rooms for the Crimson Fists Chapter and some Battle-Brothers carry these talismans into battle as a reminder of their prowess over the alien. While this can sometimes be a whole skull or the ragged banner of a vanquished Ork Klan, more often it is a tooth carved into a relief showing a great victory of the Chapter or the slaying of a large and powerful Nob. While such a token reminds the Battle-Brother of his skill over the Ork, the sight of them can also inflame any greenskins who see such a trophy spurring them on to greater efforts to slay the Space Marine. A Crimson Fists Space Marine may choose to carry an Ork Bone Talisman if he has the Hatred (Orks) Talent. The talisman allows the Battle-Brother to use the $+10$ bonus to attacks from his Hatred (Orks) Talent to be used for both Weapon Skill and Ballistic Skill. Orks fighting the Battle-Brother are incensed by such tokens and gain the Hatred Talent against him.

TABLE 1-24: CRIMSON FISTS PSYCHIC POWERS

Power	XP Cost	Prerequisites
Bloody Fist	1500	WP 45+
Enduring Duty	1000	—
Hammer of Man	1500	WP 35+

HOWLING GRIFFONS

"The enemies of the Imperium are vast. No matter how vigilant we remain, there may always be one who acts against us. Remember your devotion and your duty, but ignore your own needs. We rest only when the Emperor grants his mercy."

—Chaplain Dreadnought Titus

A successor of the Ultramarines, the Howling Griffons Chapter is devoted to defending the Imperium using the techniques laid out in the Codex Astartes. Throughout their extensive history, these Battle-Brothers have engaged in warfare without end throughout the entirety of the roll of honour ranks among the most accomplished, even by the standards of the Adeptus Astartes. These Space Marines never shirk from a battle and always concentrate on taking a central role at the forefront of every engagement.

HISTORY

The precise origins of the Howling Griffons Chapter have been lost to the ages. It is clear that they were a product of a founding during M33. While the tragedy of the Horus Heresy had been ended, there were countless ongoing threats to the Imperium's security at the time. There may have been a specific need for additional Space Marine forces associated with the founding, but that need has been lost to the ages. What is clear is that from the very onset, the Howling Griffons enthusiastically embraced their role as defenders of the Imperium.

Since the time of their founding, the Chapter has almost constantly been engaged in at least one campaign and often divides its companies so that its Battle-Brothers may be committed to multiple simultaneous

CHAPTER SUMMARY

Founding: Unknown

Chapter World: Mancora

Fortress Monastery: The Proud Eyrie

Gene-seed: Ultramarines

Predecessor: Ultramarines

engagements. In spite of accepting this challenge, their degree of success and unwavering courage has garnered them tremendous success. Without a high degree of competency and a tremendous amount of devotion to the Imperium, it would be impossible for any Chapter to assemble such a roll of honour.

These successes have come against a broad variety of foes as well. Against the forces of the Immaterium, the Howling Griffons have played roles in overcoming Black Crusades brought forth by Abbadon the Despoiler. The entirety of the Chapter's forces united on Gunnerdark to overcome an Ork threat, preserving the efforts of that campaign. The Chapter even stopped the Necroteks of Naath, to end their small empire during the Plague of Unbelief.

THE WORD BEARERS

For much of their history, the Howling Griffons have regarded the traitorous Word Bearers Legion as their greatest enemies. The precise origin of their specific conflict with these renegades is unclear. Throughout the Chapter's early history, there are countless incidents of assaults against the Traitor Legion. Both forces suffered grievous losses in these battles, as the full fury of their forces were unleashed in these savage battles.

It was the event at Arios Point in 220.M38 that finally pushed the Howling Griffons far beyond the tipping point in their lust for vengeance against the Word Bearers.

The Chapter Master at that time was Orlando Furioso. He was travelling aboard the Chapter's battle barge, along with the 8th Company and much of the veteran 1st company. They were en route to the Chapter's home world of Mancora, to celebrate the fifth millennium anniversary of the Chapter's Founding.

When the battle barge stopped in the Arios Point system to resupply, Chaos Lord Periclitator the Foresworn led a combined force of Word Bearers and Night Lords in ambush against the Loyalists. The Howling Griffons were caught tragically unprepared for battle against so

NOTABLE HOWLING GRIFFONS IN THE JERICHO REACH

The following are Space Marines of great renown from the Howling Griffons Chapter.

CODICIER MIGUEL GRICALO

In 753.M41, Codicier Gricalo undertook an extended mission to investigate the Watch Stations of the Dark Pattern. As most of these sites are near dead or uninhabited worlds, the motives behind their implementation remain uncertain. The Librarian was motivated to undertake the study due to a series of visions that he received consistently for two years before his quest. According to records made prior to his departure, the divinations consistently told of an impending crisis that might soon emerge from this region. Several of these reports were corroborated by other psykers who worked in concert with the Codicier at the time.

Codicier Gricalo's Kill-team had enjoyed tremendous success prior to his departure. Its other members, as well as his Watch Captain, were all reluctant to see the Librarian depart on this extended solo mission. However, a missive from an unidentified member of the Inquisition provided motivation for the Watch Commander to directly order the psyker to embark upon his survey of the Watch Stations. There have been no confirmed reports from the Codicier since his departure. Routine surveys of the locations included in his route show no signs of his ever having arrived. His fate remains a mystery.

BROTHER JOSEF VINCENS

A few among Watch Station Erioch's complement suggest that Tactical Marine Brother Vincens has launched his own Crusade against the Tau of the Velk'Han Sept. After two members of his Kill-team were slain during a mission to investigate Tau operations on Innan, Vincens swore an oath of vengeance against the xenos. Since that time, he has undertaken dozens of missions into space held by Tau forces. None save the Battle-Brother know the precise terms of his oath, but it is clear that he is still attempting to fulfil that obligation.

The other members of his Kill-team have been remarkably accommodating in assisting Brother Vincens—likely due to their own thirst for vengeance. Since swearing his oath, his Kill-team's activities against the Tau have been relentless. The majority of their time away from the worlds held by these xenos has involved filing mandated reports concerning the details of their missions and the threat posed by the Tau forces. Many suspect that Brother Vincens has become the foremost expert on the Sept's strategies and tactics within the Jericho Reach. However, due to his endless missions, none have been able to compile a comprehensive report of the information he has uncovered.

overwhelming a force. In short order, their ancient vessel was destroyed after a brutal boarding action. The surviving Space Marines made landfall aboard their Thunderhawks on the surface of nearby Arios Quintus.

The barren world offered little protection for the outnumbered members of the Howling Griffons. In short order, those who survived the destruction of their battle barge were overwhelmed by the co-ordinated assault of the Traitor Legionnaires. None were left alive, and the Chaos forces seized much of the Chapter's equipment, including precious and virtually irreplaceable gear that had been the province of the 1st Company and the Chapter Master's personal guards.

The bodies of those slain were desecrated and their gene-seeds either destroyed or stolen. The only body recovered was that of Chapter Master Furioso. The traitors mounted it upon his Thunderhawk and left it in orbit of Arios Quintus, as a sign to any who might see it. Months later, other members of the Howling Griffons tracked down the missing ship and company, and recovered the Chapter Master's body and gene-seed.

After this tragedy, all members of the Howling Griffons Chapter swore oaths of vengeance against Periclitator and the Word Bearers. As each new member is recruited, the oath is recited once more. The two forces have engaged in countless skirmishes and even major conflicts since.

THE DENNAR IV SUPPRESSION

Located within the Sangramentia sector, Dennar IV plays a vital supply role as an active agriworld in the sector. Its primary output is processed from the herds of megafauna that dwell upon its vast savannahs. The planet's slaughter-cities constantly process these creatures to help feed the masses of the region's hive worlds as well as provide rations for the Imperium's forces. These vital centres also provide seats of governance for the world.

In 109.M40, the Howling Griffons responded to a distress call from Dennar IV, as they were searching for a Word Bearers warband. To their chagrin, they discovered that the planet had been terribly infested with cultists who had turned to worship the Ruinous Powers. The few surviving city-states were vastly overcrowded with refugees who had fled from the twisted maniacs.

The Chapter's forces were vastly outnumbered by the treacherous heretics, but the Space Marines were far better equipped and had the guidance of the Codex Astartes. Exploiting all of their resources, the Howling Griffons depended upon mobility to make sudden and devastating assaults against the traitors. Once these blasphemers were vastly depleted, the Battle-Brothers moved to break the sieges on the individual city-states.

The world's surviving forces rallied to aid the Howling Griffons in their final acts of liberation. As the world's defenders worked in conjunction with the Space Marines, the final actions were both ruthless and gruesome. Since that time, Dennar's grateful populace have venerated the Chapter as their salvation. They make regular contributions of foodstuffs towards the Chapter's larder as well as offer up their sons for potential recruits.

JORUN RETALIATION

In 109.M41, General Jorun of the 15th Heraklon Ironclads led an entire Imperial battle group to turn traitor against the Imperium. An infestation of the Dark Eldar had somehow seized control of Jorun and his personal attaches through the use of their foul xenos treachery. The General commanded the destruction of his commissariat and began to enslave Imperial worlds to the service of the Cabal of the Crimson Libation. Millions of humans were slain in the service of the dread xenos, and the traitorous Imperials continued their blasphemous acts of destruction against those they had once sworn to protect.

By 143.M41, word of this force had reached the Adeptus Administratum, and a task force was assembled. The Howling Griffons Chapter was assigned leadership and, ultimately, full responsibility for stopping the traitors. The Space Marines intercepted the renegade forces upon the feral world of Asturia with the assistance of elements of the Ultramarines and Sons of Orar Chapters. So fierce was the assault that more than five thousand of the rebel guardsmen were killed within the first hour of the Space Marine attack.

Once battle was joined, Chaplain Titus led the Howling Griffons 4th Company in a drop pod assault into the heart of the renegade forces. Before the traitors knew what was upon them, the Battle-Brothers eliminated the rebel's leaders, though at great personal cost. A substantial number of Dark Eldar were found among those leaders, along with some of the force's most elite troops, including a substantial Ogryn cadre. Some of the xenos were slain, but many more fled into the webway, as the remaining human forces collapsed. Chaplain Titus overcame the rebel general, but was gravely wounded in the course of the battle by xenos poisons. Since this time, he has continued to serve the Chapter from the sarcophagus of a Dreadnought.

HOMEWORLD

The world of Mancora within the Ultima Segmentum has served as the home world of the Howling Griffons Chapter for all of their known history. Its days prior to the Chapter's arrival is uncertain, those records long lost to the vagaries of time. Since their arrival, Imperial records clearly indicate that the Chapter has deliberately and artificially prevented the world from advancing beyond a pre-industrial technological base. Through an uncharacteristic degree of covert operations and manipulations, the Howling Griffons have also kept the world's feudal city-states on a near-constant war footing. This combination of political unrest and technological stagnation has led to a culture that has a poor record of its own origins.

Of course, while Mancora's technology is limited, the Battle-Brothers of the Howling Griffons suffer under no such restrictions. In fact, the Fortress Monastery oversees a substantial number of well-equipped manufactories, which are kept isolated from the world's native inhabitants. The manufactories are productive and capably equipped. Indeed, the Howling Griffons Chapter is capable of manufacturing some less common STC patterns. These include the pattern necessary for Mark VIII Errant Armour as well as the Land Raider Prometheus. Such a highly functional forge and unrestricted access to its output has played a crucial role in

the Chapter's ability to remain deployed at all times. This vital asset permits the Chapter to continuously resupply its fleets and to have sufficient reserves that its Initiates can undergo thorough training prior to entering the field.

In addition to Mancora, the Howling Griffons recruit from several other worlds, including Dennar IV. This is a necessity for the Chapter, as without additional worlds, it would be impossible for them to recover the losses they suffer by engaging in endless campaigning. It is important to note that in spite of this option, they still continue to preferentially recruit from Mancora. Its volatile culture insures that candidates from that world are capable candidates to fulfil the Chapter's needs. Some of the other options, such as Dennar IV, have cultures that are less focused on developing candidates of such strong breeding.

An additional reason for their Mancoran recruitment efforts is that the planet has a history of producing a significantly higher number of psykers than would normally be expected. Many of the individuals with these talents are recruited into the howling Griffons as Aspirants. However, the Chapter's Librarians also oversee the planet's population for undue signs of psychic ability. The Codiciers weed out any who might pose a risk of Warp contamination.

GENE-SEED

The Howling Griffons gene-seed is consistent with that of other Chapters from the lineage of Guilliman. It is free from any known contamination, reproduces stably, and produces the full range of Space Marine implants. Because they are extremely active within multiple war zones, the Howling Griffons are rigorous about harvesting and securing the progenoid glands from its Battle-Brothers in a timely fashion. Recoveries made in the field are secured upon the nearest vessel in short order, and then returned to Mancora for storage at the earliest possible opportunity.

This sense of obligation is in large part due to the fact that the Chapter has a very high rate of turnover amongst its members. These Space Marines prefer to engage in the thickest portion of any battle and are almost always at war. Consequently, the Chapter does suffer a higher than usual casualty rate, which can only be compensated by a proportionately high rate of recruitment and initiation. Currently, records indicate that the Chapter is sufficiently well supplied with gene-seed to accommodate even their prodigious needs.



HOWLING GRIFFONS CHARACTERS

Strict adherents to the Codex Astartes, the Howling Griffons are always seeking to hone their skills and improve the abilities of their Battle-Brothers. With martial precision, the Chapter seeks this betterment and prides itself on a long and spotless history fighting in the Emperor's wars and doing their duty to the Imperium. The only blemish on this record is their bitter hatred of the Word Bearers traitor legion, which was responsible for the death of one of their Chapter Masters and many of their brave Battle-Brothers in a cowardly ambush.

A Howling Griffons Space Marine gains the following benefits: +5 Weapon Skill, the Forbidden Lore: Traitor Legions Skill (especially as it pertains to the Word Bearers), the Hatred (Word Bearers) Talent and the Tactical Assessment Solo Mode Ability.

DEMEANOUR: GLORIOUS TRADITION

That the Battle-Brothers of the Howling Griffons strive to live up to the reputation of their Chapter as exemplars of the Adeptus Astartes has earned them many honours among their brethren. The number of victories won by the Howling Griffons would be deemed great were they even a Chapter of the Second Founding; for a Chapter of the 33rd millenium, their record is vast indeed. Few among the Adeptus Astartes can claim to have embodied the ideals of the Codex Astartes more fully than the Battle-Brothers of the Proud Eyrie.

Resting heavily on the shoulders of each Battle-Brother is his personal honour, as well as that of his predecessors. It is the duty of each individual to stand as an example to all, that they might inspire their comrades to even greater feats of heroism in the name of the Emperor of Man and his glorious Imperium. The honour of the Chapter, the Primarch, the Emperor, and the Imperium all demand that the Battle-Brothers of the Adeptus Astartes make war across the stars, and no treatise has better captured the Space Marines' capacity in battle than the Codex Astartes. To embrace that weighty tome is to know victory.

PHILOSOPHY

Even among the warrior-brethren of the Adeptus Astartes, the Howling Griffons are a proud and warlike Chapter. The glorious and storied roll of their history is a testament to this reputation. Engaged in near-constant operations throughout the Imperium and beyond, the Howling Griffons are paragons of the martial spirit the Adeptus Astartes were created to embody. Indeed, from their homeworld to the farthest-flung battlefield, the Howling Griffons Chapter is a war machine par excellence.

From the earliest days of their pre-recruitment, the warrior elite of Mancora who will one-day become Battle-Brothers of the Howling Griffons are brought up in a war-torn world of pre-industry. In this crucible of battle, personal and familial honour, and martial duty, the citizens are forged into the perfect initiates into the Chapter. It is in this life that they learn the value of glorious warfare and to respect and rely on their brothers in arms. While they may lack the technology even to comprehend the military might of the Adeptus Astartes, the people of Mancora are predisposed, by the culture of their birth, to hold dear the ideals of the Howling Griffons themselves.

When the day finally comes that a new recruit is elevated into the ranks of the Adeptus Astartes, it is almost as a continuation of his previous life, albeit on a much greater scale. His heraldry is no longer that of his local household, it is instead the griffon rampant. His allies on the field are no longer the members of his local nobility, they are his Battle-Brothers. The land he fights to defend is no longer his city-state, it is the greater Imperium of Man. When he is first girt in his ochre and crimson livery, he sets aside the military training and traditions of his past life and takes as paramount the teachings of Guilliman in the words of the Codex Astartes.

COMBAT DOCTRINE

When preparing for an engagement, the Howling Griffons adhere strictly to the teachings of the Codex. Their tactics are in keeping with those proscribed and only waver in situations where Guilliman's word encourages innovation. Because of the work's comprehensive and pragmatic teachings, this is seldom a problem. Even by adhering to the Codex in the strictest fashion possible, the Howling Griffons sacrifice little flexibility. They remain more than capable of responding effectively to any known opponent and of adapting quickly to the abilities of a novel one.

The Chapter's drive to fulfil its member's oaths often influences—but never dictates—their tactical decisions. If a Battle-Brother makes his commanding officers aware of an oath and an opportunity arrives to fulfil it, attempts are made to accommodate his needs. However, such considerations are only permitted if the situation does not substantially increase the level of risk for a particular engagement. These Space Marines value their oaths and their honour, but they are generally not willing to accept unnecessary casualties to fulfil them. There are, of course, exceptions to this rule, particularly as pertains to the Word Bearers and the Daemon Prince Periclitator.

The Howling Griffons are organised into battle companies with specific roles in keeping with the directives of the Codex Astartes. Cases of inconsistency with its tenets are generally only due to their high rate of turnover among their membership. Because these Space Marines sustain a high rate of casualties and recruit so aggressively, they are not always capable of fielding enough Battle-Brothers to keep all ten companies filled. At times, the Chapter has transferred members between companies so that one can be dispatched for an engagement while another undergoes resupply and retraining. Though members often view an assignment to resupply with disdain, most verbally accept



TABLE 1-25: HOWLING GRIFFONS PASTS

1d5 Result	Past Experience
1	Ancient Oath: The Howling Griffons take their oaths to the Emperor very seriously, and frequently make oaths upon embarking on an important mission or crusade. You have taken one of these oaths before your secondment to the Deathwatch and its completion still hangs over your head reminding you that if you get the chance it must be completed.
2	Silencing the Word: The Word Bearers are the Howling Griffon's most hated foes and it is the Chapters on-going mission to destroy them. You have faced the Word Bearers in battle and been touched strongly by this bitterness, so much so that you now understand why they must all be destroyed, no matter the cost.
3	Past Failures: A failure, and the duty to correct it, can be part of being a Battle-Brother of the Howling Griffons; such are the high standards the Chapter holds to all its members. You have suffered such a failure and are haunted by the need to clear it from your record, either through somehow completing an old goal or gaining new glory to eclipse your own past.
4	Mancora Native: The Howling Griffons recruit from the war world of Mancora, a planet scarred by endless wars and conflict. You have come from this world, a soldier since you were old enough to hold a gun and you have only ever known fighting a war and the sounds of explosions in your ears.
5	Broken Vow: Not every oath taken by the Howling Griffons has been or can be completed, and some are broken by circumstances beyond the control of even the strongest willed Battle-Brothers. You have suffered such a broken oath, unable to complete your vow because of events beyond your control. This failure still haunts you and you constantly strive to make up for it.

its necessity, while simultaneously attempting to transfer to another company before it is dispatched on a mission.

The Chapter's homeworld of Mancora has an unusually high frequency of psychically capable births. This fact is reflected by the number and raw talents of the Howling Griffon's Librarians. Ultimately, these uniquely talented Space Marines exercise their talents in a manner that is consistent with the teachings of the Codex. However, because they have an exceptionally high number of these members, their service continues to play a critical role in shaping the Chapter's engagements. These Battle-Brothers represent a critical strategic asset, so the Chapter's officers take care to utilise them in the most effective ways possible.

HOWLING GRIFFON PASTS

The Howling Griffons Chapter background provides a solid basis for defining your character's past, but **Table 1-25: Howling Griffons Pasts** can be used to provide additional inspiration and a means of quickly generating a significant past event from your character's background. Either choose which event you feel is most appropriate for your vision of your character, or roll 1d5 to generate one at random. The events presented can be expanded upon as you see fit, and can provide inspiration for future adventures.

HOWLING GRIFFONS PRIMARCH'S CURSE: CURSING THE WORD

In the year 220.M38 the Howling Griffons Chapter suffered its darkest day at the hands of the Word Bearers Traitor Legion. While returning to their home world then

Chapter Master Orlando Furioso and the Chapter's first company were ambushed in the void by Lord Periclitator and his Word Bearers. In the bitter struggle that followed, the first company and Orlando were slain, the Howling Griffon's Chapter Master lashed to his own Thunderhawk and left to drift in orbit as a final insult to the Howling Griffons. Since that day, the Chapter has fostered and nurtured a deep and unrelenting hatred of the Word Bearers, and a vow to seek retribution against them and their lord Periclitator no matter the cost. It is a hatred which simmers in the heart of every Howling Griffon Battle-Brother but one which can spill over in times of madness and consume them and their every thought.

Level 1 (The Price of Treachery): The Battle-Brother has become increasingly obsessed with the Word Bearers treachery and relives their fateful ambush in his mind over and over again. While this spurs him on to

TABLE 1-26: HOWLING GRIFFONS NAMES

1d10 Result	Name
1	Torleno
2	Holmand
3	Lucena
4	Tibero
5	Jilantis
6	Armanos
7	Regenus
8	Tenparo
9	Darianus
10	Palatis



TABLE 1-27: HOWLING GRIFFONS CHAPTER ADVANCEMENT

Advance	Cost	Type	Prerequisites
Lore: Scholastic (Codex Astartes) +10	200	Skill	—
Lore: Scholastic (Codex Astartes) +20	300	Skill	Lore: Scholastic (Codex Astartes) +10
Tactics (any one)	200	Skill	—
Blademaster	600	Talent	WS 30, Melee Weapon Training (any)
Bolter Drill	500	Talent	—
Combat Master	600	Talent	WS 30
Iron Discipline	400	Talent	WP 30, Command
Into the Jaws of Hell	500	Talent	Iron Discipline
Wall of Steel	800	Talent	Ag 35

seek out the hated Word Bearers, it also leads him to see treachery in other places, comparing the great crime perpetrated against his Chapter with other events as they unfold. The merest hint of treachery is enough to prompt a strong and violent response from the Battle-Brother, one which he may not be able to control. If the Battle-Brother comes into contact with a suspected traitor (to the Imperium, the Deathwatch, or his Chapter) he must make a **Routine (+20) Willpower Test**. If he passes, he can restrain himself but will be very unpleasant to the known or suspected traitor, while if he fails he will see it as his place to punish them, perhaps even with summary execution if their crime is great enough.

Level 2 (Trail of the Traitors): As the Battle-Brothers hatred of traitors grows and his obsession with finding and exterminating the Word Bearers heightens, he will be loath to give up any mission or lead which could lead to them. On a mission, this could mean going out of his way to seek out known or suspected traitors or even changing the mission objectives to include their capture or destruction. In other settings, it can mean an obsessive thirst for knowledge and seeing out dangerous or forbidden texts if it means gaining a clue to the location and crimes of a traitor. In both instances, if the subverting of a mission or the seeking of knowledge would place the Battle-Brother or his squad in extreme danger, the GM may allow a **Routine (+20) Willpower Test** to resist, unless the action pertains directly to the Word Bearers and then no Test should be allowed.

Level 3 (In the Eye of Terror and Beyond): The Battle-Brothers hunger to eradicate the Word Bearers and repay them for their crimes against the Chapter culminates in doing whatever it takes to see them destroyed. The Battle-Brother will always seek out Chaos Space Marines in any combat situation or mission, and if it falls within their power they will see their squad face off against Chaos Space Marines as often as possible, trying to ensure their deployment to warzones and campaigns where they might come face to face with them. When these hated foes are encountered, the Battle-Brother will do everything in his power to destroy them and see they do not escape, even if it means leaving others behind to chase them down wherever they might run.

HOWLING GRIFFONS SOLO MODE ABILITY

Tactical Assessment is a new Solo Mode ability that is available to Battle-Brothers of the Howling Griffons Chapter. See page 215 of the **DEATHWATCH** Core Rulebook for details on using Solo Mode Abilities.

TACTICAL ASSESSMENT

Action: Free Action

Required Rank: 1

Effects: Keen of mind and shrewd tacticians all, the Howling Griffons are able to make the best of a poor tactical situation and take advantage of resources and positions few would recognise as beneficial. This ability can be activated at the end of the Battle-Brother's Turn in the Initiative Order during combat. When this ability is activated, the Battle-Brother immediately swaps positions in the Initiative Order with an enemy who has already acted during the current Combat Round. The Battle-Brother's Turn is then over and the Initiative Order proceeds onward from the end of his original position.

At Rank 5 when the Howling Griffons Battle-Brother uses this ability, in addition to all other effects, for the full following Combat Round, he gains a +10 bonus to all Tests against the opponent with which he traded places in the Initiative Order. At Rank 7, the target opponent takes a -10 penalty to all Tests for the full following Combat Round in addition to all other effects.

EXAMPLE

Tibero and Armanos are engaged in combat with a Tyranid Lictor. They all roll Initiative with the Lictor getting a 16, Tibero a 10, and Armanos a 5. After the Lictor takes its turn, Tibero takes his and uses Tactical Assessment to swap positions in the Initiative Order with the Lictor. Tibero now has an Initiative of 16, while the Lictor has a 10. Now that Tibero's last action is completed, his Turn is over and the Initiative Order proceeds to Armanos at Initiative 5. After Armanos' Turn, the Initiative Order will continue from the top with Tibero, followed by the Lictor and so on.

HOWLING GRIFFONS

SQUAD MODE ABILITIES

The following Squad Mode abilities are unique to characters drawn from the Howling Griffons Chapter. The use of Squad Mode abilities is described on page 219 of the **DEATHWATCH** Core Rulebook.

HOWLING GRIFFON ATTACK PATTERN: SYNCHRONISED ASSAULT

Action: Half Action

Cost: 2

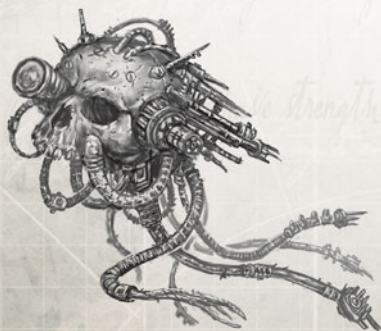
Sustained: Yes

Effect: Calling upon years of training using the doctrines of the Codex Astartes and their own personal tactics, the Howling Griffons can execute swift and stunning attacks where every member of the squad works in perfect union with their brothers. The Battle-Brother and other members of his squad within Support Range can swap their Initiative order with other members of their Kill-team without penalty and without the need to use the Delay Action. Immediately upon starting his turn, a Battle-Brother can choose to either use it for himself or give it to another member of his squad, who then acts in his place. The Battle-Brother then takes the initiative place of the squad member who has taken his turn and will not act again until that time, unless of course another member of the squad chooses to grant him their own placing in the Initiative order. Regardless of the Battle-Brother's new Initiative placing, he may still not act more than once a turn.

Improvement: At Rank 4 a Battle-Brother using this ability which gives up his initiative placing to act later in the turn gains a +10 to his first test as he is able to better survey the situation. At Rank 7 this +10 bonus to tests applies to all tests he makes in his turn.

EXAMPLE

Tibero, Jilantis and Armanos are using the Synchronised Assault ability and have just been attacked by a group of Tau Fire Warriors. They each roll initiative with Tibero getting an 8, Jilantis a 6, and Armanos an 11, while the Tau get a 7. Armanos goes first but chooses to grant his initiative to Jilantis so he can spray the Tau with his heavy bolter before they get to act. This means that Jilantis now has an initiative of 11 and Armanos an initiative of 6. Tibero is next, he cannot give his initiative to Jilantis as his squad mate has already acted this turn but could give it to Armanos, meaning Armanos would act before the Tau and Tibero would act last.



HOWLING GRIFFON DEFENSIVE

STANCE: STAGGERED DEFENCE

Action: Free Action

Cost: 3

Sustained: Yes

Effect: Just as a well-executed attack can be devastating when every Battle-Brother works in flawless cooperation, a well-constructed defensive formation can allow every member of a squad to cover the other and move to their defence should they come under attack or be threatened. Battle-Brothers within Support Range of each other can provide each other with a defensive bonus provided they have line of sight to at least one other member of the squad. Against ranged attacks, this grants a Battle-Brother a +10 to Dodge attempts as his brothers cover his position and warn him of incoming attacks. Against melee attack, Battle-Brothers can use the Ganging Up bonus (see page 248 of the **DEATHWATCH** Core Rulebook) they would normally receive on Weapon Skill Tests against a foe as a bonus to their Parry attempts against that same foe.

Improvement: At Rank 5 the bonus to Dodge attempts increases to +20.

HOWLING GRIFFON PSYCHIC POWERS

The following section presents a set of Psychic Powers unique to the Librarians of the Howling Griffons Chapter. Details of how to use Psychic Powers may be found on page 189 of the **DEATHWATCH** Core Rulebook. Only Howling Griffon Librarians have access to Howling Griffon Psychic Powers. These powers may be purchased with Experience Points, provided the Librarian meets the power's Prerequisites and XP Cost as detailed on **Table 1-28: Howling Griffon Psychic Powers**.

BLOOD OATH

Action: Full Action

Opposed: No

Range: Self

Sustained: No

Description: Librarians of the Howling Griffons Chapter take their oaths as seriously as any of their brothers and can bind them psychically with blood to make them more potent and enduring. The Librarian calls upon his eldritch powers when taking an oath at the start of a mission, committing not just his word but his spirit to the binding and seeding it with a few drops of his own blood. This power can be used only at the start of a mission during the Mission Preparation phase. Any other members of the Kill-team may choose to participate in the Oath-taking with the Librarian. Blood Oath can only be used Fettered and thus has no chance of incurring Perils of the Warp. If the Librarian fails to activate it, then there are no further effects and he may not use the power again until the start of his next mission.

If the Librarian successfully uses this power, he and the other members of the Kill-team gain access to a pool of temporary Fate Points equal to the Librarian's Psy Rating. This pool lasts until the end of the Mission. Spent temporary Fate Points in this pool do not replenish at the beginning of successive gaming sessions. These Fate Points may not be burnt but can otherwise be used as normal by any Battle-Brother who took part in the Oath-taking. This benefit comes with a risk, however. Should the Kill-team fail to accomplish over half—rounded up—of their Mission's Primary Objectives, then the Battle-Brothers who took part in Oath-taking burns one Fate Point from their personal pool, permanently reducing his Fate Points by one.

GRIFFON'S HOWL

Action: Half Action

Opposed: No

Range: 10m x Psy Rating Radius

Sustained: No

Description: The Librarian calls to the Warp and draws forth a mighty cry like a diving bird of prey to cow his foes with fear and shatter their resolve. This cry is also a potent weapon against Warp spawn and can shake the ties which bind them to the material plane sending them back from whence they came. When this power is manifested, a number of targets up to the

TABLE 1-28: HOWLING GRIFFONS
PSYCHIC POWERS

Power	XP Cost	Prerequisites
Blood Oath	500	—
Griffon's Howl	1500	—
Periclitator's Bane	1500	WP 40+

Librarian's Psy Rating within its range count the Librarian as having the Fear (2) Trait for this turn and must make a Fear Test if they can draw line of sight to him or hear his cry (unless they would otherwise be immune to the effects of Fear). In addition, any creatures with the Warp Instability Trait must make an Instability Test (see page 136 of the **DEATHWATCH** Core Rulebook) with a penalty to their Willpower equal to 2 x Psy Rating. If there is a choice of targets within range and some have the Daemonic Trait, the Librarian must choose these targets first before those without the trait.

PERICLITOR'S BANE

Action: Half Action

Opposed: Yes

Range: 20m x Psy Rating

Sustained: Yes

Description: The Howling Griffon's intense hatred of the Word Bearers and their lord Periclitator has been translated by the Chapter's Librarian's into a number of abilities targeted at the traitor legionnaires. When the Librarian summons up this power, he is creating an agonising resonance targeted at one of the traitor legions. The Librarian picks a single target within range and makes a **Challenging (+0) Opposed Willpower Test** with them. For every degree which they fail they suffer a -10 to all their Tests and can only take a Half Action on their following turn. If the Librarian beats them by more than four degrees of success, then they also take 2 x Psy Rating Impact Damage which is not reduced by armour.

HOWLING GRIFFONS TRAPPINGS

The following items are Chapter Trappings that may be taken by Battle-Brothers of the Howling Griffons Chapter.

NIGHT WORLD BATTLE LIVERY

In certain circumstances, a Chapter may be permitted to make use of variant livery on their armour, painting it with different designs specific to an individual campaign or engagement. During several of its engagements, the Howling Griffons have been sanctioned to use such livery, giving up the bold quarters red and yellow they normally employ. Among these official Codex patterns and colours is the Night World Battle Livery. A Howling Griffons Battle-Brother may choose to paint his armour in Night World Camouflage before a mission if it will involve stealth or reconnaissance elements. While his armour is painted in this way, he gains a +10 to Concealment Skill Tests.

NOVAMARINES

"The galaxy is scarcely large enough for humanity's needs. The xenos must be cleansed so that we can claim what is ours by divine mandate."

—Chaplain Gustus Fiore

Founded in the aftermath of the Great Heresy, the Novamarines chose to focus on the teachings of Primarch Guilliman and of building towards the future rather than focusing on the Imperium's state of crisis. Through the millennia, the Chapter has remained true to this focus. They constantly strive to fulfil their obligations and to assist the remainder of the Imperium as true and noble successors to the Ultramarines Legion.

HISTORY

After the tragedy of the Horus Heresy, the decision was made that no one man could be permitted command of the entirety of a Space Marine Legion. No matter how noble and loyal one might seem, this level of power offered too much of an opportunity for corruption and disaster. Roboute Guilliman, Primarch of the Ultramarines and author of the Codex Astartes, proposed a solution to permanently resolve this threat. Under his direction, all of the surviving members of the Space Marine Legions were to be divided into 1,000 member Space Marine Chapters. The Primarch set an example by immediately dividing his Ultramarines Legion into appropriately sized Successor Chapters.

The Novamarines were one of the Chapters directly created by Primarch Guilliman during the Second Founding. As he created the Chapter, the Primarch appointed Lucretius Corvo as its first Chapter Master. Corvo had an honourable and lengthy service within the Ultramarines Legion prior to his appointment. He served with honour and distinction in the battles against the Word Bearers Legion on Astagar during the intense fighting of the Heresy and led his Company in countless successful engagements during the Great Crusade. Guilliman had previously granted Corvo numerous honours and trusted the Space Marine implicitly. It is for these reasons that the Primarch was comfortable in assigning the Battle-Brother the responsibility of command as he forged the notion of independent Space Marine Chapters.

CHAPTER SUMMARY

Founding: 2nd

Chapter World: Honourum

Fortress Monastery: The Fortress Novum

Gene-seed: Ultramarines

Predecessor: Ultramarines

The new Chapter Master was profoundly devoted to his Primarch and to the Codex Astartes which Guilliman had penned. His first step to distinguish his new Chapter from their predecessors was to establish its colours and iconography. The Chapter's unusual quartered livery is taken from Corvo's personal heraldry. When the Chapter was assigned custody of the world of Honourum, Chapter Master Corvo soon embraced one of that world's native ways. The planet's cultural tradition of tattooing as a form of personal roll of honour was adapted and became a Chapter tradition.

At the time of their Founding, the Novamarines collectively swore an oath to defend Segmentum Ultima from the enemies of Mankind. Throughout their history, they have fulfilled this vow and often exceeded it. Though the Chapter is not focused upon crusading, it often commits a portion of its resources to

such causes as well as to answering pleas for assistance from worlds far from their home. This willingness to commit their forces to action over such a broad area often means that companies are isolated for centuries at a time. In spite of this degree of isolation, their traditions and their sense of brotherhood have consistently remained strong, partly because of their strong loyalty to the Codex Astartes and the traditions established by the Ultramarines Legion.

During their ten millennia of service, the Novamarines have fought against countless foes and established a well-respected history of successful endeavours. Though they have served the Imperium in countless ways, one of their primary focuses has been against the threat of xenos encroachment. Since their founding, the Chapter has preserved a devotion to eliminating all xenos, which dates back to the time of the Great Crusade. This Monodominant belief—as the Inquisition now terms it—is a core of the Chapter's beliefs and creates a characteristic theme through many of their most famous campaigns.



NOTABLE NOVAMARINES IN THE JERICHO REACH

The following are Space Marines of great renown from the Novamarines Chapter.

BROTHER CORBEN NAYLE

Brother Nayle was an accomplished Battle-Brother before his arrival at Watch Fortress Erioch, and his skills in fighting xenos foes have only improved during his stay. Prior to his secondment, the Space Marine participated in a twenty year expedition through the systems on the galactic rim, near Ultima Segmentum. As part of his tactical reviews, he began to carefully study different techniques by which various xenofoms employ their natural weapons. He requested an assignment with the Deathwatch immediately after his successful and honourable return from that expedition.

Since his arrival within the reach, Brother Nayle has constantly studied xenos during his missions and those under containment at the Watch Fortress. The central focus of his studies is to identify a universally applicable approach to melee encounters with xenos that responds appropriately to the various forms of natural weapons. As he continues to expand his studies, he often requests that Marines provide any available information to him that they uncover through the course of their missions. While he has shown little sign of completing his treatise, it is clear that he has become a very capable melee combatant against xenos forces.

ANCIENT BROTHER HOREST CAIN

There are very few Space Marine Dreadnoughts in service to the Deathwatch. Most who fall in battle and earn the privilege to continue their service are first returned to their Chapter of Origin. Only a select few individuals become so devoted to the Deathwatch that they continue to remain in its service for centuries after their first death. The stories of the few Deathwatch Dreadnoughts within the Jericho Reach are mostly the stuff of rumour and legend. Many individuals' tales have been lost as Battle-Brothers completed their tours of service and returned to their original Chapter. The legends of Ancient Brother Cain are shrouded in mystery and uncertainty, as there are no known documents to verify the stories he recounts.

It is clear that his frame bears the iconography of the Novamarines in addition to his own. It is also clear that he is a loyal member of the Deathwatch who has proven his value to the organisation countless times since he was interred within his metal frame. However, it is unknown why he never returned to his original Chapter, and it is even more curious that the Novamarines claim to have no records of ever seconding a marine by this name to the Deathwatch.

THE PALE WASTING

Though the Chapter's records make no mention of it, a stela mounted within the Imperial Palace on Terra recognises the service of the Novamarines for their action against the Pale Wasting in M34. The artefact praises the Chapter and credits their work for having "unmade that which cannot die." Inquisitorial investigations suggest that additional records of the incident have been deliberately suppressed, though it is clear that the incident began within the Ghouls Stars. Those partial records which have been uncovered suggest that the threat was xenos in nature and that more than one Space Marine Chapter may have been completely destroyed in the course of the conflict. Were it not for such prominent recognition, the incident might be completely forgotten.

THE LOK'KROLL XENOCIDE

In early M37, the Inquisition issued an Edict of Extermination against the Lok'kroll xenos. These hideous creatures were doubly damned. For not only were they invertebrate xenos, but they were also devoted to the Ruinous Powers. At this time, the creatures had established a small empire near the Warp anomaly termed the Storm of the Emperor's Wrath. In the course of their expansionism, the creatures destroyed a number of Imperial installations, including several colonial worlds as well as mining and agrarian worlds vital to the Imperial war effort.

The Novamarines responded to the threat by assembling all of the Chapter's companies into a single unified force—a feat that has not been accomplished since. Working in conjunction with the Imperial Navy and an Imperial Guard force from Phyrus, the battle force completed the act of xenocide in less than fifty years. Some of the outposts were destroyed using Exterminatus-class weaponry, while others worlds were attacked using more traditional methods. Imperial colonisation was resumed upon many of the worlds liberated from the foul taint. Since this time, there have been no confirmed sightings of these xenos. They are now believed to be extinct.

THE DEATH OF INTEGRITY

In 887M39, the space hulk *Death of Integrity* was seen near Vol Secundus. The ancient ruin had been encountered twice before in recent centuries, each time preceding the appearance of Tyranid forces upon nearby worlds. Its return was considered an omen of ill import, and a general call was immediately issued for Adeptus Astartes assistance. Members of the 1st companies of both the Novamarines and the Blood Drinkers Chapters responded to the call for assistance.

Exhibiting a tremendous amount of co-operation, the two groups deployed nearly two hundred Space Marines equipped with Tactical Dreadnought Armour to the massive hulk. Over the course of two months, the combined forces thoroughly purged the space hulk of a rampant Genestealer infestation. Both Chapters suffered losses, as the xenos were well-suited for battle within the cramped and toxic environment.

Though the battle was costly in terms of damage to armour and loss of life, the ultimate prize was stunning. Hidden deep within the hulk's ruins was a remarkably well preserved STC. The Adeptus Mechanicus gladly accepted this priceless artefact and went so far as to repay each Chapter with a newly commissioned strike cruiser.

THE LUXOR UPRISING

Recently, in 812M41, the Novamarines liberated the world of Luxor from a Chaos influenced rebellion. Chaos Space Marines of the traitorous Alpha Legion had snuck into the system and turned a small sect of Chaos cultists into a potent force that threatened to dominate the world. When that Legion landed additional units, it seemed improbable that the few surviving loyalists might be able to sustain any hold upon the planet.

Luxor represents a key element in the Departmento Munitorum's supply chain for the distribution of goods throughout the Ultima Segmentum. Without its support, Imperial Guard forces throughout the region could have been crippled for a prolonged period of time. Without waiting for Imperial directive, the Novamarines realised the dangers imposed and acted upon their own initiative. In short order, the Chapter's Space Marines routed the renegade forces and eliminated the Alpha Legion with a show of overwhelming force. As the planet is relatively close to their Honourum, the Chapter flexed the full might of its resources, exploiting their reserves of Terminator Armour, Dreadnoughts, Predators, and Land Raiders to cleanse the Chaos allied forces. This enabled them to swiftly fulfil their sacred vow to defend the region from all threats to Imperial rule.

HOMEWORLD

At the time of their Founding, Roboute Guilliman granted the Novamarines rule over the planet Honourum. They have guarded and exploited its resources responsibly throughout their ten millennia existence. When they received the right of its fealty, the planet represented the Northern border of the Segmentum. Since that time, the secured region has significantly expanded, but their responsibility for maintaining security throughout the broader region has not changed.

The planet is characterised by brutal storms, savage seas, and barren mountains. Most of its native life forms are primitive plants and lichens. Its fauna largely consists of ocean-dwelling invertebrates. Many of the more sophisticated organisms employ potent toxins that are as effective against humanity as they are against the planet's native species. Heavy metal contamination is present in many of the world's regions, leading to toxicity among much of its plants. It is as though the planet actively attempts to defend against the intrusion of any life.

Humanity has constantly struggled to gain even a toehold within the planet's treacherous environment. The feral human population consists of nomadic tribes of hunter-gatherers. These savages migrate constantly to avoid the worst of the planet's brutal climate and to constantly scavenge for any available food. They lack the resources or the ability to effectively establish mines or to refine and shape sophisticated metals.

Those who can survive in this harsh environment have proven to make exceptional candidates for membership as Novamarines. The Chapter has incorporated the natives' tradition of ritual tattooing as a part of their Chapter's culture. A Battle-Brother often commemorates a great accomplishment by adding an additional tattoo to his body. These can include routine actions, such as the completion of an Aspirant's Initiation to the Chapter or assignment to a new Company. More often, they symbolically recount a Space Marine's actions through the course of a campaign. When the Chapter's members reunite, they often spend hours displaying their most recent tattoos as they recount the successes and tragedies that led to the latest artwork.

GENE-SEED

The Novamarines gene-seed is completely consistent with that of the Ultramarines—their Predecessor Chapter. In keeping with that noble lineage, it shows no signs of contamination and produces the full range of Space Marine implants. Their reserves have been sufficient that the Adeptus Administratum is believed to have used Novamarine gene-seed as the basis for the creation of Successor Chapters. The care that they take to preserve their gene-seed is much the same as that they show towards their sacred duty to defend the Ultima Segmentum and to carefully maintain the many ancient war machines in their care. All of these elements represent the core of the Chapter's traditions, which are considered absolutely vital for its preservation.

PHILOSOPHY

The Novamarines have a proud history of glorious action in defence of the Imperium that they fully expect to maintain. These Space Marines believe that it is their right and duty to continuously follow the example set by their Primarch and their Predecessor Chapter. It is their understanding and firm belief that the only appropriate way to maintain this is by adhering strictly to the dictates of the Codex Astartes. The sacred text represents a beacon for their lives, as it guides them through their decisions and constantly enables them to act in accordance with their duties. Keeping true to it is one of the most vital aspects of their existence as a Chapter. Such loyalty to the text has aided the Novamarines in keeping their traditions largely unchanged since the time of their founding.

The Novamarines are not adherents of the Imperial Cult. They hold the deepest respect for the Emperor, their Primarch, and those Space Marines who have served their Chapter in past eras. They do not, however, worship any of these as gods or divine beings. Rather, they believe that all of these were supremely talented individuals who reshaped the galaxy. For the Novamarines, these people serve as the ideal examples to emulate. While this may require that they hold themselves to an impossibly high standard, they are readily accepting of that responsibility. These Battle-Brothers gladly embrace the challenge of perfection, and rigourously accept punishment and perform penance for those times that they fail to achieve it.

In sharp contrast with their secular views of Imperial religion, they consider the Codex Astartes to be a divinely

NOVAMARINES CHARACTERS

From their far flung home world of Honourum, the Novamarines auspice and operations cover a vast area of the Ultima Segmentum that runs all the way out to the Halo Stars and beyond. Proud descendants of the Ultramarines, the Chapter takes great honour in fighting against all the enemies of the Emperor within this region and its companies are rarely if ever united in a single conflict, instead fighting enemies thousands of light years apart. All of this gives the Novamarines a broad knowledge of many different foes and an adaptability learnt through necessity and the needs of their every changing role.

A Novamarines Space Marine gains the following benefits: +5 to two Characteristics of the player's choice, the Forbidden Lore (Xenos) Skill and the Tales of the Void Solo Mode ability.

DEMEANOUR: VOID WANDERERS

Void Wanderers is a Demeanour (see page 32 of the **DEATHWATCH** Core Rulebook) unique to Space Marines from the Novamarines Chapter.

The Novamarines are among one of the most widely dispersed of all the Adeptus Astartes, having companies spread across not only the Ultima Segmentum but also beyond often hundreds and hundreds of light years from the nearest of their brothers. In part this is because of the nature of their Chapter and the domain in which their home world rests, pressing upon them the duty to protect a huge area of space. It is also part of the nature of the Novamarines and great pride they inherent from the Ultramarines which drives them to send their companies on crusade or to the far regions of space to prove their loyalty to the Emperor and the skill of their Battle-Brothers.

The scattered nature of the Chapter does however gives it a perspective different to those Chapters which have a homeworld or are tied to a specific region or segmentum by their history. While it is true of all Space Marine Chapters that they fight wherever the Emperor sends them, taking them to far flung worlds and against a variety of foes, for the Novamarines there is no planet or world to which they will return, or grand Chapter fortress monastery where their Chapter Masters reside. It is a small but significant fact that weights on the minds of every Novamarine.

Novamarines are also often fonts of much knowledge about the galaxy, and especially the wilds of the Ultima Segmentum. While this may not be strict knowledge in the way an adept or scholar would see it, the odds are that the Novamarine Battle-Brother or one of the members of his Chapter have seen or visited a world or faced an alien foe that relates to the Kill-team's current situation. While not a complete understanding or clinical view of the subject or planet the Novamarine will likely know something about it, usually in the form as a tale passed on to him by one of his brothers.

inspired work. They never comment upon what deity might have inspired it, but the work is considered to be more than just a treatise on war. For the Novamarines, the tome is a guide for how to perform virtually every action. It must be considered, obeyed, and applied constantly through their lives. While they acknowledge that not all Space Marine Chapters are so devoted in their rigorous application of the Codex's instructions, they prefer to set themselves as an example for how it must be obeyed.

As their Primarch commanded them, the Chapter's central focus is to defend Segmentum Ultima from any threats to mankind. The Novamarines believe that it is their solemn duty to extinguish all of these blasphemous xenos so that the Imperium can control the galaxy without fear of reprisal. These xenos can never be trusted. There is no point in attempting to find diplomatic solutions with these creatures, as there is no acceptable point of discussion. Elimination is the only option that the Battle-Brothers can condone.

Because of their intolerance of xenos, the Novamarines enthusiastically send some of their most experienced and capable members for service in the Deathwatch. This service is considered a distinctive honour and privilege by the Chapter's Battle-Brothers. In this way, the Novamarines can glean information about xenos that are not part of their Chapter's direct experience, just as the Deathwatch can discover ways of dealing with additional xenosforms. This consistent involvement with the Deathwatch has granted the Chapter unusually close ties to the organisation.

COMBAT DOCTRINE

The Novamarines Chapter stays extremely focused on maintaining the letter and intent behind the Codex Astartes. As such, their military approaches are true to its core tenets. These Space Marines follow the sacred work's instructions as regards their organisation, their tactics, and even their ongoing training methods. For situations where the Codex offers a directive, the Chapter follows it precisely. For those far less common instances where its direction is unclear, they rigorously attempt to interpret its intent, and proceed in a fashion that is most consistent with other material presented in the tome.

In keeping with the Codex, each of the Chapter's companies is assigned specific duties consistent with their designated roles. Except when they return for resupply, the four battle companies are often engaged in extended patrols throughout Ultima Segmentum.

It is noteworthy that the Novamarines are exceptionally willing to offer their assistance to any who need it. Throughout their history, this has included virtually every Imperial organisation. This includes the Inquisition, the Departmento Munitorum, and even Rogue Traders. Even more noteworthy is that it has also often included other Space Marine Chapters. Upon countless occasions, the Novamarines have dispatched substantial numbers of units to aid the Battle-Brothers of other Chapters in overcoming threats far beyond the boundaries of the Ultima Segmentum.

TABLE 1-29: NOVAMARINES PASTS

1d5 Result	Past Experience
1	Tau Hunter: The Novamarines in the Jericho Reach have been pitted against the Tau more than once and learned bitter lessons in these combats. You are a veteran of some of these battles against the Tau and faced the blue-skinned aliens many times, learning much about their ways and gaining either a deep hatred or grudging respect for them depending on the nature of your encounters.
2	Ancient Enemies of Man: In the wilds of the Halo Stars and the far reaches of the Ultima Segmentum there are countless lost worlds and ancient empires, separated from civilisation by great distances and forgotten by time. You have walked on one of these worlds and fought the dark things that dwell there, spawned from ancient ruins and deep tombs.
3	Void-fairer: Part of operating in such a vast area is constantly being ferried from one world to another across great distances in the void. You have spent many years on ships, not just waiting for battle in cargo holds and crew quarters but exploring and understanding how the vessel operates. This knowledge means you are familiar with many of the ships of the Imperium and can find your way around even the most vast or labyrinthine-like decks and holds.
4	Crossed the Black Reef: A deep stain upon the Jericho Reach, the Black Reef is a dangerous place of unpredictable tides and rogue worlds which can smash a ship to dust in moments. You are one of the few to have crossed the Stygian Break and entered the Black Reef returning with your life. It is both a mark of pride and a stirring tale to tell which marks you out as both skilled and lucky.
5	Brothers of Ultramar: Novamarines maintain close ties with their founding Chapter, the Ultramarines, and fight beside them whenever they can. You have served extensively with the Ultramarines, either in the Jericho Reach or in another battle somewhere in the Ultima Segmentum. As a result, you are as close to the Battle-Brothers of the Ultramarines Chapter as you are your own brothers and gladly fight beside them.

In spite of their extensive history of engagements, the Novamarines Chapter has successfully maintained a substantially well equipped armoury. This includes a number of pieces of wargear and numerous vehicles that have been maintained since the time of their founding. Some of this equipment has been preserved intact and functional since the time of the Great Crusade. While not all of these are used on a regular basis, their supply of Terminator armour is sufficient to equip the entirety of their 1st company. Similarly, the Chapter has a large enough supply of Dreadnoughts that they have been able to preserve the living memories of many of the Chapter's most worthy Battle-Brothers. The Chapter's forge continuously spends its time maintaining and reconstructing this reserve, so that they are never found wanting in times of dire need.

In the same way that the Chapter's standard wargear has been well preserved across the millennia, their collection of war-relics has also continuously expanded. Within the hallowed halls of their fortress monastery, there are hundreds of unique designs collected throughout their history. In times of desperation or to honour a warrior's success, these relics are selectively assigned for field use. As many of these items are beyond the specific scope of the Codex Astartes, they are seldom fielded even by those who have earned them.

NOVAMARINES PASTS

The Novamarines Chapter background provides a solid basis for defining your character's past, but **Table 1-29: Novamarines Pasts** can be used to provide additional inspiration and a means of quickly generating a significant past event from your character's background. Either choose which event you feel is most appropriate for your vision of your character, or roll 1d5 to generate one at random. The events presented can be expanded upon as you see fit, and can provide inspiration for future adventures.

TABLE 1-30: NOVAMARINES NAMES

1d10 Result	Name
1	Tarlock
2	Baeror
3	Hadarr
4	KarneK
5	Ulroar
6	Waenor
7	Kaidan
8	Dranar
9	Kabroc
10	Besner

TABLE 1-31: NOVAMARINES CHAPTER ADVANCEMENT

Advance	Cost	Type	Prerequisites
Lore: Common (any two)	100	Skill	—
Lore: Common (any two) +10	100	Skill	Lore: Common (any two)
Lore: Common (any two) +20	100	Skill	Lore: Common (any two) +10
Infused Knowledge (any)	600	Talent	Int 40
Talented (any)	600	Talent	—

NOVAMARINES

PRIMARCH'S CURSE: REVILE THE XENOS

While all Space Marines have hatred of the enemies of mankind, especially those which lurk among the stars preying on the worlds of the Imperium, the Novamarines have fostered a deep repulsion for xenos beyond even that of most of their kind. This is fostered from a thousand battlefields across thousands of light years of space and a history which has seen the Chapter clash with the greatest and vilest of the galaxy's aliens time and again. At first, this hatred is indistinguishable from that of a normal member of the Adeptus Astartes, forming only the staunch disdain required to face them in combat and turn away their insidious advances against the domain of the God-Emperor. In time it grows, encompassing all forms of alien life, even those of little interest or threat to the Imperium, until eventually they cannot bear to see the xenos live, even at the cost of prudent tactics and the strained measures of battlefield diplomacy.

Level 1 (Favoured Targets): The Novamarine goes out of his way to target the xenos, ensuring he never misses a chance to strike a blow against the dark cloud of alien aggression closing in on the Imperium. Given a choice, he will always favour taking on alien enemies or making strikes against objectives which will do the most harm to the xenos, even if there is more glory in an alternative cause of action. If there is a choice, the Battle-Brother must favour the xenos target, though if this would directly place his Kill-team in danger or threaten to cause his mission to fail he may make a **Challenging (+0) Willpower Test** to ignore the hated alien and take a different course.

Level 2 (Almost Human): There are countless kinds of xenos in the galaxy and not all are as obvious as the great hordes of Orks, the enigmatic Eldar, ravaging Tyranids, or the insidious Tau. Some come in forms which are not too distant from humanity, or from cultures which are benign and of little or no threat. The Battle-Brother is not fooled by such pale representations of the xenos form, and sees the alien everywhere, even influencing human worlds where mutation can easily disguise alien corruption. The Battle-Brother extends his hatred of xenos to anyone or anything which shows even the slightest hint of xenos taint, whether from contact with aliens or alien blood. In his eyes, these tainted humans and benign aliens are no better than true xenos and should be dealt with as such.

Level 3 (Foes Eternal): No alien can ever be an ally of the Battle-Brother, and under no circumstances will the xenos ever stop being the most hated of his foes. Even in situations where a temporary alliance with alien forces (such as to fight a greater foe) would be prudent, the Battle-Brother will not stomach it, considering his own kind as traitors should they follow it through. In situations where there is diplomacy between xenos and the Imperium, such as a ceasefire or exchange of prisoners, the Battle-Brother will refuse to take part, discontent with any kind of truce against a foe which only deserves death. In situations where the Battle-Brother is forced to deal peacefully with xenos (such as orders from his commanders or the will of his Kill-team), he must make a **Very Hard (-30) Willpower Test** to do so for a single encounter, even then remaining hostile, though restraining his violence.



NOVAMARINES SOLO MODE ABILITY

Tales of the Void is a new Solo Mode Ability that is available to Battle-Brothers of the Novamarines Chapter. See page 215 of the **DEATHWATCH** Core Rulebook for details on using Solo Mode Abilities.

TALES OF THE VOID

Action: Free Action

Required Rank: 1

Effects: Novamarines are extensively travelled and the collective knowledge and experiences of the Chapter covers a huge portion of the galaxy. This knowledge is often passed down to new recruits through tales and advice from more veteran members of the Chapter which the Battle-Brother can then call upon as needed. The Battle-Brother can use this knowledge to make a Lore: Common, Scholastic, or Forbidden Skill Test as if he has a specific Skill and associated speciality. If he possesses the Skill and speciality he wants to test against, he gains a +10 bonus to his test instead. A Battle-Brother may use this ability a number of times equal to his Rank each game session.

Improvement: At Rank 6 the Battle-Brother's knowledge becomes even more extensive and he can gain an additional degree of success if he passes any Lore: Common, Scholastic, or Forbidden Skill Test.

NOVAMARINES SQUAD MODE ABILITIES

The following Squad Mode abilities are unique to characters drawn from the Novamarines Chapter. The use of Squad Mode Abilities is described on page 219 of the **DEATHWATCH** Core Rulebook.

NOVAMARINES ATTACK PATTERN:

WEAK SPOT

Action: Half Action

Cost: 2

Sustained: Yes

Effect: Novamarines can use their extensive knowledge of foes to predict weak spots in their armour or venerable places on their hides. This information comes in handy when facing foes for the first time with little or no actual experience in combat against them and only instinct and training to guide the way. The Battle-Brother and members of his squad within Support Range of him increase the bonus for Ganging Up by +10 and decrease the penalty for Called Shots by -10. In addition, Critical Damage inflicted by the Battle-Brother when making a Called Shot is increased by +2 after all other factors. If the Battle-Brother makes a Called Shot while Ganging Up on a foe he will receive both the bonus to his Weapon Skill and a reduction in the Called Shot penalty.

Improvement: At Rank 4 the Battle-Brother suffers no penalty when making Called Shots. At Rank 7 the Battle-Brother increases the bonus Critical Damage from a called shot to +3.



NOVAMARINES DEFENSIVE STANCE:

TACTICAL REASSESSMENT

Action: Half Action

Cost: 2

Sustained: Yes

Effect: Part of having an adaptable combat doctrine is the ability to change tactics at a moment's notice in the face of the enemy. If an attack has failed, the Battle-Brother may quickly change his stance or make a swift retreat or advance to place himself in a better position. When used as part of a squad, this ability allows the Kill-team to test an enemy's defences and own attack strength by repositioning themselves or withdrawing as needed. The Battle-Brother and squad members within Support Range of him may spend their Reaction immediately after their turn (before another PC or NPC has acted) to reverse a move action he has just taken. The Battle-Brother immediately returns to the position he was at the start of his turn before he took any actions, just as if he had moved there normally. This ability has no effect if the Battle-Brother did not move voluntarily during his turn (such as if he was moved by a foe or an environmental effect) or if he can no longer return to his former position (it is now occupied by a foe or no longer exists having collapsed or drifted off into space, etc.). In the latter case, he will move back as close to his original position as possible along the route he took during his turn.

Improvement: At Rank 5 the Battle-Brother has more control over his movement and when using this ability may return to any point within 5m of his original position.

NOVAMARINES

PSYCHIC POWERS

The following section presents a set of Psychic Powers unique to the Librarians of the Novamarines Chapter. Details of how to use Psychic Powers may be found on page 189 of the **DEATHWATCH** Core Rulebook. Only Novamarines Librarians have access to Novamarines Psychic Powers. These powers may be purchased with Experience Points, provided the Librarian meets the power's Prerequisites and XP Cost as detailed on **Table 1-32: Novamarines Psychic Powers**.

ANCESTRAL STRENGTH

Action: Full Action

Opposed: No

Range: Self

Sustained: Yes

Description: Drawing on his pure heritage of the Ultramarines, the Novamarines Librarian boosts his abilities for a time, making him more formidable in battle. Such a boost is not without its dangers, and even increasing the raw potential of the Librarian for a short time can have negative effects, draining what was strengthened after the power wears off. When this power is manifested, the Librarian gains a pool of points equal to four times his Psy Rating. He can then use these points to increase any of his Characteristics (with the exception of Weapon Skill and Ballistic Skill) on a one for one basis (i.e. if four times his Psy Rating was 24 points, he could distribute up to 24 points among his Characteristics). While this power is being sustained, the Librarian counts as having the increased Characteristic for all intents and purposes, including increasing his Characteristic Bonuses if applicable.

When the power ends, there is a draining effect on the Librarian and any Characteristic which was increased suffers a penalty equal to the amount it was increased by for one hour (i.e. if the Librarian increased his Strength by 10 his Strength is reduced by 10 for an hour after the power ends). During this time, the Librarian may not use this power.

SKY-SIGHT

Action: Half Action

Opposed: No

Range: 200m x Psy Rating Radius

Sustained: Yes

Description: The Novamarine Librarian lifts in consciousness and gazes down upon a battlefield from on high picking out details on the ground that even the most sophisticated of sensors might miss. However, while he is gazing at the battlefield, his mind is elsewhere and he is vulnerable to attack and unable to adequately defend himself. While this power is active, the Librarian may use a Full Action to shift his perspective to a vantage point up to 100m times his Psy Rating above or below his current position anywhere within range. For the purpose of all his senses (sight, sounds, smell, etc.) he is considered to be standing in the new location though his body does not move. His senses are also enhanced by this power and while using Sky-Sight to transfer his consciousness to a new location he

TABLE 1-32: NOVAMARINES PSYCHIC POWERS

Power	XP Cost	Prerequisites
Ancestral Strength	1500	WP 40+
Sky-sight	1000	—
Vulnerability	1500	WP 40+

gains a +30 on all Perception and Perception based Skill Tests. While using Sky-Sight, the Librarian enters a trance-like state he is unaware of what is transpiring around his body and cannot defend himself or react to danger until the start of his next turn. At the start of each of his turns while the power is active, the Librarian can choose to use Sky-Sight or not, or change the location of his senses from one place within range to another.

VULNERABILITY

Action: Half Action

Opposed: Yes

Range: 10m x Psy Rating

Sustained: Yes

Description: The Novamarines Librarian can exploit a vulnerability in his foe, making it more susceptible to a certain attack or form of Damage. This can be especially useful against powerful foes which would normally be very resistant to injury giving the Librarian's squad a chance to deal Damage and defeat it. When the Librarian activates this power, he picks a target within range and makes an **Challenging (+0) Opposed Willpower Test** with it. If he is successful, then the target becomes subject to vulnerability. The Librarian chooses one type of Damage for the foe to become vulnerable to: either Impact, Energy, Rending, or Explosive. While the power is sustained, any Damage of this type gains a bonus against the creature equal to the Librarian's Psy Rating (i.e. if a Librarian with a Psy Rating of 6 makes a foe vulnerable to Explosive Damage, and it is struck by a boltgun which inflicts 2d10+5 Damage, it would now suffer 2d10+11 Damage).

NOVAMARINES TRAPPINGS

The following items are Chapter Trappings that may be taken by Battle-Brothers of the Novamarines Chapter.

LAURELS OF ULTRAMAR

Part of the close ties between the Novamarines and the Ultramarines includes a desire by the Chapter's Battle-Brothers to pay homage to the tomb of their Primarch on Ultramar. Many Battle-Brothers make this pilgrimage at least once during their lives and use it to strengthen their resolve as well as their connections with the Ultramarines Chapter. A Battle-Brother who completes this pilgrimage will receive the Laurels of Ultramar, which he may wear with honour. A Battle-Brother may choose to have his character gain the Laurels of Ultramar during character creation (or gain them later by undertaking a pilgrimage at the GM's discretion). If a Novamarine Battle-Brother with the Laurels of Ultramar is squad leader, then he counts any Ultramarines in his squad as if they were Novamarines (and vice-versa) for the purposes of Skill, Talents, and Squad Mode abilities.

RAPTORS

"Stop blindly obeying the words of the book and look at the situation. You have completed your training, but you must now learn to apply it. Regurgitation is not the answer, simple analysis and thought must be used to solve the problem!"

—Captain Maodes Karib, Raptors 5th Company

The Raptors Chapter has constantly faced and overcome tragedy throughout their ten millennia history. These begin with the disaster of the Raven Guard Legion prior to their founding and extend to the destruction of their home world and repeated instances of near decimation. Their success is dependent upon their ability to think and execute in a distributed and independent fashion. They willingly employ whatever tactics they believe most appropriate, relying upon success to establish their Chapter's glory rather than misguided notions of honour and dogmatic thought.

HISTORY

In the initial stages of the Horus Heresy, the Raven Guard Legion was decimated by the treachery of the traitor Primarchs. Expecting a noble battle against those who had turned against the Emperor, the Legion was virtually overrun on Isstvan V, when three Legions of their supposed allies turned against them. While Primarch Corax and a fraction of the Legion's Battle-Brothers escaped, the remnants of the once proud Legion were scarcely able to further contribute to Terra's defence during the remainder of the Heresy.

In the years that followed, the surviving members of the Raven Guard Legion were divided into Chapters without the guidance of their Primarch. The legends of the Raptors begin during the waning days of the Heresy. According to legend and fragmentary documentation, the Raptors were formed from a company of Raven Guard who had been completing their training upon Deliverance—the Legion's home world—when the remainder of the Raven Guard Legion launched its disastrous assault against Horus. These Initiates were called into action apart from their Legion and served the Imperium with distinction, earning the honour to be created as one of the first Successor Chapters of the Second Founding.

CHAPTER SUMMARY

Founding: 2nd

Chapter World: Hidden within the Sutter Spiral Nebula

Fortress Monastery: Designated 'Prime'

Gene-seed: Raven Guard

Predecessor: Raven Guard

In their earliest days, the Raptors' own records confirm that they served actively as a fleet-based Chapter. Presumably, a battle barge and appropriate support ships were assigned to the Raptors, but few records have survived detailing either the vessels or many of the Chapter's early engagements. Like many other Second Founding Chapters, their initial directive was to aid the Imperium in its consolidation and reconciliation in the wake of the civil war. Their success through these early years of their existence provided ample proof of their capabilities.

After a number of centuries of service, the Chapter was granted a home world near the Eye of Terror. No longer charged with fleet-based operations, the Raptors joined with numerous other Chapters to share the responsibility of stopping any Chaos forces that travelled from the terrible Warp manifestation. All signs suggest that the Chapter served capably in fulfilling

their responsibilities for millennia. However, during one of Abaddon's Black Crusades—likely the 4th or 5th—their home world was destroyed. This disaster occurred in either M34 or M36. With the world's destruction, all of the Chapter's early trophies, records, and much of its most valuable and ancient wargear were all annihilated.

In M37, Imperial records indicate that the entire Raptors Chapter was listed among those Space Marines who had gone missing and were presumed killed in action. All signs indicate that they maintained this status for more than two millennia. The cause behind this disappearance is unclear, and lost to the ages.

It was not until the Caberiad Wars of early M39 that the Raptors resumed their status as a full strength Space Marine Chapter. Their actions during the intervening millennia are unclear. The Chapter may have been rebuilding from a substantial loss, or they might have spent this time fighting in, and escaping from, the terrors of the Warp. Regardless, at this point one key element of the Raptors' incarnation became clear. During the Caberiad Wars, the Raptors had access to an ample supply



NOTABLE RAPTORS IN THE JERICHO REACH

The following are Space Marines of great renown from the Raptors Chapter.

BROTHER KOHL LEIBHEN

Prior to his membership in the Deathwatch, Brother Leibhen distinguished himself among the Raptors as a particularly talented Scout. Even once he completed his time as an Initiate, he frequently chose to work in close concert with members of the Chapter's Tenth Company. Over his first century of service, he engaged in scouting expeditions behind enemy lines as part of dozens of missions, frequently serving the role of Sergeant in command of the various scout squads in times of need.

Since his arrival at Watch Fortress Erioch, Brother Leibhen has primarily served as a member of a Kill-team but has volunteered for numerous scouting missions. His abilities to infiltrate deep behind enemy lines have been particularly useful within the Tyranid-infested worlds of the Orpheus Salient. On three separate occasions, the Battle-Brother has engaged in extended scouting missions on worlds under Tyranid assault while using Scout Armour. Reports of his findings are prized by the members of the Ordo Biologis who focus on the Tyranid threat.

BROTHER CASSIUS YATES

Brother Yates's secondment to the Deathwatch was ostensibly made due to his service as an Assault Marine. Clearly, he is talented in that regard, as he has distinguished himself in his service prior to and since his arrival at Watch Fortress Erioch. However, his passion and greatest expertise comes from his abilities as a Land Speeder pilot. Never shy to recount his past successes, the Battle-Brother has recounted countless stories of his abilities to pilot both Land Speeders and the Land Speeder Storm through extraordinary battlefield conditions.

During his service with the Deathwatch, he has been able to demonstrate these skills only a limited number of times, due to his usual responsibilities as the member of a Kill-team. On several occasions, he has served as a pilot for missions undertaken by other teams, and has proven himself more than capable in that role. His enthusiasm for piloting is unabashed, and he invariably preaches the merits of a swift offensive strike to any who are within earshot.

line. References from other Imperial sources indicated that they have once more taken a home world and re-established a fortress monastery. Based upon transit times, that world is located within the Sutter Spiral Nebula. However, none of the Battle-Brothers have disclosed the name or precise location of the home world, even to members of the Adeptus Administratum.

HOMEWORLD

The Raptors Chapter is quite deliberately vague in any discussions of their home world. This is among their fellow Battle-Brothers as well as in discussions with outsiders. It is in their nature to be secretive and to value the careful application of stealth. The fact that the Raptors lost their first home world only serves to intensify their concern. The safe preservation of their adopted home is clearly a priority for the Raptors. However, this has become a point of concern between the Adeptus Administratum and the Chapter. Not only could this act of independence have heretical consequences, but it effectively complicates any communications between Terra and the Chapter.

GENE-SEED

Throughout their history, the Raptors suffered catastrophic losses on several occasions. In spite of this, as a testament to their perseverance, they have managed to recover each time. This ability to rebuild in spite of massive losses also suggests that their gene-seed is healthy and stable. Under the conditions of rebuilding, the success of each implantation into a Neophyte is crucial for the Chapter's survival.

In spite of this fact, many of the flaws of their predecessor Chapter continue to haunt the Raptors. As with the Raven Guard,

Battle-Brothers of the Raptors Chapter gradually attain an ever-paler skin tone as they age. After just a few centuries of service, some have skin that is very nearly translucent. At the same time, their hair colour darkens, so that the Chapter's veterans are easily identified by their black hair and pale complexions. Again, like their progenitors, the Raptors also lack a functional Mucranoid Implant. However, they do have a fully functional Betcher's Gland. It is unclear if this organ was somehow recovered by the Raptors or if their Founding occurred prior to the Raven Guard Chapter losing that organ from their standard array of implants.

PHILOSOPHY

The Raptors Chapter is renowned for the pragmatism of its Battle-Brothers. In combat situations, the Raptors constantly strive to find the most apt solution to any given situation. In order to attain such a goal, the Chapter's Battle-Brothers are trained in a variety of ways that are remarkably inconsistent with most other Space Marine Chapters. Perhaps most critical of these changes is their attitude towards the Codex. The Raptors consider the Codex Astartes to be a critical guide to strategy and tactics. They do not, however, consider that its words must be obeyed without question.

Ultimately, the Raptors Chapter is focused upon success in all of their endeavours. Failure is never an acceptable option, but neither is an approach that needlessly throws away the lives of Battle-Brothers or irreplaceable wargear. When an objective is identified, these Space Marines pursue that goal relentlessly. However, their tactics are seldom direct. They study a situation intently, so that they may accomplish their goal with a minimum of risk.

This outlook has often caused tension during those missions where the Raptors work closely with Space Marines of other Chapters. On more than one occasion, they have been accused of

RAPTORS CHARACTERS

The Raptors have had a long and bloody history. In that time they have won much glory for the Emperor but also suffered terrible losses and brutal attrition at the hands of His enemies. They also favour the fighting methods of their founding Chapter, and though they have adapted many of these methods of war, remain skilled in hit and run and raiding tactics.

A Raptors Space Marine gains the following benefits: +5 to Agility, +5 to Perception, and the Marksman's Honour Solo Mode ability.

DEMEANOUR: A HISTORY OF PRAGMATISM

A History of Pragmatism is a Demeanour (see page 32 of the **DEATHWATCH** Core Rulebook) unique to Space Marines from the Raptors Chapter.

At various times during its history, the Raptors have almost faced extinction but has neither the less continued to function, rebuild and once more face their enemies. It is part of the Raptor mentality that the Chapter will endure no matter the cost and that the eventual destruction and rebuilding of all Chapters in the Adeptus Astartes is inevitable. As one Battle-Brother dies, another takes his place to continue the endless struggle where the gene-seed lives on but the warrior does not. Death is the only constant in the universe and regardless of victory or defeat the only reward a Battle-Brother can look forward to.

Quite apart from casting a dark cloud over the Battle-Brothers of the Raptors Chapter, it fills them with stoic pragmatism to face everything that the universe can throw at them, to fulfil their duty until they eventually die and another takes their place. The galaxy and its many horrors hold no surprises for them and they know that somewhere out there among the inky black is the piece of ground where they will fall, having served their Emperor and held back the night at least for a brief time.

Other Chapters can find these attitudes at odds with a strong devotion to the Emperor and the righteous plight of mankind, though the Raptors see the two as intertwined, and their Chapter has always done its duty and remains unquestionably loyal to the Imperium. For a Raptors Battle-Brother facing death is only a matter of time, and they carry the knowledge with them every day, alongside their duty to their brothers and their oath to the God-Emperor.

cowardice. Members of the Raptors do not look kindly upon such accusations, but they seldom take such insults as a major affront. For their part, the Raptors consider the more orthodox Chapters to be blind adherents to tradition. While they do seldom instigate such rivalry, they accept it and reluctantly participate in it when the actions do not interfere with accomplishing their objectives.

Flexibility also plays a key role in their decision making process. Conditions in the field often change with alarming speed. Before a Space Marine of the Raptors Chapter can assume an officer's responsibilities, he is thoroughly trained in all aspects of battlefield awareness and observation. Tactical cognisance and strategic prioritisation play crucial roles at every level of command. These Battle-Brothers are expected to identify any changes that occur through the course of a battle—including unexpected enemy response—at the earliest stages and act upon them accordingly.

Throughout the Chapter, blind obedience is strongly discouraged. All of these Space Marines are expected to act upon their own initiative at the appropriate times. However, such actions must fit within the context of the larger battle scheme. Battle-Brothers consider unorthodox tactics during their preparation for any conflict. These include unusual deployment manoeuvres and infiltration. At times, they have gone so far as to assemble ad hoc units specifically appropriate for resolving a particular tactical problem.

In this same way, Battle-Brothers of the Raptors Chapter will concede the articles of faith and honour in the name of victory, they also willingly concede minor objectives in the interest of achieving overall military success. This idea is foreign to many of the other Chapters of the Adeptus Astartes but well within the goal-focused flexibility of the Raptors. Their continued focus on the overall conflict and goals rather than individual honour or glory are key to propagating this ideal among the Chapter's Battle-Brothers.

COMBAT DOCTRINE

Flexibility and willingness to adapt to their situation represents the core of the Raptors' Combat Doctrine. As they prepare to engage their opponents, these Space Marines are always careful to identify all of their assets and utilise them to the fullest means possible. These often include assets that are not identified within the constraints of the Codex Astartes. Even when operating well within the strictures of that tome, these Battle-Brothers may choose to take measures that others might consider dishonourable. For members of the Raptors Chapter, the only important standard is success. Honour and glory are noble notions, but a clear victory is worth far more than any amount of either. Most of the distinctive combat tactics that the Raptors employ are tied into this notion.

Many Space Marine Chapters exhibit a clear disdain for the use of concealment, secrecy, espionage, and counter-intelligence. The Raptors know, however, that it provides a limited number of countermeasures to overcome those who would use such deception against members of the Adeptus Astartes. However, the Raptors Chapter enthusiastically and consistently applies these techniques throughout its battles. Deceiving their opponents as to the timing, nature, and objectives of an attack can often grant the Space Marines a significant tactical advantage.

Similarly, by expertly scouting a region prior to launching an attack, the Raptors often are able to insert their forces without their opponents realising the number or nature of the opposing forces. However, such insertions are entirely dependent upon the reliability and accuracy of their initial reconnaissance work. This requires extensive dependence upon their Scout units, which exceeds the level characteristic of many other Space Marine Chapters.

When engaged in scouting missions, the Chapter's Battle-Brothers typically focus on both gathering intelligence and on countering the opposition's efforts. Just as they work to penetrate

TABLE 1-33: RAPTORS PASTS

1d5 Result	Past Experience
1	Sole Survivor: The Raptors have survived numerous brutal engagements and seen entire companies decimated by enemy action. You are the sole survivor of such a battle, having lost your Battle-Brothers in a vicious combat.
2	Veteran Scout: Raptors make extensive use of Scouts in their combat doctrine, much like their founders the Raven Guard. You are a Battle-Brother and have undertaken many missions with the Raptors scouts.
3	Sniper: The marksman's discipline is favoured highly by the Raptors and skill with killing at range considered far more important to prowess in close combat. You have earned honour as a marksman, either through skill or luck you have made some impressive kills at extreme ranges.
4	Salsolid Veteran: The Raptors were part of the bloody civil war to put down the Fourth Quadrant Rebellion, where seditious worlds had chosen to reject the Imperium in favour of their own elected officials and freedoms for their peoples. You were part of the force which put them down and have seen first-hand the horrors democracy can work on a world.
5	Recent Replacement: With such a high turnover of recruits, many Raptors seconded to the Deathwatch have only recently earned their place within the Chapter. You are one of these newly minted brothers, still new to combat but eager to do your part for the Raptors and the Deathwatch.

the fog of war, they may also deliver false—but credible—information. Consequently, at the same time as the Space Marines penetrate directly to the most vulnerable points of their opponent's strategy, those opponents are unable to locate the heart of the Raptor's forces. This stratagem has often enabled the Raptors to effectively engage opponents that enjoy an even greater numerical advantage than is typical for Imperial Space Marine forces.

In keeping with their willingness to make use of every available resource, the Raptors Chapter often takes direct charge of any Imperial Guard units available. Rather than deferring to the organisation's intrinsic leadership, these Space Marines deploy their members among the merely human forces and then take a direct hand in their disposition and tactics.

During the course of an engagement, there are two favoured elements to any plan that these Battle-Brothers are likely to enact. The first is a supreme reliance upon their marksmanship. It is unclear if enhanced marksmanship is an innate element in the Raptors gene-seed or simply a consequence of their training. In either case, these Space Marines are highly skilled sharpshooters even by the exceptionally high standards of the Adeptus Astartes.

The second core strategy is the use of the hit and run tactic. The Raptors Chapter is exceptionally well equipped with assault bikes, land speeders, and jump packs. Whenever possible, these Space Marines favour the use of guerrilla tactics and ambushes to deplete enemy forces prior to a more traditional engagement. Millennia of refining their techniques has enhanced their abilities to the point that these Battle-Brothers are often able to decimate enemy forces through precision surgical strikes, minimising the enemy forces present in future conflicts. When these tactics are considered in combination with their extraordinary marksmanship, it is not surprising that some have likened the Chapter to assassins. To accommodate this tendency, the Raptors keep an atypically sizable contingent of all types of Land Speeders as part of their armoury.

In keeping with the value that these Space Marines place upon independent thought, each of the Raptors' companies operates on a largely independent basis. It is only in reaction to a particularly dire threat that multiple companies gather to cooperate. For the last few millennia, they have been fought across the breadth of the Imperium, wherever they have been needed.

RAPTORS PASTS

The Raptors Chapter background provides a solid basis for defining your character's past, but **Table 1-33: Raptors Pasts** can be used to provide additional inspiration and a means of quickly generating a significant past event from your character's background. Either choose which event you feel is most appropriate for your vision of your character, or roll 1d5 to generate one at random. The events presented can be expanded upon as you see fit, and can provide inspiration for future adventures.

RAPTORS PRIMARCH'S CURSE: GRIM DETERMINATION

Raptors are as intensely loyal as any of the Chapters of the Adeptus Astartes and do not take their duty lightly nor the oaths they take to the Emperor or the Deathwatch. Regardless, however, they retain a fatalism which can cling to them even in their most triumphant moments. Unlike the stubborn adherence to duty that other Chapters might possess, which would see a battle-brother fight on until claimed by death, the Raptors have instead a grim determination to do their duty. This is not so much a desire to die

TABLE 1-34: RAPTORS NAMES

1d10 Result	Name
1	Alisan
2	Losis
3	Yilani
4	Eiaran
5	Asani
6	Serlar
7	Hein
8	Corlis
9	Soluni
10	Phesan

as it is an acceptance that death is the only end to the path a Space Marine treads, and everything they do is another step along that path and one closer to their eventual demise. As this condition increases, the Battle-Brother can become more and more fatalistic about their chances, citing the many times the Raptors have suffered near extinction or that the Imperium itself has come close to the edge. These black moods will not affect their willingness to do their duty nor make them turn from their brothers, but it can press in upon their squad mates all the same.

Level 1 (The Shadow of Death): The Battle-Brother starts to see death in everything. He becomes distant and makes little effort to forge new alliances with new squad members, knowing they will soon be in the grave. He becomes more dismissive of death and the praising of the dead, seeing little glory in their sacrifice, only the inevitable end to their duty and another corpse to feed the gods of war. This attitude can grate on those around the Battle-Brother and he suffers a -10 to his Fellowship when dealing with other soldiers or members of the Adeptus Astartes.

Level 2 (The Bad Beneath the Good): The Battle-Brother cannot help but reflect on the worst side of a new development and will endeavour to find the worst aspect of even the most favourable of circumstances. Quite apart from causing friction within his squad, the drawing of focus onto potential problems and unforeseen dangers (regardless of the actual likelihood they will impact on the squad's mission) can cause compromises in command and less than direct tactical judgements. When the Battle-Brother's squad embarks on a mission, he must choose one of the Secondary or Primary objectives to cast doubt on. This objective then requires 3d10 more Kill-markers than normal to complete.

Level 3 (Game Over): Death is inevitable and the Battle-Brother is already a walking corpse just waiting for the moment when an enemy's blade or bullet ends him. Filled with visions of his own demise, the Battle-Brother begins to act recklessly, accepting that it is his time and there is nothing he can do to prevent it coming. This will not only place him in danger but can endanger his entire squad. The Battle-Brother does not contribute to the squad Cohesion as he fails to adequately aid them in battle. In addition, he only gains half the normal armour points from cover, as even when behind barricades and walls he exposes himself to fire with little mind to remaining concealed.

RAPTORS SOLO MODE ABILITY

Marksman's Honour is a new Solo Mode Ability that is available to Battle-Brothers of the Raptors Chapter. See page 215 of the **DEATHWATCH** Core Rulebook for details on using Solo Mode Abilities.

MARKSMAN'S HONOUR

Action: Free Action

Required Rank: 1

Effects: Raptors have a reputation as skilled marksmen, part of the doctrines they have learnt from the Raven Guard along with their own Chapter's tactical training. A Raptors Battle-Brother with the right weapon and with time and patience can hit targets at the extreme ranges of his weapon with unerring accuracy, while veterans of the Chapter can even hit targets considered

almost impossible to hit by normal standards. When firing single shots from a ranged weapon at Long and Extreme ranges, the Battle-Brother reduces the range penalty by 10.

Improvement: At Rank 4 the Battle-Brother has mastered sniping targets at range and gains a +20 to his Ballistic Skill Tests when making single shots at Long and Extreme range. At Rank 6 the Battle-Brother has become a veteran sniper and extends the range of any bolt weapon he uses by 20m; this increases the weapon's short, long and extreme ranges accordingly.

RAPTORS SQUAD MODE ABILITIES

The following Squad Mode abilities are unique to characters drawn from the Raptors Chapter. The use of Squad Mode Abilities is described on page 219 of the **DEATHWATCH** Core Rulebook.

RAPTORS ATTACK PATTERN: CLEAN KILL

Action: Half Action

Cost: 2

Sustained: Yes

Effect: In pairs or as a squad, Raptors can become even more proficient marksmen than normal, hitting targets at long ranges again and again with unrivalled accuracy. This is a favoured tactic of Raptor fire teams to lay down precision sniping on a target while their brothers move in to flank and destroy a position, the deadly shots so accurate that the targets dare not lift their heads from the dirt. The Battle-Brother and members of his squad within Support Range can re-roll Ballistic Skill Tests when firing single shots (i.e. not semi or full auto fire) with ranged weapons at Long and Extreme ranges. Additionally, a member of the squad may act as a 'spotter' for another member, helping him to find targets and judge distances. Any member of the squad may "spot" for another as a Full Action, negating any penalties to his Ballistic Skill Test against a single target provided he only takes a single shot (i.e. does not use semi or full auto fire).

Improvement: At Rank 4 the Battle-Brother gains the benefits of re-rolls at Long and Extreme ranges with semi auto fire. At Rank 6 the Battle-Brother gains the benefits of re-rolls at Long and Extreme ranges with full auto fire. In both cases, the Battle-Brother may still only make single shots when benefiting from a spotter.

RAPTORS DEFENSIVE STANCE:

SWIFT WITHDRAWAL

Action: Reaction

Cost: 3

Sustained: No

Effect: Like the Raven Guard, the Raptors excel at hit and run tactics, striking and then falling back before they can be attacked. These kinds of manoeuvres also lend themselves to rapid extraction when the squad finds itself unexpectedly in danger, falling away from an ambush or sudden assault before the enemy can press their advantage. When the squad has been surprised by an enemy, this ability can be used to disengage before combat truly begins. The GM should make the Surprise attacks for the enemies (see page 235 of the **DEATHWATCH** Core Rulebook) then if the squad

TABLE 1-35: RAPTORS CHAPTER ADVANCEMENT

Advance	Cost	Type	Prerequisites
Acrobatics	100	Skill	—
Concealment	100	Skill	—
Concealment +10	200	Skill	Concealment
Concealment +20	300	Skill	Concealment +10
Silent Move	100	Skill	—
Silent Move +10	200	Skill	Silent Move
Silent Move +20	300	Skill	Silent Move +10
Tactics (Recon and Stealth)	100	Skill	—
Tactics (Recon and Stealth) +10	200	Skill	Tactics (Recon and Stealth)
Tactics (Recon and Stealth) +20	300	Skill	Tactics (Recon and Stealth) +10
Assassin Strike	400	Talent	Ag 40, Acrobatics
Death from Above	400	Talent	Pilot (Personal)
Marksman	600	Talent	BS 35

chooses to make a swift withdrawal, combat immediately ends and the squad makes a retreat. The GM should use his discretion to decide whether retreat would be possible and where the squad would be able to retreat to. However, unless they would absolutely not be able to withdraw from their foes or there is nowhere to run, the GM should allow the squad to disengage from combat without further attacks made against them.

Improvement: At Rank 5 the Battle-Brothers can each take a Half Action before making their retreat, which can be an attack against their foes.

RAPTORS PSYCHIC POWERS

The following section presents a set of Psychic Powers unique to the Librarians of the Raptors Chapter. Details of how to use Psychic Powers may be found on page 189 of the **DEATHWATCH** Core Rulebook. Only Raptors Librarians have access to Raptors Psychic Powers. These powers may be purchased with Experience Points, provided the Librarian meets the power's Prerequisites and XP Cost as detailed on **Table 1-36: Raptors Psychic Powers**.

LIBRARIAN'S FARSIGHT

Action: Half Action

Opposed: No

Range: Self

Sustained: Yes

The Librarian calls upon his psychic gifts to enhance his vision and grant himself a hunter's gaze which can use to sweep across the battlefield to find targets. This keen sight not only

allows the Librarian to pick out targets at extreme ranges but also thwart their attempts to hide, differentiating shapes from within shadow to see those that are trying to hide from him. While this power is active, the Librarian gains a bonus to all Perception Tests and Perception-based Skill Tests equal to three times his Psy Rating. He can also re-roll any failed attempts when making Opposed Tests against foes using Concealment to hide from him. In addition, his sight allows him to see things much closer than they would normally appear and reduces the range to a target when using a ranged weapon by 10m times his Psy Rating for determining any penalties or bonuses to hit. This ability can also be used to see fine detail from the same distance which normal sight might not be able to see. This power only works when the Librarian is using his own vision and does not function in conjunction with scopes or lenses which would enhance ranged vision.

RAPTOR'S WINGS

Action: Full Action

Opposed: No

Range: Self

Sustained: Yes

Raptors have an affinity for striking from the sky, making extensive use of jump packs and land speeders to descend on their foes from unexpected angles. The Librarian can manifest great wings of psychic power with which to bear him aloft. The Librarian can use this power to grant himself the Flyer (X) trait where X represents twice his Psy Rating. He does not need to make a Skill or Characteristic Test to use the psychic wings and can use this flying movement just as if he would use his own movement (see page 210 of the **DEATHWATCH** Core Rulebook for the full rules on Flying).

While active, the others will be able to see the Librarian's wings as crackling green nimbuses of energy arch up over his shoulders and can make it very difficult for him to hide. Also, when he moves if the wings brush against any surface they will crackle and burn with contained Warp energy (though the surfaces or objects they touch suffer no harm). As a result of these factors, the Librarian suffers a -20 to both his Concealment and Silent Move Skill Tests while this power remains active.

TABLE 1-36: RAPTORS PSYCHIC POWERS

Power	XP Cost	Prerequisites
Librarian's Farsight	1000	—
Raptor's Wings	2000	WP 40+
Screaming Eagles	1500	WP 35+

SCREAMING EAGLES

Action: Half Action

Opposed: Yes

Range: 1m x Psy Rating Radius

Sustained: No

The Raptors Librarian can summon forth a swarm of shadowy birds of prey from the Warp which rise up from the ground screaming for the blood of his enemies. When the Librarian manifests this power, all enemies within its radius must make an **Opposed Challenging (+0) Willpower Test** against the Librarian. Those that pass will be partially deafened for their following Turn and suffer a penalty of any Perception or Fellowship tests equal to the Librarian's Psy Rating. Those that fail will become Stunned for a number of Rounds equal to the Librarian's Psy Rating, though may make a **Challenging (+0) Willpower Test** to recover at the start of each of their turns until they either pass the test or the effects wear off.

The effects of this power also have the effect of creating a brief cloud of darkness when the ethereal birds spring from the ground, and, though not complete darkness, this does foul vision and cast a shadow over the area of effect as thousands of black beating wings arch skyward. Anyone within the radius of the power when it is activated, including the Librarian and any of his allies, suffers a -10 penalty to vision and vision based Tests (including ranged attacks) unless they can see normally in the dark or have a light source. This effect lasts from the end of the Librarian's turn until the start of his following turn when the birds are sufficiently dispersed.

RAPTORS TRAPPINGS

The following items are Chapter Trappings that may be taken by Battle-Brothers of the Raptors Chapter.

MARKSMAN COMBAT SIGHT

As part of their exceptional marksman training, the Raptors stationed in the Jericho Reach have developed a number of combat sights for use with their weapons, incorporating various aspects of standard Imperial sights but enhanced and improved by the skills of the Chapter's Tech-Marines. A Raptors Battle-Brother may begin play with a Combat Sight specially developed for his own needs, one he will have trained with and adjusted to his own unique abilities. A Combat Sight has been specially configured for its user and will only grant its full effects to the Battle-Brother it was intended for, its size, shape, and focus matching that Battle-Brother's own physiology and marksman style.

When a Battle-Brother selects a Combat Sight, he chooses two effects from the list below, which become incorporated into his sight. These effects cannot be changed later, and even if the sight is replaced by the Chapter will remain the same. Combat sights can only be attached to pistol and basic weapons, and a weapon may only ever have one sight at any one time.

- **Laser Tracer:** The sight projects an invisible laser targeter which can only be seen by special filters (built into the lenses of the Space Marine's helmet). This provides a +10 bonus to hit against targets when taking single shots.
- **Long Range Imaging:** More sophisticated than a simple telescopic sight, the Imager brings all targets into stark relief even at long ranges. This sight



increases the Range value of any pistol to which it is attached by 10 metres and the Range value of any basic weapon by 20 metres.

- **Focal Targeter:** The sight aids the firer in picking out the weak points on his opponents armour, focusing on joints and seals and guiding the aim to the most vital points. This sight increases the weapons Penetration value by an amount equal to the firers Perception Bonus.
- **Shadow Light:** Darkness and optical cloaks are no protection against the attacks from a weapon bearing this combat sight as it pierces the illusion of light and dark to find its prey. The Battle-Brother suffers no penalties to hit due to lighting effects, chameleon cloaks, shadow fields, or the like. This effect extends to creatures which generate similar effects where light and sight are used to baffle targeting.
- **Audible Trigger:** Connected to the Battle-Brother's personal vox, the sight speaks to him and alerts him to targets. Because the sight uses a powerful auspex to discern targets not visible to the Battle-Brother, such as those behind walls or obscured completely by smoke or fog, the Battle-Brother may actually fire at targets he cannot see. When doing so, the difficulty for firing at a completely concealed target is only **Difficult (-10)** rather than **Very Hard (-30)** as normal.

CARCHARODONS

In a galaxy that trades more in myths and apocryphal stories than hard truths, the legend of the Carcharodons deserves special mention. The Founding of this Space Marine Chapter remains shrouded in the mists of long-lost antiquity, thousands of years in the past. This alone would not be enough to warrant special consideration, but the Carcharodons' mystery has not lessened in recent centuries. Rather it has grown with each bloody deed and unexpected strike the Carcharodons perform. Now, the very name of this Chapter is synonymous with the cold, dark depths of the void and the hungry predators that lurk within.

HISTORY

None living know the truth of this Chapter's Founding. They simply do not exist in the recent historical records of the Imperium, and possess no known officially recorded battle honours. To glean any information at all about the Carcharodons, one must consult certain ancient treatises on long-forgotten wars within the Imperium, and sealed and proscribed records of the Holy Ordos of the Inquisition. Here are hints and snippets of information that may shed some light on the origins of the Carcharodons.

The oldest of these records is the *Mythos Angelica Mortis*, written by the savant-scribes of the Secretariat Militum of Terra in late M36. Within the bounds of its withered parchment pages, this long, rambling work makes mention of a Space Marine Chapter referred to as the "Carcharodon Astra." The *Mythos Angelica Mortis* says these Space Marines were dispatched to the "Outer Darkness... upon an endless voyage... to ravage the foes of Mankind..." and to "...set about the traitor, the alien, and the renegade without mercy, and harrow them in their places of strength." What this text does not reveal is who dispatched this "Carcharodon Astra," what Founding this Chapter may hail from, or even whom their predecessors are or where their gene-seed originates from. Of those few savants of the Inquisition that have had the chance to study the text, some claim the relevant portions are merely a copy of a far older work. This document, now lost, may date back as far as the mythical Astropath Wars of late M32-M33. If this is true, then further information may

CHAPTER SUMMARY

Founding: 23rd
Chapter World: Fleet Based
Fortress Monastery: Unknown
Gene-seed: Unknown
Predecessor: Eagle Warriors

not be easily forthcoming. The true nature of the Astropath Wars, whatever they may be, has been purged so thoroughly from Imperial history that a savant would have an easier time researching the Horus Heresy or the Great Crusade that formed the Imperium ten thousand years ago.

The only other tantalizing clues to this Chapter's origins can be offered up by those few Imperial servants who have had the dubious honour of encountering the enigmatic Carcharodons in the flesh. For the most part, these individuals have been those dispatched to explore the outermost bounds of the galaxy: Explorators, Rogue Traders, and the like. However, though it has happened only rarely, lone Space Marines in dark grey livery and speaking ancient variants of High Gothic have, on occasions, arrived at the fortresses of the Deathwatch in the Jericho Reach

(and perhaps elsewhere) in order to "fulfil the obligations of their sworn oath." When pressed, some of these Space Marines have said they hailed from a Chapter known as the Carcharodons. However, beyond these rare encounters recorded in the dusty data-vaults of Watch Fortress Erioch, the only information forthcoming on the Carcharodons is the stories of their fell deeds throughout the Imperium.

THE CANTICLE OF CASSANDRIA LEV VOL. CIV

The Canticle of Cassandra Lev is a highly allegorical and at times mythological account of the wars of the Seventh Black Crusade, and Abaddon's attempts to crush the Imperium in M37. Written by the Sainted Sister Cassandra Lev, the work can charitably be described as oblique. However, Lev did spend some time referring to a grey-clad Space Marine Chapter of unknown origin who came from "the outer night" to aid the



TYBEROS THE RED WAKE

Captain of the fabled *Nicor*, Tyberos seems to be a figure of some authority within the Carcharodons, although whether he is the master of the Chapter is open to conjecture. He is said to be always soft-spoken and coldly calculating. However, in combat, he becomes a savage, blindingly-fast killer, leaving nothing but shredded corpses in his wake.

The Red Wake is said to wear an archaic suit of Terminator armour (making his extremely quick combat style all the more impressive), and wields a pair of unique power weapons dubbed "Hunger" and "Slake." Each of these gauntlets incorporates the howling adamantium-teeth of a chain-fist with the multiple blades of a lightning claw. If these weapons do exist, they would go a long way to explaining the tales of butchery that surround this nigh-mythical "Lord Reaper of the Void."

As of yet, Tyberos's presence has not been felt in the Jericho Reach. If he, or his Chapter, ever arrives in force, however, the enemies of the Imperium are sure to suffer a murderous reckoning.

Imperium. The Canticle describes their "jagged maw" as swallowing the very stars, and "whose gaze did mirror the void of oblivion."

Over the course of the account, this unnamed Chapter set upon the forces of the Despoiler as they pursued the shattered remnants of the Blood Angels Chapter after their disastrous defeat and routing at Midian. Saint Lev writes eloquently of these Space Marines falling on the "servants of the skulled-one" completely unexpectedly and with great fury, comparing them to an unseen beast that lurks beneath black waters. She tells that the Sons of Sanguinius gained respite as Abaddon's forces reeled from the bloody savagery of the attack, and were able to mount a ferocious counter-assault of their own. Eventually, the day was won by the forces of the Imperium, though what happened to the mysterious Chapter that aided them remains unknown.

Coordinating evidence to Saint Lev's account can be found on the walls of the sepulchres of the crypt-world of Hypasitis. On this world, created entirely to house the honoured dead who fought against the Seventh Black Crusade, archivist-historians have found these events depicted in repeated fresco and bas relief. Curiously, however, the faces of the Space Marines who intervened on the Blood Angels' behalf are obscured with featureless disks of black obsidian.

THE TALE OF ROGUE TRADER HOROTHIS

During the crusade that conquered the Calyx Expanse and founded what would eventually become the Calixis Sector, the Rogue Trader Basil Horothis led his ship, the *Stark Venger*, and a considerable force of armymen against the debased Eldar pirates on Loth. However, Horothis found his forces much reduced in the fighting on that world of perpetual night. Beneath the eternal roiling clouds, and illuminated only by the intermittent flashes of lightning, the Rogue Trader's armymen suffered greatly from the savage hit-and-run raids of the Kabal of Shadowed Thorns.

Even as Horothis realized his error and made plans to withdraw

from Loth's accursed surface, the Kabal of Shadowed Thorns struck the *Stark Venger*. A sudden attack from a flight of Razorwing fighters crippled the cruiser's main drives, slewing the ship out of low orbit. The damage left Horothis with only one choice. Testing his considerable skills as a ship handler, he attempted planetfall aboard the *Venger*.

The ship did not reach the ground easily, and only through the considerable skills of Horothis and his master helmsman Orgef Keel did the *Venger* survive at all. However, their landing left them in an arguably worse predicament than mere death. Trapped within their beached vessel, Horothis and his crew found themselves surrounded by capricious foes. Quickly, the Eldar encircled the ship and its hasty defensive fortifications, striking at random to kill and capture slaves. All Horothis could do was send out an astropathic plea for deliverance and use the ship's batteries in an attempt to keep the pirates at bay.

After a month, the *Venger's* guns were all but spent, and many of her crew whisked away into the darkness. The Kabal of Shadowed Thorns grew bold, and began to press a sustained attack into the ship. The fighting reached the bridge, but as Horothis and his retainers struggled desperately against a press of cavorting Wych gladiators, help arrived.

Suddenly two bolts of bruise-coloured lightning split the mass of Wyches, slaying some outright and scattering the rest. The strikes left behind two hulking, gray-clad figures, fuming with hoarfrost and reeking of ozone. Without a pause the two Space Marine Terminators tore into the Wyches with hissing lightning claws. In moments, the decks were slick with gore, and the panicked remnants were fleeing for their lives.

The same happened all across the vessel. The survivors told of hundreds of Assault Terminators—though there could not have been more than a dozen—appearing wherever the battle was thickest to rip through the invaders with savage butchery. So fierce was the counter-attack that the Eldar quickly fled the *Venger*.

On the shadow-shrouded plains beyond the hull, Thunderhawks disgorged three score gray-clad warriors armed with bolter and blade. Confusion, fear, and rage overtook the Eldar pirates and they flew towards the Space Marines. No doubt they intended bloody vengeance. However, the Space Marines awaited the assault implacably, drawn up in loose ranks outside their gunships. They did not fire a single shot, even when beams of dark energy began to crackle overhead.

INTERACTIONS WITH THE IMPERIUM

When dealing with their fellow Space Marines and other agents of Imperial authority, they are nothing if not formal. Many have been known to carry out such matters exclusively in High Gothic, using archaic forms of address and titles unused for millennia. Some speculate that this is linked to their Chapter's religious underpinnings.

However, this does not mean the Carcharodons are subservient to these authorities. If the Carcharodons were ever to fight alongside the Imperium's armies in force, they would likely be a bellicose and turbulent ally, unpredictable at best and dangerous at worst.

When the fastest Scourges were no more than a hundred metres from the Space Marine lines, the Emperor's chosen sprung their trap. The gloomy surface of Loth knew light for the first time in aeons as searing lance beams split the clouds. In an incredible display of precision targeting, they scoured the ground around the *Venger* and the Space Marines to boiling lava, incinerating the Eldar to ash. Only then did the Space Marines spring into action, hunting the survivors until they fled wailing back to their webway gates.

In the aftermath of the incident, Horothis spoke briefly with the commander of the Space Marines. Horothis later described the Space Marine as deathly pale of countenance, with blank, black eyes and sharp teeth. Speaking only in ancient High Gothic, he informed Horothis that reinforcements from the Crusade were inbound, and politely but firmly requested a tithe of war supplies from the *Venger's* vaults. He refused to identify himself or his men, and departed three days before the arrival of Navy outriders.

It was only after the Crusade's Inquisitorial representatives questioned Horothis (now busy establishing his estates on Loth) that they realised these Space Marines belonged to no Chapter affiliated with the Crusade, and drew connections between ancient myths of a long forgotten Chapter.

HOME WORLD

The fragmentary records of the Carcharodons indicate that the Chapter has no set home world.

This is not uncommon for Space Marine Chapters; the renowned Black Templars Chapter, for example, operates solely

from its substantial warfleet as part of a perpetual crusade. However, the Carcharodons do not appear to follow the Crusade Chapter pattern of operations, relying instead on a much rarer operational strategy known as the "Nomad-Predation" pattern.

The Nomad-Predation pattern evolved in use by Space Marine Chapters and certain Rogue Trader fleets operating beyond the Imperium's boundaries for extended periods of time. It refers to an entirely self-contained force that can sustain itself without any Imperial support whatsoever. A Nomad-Predation fleet may contain as many support vessels as true warships, or it may contain voidships capable of both combat and maintenance/repairs. This second possibility may be more likely in the case of the Carcharodons; given the bellicose Chapter's propensity for combat, it seems unlikely they would tolerate vessels in their fleet's ranks that could not hold their own on the battle line.

A Nomad-Predation fleet voyages endlessly, pausing only to identify and engage its foes. It must choose its targets carefully, selecting those within its means to destroy without threatening the fleet's viability as a fighting force. Once it selects the appropriate victims, it can descend upon them quickly and savagely, engaging and destroying potential threats or launching spoiling attacks against foes too large to attack in force. The fleet obtains resources from the vanquished foe before vanishing, safe from any potential retaliation.

Though one cannot be certain that this is the means by which the Carcharodons operate, the tactics do seem to perfectly fit their preferred operating style. If this is the case, the Carcharodons most likely replenish their ranks in the same manner as those other Chapters that follow the Nomad-Predation pattern. Namely, they cull potential initiates from amongst the young of the survivors of their assaults, provided those survivors are human and free of the corrupting influence of the Warp. These initiates must be subjected to intensive hypno-conditioning and other harsh procedures designed to strip away any past loyalty, replacing it with the will and attitudes of the Carcharodons.



CARCHARADON CHARACTERS

Carcharodon characters transition between watchful stillness and frenetic action in an instant, awaiting the perfect time to strike before descending on their foes with unbridled fury.

A Carcharodon Space Marine character gains the following benefits: +5 Weapon Skill, +5 Willpower, the Carnage Solo Mode Ability, Speak Language (High Gothic), and Scrimshaw Talismans.

WATCHFUL FOR WEAKNESS

Watchful for Weakness is a Demeanour (see page 32 of the *DEATHWATCH* Core Rulebook) unique to Space Marines from the Carcharodons Chapter.

The Carcharodons exemplify patience of the grimmest and most foreboding sort. Perhaps because of the long periods of time spent adrift in the deep void, far from the lights of stars or planets, a Battle-Brother from this Chapter is well accustomed to waiting patiently. This patience can seem almost inhuman at times, with a Battle-Brother standing stock-still for hours, even days. They do not move or speak, sometimes they do not even appear to breathe. They simply wait, whether for orders, for tasks to perform, or for their foes to show some weakness.

One would be wise not to mistake this for sloth. A Carcharodon does not shirk from work that needs doing, and is often willing to shoulder more than his share of a task to ensure it is done and done well. However, the Carcharodons are unafraid to spend as long as it takes to analyse an enemy, to wait until he makes a critical error they can exploit. When that flaw emerges, they explode into furious action, tearing at their opponent with a savagery that seems completely at odds with their earlier seeming inactivity. This mix of taciturn cautiousness and extreme bloodlust is a hallmark of many Carcharodons.

THE NICOR

Though nothing is known about the vast majority of the Carcharodons' fleet, certain records unearthed on the Segmentum Pacificus fleet base of Hydraphur detail at least one of their ships, the *Nicor*. A cadre of archivist-savants in the employ of Battlefleet Pacificus, studying these ancient records in 703.M40, reported that the *Nicor* was a relic of ancient heritage. Deck plans identified its make as a heavily modified Charibdys class grand cruiser, and if any of its sister ships still exist in the Imperium, they are exceedingly rare.

The *Nicor* is slightly smaller than the traditional battle barges of more conventional Space Marine Chapters, but if the records are to be believed, the ship is both swift and lethal. Its armour is comparable to a battle barge but the ship sports far stronger void shields, rivalling those of an Imperial Navy battleship. The ship packs a solid long-range macrobattery broadside, with a forward array of torpedo tubes able to launch conventional plasma torpedoes or the boarding torpedoes favoured by many Space Marines in naval actions.

In place of the more common bombardment cannons, the archivist-savants found the *Nicor* appeared to be armed with an unorthodox weapon-system known as a "plasma destructor." Two Tech-Priests spent three months in supplication and prayer amongst the cogitator stacks of fleet archives and determined that such a weapon, though short-ranged, could exceed the sheer destructive power of a bombardment cannon's magma-bombs.

Finally, the *Nicor's* plans indicated the ship traded traditional Thunderhawk hangar space for a vast array of mass teleporter systems. If the blueprints of these archeotech devices are accurate, these teleporters would not only be able to teleport whole battle companies at once, they could do so with a degree of accuracy almost unheard of.

In summary, the *Nicor* is a perfect flagship for the Carcharodons; fast, well-armoured, and utterly lethal in close quarters. Such a ship, if it still sails under their command, could easily prove a match for the heaviest space fortifications the Imperium has to offer.

THE SCYLOR

The *Scylor* is a warship known, albeit infrequently, within the Jericho Reach. The ship itself is the rough size and make of a frigate, similar in design to the Imperial Sword class. It does contain powerful, even oversized, plasma drives capable of propelling it at impressive speeds, and appears to trade some of its weapon batteries for expanded hangar bays capable of holding Thunderhawk gunships. The remaining macrobatteries appear to be a medley of types, ranging from the traditional laser-based weapons found aboard a Sword frigate to archaic macro-beamers and magno-carronades.

Characteristically, the *Scylor* has never allowed non-Carcharodons aboard her, and only identifies itself by name, never by Chapter. That she belongs to the Carcharodons at all is conjecture.

Nevertheless, the ship has been sighted in the Reach at least twice since the beginning of the Achilles Crusade. Long range Navy patrols reported a ship matching its description off the Black Reef, engaged with two Tau Defender class escorts. Though outnumbered, the *Scylor* managed to cripple one with macrobattery fire and ram and board the other (with the results one would expect from a Space Marine boarding action). Even when its task is transport, it seems the *Scylor* is unwilling to pass up a chance for blood.

Recently, Inquisitor Adrielle Quist unearthed some information from Erioch's data-vaults pertaining to a possible origin of the *Scylor*. A ship matching her description named the *Prowler* was reported to have hunted the space lanes of the Jericho Sector many millennia ago. According to the crumbling data-tape, the *Prowler* vanished with a number of other pirate vessels during a decade of "mysterious disappearances" amongst reavers plaguing Imperial shipping.

GENE-SEED

Nobody knows what Primarch's gene-seed led to the creation of the Carcharodons. Opportunities to study the genetics involved have been exceedingly rare, and the Carcharodons themselves are singularly unhelpful in this regard. The only clues to their origin that the Deathwatch have are from a gene-seed extraction performed on a slain Battle-Brother, recovered from a massacre site. The body was purportedly from the Carcharodons. The Apothecary who performed the extraction later noted that the gene-seed seemed untainted, if subject to some long-term degradation.

More interestingly, the gene-seed bore several markers reminiscent of the Raven Guard bloodline. These markers are uncommon, and a link to the Raven Guard would explain several other details about the Carcharodons as well.

The appearance of all Carcharodons shares some singular details. They all have greyish, pale skin with an almost deathlike pallor. Some of the most venerable and ancient Carcharodons have liquid black eyes, without iris or sclera. Beyond this, however, there are no common genotypes amongst encountered Carcharodons. This suggests that the Carcharodons do recruit from a wide variety of sources, and that their skin colour and eye mutation is a result of their gene-seed. These traits are similar to some of the physical traits of the Raven Guard. However, even if the Chapter does count Corvax as their progenitor, millennia of genetic drift will have likely created distinct differences.

DEATH AND PIETY

Just as the Carcharodons' nature is defined by its duality, so are their Chapter philosophies. Despite their long isolation from the Imperium, the Chapter and its Battle-Brothers seem deeply, almost incredibly, loyal. Most of the Carcharodons encountered have shown reverence towards the Imperial Creed and places of Imperial worship. Many also make a habit of carrying devotional items such as prayer scrolls on their wargear. Many Carcharodons Battle-Brothers carry abstract scrimshaw talismans, or decorate their armour with intricate and abstract line-work. These talismans, etchings, and tracteries often depict highly stylised images of fanged maws, death's heads, oceanic predators, and the like. This primitivism likely evolved as part of the Chapter's unique and impenetrable culture over millennia of isolation.

However, all this stands in contrast to the savagery they show to their foes. "Merciless" is perhaps the best descriptor for the Carcharodons in combat, but even that does not describe the depths of blood-soaked slaughter to which they are willing to descend. They fight with a wild abandon that could make even the most impetuous Space Wolves Blood Claw take pause, and do not ask for or grant mercy to their opponents beyond a quick (though seldom clean) death. In a way, they seem to see the universe very much in terms of black and white, enemy and ally. Anyone who stands against the Imperium, for whatever reason, can only expect a brutal demise at the hands of the Carcharodons.

CHAPTER ORGANISATION

As previously mentioned, what few records exist about the Carcharodons suggest they are entirely fleet based, which in turn would suggest they have fundamental differences from most, more conventional, Space Marine Chapters. Their long

isolation may also have an effect on the Chapter's wargear. The few ships observed to be serving the Carcharodons were wildly different in design and even the era of their construction, indicating the Chapter likely makes use of whatever vessels it can find, and performs extensive modifications and repairs in order to keep them sailing as long as possible.

This carries over into the individual Battle-Brothers as well. Those Carcharodons who have been seen often sport arms of ancient providence. They are far more likely to carry weapons such as the ancient Phobos R/017 pattern boltgun or the Mark V "Heresy" pattern power armour from ten thousand years in the Imperium's past, alongside other weapons and gear that span the entirety of that ten millennium history. Again, it is likely this is a by-product of the Chapter's enforced self-sufficiency.

These attitudes seem to apply to the Chapter's overall organisation. Although anecdotal evidence indicates the Carcharodons roughly conform to the Codex Astartes' tactical and squad doctrines, this does not carry over to its command structure and company arrangements. Instead, the Carcharodons seem to split their Chapter into a number of battle companies designed to operate independently. Each has an augmented auxiliary force of Scouts for reconnaissance and evaluation of the enemy, and a dedicated spearhead of Terminator veterans who serve as the Brother Captain's bodyguard. It seems likely the Carcharodons eschew reserve companies entirely.

Those accounts which purport to be of the Carcharodons indicate that they often seem to have abandoned the Codex prescribed symbols and insignia that signify rank and assignment in a Battle Company. In their place, the Battle-Brothers use a wide range of personal and totemic markings, corresponding with their primitivist tendencies. This is naught but conjecture, however, as again, the Carcharodons are quite unwilling to discuss the intricacies of their Chapter's organisation.

The Carcharodons have been observed to make use of Chaplains and Librarians, with little deviation from their roles in other Chapters. However, Apothecaries and Techmarines seldom appear outside the Carcharodons' nomad fleet. It's very likely that the Carcharodons recognise the vital role these Space Marines play in preserving and maintaining their Chapter's very existence, and keep them on hand whenever possible.

COMBAT DOCTRINE

Those few who observe a Carcharodon assault and live would be forgiven for assuming that they are mindless berserkers, unconcerned with tactics or planning. In fact, the Carcharodons rely on a series of tactics that at their heart are both simple and reliable.

Though the Carcharodons seem both competent and familiar with armoured vehicles, the core of their tactics rely on large detachments of mobile Space Marine infantry. In this way, the Carcharodons rely on the bloody prowess of their combat brethren to carry the day in battle. The Carcharodons often endeavour to be the initiator of combat actions and prefer not to fight on the defensive. Tactical operations often begin with a Battle Company using its integrated Scout forces and other reconnaissance units such as land speeders and attack bike units to probe enemy positions and identify weak points and any target with strategic value. Once identified, the main

TABLE 1-37: CARCHARODONS PASTS

1d5 Result	Past Experience
1	Chooser of the Strong: The character was given the grim task of recruiting new members of the chapter. The Carcharodons often cull their new recruits from amongst the defeated populaces of planets they defeat in the course of their duties. These recruits are put through bloody trials and gladiatorial combat; only the strongest emerging to be hypno-indoctrinated into the Chapter. To perform such duties requires an even more merciless demeanor than most.
2	Member of the Red Brethren: At some point in his past, the Battle-Brother served in the bodyguard of Tybros or another Carcharodons leader. Within this elite vanguard force, the Battle-Brother would learn a great deal about bloody close-quarters combat and more. His skills as a leader and tactician may well have been honed by the close proximity to a talented commander.
3	Member of the Nomad Fleet: The Battle-Brother spent years serving as part of the crew aboard one of the Carcharodons' starships. Unlike many of his brethren, he grew accustomed to fighting his battles across tens of thousands of kilometers of hard vacuum, rather than face to face. His patience is legendary even amongst his brethren, and he may be apt to think on a much larger strategic scale than his fellows.
4	Vanguard against the Ork: The Battle-Brother served in the vanguard of several assaults on Ork warfleets, taking the fight to the greenskin Freebooterz by boarding them and rooting them out on their very vessels. Having experienced the bloodiest, most brutal close-combat fighting imaginable, the Battle-Brother may exemplify the Chapter's reputation for brutal close-quarters combat.
5	Stalker of Foes: While he served his chapter as a Scout Initiate, the Carcharodon proved a prodigy when it came to stalking his foes and finding their weaknesses. The Battle-Brother may possess an almost clinical attitude towards those he encounters, sizing them up to determine the most efficient way to slaughter them.

Carcharodon forces hit these points with overwhelming attacks, eschewing preparatory bombardments or armoured spearheads in favour of complete and overwhelming surprise. They may use drop pods, thunderhawks, or massed teleportation to make these attacks, and the assaulting forces are often a mix of Tactical and Assault Marines, as well as Terminator veterans.

Depending on the success of these assaults, the Carcharodons usually follow two responses. If the targeted positions prove well defended, the Carcharodons withdraw. These withdrawals happen almost as quickly as the prior assault, the Carcharodons fading from the battlefield like ghosts. They patiently re-evaluate the enemy positions, then launch another lightning assault at a different point.

Eventually, one of these assaults succeeds, and then the Carcharodons press the attack to the hilt. Once they commit fully, they dig deep into the enemy's vitals, endeavouring to do as much damage as possible (especially to vulnerable rear areas) as quickly as possible. At this point, the full fury of the Carcharodons is all too apparent, and little survives this stage

of the assault. The Carcharodons prefer fighting at close range, either attacking with point-blank weapons fire, or in melee.

There is one other interesting and somewhat disturbing detail about the Carcharodons' assaults. Their battles are conducted with complete silence. Any commands from the Chapters' leaders are transmitted over a locked and encrypted vox net, and the Battle-Brothers abstain from issuing any word or sound to friend or foe. To see such carnage enacted without a word or cry is chilling, to say the least.

CARCHARODON PASTS

The Carcharodons Chapter background provides a solid basis for defining your character's past, but **Table 1-37: Carcharodons Pasts** can be used to provide additional inspiration and a means of quickly generating a significant past event from your character's background. Either choose which event you feel is most appropriate for your vision of your character, or roll 1d5 to generate one at random. The events presented can be expanded upon as you see fit, and can provide inspiration for future adventures.

TABLE 1-38: CARCHARODONS NAMES

1d10 Result	Name
1	Ascylos
2	Arsynos
3	Erakleides
4	Hyrodion
5	Kyros
6	Lykurgon
7	Nykanor
8	Phokas
9	Phyros
10	Tychon

PRIMARCH'S CURSE: CHILL OF THE VOID

The Carcharodons are an insular and taciturn bunch, and this only becomes more pronounced when they are amongst other Space Marines. They also possess a well-deserved reputation for merciless slaughter. If a Carcharodon were to lose his grip on sanity, these traits would likely amplify with unpleasant results.

Level 1 (Coldly Formal): The Battle-Brother withdraws even more from the company of his colleagues, taking refuge in a chill and formal demeanour. All Charm and Command Tests the Battle-Brother makes suffer a -10 penalty. In

TABLE 1-39: CARCHARODONS ADVANCES

Advance	Cost	Type	Prerequisites
Swim	100	Skill	—
Concealment	200	Skill	—
Lore: Common (Imperial Creed)	200	Skill	—
Lore: Scholastic (Imperial Creed)	200	Skill	—
Silent Move	200	Skill	—
Speak Language (High Gothic) +10	200	Skill	Speak Language (High Gothic)
Concealment+10	500	Skill	Concealment
Silent Move+10	500	Skill	Silent Move
Flesh Render	250	Talent	—
Frenzy	250	Talent	—
Mental Rage	500	Talent	—

addition, the Battle-Brother tends to speak almost entirely in High Gothic when addressing a non-Carcharodon, although they can—grudgingly—speak in Low Gothic if need be.

Level 2 (Merciless): The Battle-Brother does not tolerate any enemy, whether xenos, heretic, or even fellow humans who may have been misled into rebellion against the Imperium's rightful rule. The Battle-Brother grimly executes any opponent he encounters, even if they have surrendered, possess valuable intelligence, or are not front-line combatants. To resist this, the Battle-Brother must make a **Difficult (–10) Willpower Test**, or another Battle-Brother can restrain him with an **Opposed Challenging (+0) Charm, Intimidate, or Command Test** versus a **Difficult (–10) Willpower Test**.

Level 3 (Silent as the Depths): The Battle-Brother withdraws almost entirely from interacting with others. He cannot lead a Squad, and always counts as being in Solo Mode. He also may not contribute Cohesion to his Squad by any means.

CARCHARODONS SOLO MODE ABILITY

Carnage is a new Solo Mode Ability available to Battle-Brothers of the Carcharodons Chapter. See page 215 of the **DEATHWATCH** Core Rulebook for details on using Solo Mode Abilities.

CARCHARODONS SOLO MODE ABILITY: CARNAGE

Type: Active

Required Rank: 1

Effects: The Carcharodons excel in brutal close combat and value the ability to do as much Damage as possible in a brief amount of time. Once per combat, the Battle-Brother may activate this Solo Mode Ability. Until the end of his next Turn, all of the Battle-Brother's attacks made in melee and at Point Blank Range deal additional Damage equal to half of his unmodified Willpower Bonus, rounding up.

Improvements: At Rank 3, the Battle-Brother's additional Damage becomes equal to his full unmodified Willpower Bonus. At Rank 5, he gains the choice; instead of the usual bonus for Carnage, he may choose to have one hit (not attack) in melee or Point Blank Range deal additional magnitude

Damage to a Horde equal to his unmodified Willpower Bonus. At Rank 7, when the Battle-Brother is benefiting from Carnage, he may take the Multiple Attacks Action to make two melee attacks against every opponent in melee range with him. These attacks benefit from the Carnage Damage bonus.

CARCHARODONS SQUAD MODE ABILITIES

The following are Squad Mode Abilities unique to Battle-Brothers from the Carcharodons Chapter. See page 219 of the **DEATHWATCH** Core Rulebook for details on using Squad Mode Abilities.

CARCHARODONS ATTACK PATTERN: SAVAGE FINISH

Action: Full Action

Cost: 3

Sustained: Yes

Effects: The Carcharodons are known for their bloody hit-and-fade attacks, only committing when they are sure to have the advantage against the foe. When they commit, however, they destroy everything in their path. Whenever a Battle-Brother would gain the To Hit bonus for outnumbering an opponent, he deals 5 additional Damage.

Improvement: If the Battle-Brother is Rank 4 or higher, activating this Ability takes a Half Action, and the additional Damage bonus increases to 10.

CARCHARODONS DEFENSE

PATTERN: BLEED THEM DRY

Action: Free Action

Cost: 1

Sustained: Yes

Effects: The other half of the Carcharodons' strategy is the ability to withdraw quickly and completely if the battle goes against them, only to strike again later. The Battle-Brother and all allies within Support Range do not suffer Attacks of Opportunity when leaving melee with an opponent while this Squad Mode is sustained.

Improvement: If the Battle-Brother is Rank 4 or higher,

the Battle-Brother and all allies within Support Range gain a +20 to Agility while this Squad Mode is sustained in addition to the aforementioned bonus. This improves their Movement Speed, as well as any Agility-based Tests.

CARCHARODONS PSYCHIC POWERS

The following section presents a set of Psychic Powers unique to the Librarians from the Carcharodons Chapter. Details of how to use Psychic Powers may be found on page 189 of the **DEATHWATCH** Core Rulebook. Only Carcharodons Librarians have access to these Psychic Powers. These powers may be purchased with Experience Points provided the Librarian meets the power's prerequisites and XP cost as detailed on **Table 1-40: Carcharodons Psychic Powers**.

FROM THE DEPTHS

Action: Half

Opposed: Yes

Range: 5 metre radius x PR

Sustained: No

Description: The Carcharodon Librarian clouds the minds of his adversaries with a choking mental darkness, amplifying their fear and surprise so that it paralyses them. Their minds writhe with images of watery depths of numbing cold and writhing pelagic shapes, leaving them vulnerable to assault. The Librarian makes a Focus Power Test, opposed by all Surprised enemies within range (enemies not suffering from Surprise are unaffected). If they fail, they are Surprised for one additional Round. Once an enemy has been affected by this power, he is immune to it for 24 hours.

RENDING MAW

Action: Full Action

Opposed: No

Range: 10 metres x PR

Sustained: No

Description: The Librarian calls forth the avatar of a great oceanic predator whose maw erupts from the very ground beneath the enemy. The very stones and earth reform into the shape of jaws and teeth that snap shut, consuming all within in a shower of gore. The Librarian makes a Focus Power Test. If he is successful, he centres a blast with a radius equal to his Psy Rating anywhere

TABLE 1-40: CARCHARODONS PSYCHIC POWERS

Power	XP Cost	Prerequisites
From the Depths	750	Concealment +10, Silent Move +10
Rending Maw	1000	WP 50

within the power's range. All within the area of effect must make a **Challenging (+0) Agility Test** to scramble clear. Anyone who does not clear the area of effect takes PRd10 Rending Damage with no Penetration. In the following Round, any survivors may make an **Ordinary (+10) Agility Test** on their turn to again scramble clear of the area of effect. If they fail, they take the same Damage result in Impact Damage as they are dragged below with the retreating maw (if they survive, they can spend a Full Action clawing their way back to the surface in subsequent turns).

CARCHARODONS CHAPTER TRAPPINGS

The following are Chapter Trappings that may be taken by Carcharodons Battle-Brothers.

SCRIMSHAW TALISMANS

These bone talismans are covered with intricately detailed line-work carvings, to the point where the original shape of the bone is lost and the entire surface is a maze of ink-work. These talismans come in a variety of shapes, though they often are worked into stylized death's heads, sea-going predators similar to the Carcharodons' Chapter heraldry, teeth, gaping maws, and other disturbing iconography. It is likely these are worked into the Chapter's primitivist traditions. At least some of the Battle-Brothers are known to carve their own to celebrate accomplishments, frighten foes, and ward off the malefic. The Battle-Brother may choose to have his Talisman grant him +5 to all Intimidate Tests or a +5 to all Tests to resist Psychic Powers. (Once selected, this bonus cannot be changed later).





LEGACY OF GLORY

CODEx
CHARACTER
CREATION RULES

•
BLOOD ANGELS
SUCCESSORS

•
DARK ANGELS
SUCCESSORS

•
CODEx
SUCCESSORS

•
LEGION OF THE
DAMNED



CHAPTER II: LEGACY OF GLORY

"They shall be pure of heart and strong of body, untainted by doubt and unsullied by vainglory. They will be bright stars in the firmament of battle. Angels of Death whose shining wings bring swift annihilation to the enemies of Man. So shall it be for a thousand times a thousand years, unto the very end of eternity and the extinction of mortal flesh."

—Roboute Guilliman, Primarch of the Ultramarines

It is generally held that there are around a thousand Chapters of the Adeptus Astartes active in the Imperium in the 41st Millennium. The exact number is impossible to determine, for with the galaxy consumed by war, the Imperium's bureaucracy crumbling to dust, and the nature of Warp travel making the concept of universal time entirely irrelevant, the actual number could be far higher or far lower. On rare occasions, great convocations of the Imperium's mightiest lords are called and great deeds proposed in the name of the Emperor. At such times, the most powerful Lords Militant, Ecclesiarchy hierarchs, Inquisitor Lords, and Rogue Traders preach glorious crusades or the defeat of the most terrible of foes. If the council is especially blessed, it might be attended by the Chapter Masters of the Adeptus Astartes or by their envoys. One of the greatest of this type of gathering occurred at the outset

of the Macharian Crusade, where scores of Space Marine Masters swore their duty to what turned out to be one of the most successful crusades in the Imperium's history, over a thousand worlds being taken in around seven years.

When Chapter Masters gather, it is not unusual for Chapters thought long since lost or destroyed to appear unheralded, or for others never before recorded to come before their peers. Equally, there are Chapters not represented at gatherings for thousands of years, no clue as their fate to be found, while others, known to be highly active, eschew the company of their peers. The names of some Chapters, especially the very oldest, are known the length and breadth of the Imperium, while the very existence of others is all but unknown. The deeds and nature of the First Founding Chapters are, in the main, well known, though most of the tales told of them take the form of myths and legends. Those created during the Second Founding are generally less well known, some having vanished from the annals of the Imperium entirely. Many Chapters created in the Second and subsequent Foundings exist in the shadows of their progenitors and must fight all the harder to carve their place in the Imperium's rolls of honour.

The Chapters of the Adeptus Astartes can display a high degree of variety, despite all using the same range of arms, armour and equipment. In many cases the differences are largely superficial, especially in the case of Chapter heraldry. The most divergent of Chapters are often those that draw heavily on the culture of the world or worlds they recruit from, inheriting a broad range of highly idiosyncratic traditions and practices. Given that the Imperium's peoples range from barbaric primitives living in huts made from the skin and bones of their defeated enemies, to effete nobles existing in undreamed-of luxury high atop glittering hive spires, this variation is perhaps inevitable.

The Fate of the Sollemnis

The Chamber of Vigilance convened once more and the Watch Fortress's most senior Techmarines presented the gathered officers and Inquisitors with the results of the scan of the Sollemnis. The first sequence of code was a standard temporal locator imprinted into the Sollemnis's cogitation stream. The last entry in the stream was dated 963.M41—over a century in the future. Though the data was incomplete and in places heavily corrupted, the Techmarines had been able to piece together something resembling a chain of events (though they presaged their account with the caveat that it was a chain of events that bore scant resemblance to logic or reason). According to the data, the vessel and her crew had been tasked with maintaining watch on the Hadex Anomaly in 961.M41. Soon after entering the Jericho Reach and approaching the Anomaly, the frigate appeared to have encountered an unprecedented disturbance in the Empyrean that shattered its struggling Gellar field. As a result, the Sollemnis and the Battle-Brothers she bore were seized in the grip of forces that would have shredded the sanity of any living being other than a Space Marine. They were subjected to the attentions of the beings that rule the Sea of Souls and steeped in the raw energies of the Warp. None should have survived such an experience; their bodies should have been torn asunder and their souls devoured by the predatory denizens of the empyrean. The Sollemnis should not have been able to emerge into the material universe intact nor should its cogitation systems have been functional. As the Techmarines continued their report, far more disturbing facts were laid before the Chamber.

CODEx CHARACTER CREATION RULES

This chapter is split into two sections. The first presents a means of creating a character drawn not from one of the Chapters described in the **DEATHWATCH** Core Rulebook, but one from what might be considered a “Codex Chapter”—i.e., one adhering to a greater or lesser extent to the template set down in Roboute Guilliman’s great work on the organisation, deployment and traditions of the Adeptus Astartes. Having these rules available opens up the range of Chapters that players can use for their Deathwatch Battle-Brothers, providing a template on which they can build their character according to their own tastes. The second part presents details of a number of Chapters drawn from the Second Founding, as well as several other (often unknown) Foundings. These present additional character creation details that are layered on top of the process described in the first part of the chapter, rounding a character out and making him truly part of his parent Chapter.

CREATING A CODEx DEATHWATCH SPACE MARINE

The **DEATHWATCH** Core Rulebook provides most of the information needed to create a Codex Deathwatch Battle-Brother. Chapter I of **DEATHWATCH** breaks down this process into a number of steps, which aside from the details of the character’s Chapter, remain the same when creating a Battle-Brother drawn from a Chapter not presented in the Core Rulebook, but from one of those presented in **HONOUR THE CHAPTER**.

STAGE 1: GENERATE CHARACTERISTICS

The first step is to generate the character’s base profile. The system presented in **DEATHWATCH** remains unchanged when creating a Codex Battle-Brother, though the final result may be modified by the Chapter-specific entries presented later on.

STAGE 2: SELECT CHAPTER

Instead of choosing one of the Chapters presented in **DEATHWATCH**, one of those covered in this book is chosen. Note that a small number are Successors of Chapters from the Core Rulebook and when they are very close to their progenitors in nature, the main rules are used. For example, the Angels Encarmine are a Successor Chapter of the Blood Angels and very close to them in many regards. As such, a character from this Chapter would be created according to the rules for Blood Angels characters given

in the **DEATHWATCH** Core Rulebook. Conversely, the Fire Hawks are a Chapter thought to have been created from the gene-seed stock of the Ultramarines. Because the Fire Hawks bear little resemblance to the Ultramarines, however (if they are in fact related to them—no one can be sure), they use the Codex character creation rules presented here. In some cases, the identity of a Chapter’s sire simply isn’t known, and so these rules are used in those cases too.

STAGE 3: SELECT SPECIALITY

The various specialities a Battle-Brother can take are explained fully in the Core Rulebook, and they remain unchanged when creating a Codex Battle-Brother. Note also that the **rites of Battle** supplement presents a number of alternate specialities and, subject to the Game Master’s approval, these might also be used.

STAGE 4: MOVEMENT, WOUNDS, FATE, AND EXPERIENCE POINTS

This stage of the character creation process follows the system set out in the Core Rulebook.

STAGE 5: STARTING EQUIPMENT

Chapters that follow the dictates of the Codex Astartes utilise the standard range of weapons, armour and other wargear according to Roboute Guilliman’s wisdom. Starting equipment is therefore selected according to the rules presented in the Core Rulebook.

STAGE 6: GIVING CHARACTERS LIFE

The bulk of the information presented in **DEATHWATCH** regarding the details of a Battle-Brother’s essential nature applies. However, the tables covering a Battle-Brother’s pasts are not used, as they relate to the main Chapters detailed in the Core Rulebook. Instead, roll a d10 and consult **Table 2–1: Codex Chapter Pasts**. This table has more possible results than those in the Core Rulebook, and they relate to a broader range of general events that a typical Space Marine might experience, rather than the more Chapter-specific results presented in **DEATHWATCH**.

STAGE 7: PLAY DEATHWATCH

Needless to say, Stage 7 remains as presented in the Core Rulebook. However, the actual Chapter selected should always play a part in how the character is played, and the entries presented later should provide plenty of inspiration.

TABLE 2-1: CODEX CHAPTER PASTS

1 d 10

Result Past Experience

1	Cleansed a Space Hulk: You were part of a force that boarded a massive space hulk that had materialised on the verges of a heavily populated system. Though many of your brothers fell, thanks to your actions the system was saved from the horrors of xenos infestation that would undoubtedly have followed had the countless thousands of Genestealers lurking on board reached its worlds.
2	Planetstrike: Descending in drop pod upon contrails of nucleonic fire, you have experienced the hell-dive of a planetary assault. Having assaulted the bastions of numerous foes, no challenge is beyond you.
3	Into the Cities of Death: The urban war zones of the 41 st Millennium are amongst the most gruelling environments in which to make war. You have fought a campaign in such a place and emerged battered and bloody, but victorious; a better warrior, more able to face the numerous foes of Mankind.
4	The Green Hells: You have fought upon one of the galaxy's most infamous Death Worlds, perhaps Luther McIntyre, Kanak, Miral, or even Catachan itself. You have faced an enemy on a planetary scale, where every last cell on the alien world appears allied against you, and you have not only survived, but conquered.
5	Rogue Trader's Retinue: On rare occasions, a Chapter Master of the Adeptus Astartes may grant a Rogue Trader's request for a force of Battle-Brothers to accompany him into the unexplored voids beyond the Imperium's borders. Your squad was assigned such duties, and you have seen sights beyond the ken of even the oldest, Dreadnought-interred brethren of your Chapter.
6	Seconded to the Inquisition: You fought alongside a cell of Inquisitorial Acolytes whose master requested your Chapter's aid to destroy a particularly pernicious threat he had uncovered. Through your deeds, the cell was successful in its mission and an entire world was saved from damnation.
7	After the Apocalypse: You have taken part in one of the largest battles your Chapter has ever been involved in, standing side-by-side not just with the assembled companies of your own, but of several other Chapters. This force spearheaded an assault of a million Imperial Guardsmen supported with dozens of god-machines of the Adeptus Titanicus. The armies of the Imperium stretched from one horizon to the other that day, and the skies themselves burned as the enemies of the Emperor were crushed to dust.
8	Last Stand: A Space Marine never throws his life away, for he knows he represents the culmination of the Emperor's greatest work. Nonetheless, no Battle-Brother is afraid of making the ultimate sacrifice in war. During one of your most hard fought battles, you and your squad were overwhelmed by slaving aliens or waves upon waves of heretics and all swore to make a glorious last stand and slay as many of the foes as possible before falling. Somehow, you survived, awakening in your Chapter's Apothecarium weeks later, having been healed of your nigh mortal wounds. Memories of that day haunt you still, and you have sworn to avenge the loss of your brethren.
9	Honour Guard: The greatest moment of your long service was when you were selected to bear the Chapter's Sacred Standard into battle at the side of the Chapter Master himself. In so doing you earned a purity seal, its text inscribed by your commander, and you wear it with pride even though you now bear the black and silver of the Deathwatch.
10	+++ARCHIVE DELETED+++: You have faced the denizens of the Warp made corporeal, and though all memories of the battle were scoured from your mind, the scars you still bear pay homage to the glories you achieved.

DEMEANOURS

Demeanours are explained in Chapter I of the **DEATHWATCH** Core Rulebook. Codex Battle-Brothers may use the example Demeanours given there in addition to the new ones listed below.

CODEx DEMEANOUR: INDIVIDUAL

The Space Marine's Chapter is either ignorant of the identity of its progenitor, or simply has little in common with it. He is determined to earn honour by his own deeds, rather than those of heroes long departed.

CODEx DEMEANOUR: ALOOF

The Space Marine holds himself apart from all but those of his own Chapter, yet still he has undertaken the Apocryphon Oath and sworn to fight alongside Battle-Brothers of other Chapters.

CODEx DEMEANOUR: ASPIRE TO GLORY

The Chapter regards itself as part of a new generation of the Adeptus Astartes, respectful of the achievements of past heroes but not in any way overshadowed by them. Its Battle-Brothers seek out every opportunity to prove their worth, even if a degree of competition breaks out between fellow members of a Kill-team.

CODEx DEMEANOUR: TRUE SONS

The Chapter places great value on the deeds of past heroes, whether those from its own ranks, or those of its progenitor. It seeks out allies amongst those of the Adeptus Astartes it is kin to, and in so doing finds common cause in the service of the Emperor.

TABLE 2-2: CODEX ADVANCES

Advance	Cost	Type	Prerequisites
Awareness	200	Skill	—
Awareness +10	400	Skill	Awareness
Awareness +20	600	Skill	Awareness +10
Command	200	Skill	—
Command +10	400	Skill	Command
Command +20	600	Skill	Command +10
Dodge	200	Skill	—
Dodge +10	400	Skill	Dodge
Dodge +20	800	Skill	Dodge +10
Lore: Forbidden (Adeptus Astartes)	200	Skill	—
Lore: Forbidden (Adeptus Astartes) +10	400	Skill	Lore: Forbidden (Adeptus Astartes)
Lore: Forbidden (Adeptus Astartes) +20	600	Skill	Lore: Forbidden (Adeptus Astartes) +10
Tactics (any)	200	Skill	—
Tactics (any) +10	400	Skill	Tactics (any)
Tactics (any) +20	600	Skill	Tactics (any) +10
Battle Rage	800	Talent	—
Bolter Drill	1000	Talent	Adeptus Astartes Weapon Training
Fearless	1000	Talent	—
Combat Master	750	Talent	WS 30
Good Reputation (any)	1000	Talent	Fel 50, Peer (same group)
Hatred (any)	750	Talent	—
Peer (any)	750	Talent	—
Talented (Command)	750	Talent	—

CODEx CHAPTER ADVANCES

As detailed in Chapter II of the **DEATHWATCH** Core Rulebook, characters have access to a number of Advances. In addition to the Deathwatch Advances, presented in the main rules, Codex Battle-Brothers have access to the following Codex Advances. The Advances presented here are deliberately broad and flexible, and in many cases the individual Chapter descriptions provide still more, as appropriate to the specific Chapter's nature and circumstances.

PRIMARCH'S CURSE

The **DEATHWATCH** Core Rulebook provides rules for the various ways in which mental and spiritual trauma can become manifest in the Battle-Brothers of the Dark Angels, Black Templars, Storm Wardens, Ultramarines, Space Wolves and the Blood Angels. **RISES OF BATTLE** does the same for the Imperial Fists, while **FIRST FOUNDING** covers the remaining First Founding Chapters. For Chapters that are ignorant or simply removed from the essence of their Primarch however, there is the Codex Primarch's Curse. Instead of being an expression of the specific drives and idiosyncrasies of an individual Primarch, these represent peculiarities intrinsic to the nature of all Space Marines.

CODEx PRIMARCH'S CURSE:

THE STRONG ARE STRONGEST ALONE

The Battle-Brothers of the Adeptus Astartes are the champions of Mankind, but in becoming so they have surrendered much of what makes them human. When extremes of stress and trauma

stretch even the prodigious mental and spiritual strength of a Space Marine, those qualities that make him a glorious exemplar of Humanity may turn him into the very opposite.

Level 1 (Contemptuous of Lesser Men): The Battle-Brother comes to regard all outside of the Adeptus Astartes as thankless curs, undeserving of the sacrifices he and his brethren have made in the name of Humanity. All interaction tests with non-Adeptus Astartes suffer a -10 penalty.

Level 2 (Distrustful of his Brothers): Continued spiritual trauma causes the Battle-Brother to resent even other Space Marines, who he comes to believe are belittling of the deeds of his own Chapter. The Battle-Brother even comes to resent those drawn from his Progenitor Chapter (if known), perceiving slights in all they say and do. All interaction tests with any character outside of the Battle-Brother's own Kill-team or his own Chapter are at -10. Individuals of his Progenitor Chapter (if known) and not in his Kill-team are at -20.

Level 3 (The Champion Stands Alone): Eventually, the Battle-Brother comes to believe that he alone can bear the weight of responsibility vested in the Adeptus Astartes by the Emperor of Mankind. He withdraws even from his own Kill-team and his temper flares at the slightest provocation. If his counsel is not heeded, he might fly into a rage, and if he is not appointed command of a mission, he considers his skill and his honour gravely insulted. When he is not acting as the Kill-team's leader, its Cohesion is reduced by 2.

TABLE 2-3: CODEX PSYCHIC POWERS

Power	XP Cost	Prerequisites
The Quickening	1000	—
Storm of the Emperor's Wrath	1000	—
Null Zone	1000	—

CODEX SOLO MODE ABILITY

Battle-Brothers created using these rules have access to all of the Codex Solo Abilities presented in the Playing the Game chapter of **DEATHWATCH**. In addition, they may use the following new ability.

THE EYES OF FATE

Type: Passive

Required Rank: 1

Effects: When fighting alongside the more celebrated Chapters, some Space Marines are driven to strive all the harder to prove their worth. When the eyes of history are upon him, the Battle-Brother is able to perform epic deeds. Once per combat, upon using a Fate Point, the player may roll a d10. On a result of 10, the Fate Point is immediately returned to him.

Improvement: Every second subsequent rank the Battle-Brother attains (i.e, Ranks 2, 4, 6 and 8), the chances of the regaining a Fate Point increases by 1. For example, at Rank 5 the character's Fate Points are returned on the roll of 8+.



CODEX PSYCHIC POWERS

In addition to the Codex Psychic Discipline detailed in the **DEATHWATCH** Core Rulebook, Codex Battle-Brothers have access to the following new Codex psychic powers.

THE QUICKENING

Action: Half

Opposed: No

Range: Self

Sustained: Yes

Description: Turning his potent mind upon the ebb and flow of the Warp, the Librarian distorts time itself. To onlookers, he appears to be moving at many times normal speed and none can parry his impossibly swift blows. To the Librarian, his foes appear to move with tectonic slowness, allowing him easily overcome their defences or avoid their clumsy attacks.

The Librarian's Agility and Weapon Skill Characteristics are increased by his PR. The distance he may move for any given Movement Action is increased by this number, after taking into account any increased Movement due to his increased Agility Characteristic. However, the Kill-team sustains one point of Cohesion Damage each turn the power is used.

EMPEROR'S WRATH

Action: Half

Opposed: No

Range: 5 metres plus PR

Sustained: No

Description: Invested with something of the godlike essence of the Emperor himself, lightning arcs from the Librarian's outstretch hand, earthing itself in the bodies of his foes. The targets are reduced to ashes drifting on the ozone-tainted wind.

Every enemy within range sustains 1d10 + PR Energy Damage, with a Penetration equal to the Librarian's PR.

NULL ZONE

Action: Half

Opposed: No

Range: 50 metres plus PR

Sustained: Yes

Description: With a baleful glance, the Librarian blasts away all shreds of arcane, psychic or mystical protection his foes might be hiding behind. Their foes bereft of their esoteric armour, his Battle-Brothers are able gun down all who stand against them.

This Power affects any Force Field possessed by all enemies within the range of the power. Reduce the Protection Rating of all such Force Fields by 20. If this would reduce the Protection Rating below the Overload Roll, reduce the Overload Roll to match the new Protection Rating. In this case, the Force Field has the same chance to stop an incoming attack as it does to overload and will thus only stop a single attack before overloading. This Power affects all types of Force Fields, not only those granted by equipment.

BLOOD ANGELS SUCCESSORS

"Ours is the blood of Sanguinius and ours is the honour of the Angels."

—Brother Captain Vitaro of the Angels Sanguine

As with most of the Chapters of the First Founding, the Blood Angels have divided their ranks among a number of Successor Chapters. Save for the Angels Vermillion, these Chapters hold a deep respect and loyalty for the Blood Angels and stand united with their brethren with an intensity rarely found among the Successors of other Chapters. Born of the gene-seed of Sanguinius, these Chapters all bear the curse of their forefathers to varying degrees. Some, like the Blood Drinkers appear to have nearly overcome the violent rages which plague their brothers, while others, such as the Flesh Tearers, are all but lost to blood lust. Whatever their state, the Successor Chapters of the Blood Angels are an honour to the pride and glory of their ancestors.

ANGELS ENCARMINE

The Angels Encarmine share many traits with their progenitor Chapter, the Blood Angels, included the tragic flaw that afflicts so many of the line of Sanguinius. This curse manifests itself in many different ways, but in the case of the Angels Encarmine it has led to a fiery, zealous temperament that drives the Chapter to ever-greater heights of valour. It has been said of the Angels Encarmine that few other Chapters can match the battle honours they have earned, but it is also true that these have come at a terrible price. Where other Chapters might retire after a hard fought campaign to rebuild and reconstitute their numbers, the Angels Encarmine plunge headlong into the next battle. Rarely is any time given over to recuperation, meaning that the Chapter is seldom operating at anything like full strength. It has been surmised that the Angels Encarmine fight in this manner as a means of staving off the worst effects of the Flaw, but some well-placed observers have posited an alternative possibility. Perhaps, they whisper, the Angels Encarmine fight the way they do to purge their ranks of those in the grip of the Black Rage. It has been observed that the Chapter's Death Company—the formation into which those suffering the worst of the Flaw are grouped—is larger than that of most of its fellow Blood Angels Successors. This could point to an acceleration in the numbers of Battle-Brothers falling prone to the Black Rage, a fact that must surely herald the doom of the Angels Encarmine.

Given the Chapter's restless urge to prosecute the foes of the Imperium, it is hardly surprising it should have dispatched a force to participate in the Achilus Crusade. The Chapter's first recorded appearance in the region was in 801.M41, when a demi-company sized battle force took part in a series of

ANGELS ENCARMINE CHARACTERS

Angels Encarmine characters are created using the rules for Blood Angels given in the **DEATHWATCH** Core Rulebook.

Bonus Talent: Autosanguine

Restriction: An Angels Encarmine character **must** trigger the Red Thirst Chapter Demeanour (see the **DEATHWATCH** Core Rulebook) once per game session, or lose the Autosanguine Talent until Red Thirst is triggered again.

ANGELS ENCARMINE ADVENTURE SEED

Whilst en route to a new mission, or perhaps returning from a completed one, the Kill-team's vessel encounters the *Symphony of Pain* attacking a beleaguered Imperial Navy vessel. This is the first sighting of the Chaos war ship since it was crippled almost a decade ago, and it appears to have undergone extensive repair and refit. The Kill-team includes a Battle-Brother of the Angels Encarmine, and this character is so well versed in accounts of the last battle that he believes he can repeat the feat attained by his brethren, insisting an immediate boarding action should be launched. It is only once the Kill-team is fighting its way along passageways filled with corruption that it discovers that the refit has been so extensive that entire sections of the Chaos ship have been entirely reconfigured and bear no resemblance to accounts of its former state. Pride dictates the Kill-team fights on, especially given the achievements of the last battle, but battlefield logic demands the brethren withdraw while they still can.

fleet actions against renegade vessels on the outskirts of the Blood Trinity. These battles came to a head with the boarding of the Chaos Desolator class battleship *Symphony of Pain*, during which the Angels Encarmine fought their way from their boarding point, through several kilometres of winding companionways seething with corruption, to mount an assault on the battleship's command bridge. After an hour of fighting, the breaching operation succeeded in its mission and took the bridge. The ship's master—a blasphemous hybrid of daemon-possessed mortal flesh fused with hissing, clanking machinery, was slain by the Space Marine's Company Champion, before a massive counter-attack necessitated the small force's hasty redeployment. The Angels Encarmine, however, did not disengage before completing their mission, setting structural-compression charges keyed to a "dead hand" fuse. Though most of the Angels Encarmine were cut down by the counter-attack and massively outnumbered by hordes of screaming heretics, the Company Champion and several of his brethren fought their way back to their boarding vessel and escaped. With the *Symphony of Pain* crippled by the compression charges, the Company Champion later took the Apocryphon Oath, serving three consecutive vigils of the Long Watch before he finally returned to his Chapter in 810.M41, a hero of both the Angels Encarmine and of the Deathwatch.

ANGELS SANGUINE

The Angels Sanguine are another Chapter formed when the Blood Angels Legion was divided during the Second Founding, and like many of their peers, the Chapter's Battle-Brothers have served with honour and courage throughout the ten thousand years of the Age of Imperium. The Chapter is especially honoured for its heroic actions defending the regions surrounding the Eye of Terror against the Black Crusades of the servants of Chaos, and held in high esteem by most other Chapters of the Adeptus Astartes. Despite this proud heritage, there lingers an air of mystery about the Angels Sanguine that can only be a result of the tragic Flaw of the Blood Angels.

The most outwardly distinctive feature of the Angels Sanguine is that none of the Chapter's Battle-Brothers ever remove their helmets, nor reveal their faces in the presence of one not of their own Chapter. Even amongst their own kin, whether of their own Chapter or others of the line of Sanguinius, they obscure their features beneath monkish hoods. Exactly why this should be the case has never been determined by any outsiders, and as a result, the Chapter's Battle-Brothers are regarded with a measure of dread by most they encounter. What might lie beneath the helmets and hoods none can say. Perhaps they are afflicted by some psychical mutation linked to

ANGELS SANGUINE CHARACTERS

Angels Sanguine Battle-Brothers are created using the rules given for Blood Angels characters in the **DEATHWATCH** Core Rulebook.

Bonus Trait: By removing his helmet or hood and revealing his face to an enemy, the Angels Sanguine character causes Fear (2). He may not (in fact will not) do this if any friends or allies might also see his true face.

Restriction: The Battle-Brother may never reveal his true face to any apart from his worst enemies. What lies beneath the hood? Well, that's up to the player to decide, and he should take all steps to ensure that no others, even his Deathwatch Kill-team brethren, ever look upon his face. The player and the GM should work together to address such things as what happens if the Battle-Brother sustains a serious head wound and needs attention from an Apothecary of another Chapter and the likes.

ANGELS SANGUINE ADVENTURE SEED

A Battle-Brother of the Angels Sanguine has recently taken the Apocryphon Oath and joined Watch Fortress Erioch. While he remains ignorant of the details of the events that followed the mission against Lazoerth the Faceless, he has strict instructions to deter any who seek knowledge of the mission. The exact form of the deterrence is left up to him to determine, and his judgement is put to the test when a cell of Acolytes in the service of one of the missing Inquisitors arrives at the Watch Fortress seeking an audience with their master.

the Flaw, or maybe they simply choose to obscure their faces as some form of penance. Furthermore, a number of dark tales have emerged regarding the Chapter's Fortress-Monastery, most of which concern the dark catacombs said to lie far beneath it.

The Angels Sanguine have been active in the Jericho Reach since at least 791.M41, when a detachment from the Chapter's 1st Company arrived unannounced through the Jericho-Maw Warp Gate and attached itself to a larger force of the Angels Vermillion, a fellow Blood Angels Successor. The Angels Vermillion were engaged upon a mission deep into the Chaos-held systems surrounding the Hadex Anomaly, a mission launched at the behest the Master of the Vigil, Watch Commander Mordigael of the Blood Angels. It appears that this combined force had as its target an individual Chaos warlord, and that the mission was a matter of Chapter business and nothing to do with the Deathwatch's mission in the Jericho Reach. The mission was not debated in the Chamber of Vigilance, nor were any accounts of it shared with the Holy Ordos or with the high command of the Achilus Crusade. Concerned by this turn of events, an ad hoc conclave of Inquisitors based in the Tower of Brass on Watch Fortress Erioch determined to discover something of what had occurred, in so doing setting themselves against the Master of the Vigil, one of the most powerful individuals in the entire Jericho Reach war zone.

Though it cost them the lives of several of their most valued followers, the Inquisitors discovered one single, key piece of information regarding the mission. Its target was a warlord last seen three centuries before in the vicinity of the Screaming Vortex Warp storm that lies between the Calixis Sector and the Koronus Expanse. The renegade had not been seen since then, but his sudden reappearance in the Jericho Reach had clearly been of great import to the Watch Commander. The reason for this, and the involvement of the Angels Sanguine, was hinted at when the Inquisitors discovered the title the warlord was now operating under—Lazoerth the Faceless.

The prying Inquisitors would never have the opportunity to disseminate their discovery, for over the course of the days and weeks following the Watch Commander's return to Watch Station Erioch, each appears to have disappeared or met with some unfortunate end. Of those Inquisitors whose bodies were found, one was discovered frozen solid in the airless ice-chambers of the Hunting Grounds, a section of the Watch Station given over to training in arduous environments. Another was discovered floating in the void, a chilling expression of stark terror etched onto his face. The body of a third was found, exsanguinated, at the base of the Tower of Brass, sprawled in plain view as if in dire warning. Several of the Angels Sanguine took the Apocryphon oath, and stand the Long Watch to this day.

ANGELS VERMILLION

The Angels Vermillion are a Second Founding Successor of the Blood Angels Legion, created during the massive reorganisation set in motion by Roboute Guilliman in the aftermath of the Horus Heresy. While most Blood Angels Successors maintain close ties with one another and with their sire, the Angels Vermillion appear to be an exception. Though none outside of the Chapters concerned can say for certain why, it is probable that the Angels Vermillion

have determined, for whatever reason, to suffer the curse afflicting all of the Blood Angels' scions alone. While the Chapter has earned numerous battle honours prosecuting the Imperium's wars, they have very rarely been observed fighting in the same war zone as the Blood Angels or another Successor.

In addition to their apparent isolationist nature, the Angels Vermillion is a notoriously secretive Chapter, though it is hardly unusual for the Adeptus Astartes to shun the attentions of non-Space Marine institutions. It has been suggested that the reason for this secrecy lies in the genetic curse shared by all of the Sons of Sanguinius, though why the Angels Vermillion should extend this attitude to others of their kin is unknown. Perhaps in the Angels Vermillion the Flaw manifests itself differently, in some way the Chapter would wish to hide even from their own. What extremes of affliction might be worse than those affecting some of the other Successor Chapters may never be known, for the Angels Vermillion appear intent upon bearing their burden alone.

The secretive nature of the Angels Vermillion can come to the fore when its Battle-Brothers are called to stand a vigil of the Long Watch, and others of the Blood Angels or their Successors are present in the same Watch Fortress or Kill-team. Such brethren are well represented in the ranks of the Jericho Reach Deathwatch, with several senior members of Watch Fortress Erioch's command cadre being drawn from such parent Chapters. It is notable that very few Battle-Brothers of the Angels Vermillion have stood a vigil in the Jericho Reach, and when they have, they have taken every possible step to avoid contact with those of their brother Chapters. Whether or not such individuals serving on the same Kill-team would degrade combat effectiveness or cause internecine strife is unknown, as yet.

ANGELS VERMILLION CHARACTERS

The Angels Vermillion are a Blood Angels Successor Chapter, and in many ways alike to their progenitor. Therefore, Angels Vermillion characters are created using the rules given in the **DEATHWATCH** Core Rulebook. However, because the Chapter shuns the contact of others of its line, use the Codex Battle-Brother Pasts presented on **Table 2-1: Codex Chapter Pasts** on page 100 instead of the Blood Angels Pasts found in the Core Rulebook.

Bonus Talent: Orthoproxy, Rival (Blood Angels and Successors).

ANGELS VERMILLION ADVENTURE SEED

The Angels Vermillion contributed a force to the opening thrusts of the Achilus Crusade, serving with great distinction as the Chaos-infested darkness was pushed back by the crusading armies of the Emperor. At the height of one of those battles, a hero of the Chapter fell to the Black Rage and joined the ranks of the Chapter's Death Company. His fate was unknown, but recently word of a potent warrior wearing the armour of the Angels Vermillion Death Company was reported operating in the Cellobos War zone. The Kill-team is dispatched to investigate, and should the force include a Battle-Brother of the same Chapter, he receives an additional order, passed to him by unknown messengers: find out the fate of the Chapter's lost hero. If he fell in combat and some other warrior has looted his armour, avenge this slight on the Chapter's honour. If the hero has somehow survived and betrayed his vows to the Emperor and to the Primarch, slay him or do not return.

Angels of Vengeance

Angels Encarmine

Disciples of Caliban

Guardians of the Covenant

Angels Vermillion

Angels Sanguine



DARK ANGELS SUCCESSORS

"You stand before this brotherhood as a renegade and a traitor. Your actions have brought shame on the Primarch and on the Unforgiven. Your suffering shall be but a beginning to your penance and your screams shall be the harbinger of your contrition."

—Interrogator-Chaplain Uzrael to an unnamed member of the Fallen

Collectively known as the Unforgiven, the Successors of the Dark Angels Legion seek to atone for the sin of their ancient predecessors. In their own ways, each Chapter strives to wipe clean all traces of their shame and dishonour. Some seek, like the Dark Angels themselves, to eradicate all those who betrayed the Lion, while others seek to wash away their guilt with the draught of glory and victory in the name of their Chapter. In their ancient shame, all of the Unforgiven bear a heavy burden of responsibility to their progenitors; a responsibility that none shall set aside until their task is complete.

ANGELS OF VENGEANCE

It is said that all of the so-called Unforgiven—the Dark Angels and their Successor Chapters—are secretive and obsessive to the point that many other Imperial forces shun their presence and eschew their aid. In the case of the Angels of Vengeance, potential allies are often cowed by the Battle-Brothers' cold-blooded determination and icy single-mindedness. The Chapter is so utterly dedicated to its duty that its brethren think or speak of little else. This drive extends beyond a simple devotion to duty, into an all-consuming obsession. The Angels of Vengeance hold little or no regard for the strategies of other forces, relentlessly pursuing their own battle plans regardless of the schemes others might have set in motion. On numerous occasions, this behaviour has led to a battle being won at the expense of an entire campaign, the Angels of Vengeance caring only that their own immediate objectives are obtained regardless of the wider picture.

The Chapter's attitude might long ago have led to it being entirely ostracised by any of the Imperium's armies beside which it might take to the field. This is not the case however, for the Chapter's total devotion has on numerous occasions led to it achieving stunning victories and achieving objectives others have written off as unobtainable. The Chapter's all-consuming dedication to its mission translates into a total rejection of the notion of failure. It is true that the Space Marines of the Adeptus Astartes "know no fear," but the Angels of Vengeance are so relentless and stubborn in their approach to battle that they refuse even to re-deploy. Even in the face of overwhelming odds, the Angels of Vengeance fight on, frequently emerging from the fires of battle having sustained enormous losses, but having earned such victories as lesser warriors could only

dream of. Other Chapters might regard the Angels of Vengeance as tactically inflexible and stubborn, but none can dispute the roll of battle honours they have earned over the millennia.

With such an attitude, it is perhaps surprising that several Battle-Brothers of the Angels of Vengeance Chapter have stood a vigil of the Long Watch in the Jericho Reach, and done so in such a manner as to earn great honour for their Chapter and all of the Unforgiven. In particular, a Watch-Captain by the name of Brother Nhemas has served three consecutive vigils in the region. Nhemas has led numerous assaults against the servants of the Ruinous Powers. On one occasion he took to the field to lead a Kill-team deep into the systems surrounding the Hadex Anomaly, penetrating further in that region of madness and corruption than any others ever have and returned. When the small force emerged, well within the time-frame defined by its mission parameters, debriefing at Watch Fortress Erioch revealed the startling account of what had transpired during the mission. Something about the Hadex Anomaly caused such distortion in the passage of time that to the Kill-team, the mission had lasted for several years. The Battle-Brothers were ragged and haggard, their armour dented and patched and they bore all manner of ad hoc weaponry. What horrors the Battle-Brothers faced deep within the Hadex Anomaly may never be fully described, but it is recorded that it was only by the Watch Captain's utter refusal to concede defeat that the mission was ultimately a success.

ANGELS OF VENGEANCE CHARACTERS

Angels of Vengeance characters are created using the rules given for Dark Angels in the **DEATHWATCH** Core Rulebook.

Bonus Talents: Duty Unto Death, Rival (all non-Adeptus Astartes Imperial bodies).

ANGELS OF VENGEANCE ADVENTURE SEED

This seed can be used as a bridge between two more involved missions and is best used when an Angels of Vengeance character is acting as squad leader. Whilst on transit back to Watch Fortress Erioch, having completed its most recent mission, the Kill-team intercepts a distress call from another Imperial force, most likely an Imperial Guard regiment but possibly a small force of Battle Sisters of the Adepta Sororitas. Assuming the Kill-team decides to answer the call, the other force appears relieved at the prospect of help arriving in the form of a Deathwatch Kill-team, until that is, the force learns of that a Battle-Brother of the Angels of Vengeance Chapter is leading it. At that point, the commander of the beleaguered force rejects the Kill-team's aid. How will the Battle-Brothers, and in particular the Angel of Vengeance, react? Will they abandon the other force to its fate (with potential ramifications in the future) or seek to aid it regardless?

THE DISCIPLES OF CALIBAN

A great deal of mystery surrounds the foundation of any Chapter created using the gene-seed of the Dark Angels, for while their line is held to be pure and free from mutation, it is very rarely used to sire new Successors. The creation of the Disciples of Caliban is shrouded even more, for nothing undertaken by any of the Unforgiven is carried out without a degree of secrecy.

The Chapter was created towards the end of M37, apparently as a result of the Supreme Grand Master of the Dark Angels Chapter beseeching the High Lords of Terra. It appears there was a specific mission in mind for the new Chapter, though as ever, the Unforgiven never committed any details to the annals of the Imperium's history. The fact that the Dark Angels could bring such influence to bear on the Senatorum Imperialis as to bring about the creation of a new Chapter has not gone unnoticed, and is cause for great concern in some quarters.

Despite the shrouded circumstances of their Chapter's founding, the Battle-Brothers of the Disciples of Caliban are generally held to be noble and virtuous. As they should be, for they are subject to a regime of genetic assessment far more rigorous than many other Chapters maintain. What happens should a Battle-Brother fall short of the incredibly high genetic purity threshold he is required to meet is not known.

The Disciples of Caliban are a fleet-based Chapter, and an exceptionally active one at that. In the comparatively short term of its existence, the Chapter's forces have been witnessed fighting in numerous war zones the length and breadth of the Imperium. Many of the wars the Chapter has become involved in appear to have been instigated by the Fallen Dark Angel known as Cypher, though the causes of some are simply inexplicable. It is known that Cypher is a master at fomenting anarchy and discord wherever he passes and able to inspire apocalyptic planetary insurrections with but a single cryptic transmission. In turn, the Disciples of Caliban have become adept in tracking down the activities of the Fallen, especially those of Cypher, and of acting upon the slightest scrap of evidence. How many Fallen the Disciples of Caliban have captured to be dragged back to the excoriation chambers of the Dark Angels is not known, but surely the number must rival those of other Dark Angels Successors much older than themselves. It is even said that the Disciples of Caliban have on several occasions engaged Cypher directly, their enemy eluding them by the smallest of margins.

Several Battle-Brothers of the Disciples of Caliban are known to have served in the ranks of the Deathwatch of the Jericho Reach. In most cases however, the Space Marine has stood but a single vigil before returning to his parent Chapter. It is whispered by some that the Chapter only ever allows its brethren to stand the Long Watch if and when it suits them. Perhaps the Chapter's Masters have reason to believe that the Fallen or their allies are operating in the Jericho Reach, and that by sending Battle-Brothers to serve there, the Disciples of Caliban may uncover intelligence they would otherwise never have access to. What might happen should such a

DISCIPLES OF CALIBAN CHARACTERS

Disciples of Caliban characters are created using the rules for Dark Angels presented in the **DEATHWATCH** Core Rulebook.

Bonus Skill: Inquiry (with a +10 bonus in relation to the Fallen).

Restriction: At the GM's discretion, senior members of the Jericho Reach Deathwatch might occasionally grow suspicious of the Battle-Brother's loyalties, resulting in a -1 Cohesion penalty until their doubts are assuaged.

DISCIPLES OF CALIBAN ADVENTURE SEED

Soon after pledging the Apocryphon Oath and taking his place on the Long Watch at Erioch, the Battle-Brother discovers a dormant messenger-meme residing in the sensorium core of his power armour. When opened, the message reveals itself to be a special order from the Inner Circle of the Disciple of Caliban. The exact nature of the message is left up to the Game Master, but could include instructions to maintain a close watch on a Black Shield serving in the Jericho Reach, to reconnoitre a specific location on one of its worlds, or even to ensure the death of a specific individual (potentially one counted an ally by other Imperial forces). Of course, the message is intended for the Battle-Brother's eyes only, and sharing its contents even with his fellow Kill-team members is to risk the ire of his Chapter's Interrogator-Chaplains...

mission clash with the activities of the Deathwatch, and the loyalties of a Disciples of Caliban Battle-Brother be conflicted, remains to be seen. Certainly, it appears that brethren detached from their parent Chapter are held to the same tests of gene-seed purity as their brethren. Senior Chapter Serfs acting as envoys are wont to appear unheralded at Watch Fortress Erioch, departing once entrusted with a phial of blood drawn from any and all Disciples of Caliban serving there.



GUARDIANS OF THE COVENANT

The Guardians of the Covenant are a Chapter as dedicated to the scholarly arts as to the ways of war. The Battle-Brothers are masters of both, their intellects as keen a weapon as their chainswords. The Guardians of the Covenant study the teachings of the Emperor and of their Primarch in minute detail, attaining a unique perspective on the object of their assiduous studies. Every shred of ancient wisdom is absorbed, debated, and analysed, so that no ruse or stratagem is beyond the Guardians of the Covenant, and none may better them on the field of battle.

This attention to the words of these and numerous other figures carries over into more areas of the Chapter's identity. Many of the Chapter's brethren are masters of the calligraphic arts. These supremely skilled artificers spend long hours adorning the Chapter's arms and armour, banners, and even the flanks of its war machines, with passages drawn from numerous sacred texts. Exactly what drives these brethren to express themselves in such a manner is unknown, and much like the activities of many of the Unforgiven Chapters, subject to mystery and deliberate misdirection.

The Guardians of the Covenant are most active on the borders of Segmentum Pacificus and as such have faced numerous alien threats emanating from the vast reaches of the unexplored void. The Halo Stars extend beyond



GUARDIANS OF THE COVENANT CHARACTERS

Guardians of the Covenant characters are created using the rules for Dark Angels presented in the **DEATHWATCH** Core Rulebook.

Bonus Talent: Infused Knowledge.

Restriction: Because so very few Battle-Brothers of the Guardians of the Covenant Chapter have stood the Long Watch in the Jericho Reach, the first time the character fills the role of Kill-team leader, Cohesion is reduced by one. If the mission is a success then this penalty is lifted, but if not, it continues until such time as the character leads a successful mission.

GUARDIANS OF THE COVENANT ADVENTURE SEED

One of the PCs is a Guardians of the Covenant character and part of his Apocryphon Oath required him to earn the right to bear a Chapter relic currently residing in the Hall of Glory on Watch Fortress Erioch. Only when he has attained a specific Renown threshold (as determined by the Game Master) is he judged worthy of attending the niche in the hall that contains the relic, along with items of armour belonging to the last Guardians of the Covenant Battle-Brother that carried it. The exact nature of the Relic is up to the GM, and other conditions can be placed on receiving it.

the Imperium's outer frontiers for many hundreds of light years, and none can know what alien horrors might lurk in the depths of the void. The Chapter is known to have defeated an invasion by the race of Lelith, as well as numerous xenos empires now thankfully extinct. They have faced and defeated threats from rampaging Orks and saved entire planetary populations from being dragged screaming into the webway by the vile Dark Eldar. The Chapter has even faced the newly emerged Necrons, for many of their Tomb Worlds are to be found in the regions where the Guardians of the Covenant are most active.

Because the Chapter's home world is located on the borders of Segmentum Pacificus, it is rare indeed for its Battle-Brothers to be encountered standing the Long Watch as far distant as the Jericho Reach. Only a handful of the Chapter's brethren are known to have served in the Deathwatch, though none have done so since the coming of the Achilles Crusade. Nonetheless, several items of power armour belonging to Battle-Brothers from the Guardians of the Covenant that have taken the Apocryphon Oath lie unclaimed in dusty niches of the Hall of Glory, their owners having fallen in battle whilst serving the Deathwatch.

CODEx

SUCCESSOR

CHAPTERS

As many and varied as the Chapters which are their heritage, the Successor Chapters of the Adeptus Astartes form the bulk of the Space Marines' might. The Battle-Brothers of each Successor Chapter are heirs to their own traditions as much as those of their forebears and each warrior stands beside his brothers as a symbol of the strength and wisdom of their Chapter's particular way of waging war.

DOOM EAGLES

The Doom Eagles are one of the Second Founding Successors of the Ultramarines Legion, and as such have the honour of being counted amongst the so-called "Primogenitors." This august group includes some of the most well-known and celebrated Chapters ever to have fought in Humanity's name, sharing as they do the genetic inheritance and many of the traditions of the Ultramarines themselves. In many ways, however, the Doom Eagles are very different to the other inheritors of Roboute Guilliman's legacy. While the Ultramarines are noble and virtuous, each a shining exemplar of the values the Space Marines are sworn to uphold, the Doom Eagles are overtly maudlin in demeanour, the teachings of their Chapter cult very much focused on death and mourning. Central to the Doom Eagles' traditions is the notion that each and every Battle-Brother is already dying. Many brethren appear consumed by grief, though as Space Marines they are well able to bear their affliction. The Doom Eagles suffer their maudlin nature with stoicism and dignity, channelling it via their Chapter's rites and traditions into a weapon with which to engage the enemies of Mankind. Their belief that death is inevitable and that they themselves are dying is ultimately liberating, for it frees the Doom Eagles from the scant doubts that one as mighty and fearless as a Space Marine might still harbour. Only those able to overcome every shred of fear of death survive the Chapter's rites of selection, and those who do, while dark and brooding, have truly conquered death itself.

The Doom Eagles are a "codex" Chapter, adhering to the wisdom of their Primarch, yet they display a predilection for aerial attacks using Assault squads equipped with jump packs. The Chapter's Battle-Brothers are especially potent in this role, taking on the aspect of the literal "angels of death," swooping down from the heavens to mete out the Emperor's justice upon the foes of Mankind. The Chapter's focus on such tactics means that its veterans are held to be amongst the finest exponents of the jump assault in the entire Adeptus Astartes, though plenty amongst the Blood Angels and the Raven Guard Chapters would vehemently disagree.

DOOM EAGLES CHARACTERS

Battle-Brothers drawn from the Doom Eagles Chapter are created according to the Codex Battle-Brother rules presented on page 99.

A Doom Eagles Space Marine gains the following benefits: +5 Agility, +5 Willpower.

Bonus Talent: Death from Above

Restrictions: Fellowship advances cost twice the normal Experience Points to Doom Eagles characters.

DOOM EAGLES ADVENTURE SEED

One of the greatest of the Doom Eagles heroes of the Invasion of Wrath was the celebrated Captain Dhellas, a mighty warrior, who despite an unprecedented tally of dead foes, fell at the very moment of his victory. Though the Captain's body was returned with due reverence to his Chapter, a mighty edifice was raised in his honour upon one of the numerous small islands of Wrath. Recently, however, the memorial has been defiled and word of the desecration has reach the Doom Eagles. It falls to a PC of the Chapter to seek vengeance however he can, either during a mission to Wrath or even on his own, with or without the approval of his superiors at Watch Fortress Erioch.

The Doom Eagles have seen action throughout the Jericho Reach, particularly in the Canis Salient. A force based around the Chapter's 3rd Company was instrumental in the conquest of the world of Wrath, breaking the stubborn defence mounted by its native peoples and opening the way for their complete subjugation. During the key battle, an orbital drop directly on to the island capital of the natives' rulers, the 3rd Company's squads displayed their mastery of the jump assault to characteristic effect. Every squad of the company, whether Tactical, Assault or Devastator, donned jump packs in order to affect a high altitude drop some fifty kilometres away from the heavily defended drop zone. The high altitude deployment allowed the Space Marines to confound the defenders, their jump packs arresting their descent while they steered themselves in at an extremely shallow angle. By the time the assault force was over the drop zone, the defenders were unable to mount anything more than an ad hoc last stand, and the head of the resistance was severed in a single, critical battle.

While the Doom Eagles 3rd Company has long since been recalled to other warzones, a small core of its warriors remained to stand the Long Watch. While each is a veteran of numerous wars, most have chosen to deploy as Assault Marines, where their mastery of the jump assault can be put to use against the myriad enemies of Mankind stalking the war-torn depths of the Jericho Reach.

FIRE ANGELS

The Fire Angels are a recently founded Chapter, though not the first body to bear the title and panoply. They hail from the world of Lorin Alpha and while they share the genetic heritage of the Ultramarines, the Fire Angels have no special links to the wider body of Ultramarines Successors. Instead, the Fire Angels look forwards, carving their own legends in the annals of the Imperium's history. Though only a few centuries old, the Chapter has already won many notable victories and taken part in numerous campaigns and crusades.

The Fire Angels are notably conservative in their outlook and nature, adhering closely to the Codex Astartes. This is perhaps inevitable in such a young Chapter, which has yet to develop the idiosyncrasies of one that has fought for many millennia. The Chapter's Battle-Brothers train for all aspects of warfare, but focus on those considered the core of the Space Marine way of war. The Chapter lacks large numbers of the more specialised war machines and wargear and makes extensive use of Rhino armoured transports as well as the many vehicles based on this venerable pattern.

There is one aspect of the Fire Angels that sets them apart from other Chapters however, and that is the manner in which they honour the Emperor. While the Imperial Creed preaches that the Emperor is a god, the majority of Space Marine Chapters have their own, unique Chapter Cults, most of which regard him as a man, albeit the most potent ever to have lived. Uncommonly amongst the Adeptus Astartes, the Fire Angels' Chapter Cult adheres closely to the dictates of the Imperial Creed, sharing many of its teachings and beliefs. As a result, the Chapter has close ties with various bodies within the Ecclesiarchy and has even fought alongside the Battle Sisters of the Adepta Sororitas. Battle-Brothers of the Fire Angels have received numerous citations and honours from the lords of the Ministorum, something that very few other Chapters would accept or acknowledge. The Chapter's warriors are often seen bearing various icons of the Imperial Creed upon their armour as they fight the enemies of the Emperor.

FIRE ANGELS CHARACTERS

While it is known that the Fire Angels were founded using the gene-seed stocks of the Ultramarines, the Chapter maintains few of the traditions of its progenitor. Fire Angels characters are therefore created using the Codex Battle-Brother character creation guidelines presented on page 99.

A Fire Angels Space Marine gains the following benefits: +5 Weapon Skill, +5 Ballistic Skill.

Bonus Talents: Peer (Ecclesiarchy), Rival (All humans ignorant of the Imperial Creed.)

FIRE ANGELS ADVENTURE SEED

The Kill-team is dispatched on a mission to the Shrine World of Eleusis in the Orpheus Salient, its orders to investigate reports of xenos creatures infiltrating the extensive catacombs beneath one of the major Shrine cities. Deep in noisome, sewer-like crypts, the Kill-team discovers desecration enacted upon the tombs of the faithful during the long ages the Shrine world was lost to the worship of the Ruinous Powers. To make things worse still, the brethren soon uncover signs of a subtler corruption at work, in the form of a xenophile cult using the catacombs as a lair. Faced with heresy and corruption at all turns, the Kill-team might decide to unleash the fires of the Emperor's wrath and burn the entire place to cinders, their greatest weapon their own unbreakable faith.



SILVER SKULLS

The Silver Skulls are believed to be a Successor of the Ultramarines Legion, though as with many details of the Imperium's ten millennia long, war-torn history, this fact is far from certain. What is known, however, is that the Chapter has been at the forefront of the Emperor's wars since its founding, and fought alongside others of the so-called Primogenitors on numerous occasions.

The Chapter's home world of Varsarvia is located in Ultima Segmentum, a thinly settled region of the galaxy haunted by numerous xenos species. The Chapter must regularly face all manner of threats, and in recent times has fought significant and costly battles against the Dark Eldar and the resurgent Necrons.

The Silver Skulls adhere broadly to the letter and intent of the Codex Astartes, only diverging from their presumed genetic inheritance in the details of their Chapter cult. The Silver Skulls engage in a number of barbaric rites that are likely to have emanated from the cultures from which they recruit. Notable amongst these is the practise of head taking, whereby especially potent enemies are beheaded during battle, their decapitated heads born as trophies until victory is won. As part of its post-battle celebrations, the Chapter selects the heads of the most powerful enemies, flense flesh from bone and layer the skulls in a coat of silver.

Another characteristic feature of the Silver Skulls' character is to be witnessed in their use of various precognitive disciplines. While some would label them overly superstitious, the Silver Skulls believe that by consulting the Emperor's Tarot, the Chapter's Librarians—referred to as Prognosticators—seek to decipher the Emperor's will and commit their strength as best suits his otherwise unknowable scheme. Because of this enhanced role within the Chapter's traditions, the Prognosticators work closely with the Silver Skulls' Chaplains. On some occasions, the Prognosticators have counselled against the Chapter becoming embroiled in a particular war, though honour has often dictated that it do so regardless. To fight knowing that defeat is inevitable is perhaps a curse the Chapter must bear, the price of the wisdom the Prognosticators are undoubtedly party to. Despite their seemingly mercurial nature, the Silver Skulls are known to fight with honour the length and breadth of the Imperium.

SILVER SKULLS CHARACTERS

Battle-Brothers drawn from the Silver Skulls Chapter are created according to the Codex Battle-Brother rules presented on page 99.

A Silver Skulls Space Marine gains the following benefits: +5 Intelligence, +1 Fate Point.

SILVER SKULLS ADVENTURE SEED

On the eve of battle, a Silver Skulls Battle-Brother experiences some manner of portent of doom, perhaps whilst in prayer or while consulting the Emperor's Tarot. So powerful is this message that the Battle-Brother is convinced that the mission will end in disaster, and in many ways he may be correct. Yet, it is written that every warrior has the power to grasp his own fate. During the ensuing mission, the Battle-Brother may not make use of any Fate Points, but, assuming he survives, he earns a bonus Fate Point as soon as it is over.

KNIGHTS OF THE RAVEN CHARACTERS

Battle-Brothers drawn from the Knights of the Raven Chapter are created according to the Codex Battle-Brother rules presented on page 99.

A Knights of the Raven character gains the following benefits: +5 Agility, +5 Intelligence.

KNIGHTS OF THE RAVEN ADVENTURE SEED

The Knights of the Raven Battle-Brother might have been tasked with proving the Chapter's strength, courage and devotion by way of his deeds in the Jericho Reach. An interesting narrative could be developed by the Game Master providing the character with secret challenges that the rest of the Kill-team is ignorant of, until they are completed at least. These might include facing specific enemies, fighting on particular worlds, earning set amounts of Renown and the likes. Bonus Experience Points should be awarded to the player if he succeeds in these challenges, while dire communications could be received from his distant Chapter Master if his deeds are not sufficiently legendary!

KNIGHTS OF THE RAVEN

Very few details of the Knights of the Raven Chapter are known, even within the ranks of the Adeptus Astartes, the Deathwatch, and the Holy Ordos of the Emperor's Inquisition. Given the similarities between the Chapter's iconography and that of the Raven Guard Chapter, it might be assumed that the Knights of the Raven are related in some way to the First Founding sons of the Primarch Corax, though there is no definitive link between the two chapters beyond the coincidence of name and heraldry.

The Knights of the Raven are represented in the war zones of the Jericho Reach by a small task force that emerged unheralded through the Jericho-Maw Warp Gate some three years ago. This sub-company battle force has fought many battles alongside other, larger forces, drawn from a variety of brother Chapters. As best as can be determined, the Knights of the Raven consider it their solemn duty to commit forces to the Achilus Crusade, for to stand by as others fight and die in the name of the Emperor is a far darker shame than any defeat that could be suffered at the hands of the foe.

A small number of Knights of the Raven Battle-Brothers have since taken the Apocryphon Oath and began a vigil of the Long Watch. As with the deployment of the Chapter's main force in the Jericho Reach, it appears this undertaking is a matter of honour, ensuring the Chapter bears its fair share of the trials and tribulations of the crusade. This handful of Battle-Brothers have not long been serving at Watch Fortress Erioch, and it remains to be seen if their deeds will equal, or even surpass those of other, better known Chapters.

SONS OF MEDUSA

A Successor of the First Founding Iron Hands Chapter, the Sons of Medusa are a highly unusual case, in that they were not created by way of any conventional means. The Chapter's roots are to be found in the dark days of the Moirae Schism, during which the servants of the Cult Mechanicus were split in two by a doctrine that claimed to be able to read the future in minute fluctuations in the blessed Astronomican. Furthermore, the future the schismatics read in the wave forms spoke of a future age in which the Cult Mechanicus and the Ecclesiarchy were merged as one unified creed. Needless to say, neither bodies would countenance such a thing and internecine war soon split the Adeptus Mechanicus in two.

Ordinarily, the so-called Moirae Schism might have been contained within the ranks of the Adeptus Mechanicus and need not have resulted in bloodshed. It was unfortunate then that the schism occurred during an age when the Imperium as a whole was also split in two – the so-called Nova Terra Interregnum. With the Imperium's ruling bodies fighting themselves and one another, the schism was able to spread far and wide, soon penetrating the consciousness of groups with close ties to the Adeptus Mechanicus. One such group was the Iron Hands Chapter.

A highly divergent Chapter, the Iron Hands organise themselves into all but autonomous Clan Companies instead of the codex-prescribed, centrally organised system. As the doctrines of the Moirae techno-mystics took hold, some Clan Companies embraced them while others rejected them entirely. Soon, the Chapter was riven with discord and an all-out war between the opposed factions seemed inevitable. It was only by convocation of the Chapter Great Clan Council that such a destructive end was averted, and it was agreed that those Iron Hands who would not renounce their new beliefs should leave the Chapter, and that neither side would ever take up arms against the other.

Despite their effective banishment, the schismatics still considered themselves Iron Hands and loyal servants of the Imperium. They took to a new existence crusading against the foes of the Imperium and when the Nova-Terra Interregnum was ended and the Imperium launched its Great Cull against those deemed to have strayed too far from the Emperor's light, the exiles were at the fore of the campaign. By this time, their ranks had been swollen by others of the Iron Hands who shared their beliefs, as well as by continuation of gene-seed propagation procedures. By the end of the Great Cull, the exiles numbered several hundred Space Marines, amounting to a nascent Chapter in their own right.

In recognition of the exiles' service during the Great Cull, the High Lords of Terra formally recognised them as a Chapter of the Adeptus Astartes, and the title "Sons of Medusa" was bestowed upon them. Thus, the Chapter was never Founded as such, marking its origins as virtually unique in the annals of the Adeptus Astartes.

Centuries after its unusual creation, the Sons of Medusa Chapter resembles one modelled on the Codex Astartes. There are differences however, and these are rooted in the Clan Companies of the Iron Hands. The thousand

SONS OF MEDUSA CHARACTERS

Sons of Medusa characters can be created in one of two ways. If the player has access to the **FIRST FOUNDING** supplement, the rules given for creating an Iron Hands Battle-Brother can be used. If this supplement is not available, however, it is perfectly appropriate to use the rules presented on page 99 for creating a Codex Battle-Brother.

A Sons of Medusa Space Marine created using the Codex Character Creation rules gains the following benefits: +5 Weapon Skill, +5 Ballistic Skill.

Bonus Talent: Scourge the Heretic. May start out with The Flesh is Weak for 200 XP.

Restrictions: Some members of the Ecclesiarchy may (at the GM's discretion) have some knowledge of the Moirae Schism and therefore harbour a mistrust of the character and his brethren. This could manifest as anything from full-blown antagonism to a simple –10 penalty on Interaction Skill Tests.

SONS OF MEDUSA ADVENTURE SEED

During a mission near the cursed Heretek Forge World of Samech, the Kill-team encounter echoes of the Moirae Schism and the heretical dogma preached by its instigators. Should the Kill-team include a Sons of Medusa Battle-Brother, he will surely wish to investigate further, to determine if a genuine link to the Moirae techno-mystics exists. If there is a connection, how will he react? Will he determine to silence the heretic spouting the words of a long-forgotten dogma or will he seek to learn more of them? Furthermore, what if the Kill-team also includes a Battle-Brother of the Iron Hands Chapter? Will the Moirae Schism erupt afresh in the ranks of the Deathwatch of the Jericho Reach?

or so Battle-Brothers of the Sons of Medusa belong to one of three War Clans, each of which comprises a Battle Company, a Tactical Company, and a Support Company that includes numerous specialist squads. This takes the Chapter's numbers up to around 900 brethren, and the remaining hundred or so are Scouts, split between each of the three War Clans. Thus, the Chapter broadly adheres to the Codex Astartes while maintaining its own internal chain of command that differs significantly from Roboute Guilliman's vision.

In temperament, the Battle-Brothers of the Sons of Medusa display the same demeanour as their progenitors. They abhor the weakness of the flesh, and while they encase their bodies in cold steel they are blessed of a hatred of the Emperor's foes far hotter than any furnace. Given their crusading roots during and immediately following the Nova-Terra Interregnum, it is not surprising that the Sons of Medusa display an even keener urge to prosecute the Emperor's foes than their sires.

FIRE HAWKS

It is believed that the Fire Hawks are a product of the 21st, also called the “Cursed”, Founding, and certainly the Chapter shares something of the ill-omened nature said to haunt others of that line. While the Fire Hawks have always maintained they were forged from the gene-stock of the Ultramarines, the sons of Guilliman have never acknowledged any kinship, fuelling suspicions as to their true heritage.

The Fire Hawks are a fleet-based Chapter, though they have in the past ruled over at least two former home worlds. Today however, these worlds are blasted wastes, consumed by the wars of the Age of Imperium. Though no trace of the culture from which the Chapter originally recruited now exists, something of their feudal traditions live on in the Chapter’s rites and character. The Fire Hawks engage in the practise of honour duelling, often using weapons heated over ceremonial braziers to settle disputes and lay rivalries to rest. Needless to say, the loser in such a bout is likely to be horrifically scarred, and death is not an uncommon outcome. Another tradition dating back to this lost culture is in the rank titles bestowed upon the Chapter’s leaders. Knightly terms are often combined with standard codex titles, creating individuals with a wide range of ranks, such as Captain-at-Arms, Knight-Sergeant or Brother-Ensign.

In temperament, the Fire Hawks are notoriously bellicose, their battle tactics almost entirely concerned with the application of overwhelming force to bring about the total and immediate destruction of the enemy. Despite their brutal approach to war, the Fire Hawks are not mindless berserkers and never throw away their own lives in the pursuit of impossible objectives. While some allies have denounced the Fire Hawks for this attitude, some coming close to calling them out as traitorous, it is in fact rooted in their overwhelming sense of superiority and self-worth. The Fire Hawks simply refuse to sacrifice themselves for anything but the highest cause, and when they commit themselves to battle, the result is the total destruction of all who stand before them.

The Fire Hawks are somewhat unusual in another regard too. When the Age of Apostasy pitched the entire Imperium into an age of civil war and anarchy, most Chapters of the Adeptus Astartes focused on their own missions and refused to take sides. The Space Marines saw any involvement in the countless internecine wars of faith and the absolute, maniacal oppression unleashed upon the worlds of the Imperium by High Lord Vandire as a betrayal of their duties. The vast majority looked to the security of the regions about their home worlds or continued to prosecute long-standing wars against ancient xenos foes. The Fire Hawks, however, did become involved in the wars of the age. The Chapter fought for the cause of Sebastian Thor, and ever since that time has sought to maintain the status quo that settled over the galaxy following his victory over the insane High Lord. To this day, the Fire Hawks have been tireless in their prosecution of any enemy whose deeds might threaten the Imperium,

launching their overwhelming assaults against renegade planetary governors, apostate hierarchs, and rogue militant lords. In many cases, the Chapter’s leaders have taken on such causes before any other body has beseeched them for aid, regarding the defeat of such traitors as a matter of honour. Only when the demagogue is slain, his armies scattered, his cities cast down and his peoples made destitute do the Fire Hawks consider the matter settled.

While the Fire Hawks have not deployed to the Jericho Reach in force, a number of Battle-Brothers drawn from the Chapter are known to be standing the Long Watch in the region. Of these individuals, a Techmarine by the name of Solus Phen, was recently the subject of an unfortunate incident involving the Omega Vault at the heart of Watch Fortress Erioch. It is normal for the vault to open to allow an individual to enter and recover the object of its unsealing, yet when Brother Phen entered, the portal closed immediately behind him and when it next opened, all sign of his passing was gone. Needless to say, Techmarine Phen’s Battle-Brothers are keen to determine his fate and to uncover the meaning of this portentous event.

FIRE HAWKS CHARACTERS

Battle-Brothers drawn from the Fire Hawks Chapter are created according to the Codex Battle-Brother rules presented on page 99.

A Fire Hawks Space Marine gains the following benefits: +5 Weapon Skill, +5 Ballistic Skill.

Bonus Talent: Good Reputation (Ecclesiarchy)

Restrictions: At the GM’s discretion, highly ranked Imperial Guard officers may distrust the Battle-Brother, having encountered this Chapter in the past. A –10 penalty to Interaction Skill tests is appropriate in such cases.

FIRE HAWKS ADVENTURE SEED

The Kill-teams of the Deathwatch are often called upon to serve alongside the servants of the Inquisition, sometimes accompanying individual Throne Agents into the field. The Battle-Brothers are oath-bound to obey the lords of the Ordo Xenos, despite their own views on the mission. What if, however, a Battle-Brother of the Fire Hawks Chapter was called upon to serve under an Inquisitor espousing Radical beliefs entirely at odds with the fact that the Fire Hawks sided with the Thorians during the wars of the Age of Apostasy? In many cases the Inquisitor’s factional leanings would have little or no effect on the execution of a mission, but there are bound to be occasions, however rare, when they do come to the surface and inform the Inquisitor’s strategy. Most other Space Marines are able to set aside their own views, or else they would not have been seconded to the Deathwatch in the first place.

ASTRAL CLAWS

The Astral Claws are an Adeptus Astartes Chapter founded around five millennia ago, and one with a great many famous battle honours to its name. The Chapter has taken part in numerous crusades, most notably the defence of the Cadian Gate during the 5th Black Crusade, as well as the Taninim Crusades that retook vast swathes of territory from the Orks and various other vile xenos species. Most recently, the Chapter has seen action in the Lycanthos Drift campaign, a conflict that took place during the closing stages of the Fourth Quadrant Rebellion.

For much of the Chapter's history, the Astral Claws have operated as a fleet-based, crusading force, though still older records suggest they may have occupied one or more Chapter worlds in the earliest years of service. Four hundred years ago, the Chapter was assigned along with several others to the force known as the Maelstrom Warders, a group of Chapters charged with defending the sectors surrounding the massive Warp anomaly known as the Maelstrom from the numerous outcasts, pirates and xenos raiders that lurk within. The Astral Claws received the signal honour of appointment as masters of the Maelstrom Warders, the Chapter's commander having ultimate power over the entire formation. Though the Astral Claws still maintain a powerful fleet capacity, they have, for several centuries, been fortifying their new home system of Badab, creating in the process a bastion considered by all that have witnessed it to be unbreakable.

In most regards, the Astral Claws have always been considered adherents of Roboute Guilliman's Codex Astartes. However, the Chapter has, in secret, undergone a shift in its outlook and organisation, a change that has only accelerated with recent appointment of Luftg Huron as Chapter Master. Over recent decades, the Astral Claws have elevated themselves from foremost defenders of the Maelstrom Zone, to its masters in all but name.

ASTRAL CLAWS CHARACTERS

Astral Claws characters are created using the rules for Codex Battle-Brothers presented on page 99.

An Astral Claws Space Marine gains the following benefits: +5 Strength, +5 Willpower.

Bonus Talent: Rival (Inquisition)

ASTRAL CLAWS ADVENTURE SEED

There are several noted members of the Holy Ordos, in particular those belonging to the Ordo Hereticus that have cause to distrust the intentions of the Astral Claws. This is an opportunity to involve the player characters in some inter-service politicking. A Kill-team including an Astral Claws character might be called upon to accompany an Inquisitor on a mission, and their charge might have had some dealings with the Battle-Brother's Chapter. The Inquisitor might ask impertinent questions or reveal something of his suspicions, perhaps hoping to goad the Space Marine into revealing his true loyalties—the Imperium or the Astral Claws. Later on in the mission, the Battle-Brother might find himself in a position to save the Inquisitor from peril or to abandon him to his death, and no one apart from himself will know which he chooses...

The Chapter has established itself at the apex of a potent military force comprising not just its own assets, nor those of the other Chapters of the Maelstrom Warders. The Astral Claws have direct control over a vast body of locally raised troops, numbering, it is estimated, in the many millions of warriors. Far more serious, however, is that the Astral Claws have secretly transgressed one of the core proscriptions of the codex, namely that which restricts the size of a Chapter to around a thousand Battle-Brothers. It is possible that the additional numbers actually relate to potential Successors of the Astral Claws themselves, for ancient records do state that the Chapter has sired at least three others, but without an Inquisitorial investigation, the truth may never be uncovered.

In nature, Battle-Brothers of the Astral Claws have about them an air of superiority bordering on the disdainful, an attitude that often extends even to members of other Adeptus Astartes Chapters. This demeanour might be the main reason the Chapter only rarely submits brethren to stand the Long Vigil. Perhaps another reason lies in the fact that service in the Deathwatch is likely to bring a Battle-Brother into close contact with senior members of the Inquisition, perhaps precipitating the asking of questions the Chapter has no desire to see answered.

EXORCISTS

A Chapter of the ill-fated 13th Founding (sometimes called the "Dark Founding"), the Exorcists are of unrecorded heritage. The details of the Chapter's Founding are not simply lost to the mists of time, however, for they have never been accessible to even the highest ranked individuals. All that can be ascertained is that the records were sealed at the express and irreversible order of one of the High Lords of Terra—none other than the Inquisitorial Representative. This has led some to postulate that the Exorcists were created on the order of the Holy Ordos, or perhaps as a result of their counsel. What dark mission could require the founding of an entire Space Marine Chapter is unknown, but certainly, the Exorcists are quite unique in many regards.

The Exorcists adhere in most ways to the precepts of the Codex Astartes, the only notable difference being the fact that they maintain not ten, but twelve companies. Instead of just one Scout Company, the Exorcists maintain three, and while the reason for this divergence has never been openly explained, it is thought to relate to the esoteric and arduous selection processes the Neophytes are subjected to. The exact nature of the Chapter's training and conditioning remains a mystery, but there are some who believe that the Neophytes are deliberately exposed to contact with the foul denizens of the Warp in the hope that they will be made strong by the process, or killed by it. If true, this would certainly account for the high numbers of Neophytes who, for whatever reason, do not survive service in one of the Scout Companies. This is largely speculation, for if such a practice were to be brought to light, not even a Chapter of the mighty Adeptus Astartes would be free from prosecution by the Inquisition.

Another area in which the Exorcists differ from many of their brother Chapters is in their cultivation and propagation of forbidden knowledge. The Exorcists are highly intelligent and rational, and each is steeped in the lore of the daemon and of the Warp. Each is said to know numerous wards and can recite the most powerful of daemon-slaying texts. The teachings of

the Chapter's cult focus heavily on defeating the works of the daemonic, though it must be said that the Chapter is nowhere near as specialised as the secretive Grey Knights and regularly faces the entire spectrum of the Imperium's foes. Nonetheless, the Exorcists are especially adept at combating the denizens of the Warp and this is manifest in another of the Chapter's practises. The Chapter cult is divided into a number of sub-cults known as Orisons. Each serves as a lodge of warrior-mystics within the Chapter, the members of each privy to a particular, specialised branch of daemonic lore. When facing a threat that is the domain of a specific Orison, that group may be gathered together to confront it or to counsel others in doing so. The Orisons are not standing tactical formations and their existence does not contravene the dictates of the Codex Astartes, but they do allow the Chapter to focus specialised knowledge quickly and efficiently and thus defeat the servants of the Ruinous Powers.

Given their nature, it is perhaps inevitable that the Exorcists should maintain close ties to various bodies within the Inquisition. While it is far from unusual for Chapters to have special links with individual Inquisitors or with particular conclaves or other groups, the Exorcists go one step further. The Chapter's home world of Banish hosts several facilities belonging to Inquisitors of the Ordo Malleus, though their exact factional leanings remain a mystery. If half of the suspicions regarding the Exorcists' indoctrination processes are true, then it is possible that these allied Inquisitors and their servants adhere to one of the more radical factions within the Holy Ordos, for no puritan would countenance such practices.

EXORCISTS CHARACTERS

The identity of the Exorcists' progenitor is not simply lost, it is deliberately hidden away. Therefore, Battle-Brothers drawn from the Chapter are created according to the Codex Battle-Brother rules presented on page 99.

An Exorcists Space Marine gains the following benefits: +5 Intelligence, +5 Willpower.

Bonus Skill: Lore: Forbidden (Daemonology)

Bonus Talent: Rival (Ecclesiarchy)

EXORCISTS ADVENTURE SEED

Whilst the Kill-team is operating in the war zones surrounding the Hadex Anomaly, one of its members, a Battle-Brother of the Exorcists Chapter, receives a message by way of encrypted personal transmission. Upon unsealing the message, the brother discovers it is a distress call from an Inquisitor of the Ordo Malleus engaged in secret activities in the same war zone. The Inquisitor has long known of the Battle-Brother's presence in the Jericho Reach, watching from afar should he ever need the Battle-Brother's aid. Now, with his mission falling apart around him, the Inquisitor determines that he needs help of the kind that only a Battle-Brother of the Exorcists is able to provide. Perhaps the brother knows the secret name of a daemon the Inquisitor is seeking to destroy, or perhaps to bind. No doubt the Inquisitor's factional leanings are on the Radical side of things, a fact that might cause substantial friction within the ranks of the Kill-team if others of its members are more puritan in their outlook.

Exorcists

Fire Hawks

Astral Claws

Sons of Medusa



FIRE LORDS

History does not record which Founding gave rise to the Fire Lords, nor whether the Chapter was specifically named for its favoured battle tactics. Nor is the identity of the Chapter's progenitor recorded, though several noted historians have made a number of speculations based on an observed focus on flame and conflagration in the Chapter's iconography, rites and favoured weaponry. As their name might suggest, the Fire Lords are known for their utilisation of all manner of incendiary weapons, from hand-held flamer units all the way up to Firestorm bombardment charges delivered from low orbit.

Several Battle-Brothers of the Fire Lords Chapter are recorded as having taken the Apocryphon Oath and stood a vigil of the Long Watch in the Jericho Reach. All have displayed the Chapter's characteristic zeal for unleashing the flames of divine judgement upon the numerous enemies of Mankind that lurk in the dark void of the region. Many have utilised weapons crafted for them by the master artisans of their parent Chapter. Devastators often carry heavy flamers or multi-meltas into battle, while Tactical Marines favour combi-flamers and meltas. Even when mission parameters make the use of such weapons less relevant, it has been observed that Fire Lords Battle-Brothers often carry secondary or back-up weapons that utilise flame or heat. Incendiary grenades, flame pistols and even Jokaero digital meltas have all been carried into battle by such Battle-Brothers, and used to strike down the enemies of the Mankind.

FIRE LORDS CHARACTERS

Battle-Brothers drawn from the Fire Lords Chapter are created according to the Codex Battle-Brother rules presented on page 99.

A Fire Lords Space Marine gains the following benefits: +5 Toughness, +5 Strength.

Bonus Talent: Cleanse and Purify.

FIRE LORDS ADVENTURE SEED

The Chapter Rites of the Fire Hawks call for a Battle-Brother to render himself up to the fires of judgement at key stages in his service. Ordinarily such trials would be set and overseen by the Chapter's Chaplains, but Battle-Brothers standing the Long Watch must ensure their adherence to the rites according to their own counsel. Whatever form it takes, the Battle-Brother must ensure he undergoes some especially trying experience and that he emerges from it a better warrior. The exact nature of the trial is left to the player to imagine, and it is up to the Game Master to determine the outcome. If the GM decides the Battle-Brother was successful, he should award bonus Experience Points at the end of the mission.



MINOTAURS

The origins of the Minotaurs Chapter are shrouded in mystery, for the formation at large in the Imperium today appears to bear little resemblance to accounts of its past. Once, the Chapter was thought to belong to the 21st, so-called “Cursed” Founding, and to be a virtual outcast amongst the ranks of the Adeptus Astartes. Descriptions of the Minotaurs of old describe a force of berserkers that made war with savage abandon and eschewed all contact with other military forces. The Minotaurs of today have either mastered their former curse, or else they are a different body of warriors entirely, merely sharing the same name and similar heraldry.

The truth may never be known, even at the highest levels, for all data relating to the Minotaurs’ origins and the current status of their gene-seed tithes is sealed by the highest possible authority. The Chapter is highly active in the prosecution of the Emperor’s wars, seemingly deployed according to the highest level pronouncements of the Senatorum Imperialis and rarely if ever answering calls to war from any other authority. Many of the operations in which the Minotaurs have been committed are notable in that they are against other Space Marine forces, often renegades or isolated elements within an otherwise loyal Chapter that refuses to suppress its own. It appears that the Minotaurs undertake such missions with relish, perhaps testing themselves against the most potent enemy they can find—other Space Marines. Furthermore, on the rare occasion of the Chapter serving alongside brother Adeptus Astartes, the Minotaurs have displayed such open contempt that all manner of recriminations have ensued, up to and including the fighting of duels and other low level hostilities. It is often reported that the Minotaurs are disdainful of all other subjects of the Imperium and that they radiate a malign intensity that makes even the boldest general fearful of approaching them.

MINOTAURS CHARACTERS

Battle-Brothers drawn from the Minotaurs Chapter are created according to the Codex Battle-Brother rules presented on page 99.

A Minotaurs Space Marine gains the following benefits: +5 Strength, +5 Toughness, +5 Willpower.

Bonus Talent: Rival (all Adeptus Astartes not of the Minotaurs or Deathwatch), Enemy (all non-Adeptus Astartes Imperial bodies).

MINOTAURS ADVENTURE SEED

Any Minotaurs Battle-Brother serving in the Deathwatch is likely to have a mysterious and potentially troublesome past, the details of which he would certainly not divulge even to the brethren of his Kill-team. Whilst engaged on a mission, the Kill-team crosses paths with a group of Space Marines prosecuting the wars of the Achilles Crusade, but they belong to a Chapter the Minotaurs character has encountered before. Perhaps the Battle-Brother crossed swords with one of the members of the other Adeptus Astartes force, or insults and recriminations were exchanged following a bitter encounter. For the mission to continue, the two might have to settle the matter once and for all, fighting a duel to first blood, or even to the death.

One further detail marks the Chapter as unusual. While they appear to adhere closely to the organisational dictates of the Codex Astartes, the Minotaurs almost exclusively operate as a complete Chapter. While most Chapters spread their forces across multiple war zones, only coming together as a whole for the most momentous of conflicts, the Minotaurs rarely detach smaller forces away from the main body. This makes the Chapter a somewhat blunt instrument, but one capable of smashing any foe that dares stand against it. This, combined with what appears to be a program of rapid psycho and surgical indoctrination of Neophytes, means that the Chapter is inevitably encountered en masse. How many Minotaurs have the opportunity or the temperament to stand a Vigil of the Long Watch is unknown.

STAR PHANTOMS

Created during the so-called “Sentinel” Founding of early M38, the Star Phantoms were one of several Chapters whose mission was to take and hold various xenos-contested regions on the very borders of the Emperor’s domains. Many of the Chapter’s earliest campaigns were waged against now extinct xenos monstrosities, and the Star Phantoms frequently operated on their own and far from the support of other Imperial institutions. This situation is often cited as the main reason for the Chapter’s somewhat isolationist outlook, though others have advanced the notion that the cause is rooted in the Star Phantoms’ genetic heritage. Some suspect that the Star Phantoms were created from the gene-seed of the Dark Angels, which, if true, would be unusual, not only for not suffering any known mutations, but because the Dark Angels’ gene stock is rarely utilised for new Foundings. The Dark Angels themselves deny the lineage, while the Star Phantoms regard any such enquiries as impertinent.

The Star Phantoms display a peculiarly idiosyncratic Chapter cult. The Chapter’s rites and traditions focus on death and martyrdom, the fallen being revered over and above the living.

STAR PHANTOMS CHARACTERS

Battle-Brothers drawn from the Star Phantoms Chapter are created according to the Codex Battle-Brother rules presented on page 99.

A Star Phantoms Marine gains the following benefits: +10 Willpower.

STAR PHANTOMS ADVENTURE SEED

A Star Phantom Battle-Brother recently arrived at Watch Fortress Erioch has been given an important task by his Chapter Master before departing from the Star Phantoms Fortress-Monastery. A decade ago, a Star Phantom standing the Long Watch fell in battle, and the manner of his death has never been fully recounted. The Battle-Brother must take every opportunity to find out how his predecessor died and to compile a death saga worthy of the Chapter. In doing so however, he discovers that the Battle-Brother fell during a mission that was in fact a front for an ongoing and all but invisible war between two Inquisitors of opposing factional doctrines. What if one of these two rivals requests the Kill-team’s aid against the other?

Symbols of death and mourning are used as Chapter iconography, the Chapter symbol itself featuring a sand-timer surmounted by two death's heads. This trait extends to a generalised disregard for the living that has often manifested in excessive collateral damage amongst populations the Chapter has been tasked with purging of insurrectionist elements, and even amongst allied units. In battle, the Star Phantoms utilise overwhelming firepower into order to crush their enemy utterly. Unlike many other Chapters, they hold no particular method of war as inherently favourable or honourable. They make extensive use of drop pod assaults, supported by a greater than usual reliance of drop pod delivered ordnance such as the Deathstorm, and favoured personal weapons are always those able to deliver the most impressive and destructive firepower.

In nature, Battle-Brothers of the Star Phantoms are often solemn and invariably shun contact with those outside of their Chapter. While they do contribute brethren to the Long Watch, Star Phantoms serving in the Kill-teams of the Deathwatch are often somewhat apart from their fellows. Their Chapter cult teaches that life is transient and only the manner of a warrior's death holds any meaning. While they may be somewhat cold, the Star Phantoms truly hold no compulsions about dying, so long as they know they will be grieved by their comrades according to their beliefs.

INVADERS

History appears not to have recorded the details of the Invaders' Founding, the details no doubt having been lost to the long centuries of war. The Chapter adheres to the dictates of the Codex Astartes, though as of the opening of the present century it stands under strength. The cause of these grievous losses is highly restricted data, making it likely that the Chapter has been engaged facing the dread denizens of the Warp, potentially alongside the mighty Grey Knights Chapter. It is not uncommon for brethren surviving such campaigns to be subjected to deep-core mind wipe procedures, meaning that even were it true, the veterans of any such campaign would have no memories of the blasphemies they might have witnessed.

Other conflicts in which the Invaders have fought are better known, however. In the middle of the last century the Invaders launched an assault against the Eldar Craftworld of Idharæ, the xenos having been severely reduced in number following their actions in the war against the Tyranids of Hive Fleet Naga. Despite sustaining heavy losses, the attack was a success. Such a bold action would have been unlikely to succeed were the Eldar not so weakened, and it resulted in the Craftworld being reduced to a dead, drifting hulk of scorched and desiccated wraithbone.

Four decades later, the Eldar enacted bitter vengeance upon the Chapter when the forces of Craftworld Alaitoc launched a retaliatory attack upon the Invader's home world of Ogryns. This time, the tables were turned, for it was the Space Marines that were under strength, their numbers still returning to full strength following the losses they had sustained during the destruction of Craftworld Idharæ. The Chapter was overwhelmed, their Fortress-Monastery destroyed and Ogryns reduced to ruins. Only three hundred Battle-Brothers survived the battle, after

INVADERS CHARACTERS

Battle-Brothers drawn from the Invaders Chapter are created according to the Codex Battle-Brother rules presented on page 99.

An Invaders Space Marine gains the following benefits: +5 Weapon Skill, +5 Agility.

Bonus Talent: Hatred (Eldar)

Restriction: With the Invaders Chapter's numbers so low, every Battle-Brother is an asset and every loss is keenly felt. Should the Invaders character make a Heroic Sacrifice (see The Game Master chapter of the **DEATHWATCH** Core Rulebook) then the bonuses to the player's next character are only available if the fallen brethren's gene-seed is successfully recovered.

INVADERS ADVENTURE SEED

This seed can be used during an encounter against the Daemonic forces of Chaos. At some point during the Kill-team's mission, the Invaders Battle-Brother experiences flashes of memory he cannot place. In time, the flashes mesh together and the brother is overcome by hideous images the likes of which would test the sanity of even the purest warrior of the Grey Knights Chapter. Each time the Battle-Brother faces a daemonic foe, he should be subject to his Chapter's Primarch's Curse (see the Game Master chapter of the **DEATHWATCH** Core Rulebook), progressing one level with each encounter. There is no way of avoiding this process, it is simply something the Battle-Brother must endure as the memories of a battle he fought long before joining the Deathwatch reassert themselves. Having reached Level 3 of the Primarch's Curse, the final encounter will cause the memories to come flooding back in a torrent, and in an instant the Battle-Brother recalls all in perfect clarity. He immediately gains the Slayer of Daemons Talent and the effects of the Primarch's Curse are removed.

which the Invaders were forced to take to their remaining star ships as a space-bound Chapter, capable only of actions in support of larger formations.

With the Chapter so reduced by the battles of the last century, it might come as a surprise that its masters should spare any Battle-Brothers to stand the long watch. Yet, despite the predicament the Chapter finds itself in, it continues to fulfil the ancient compacts sworn at the Apocryphon Conclave of Orphite IV when the foundations of the Deathwatch were first laid down. It has been noted that many of the oaths sworn by Invaders Battle-Brothers taking up the Long Watch relate to the Eldar, and it is no surprise that following recent history the Chapter's warriors should regard the pernicious xenos with a special hatred. Deathwatch Battle-Brothers of the Invaders Chapter have been noted for their desire to engage the Eldar wherever possible, despite the fact that few appear to be active in the war zones of the Jericho Reach. Nevertheless, the Invaders remain ever watchful for the Eldar and all their kin, as if seeking any opportunity that might arise to slay these most dishonourable of alien foes.

THE LEGION OF THE DAMNED

The Legion of the Damned is a mysterious force of ghostly Space Marines that appear as from nowhere to intervene when others of the Adeptus Astartes are hardest pressed. None can say what force they represent, what uncanny will drives them nor where they will appear next. Numerous legends are told of beleaguered Space Marine forces making bold, if doomed last stands against far more numerous foes, only for the black clad Legion of the Damned, their armour bedecked in flame and bone, to appear and carry the day. These deliverers unlooked-for fight in silence and never respond to any attempt at communication. As the battle draws to an end and the force they appear to be aiding launches its counter-attack, the Legion of the Damned disappear as inexplicably as they arrived, leaving behind them nothing more than the corpses of the fallen enemies of the Emperor.

LEGION OF THE DAMNED IN DEATHWATCH

The Legion of the Damned are included in **HONOUR THE CHAPTER** not simply as an engaging background detail or as an NPC option, but as a playable character type. However, due to their unique nature, it is not possible for a player to create a character like he normally would, field it in a series of missions, and see him advance in rank as the campaign progresses. That simply wouldn't work for a force of ghostly Space Marines guided by some unknowable fate who appear unheralded upon the battlefields of the Jericho Reach to aid otherwise doomed members of the Adeptus Astartes. Instead, a player takes control of a Legion of the Damned Battle-Brother if his own character is slain. He controls the character for the remainder of the mission, before it disappears once the objective is achieved.

PREREQUISITES

There is only one prerequisite for a player to take control of a Legion of the Damned Battle-Brother. His own character must have been slain during the battle, and at least one other player-controlled Deathwatch Space Marine must still be alive. The Game Master's consent must always be sought, because intervention by the Legion of the Damned could seriously derail the GM's plans for a mission if he cannot accommodate it. Players should not expect to be allowed to play a Legion of the Damned character every single time a Battle-Brother is slain—rather, it should be considered a rare event, preferably one that happens only and one of which numerous tales will be told for a long time to come.

All but one of the player characters may be replaced by Legion of the Damned Battle-Brothers, but should the last Deathwatch brethren be slain, the mission comes to an end. None at Watch Fortress Erioch will know of what has transpired, though it is of course possible that once the players have rolled up a new Kill-team, they will be dispatched to find out the fate of their fallen predecessors.

AID UNLOOKED FOR

The exact manner in which a player whose Deathwatch Battle-Brother has been slain takes control of a Legion of the Damned character is left to the GM, as is the exact timing and location of the new character's appearance. However, there are a few guidelines that can be applied, the better to provide an engaging role playing experience for all concerned.

The first thing to bear in mind is whether or not the other players should know what is about to happen. Assuming players are aware of these rules, they may come to anticipate that the first time one of them

loses a character, the Legion of the Damned will make an immediate appearance. This is understandable, but the players should be kept on their toes in order to maintain the tension and the pace of the game. The player should allow the gaming session to continue uninterrupted before letting the GM know that he wants to play a Legion of the Damned character, and ideally the ensuing discussion should be carried out as discretely as possible—in another room or during a snack break, for example. If the Game



LEGION OF THE DAMNED BATTLE-BROTHER PROFILE

WS	BS	S	T	Ag	Int	Per	WP	Fel
+2d10	+1d10	+1d10	+1d10	†	†	+1d10	+1d10	—

Movement: †

Wounds: +10

Skills: Awareness +20 (Per), Dodge (Ag), Intimidate +20 (Str), Lore: Common (all groups) (Int), Lore: Forbidden (all groups) (Int), Lore: Scholastic (all groups) (Int), Psyniscience +20 (Per), Search (Per), Silent Move +20 (Ag), Tracking +20 (Int).

Talents: Ambidextrous, Astartes Weapon Training, Basic Weapon Training (all groups), Bolter Drill, Chem Geld, Combat Master, Combat Sense, Die Hard, Fearless, Heavy Weapon Training (all groups), Heightened Senses, Improved Warp Sense, Infused Knowledge, Iron Jaw, Melee Weapon Training (all groups), Mighty Shot, Nerves of Steel, Orthoproxy, Pistol Weapon Training (all groups), Rapid Reaction, Stalwart Defence, Storm of Iron, Strong Minded, Target Selection, True Grit, Whirlwind of Death.

Traits: Auto-stabilised, Dark Sight, Fear (2), From Beyond, Incorporeal, Phase, Undying, Warp Instability.

Armour: Adeptus Astartes Power Armour on all locations.

Weapons: Choose one of the following sets: (a) bolter, bolt pistol, combat blade, 5 frag grenades, (b) flamer, bolt pistol, combat blade, 5 frag grenades, (c) bolt pistol, power sword, (d) heavy flamer, bolt pistol, combat blade, (e) multi-melta, combat blade.

†Agility, Intelligence, and Movement values remain unchanged from the profile of the character the Legion of the Damned Battle-Brother is replacing. As a Space Marine, the legionnaire has all of the usual Adeptus Astartes implants, but remember he is not a member of the Deathwatch and so does not have the Deathwatch conditioning of the character he is replacing. In addition, the Legion of the Damned Battle-Brother does not have access to Solo or Squad mode abilities or Demeanours, and has 0 Fate Points.

Master approves the intervention and can accommodate it, the player generates a Legion of the Damned Battle-Brother according to the rules above, and then waits for the GM's signal to begin play again.



The Game Master should consider whether the timing is right for the intervention, based on what he has planned for the mission ahead. If the Battle-Brother was slain as the result of an unfortunate (or even unheroic!) accident or event, as occasionally happens, it is probably not appropriate for a Legion of the Damned Battle-Brother to appear. It would be a waste, for example, for a Legionnaire to appear just because a Battle-Brother slipped from a mountain path and fell to his death on the rocks far below (as unlikely as such an accident is). Ideally, the death should have come about during an encounter that was vital to the success of the mission. If the player has invoked the optional Heroic Sacrifice rule (see the Combat chapter of the **DEATHWATCH** Core Rulebook) then the subsequent appearance of a Legion of the Damned Battle-Brother might be especially apt and poignant.

Another point worth considering is the relative importance of the encounter to the overall structure of the mission. To the players, the combat that resulted in the death of their Battle-Brother might appear to be the climax of the entire mission, but the Game Master might know differently and have still more challenging battles planned for them. The best time for the Legion of the Damned to intervene is at the very climax of the mission, and so the GM should feel free to deny or delay the appearance until a more suitable moment in the narrative.

The profile of the Legion of the Damned character is always generated randomly, based on the profile of the recently fallen Battle-Brother. This is to ensure the Kill-team's saviour is a figure of awe, able to make an impact on the mission. The player rolls the dice indicated in the Legion of the Damned Battle-Brother profile and adds the results to characteristics of his dead character to determine the new character's base profile.



II: LEGACY OF GLORY

In addition to the randomly determined profile, the Legion of the Damned Battle-Brother also has a variable set of equipment. The player should choose one of the sets presented in the profile.

ROLE-PLAYING A LEGION OF THE DAMNED SPACE MARINE

Taking on the role of a Legion of the Damned Battle-Brother is at once satisfying and challenging, for the player concerned and also for the rest of the group. The Legionnaire is in essence a ghostly figure, potentially from beyond the grave, fighting according to some unknowable scheme or objective. The player himself does not know the exact nature of his character, so role-playing it is an unconventional experience to say the least. However, it is also a lot of fun. Here are a few guidelines players and Game Masters should keep in mind when one or more Legion of the Damned Battle-Brothers enters play.

- Most importantly, the Legionnaire is not able to communicate with the Deathwatch Battle-Brothers, and the player should not attempt to do so or to circumvent this principle. The Legion of the Damned fight in ghostly silence, perhaps not even acknowledging the presence of the Space Marines their intervention is saving.
- The Kill-team has just lost a potentially beloved Battle-Brother and its members have a lot to contend with. Its numbers are reduced, it must recover the

body (or at least the gene-seed) of the fallen and as if that were not enough, a ghostly apparition has just materialised nearby. The other players should consider how their own characters would react to this turn of events, keeping in mind their personal and Chapter Demeanours.

- The Legion of the Damned character will fight to aid the Kill-team, but is not attempting to join them or to complete their mission for them. He will hold off the enemy for so long as the Kill-team need to attain their objective or to fight clear. If an alien doomsday device needs defusing, it is still up to the Kill-team to do so, and if a mutant overlord needs slaying, it is the Deathwatch that must strike the executioner's blow.



Unexpected Allies

While the Sollemnis' chapter serf crew appeared to have been slain outright by the disaster, the Battle-Brothers had been somehow changed. While it was impossible to glean the exact facts, the Techmarines related how the onboard members of the Adeptus Astartes had contracted some manner of contagion; not a viral one, but a Warp-based affliction. Exactly how this manifested they could not relate, but it was determined that whatever it was, the contagion was the cause of the frigate's transmitted warning. In eschewing aid and demanding that others stay clear, the crew of the Sollemnis had sought to ensure that their curse was not spread. Their genetically enhanced physiology had kept them alive, but could not apparently overcome whatever had afflicted them.

As dire as this news was, the Chamber still had to address the issue of the Hadex Anomaly. By what process had the Sollemnis been torn from the clutches of the warp and spewed into the Jericho Reach a century and a half into its own past? What ramifications might the event have on ebb and flow of history? None attending the Chamber of Vigilance that night had any answers, and the stranger—the only man who appeared to have some knowledge of the phenomenon was long gone, having left no trace of his passing. With the disappearance of the Sollemnis into the depths of the Jericho Reach, nothing more could be done, though Watch Commander Mordigaël determined that the Deathwatch should remain vigilant for any signs of its return. The numerous wars of the Jericho Reach came and went and matters of far greater import drew away the attention of the Deathwatch. Nonetheless, the surveillance protocols of the various Watch Stations across the Reach were updated to keep watch for the Sollemnis, that some clue of its fate might be ascertained. In truth, Mordigaël did not expect to hear of it again, judging that the frigate's master would see to it that his Space Marines earned themselves a glorious, if anonymous, death fighting the enemies of the Emperor somewhere in the Outer Reach or beyond.

It was to be another ten years before the surveillance protocols of Watch Fortress Erioch communicated a potential sighting of the Sollemnis. The long-ranged augurs of an Imperial Navy deep space patrol vessel detected a sensor return matching that recorded when the Sollemnis first emerged from the anomaly. The mysterious vessel exchanged fire with a badly out-matched archenemy raider before contact was lost at the fringes of an uncharted system. Despite a Kill-team being dispatched to investigate, no trace of the frigate could be found other than the drifting wreckage of its opponent.

Having remained silent for a decade, the surveillance protocols suddenly awakened, three successive reports of the frigate's activity being logged in as many weeks. However, events were soon to escalate to an entirely new level when a Deathwatch Kill-team whose mission had gone fatally awry on the Outer Reach colony world of Norfund was able to complete its objective thanks to the intervention of a force of Battle-Brothers none could identify. One of the Kill-team's number had been slain when a Daemonhost had been set loose against it, and the three remaining brethren were all grievously wounded and had consigned their souls to the Emperor. Post-battle psycho-debriefing drew forth details of intervention by a trio of unknown Battle-Brothers who engaged the Daemonhost and its masters and in so doing bought time for the Kill-team not only to escape, but to recover the body of its fallen member. The Battle-Brothers described their saviours as clad in armour of gleaming steel and tabards the colour of bleached bones. When questioned on which Chapter the mysterious warriors had come from, the survivors could not provide an answer, though they described their livery as bearing a verdant cross on a sable field. Even subconsciously, the Deathwatch Battle-Brothers could not recall ever hearing a sound from their saviours, only the thunder of their bolt guns and the thrum of a power sword.



THE VAULT OF RELICS



THE RELIQUARIUM
•
RANGED WEAPONS
•
MELEE WEAPONS
•
ARMOUR
•
MISCELLANEOUS
RELICS



CHAPTER III: THE VAULT OF RELICS

"This is the Hand of Retribution, a relic of my Chapter. It was the Hand of Retribution that held the banner of victory on Rynn's World at the end of the Vortigern Crusade, heralding our claim to the planet. It was the Hand of Retribution that crushed the witch-barbed armour of the Corsair Prince Finruil. It was the Hand of Retribution that choked the life from the Ork warlord Gorwazza. And if I serve my Chapter well, one day my deeds will be added to the roll of those who have wielded this weapon, as a footnote to the mighty heroes who preceded me, and I will be content."

—Captain Hector Tereus of the Crimson Fists

The armouries of Watch-Fortress Erioch are filled with wondrous and terrible tools of war and death, the likes of which few forces in the Imperium can match. Many of these armaments are the sacred relics of various Space Marine Chapters, and the numerous Successor Chapters of the Adeptus Astartes have provided a collection of some of the most fearsome implements of war-making in the Jericho Reach. This Chapter details some of these mighty weapons, armour, and tools, now in the Deathwatch's arsenal.



THE RELIQUARIUM

*"Five hundred and twelve warriors of the Ork force at Graal IV.
...the so-called Seer Council of Nalathien, numbering five-and-two-score.
...Gaius Beregil, the Screaming Prophet of Falkata.
...Gervhardt of the Seven Sigils, Warlord of the Iron Warriors."*
—A selection of the recorded kills of the weapon "Red Dawn."

The following is a list of Relics for nearly fifty Successor Chapters, including their histories and powers. As with all Chapter Relics, they are only ever provided to a member of the Chapter to which they belong. Unless specified otherwise, all the following Relics should be assumed to be Master-Crafted examples of their type.



ANMAEL'S REACH (ANGELS OF VENGEANCE)

During the Age of Shadow, many great heroes served the Deathwatch and performed deeds that would have been the basis of legend, had there been any to witness their vigil. One such warrior was Anmael, a Battle-Brother seconded from the Angels of Vengeance. The stubborn drive of his Chapter led him across the Reach in pursuit of countless inhuman foes. Of his last mission, only the Watch-Commander and the Chamber of Vigilance know the details, but he was survived by the ornately worked storm bolter he bore from his Chapter's vaults.

It is said that the weapon will suffer no wielder less determined than its first, but its fierce machine spirit bolsters the worthy. The wielder of Anmael's Reach is immune to the effects of Fear, but suffers -10 to his Willpower Characteristic during any mission in which he has retreated from battle.



ARGENT GUIDE (SILVER SKULLS)

A rare psycho-crystalline lattice is woven throughout the faces of this set of divinatory cards. These intricate cards were gifted to Watch Fortress Erioch by the Silver Skulls Prognosticator Trophonus, a master of the Chapter's oracular arts. Silver Skulls who have been seconded to the Deathwatch are grateful to be able to seek its guidance, as its unusual construction allows anyone familiar with their Chapter mysteries to utilise the diviner's arts.

The Argent Guide may be used by a Librarian to enhance his Divination powers, doubling the effect of successful Invocation tests. It is particularly efficacious for the Augury power, granting an additional +1 to the effective Psy Rating the power is used at, no matter how it is manifested. A Space Marine with no Psy Rating may make use of the Argent Guide to imitate the Augury psychic power as if he possessed Psy Rating 1, through a **Difficult (-10) Ciphers (Chapter Runes) Test**.

ARMOUR OF FAITH (BLACK TEMPLARS)

Armour of Faith is the traditional name given to the armour gifted to the Emperor's Champion. Chosen from the finest artificer armour available to the Chapter and then inscribed with sacred wards and catechisms of hatred, the armour offers greater protection than any ordinary suit of power armour could, allowing the Emperor's Champion to complete his holy duty.

Armour of Faith counts as a suit of artificer power armour (see the **DEATHWATCH Core Rulebook** page 163). In addition, such is the protections of its wards that some blows and rounds are simply turned aside or flash to nothing in a blaze of divine power. The Armour of Faith includes a Force Field with a Protection Rating of 30 and an Overload Roll of 1-5.

THE BASTION UNWAVERING

(ANGELS OF REDEMPTION)

This mighty tower shield stands little over a metre-and-a-half tall, forged of triple-hardened adamantium, and reinforced with a potent force field. It was brought to Watch Fortress Erioch by Brother Asmodel of the Angels of Redemption, and when its protection at last failed him, his Chapter demanded the return of their sacred relic. The Watch-Commander of the time saw this as dishonour upon Asmodel's service in the Vigil, and kept it within the armouries of Erioch, where it remains a point of contention to this day.

The Bastion Unwavering is a massive Astartes storm shield with a Protection Rating of 60 and an Overload Roll of 01. Its interposing bulk causes all attacks against the wearer to suffer a -10 penalty.

THE BLACK SWORD (BLACK TEMPLARS)

Paired with the Armour of Faith, the traditional weapon of the Emperor's Champion is the Black Sword. A massive two handed power sword, blessed by the Chapter Chaplains, it becomes a deadly weapon in the hands of the chosen of the Black Templars.

Such is the skill with which this weapon has been crafted that the Emperor's Champion can either wield it two-handed or one-handed as a normal Astartes power sword—both profiles are detailed on **Table 3-2: Relic Melee Weapons**.

CANDAU'S DOOM (RELICTORS)

The planet Candau, now a lifeless ruin, was once a productive agri-world not far from the Jericho Reach. When the plough of a farming serf unearthed a stasis casket containing a stash of archaeotech, the planetary Governor set the population to work searching for more such relics. News of the find spread, and heretics assaulted the world to claim its prizes, working much of the population to their deaths. When the Relictors drove out the heretics, they claimed the last relics of Candau in memory of its people—the weapons that had slain a world without firing a single shot. Most remain in the Chapter Armoury, but the first weapon to be drawn from the ancient casket, they granted to the Deathwatch.

Candau's Doom is a unique archaeotech weapon which is operated similarly to the humble autogun, though after seeing the weapon in action, some have compared it instead to the scythe of death itself. It can be used by any wielder trained in Basic Solid Projectile weaponry, and has the Accurate, Felling (1), and Razor Sharp Qualities.

BLACK SHIELDS AND RELICS

There are warriors in the Deathwatch who no longer claim allegiance to whatever Chapter they originated from, and fight solely for the Long Watch. These Black Shields, detailed in **rites of battle**, may have once belonged to a Chapter that provided Relics for the Deathwatch. However, they have severed this bond, and are now strangers to their former Battle-Brothers. As such, Black Shields may only ever use Deathwatch Relics.

CHIMERIC TALONS (ASTRAL CLAWS)

This set of lightning claws is as old as the Astral Claws Chapter itself, a work of forgotten forge-craft beyond the reach of more recent artisans. The power fields incorporate a unique phase disruption envelope designed to tear apart protective fields, making a mockery of even the most advanced defences. It is told how neither psychic fields, relics of technology, or even the unnatural flesh of daemons can resist the Chimeric Talons.

The Chimeric Talons are a pair of Astartes lightning claws, and are always requisitioned as a single item. The Protection Rating of any Force Field used against them is decreased by 10, and the range of the Overload Roll (if the Field has one) increases by 5.

CORRECTION OF FLESH (RED SCORPIONS)

The Apothecaries of the Red Scorpions are zealous adherents to the sanctity of the human form and the need to keep it pure, and to this end, the most learned of their number created a set of advanced medical tools to treat the superhuman flesh of Space Marines. These tools, collectively known as the Correction of Flesh, surpass the efficacy of a standard narthecium, and can treat unenhanced humans or warriors of the Adeptus Astartes with but minor alterations to the dosage.

The Correction of Flesh replaces a standard narthecium when requisitioned, and grants +30 to Medicae Tests to treat Space Marines and humans alike. The user can re-roll failed Medicae Tests, and heals one additional Wound with each use of First Aid.

Final Encounter

The last logged intervention of the unknown Space Marine was early in mid 816.M41, when a Kill-team operating against a tendrill of Hive Fleet Dagon became cut off from their extraction route when the human population they were seeking to aid rose up against them. The populace, in its entirety, had fallen prey to xenos domination. A thousands-strong horde of glass-eyed flesh puppets threw itself at the Kill-team, uncaring that scores were cut down with each wave. Yet, despite the Kill-team's overwhelming fire superiority the end result was inevitable. The Space Marines would run out of ammunition long before the horde ran out of bodies, at which point they would surely be overwhelmed even if they took scores more of the foe with them.

It was at the height of the battle that another force added its weight, not to the Kill-team's efforts, but to the horde's. The ground itself heaved and churned, and dozens of Genestealers emerged. At the sight of their many-armed gods, the dominated humans sent up a frenzied cry of ecstasy and redoubled their efforts against the Kill-team. Now truly, the Battle-Brothers knew they would fall in the service of the Deathwatch and each prepared himself according to the traditions of his Chapter to meet his end. Some said their valedictory prayers to their Primarch; others primed grenades to detonate the instant they fell dead to the ground.

At the last, the Genestealers surged forward through the masses of dominated humans, eviscerating dozens in their eagerness to slay the Space Marines. Brother Arduus, the Kill-team's Assault Marine launched himself at the lead xenos, determined to sell his life dearly. Arduus slew four of the horrific aliens before he himself was cut to shreds by the claws of five more. The Apothecary Brother Ghaw fell minutes later as he attempted to drag Arduus' body clear, decapitated by diamond-hard talons. When a Brood Lord, of a size never before witnessed by the remaining brethren, tore its way through the horde, they knew that finally, their end had come.

But it was not to be. From nowhere, a squad of the enigmatic, Space Marines appeared, clad in archaic Terminator armour and bearing enormous storm shields adorned with seals of Imperial catechisms and hymns of malediction. Raising their ancient thunder hammers in wordless salute, the Terminators barrelled forward, forming a bulwark of ceramite, plasteel, and adamantium between the injured Kill-team and the murderous xenos. In the passage of moments, the Terminators were surrounded by the genestealers; the only sign of their presence, the ear-splitting cracks of thunder as they brought their hammers down on the backs of their foes. The Kill-team saw nothing more of the newly arrived squad, for the tide of battle carried them apart. The last they saw was one of the newcomers engaging the Brood Lord, causing its smaller kin to rally to its defence. The Kill-team knew a glimmer of hope and continued fighting, and when the massed horde of dominated humans fell to their knees as one the Space Marines knew that the Brood Lord had been defeated by the mysterious warriors. When finally the battle was at an end, the only evidence of their existence was the piles of dead left in their wake and a ghostly chill upon the souls of the survivors.

DEATH OF STEEL (DOOM LEGION)

The kill-record of this marvellously crafted meltagun is kept in a vault on Watch-Fortress Erioch, and lists on it innumerable armoured vehicles and monstrous beasts, felled in blazes of atomic fire. However, it is also credited with no less than the destruction of the heretek-crafted battleship *Impious Judgement*—an honour achieved by allowing a Deathwatch Kill-team to pierce the vessel's tainted heart when their supply of explosive charges proved insufficient.

Death of Steel is an Astartes meltagun with the Blast (1) Quality. It does an additional 1d10 damage against vehicles and buildings.

DESCENT INTO FLAMES (FIRE LORDS)

This artificer armour is patterned along the principles of the Mk. 6 "Corvus" pattern of Astartes power armour, but its masterful craftsmanship sacrifices none of its protection for the mobility characteristic of Corvus armour. A double-bonded ceramite coating provides further defence against heat-based attacks, and the wearers of this armour are typically seen descending on jump packs directly behind the incendiary bombardments the Fire Lords favour.

Descent into Flames offers 12 AP to all locations, and grants the wearer +10 Agility. It also increases the bonus granted by the armour's Auto-senses to +15. The wearer is completely immune to fire-based attacks, and cannot be set on fire. Other heat-based attacks (such as melta and plasma weaponry) have their Penetration against this armour reduced by 6.

DIOMEDES' GRACE (RAPTORS)

Captain Diomedes of the Raptors had the finest artificers of his Chapter adapt the jump pack he favoured with an advanced suspensor rig and dispersion jets to assist his manoeuvrability in the jungle warfare he had mastered. The jump pack eventually made its way to the Deathwatch, where it has served without equal in all manner of areas normally inaccessible by such means.

Diomedes' Grace follows all the normal rules for Astartes jump packs, but the user can never suffer a total penalty of greater than -20 to his Pilot (Personal) Tests from terrain or space constraints in any area large enough to admit him. Its workmanship shows most thoroughly in jungle or forest settings, granting a +10 to Pilot (Personal) Tests in the environments for which it was made.

ENTROPIC FIELD GENERATOR (IRON LORDS)

Since their Founding, the Iron Lords have kept an unflinching watch on the Grendl Stars where the alien Barghesi dwell, and have developed many specialised armaments with which to assist their age-old vigil. The Entropic Field Generator is one such tool, favoured even over the Iron Halo in protection against the Barghesi's vile assaults. The techmarines and forgemasters of Watch Fortress Erioch have never uncovered the secrets of its manufacture and its existence is something of a mystery even to the Iron Lords, credited with presenting the device to the stewards of the Watch Fortress several centuries ago. Regardless, the utility of the unique device cannot be denied. Any attack passing through the field is assaulted by the ravages of decay, causing energy to flicker out, flesh to rot, and projectiles to lose their force.

The Entropic Field Generator is a Force Field with a Protection Rating of 40 and an Overload Roll of 01. Attacks that the field does not stop altogether have their damage reduced by 3, and unarmed attacks against the user cause 1d5 Wounds to the attacker, ignoring Armour and Toughness.

ETERNAL VIGILANCE (KNIGHTS OF BLOOD)

Shortly before the Age of Shadow, one of the Chapter's most gifted artificers presented the blade to the stewards of Watch Fortress Erioch. By this gift, the Chapter reaffirmed their oaths to support the Vigil.

Eternal Vigilance is a two-handed sword masterfully forged of an alloy of rare metals, granting it hardness and sharpness surpassing any blade not enhanced with a power field. Despite its simple appearance and lack of technological enhancement, it has the Proven (3) and Razor Sharp Qualities. Eternal Vigilance cannot be destroyed by weapons with Power Fields.

THE EVERBURNING BRAND (FIRE HAWKS)

After the destruction of the Fire Hawks' home world in the Age of Apostasy, it is said that one of the chief armourers of Watch Fortress Erioch, a Fire Hawk himself, went mad with grief and would not leave his forge, until at last, even his superhuman constitution failed him, and the strain of exhaustion and hunger slew him. The blade known as the Everburning Brand, burns with the mad rage of its maker, believed to be the provenance of this tragic event. The Brand's power field is incredibly potent, but dangerously unstable, and the blade has been shattered within the field in several battles, only to be painstakingly reformed.

The Everburning Brand is an Astartes power sword with the Volatile Quality. It scores Righteous Fury on a damage roll of 8-10, but if any dice rolled after Righteous Fury is scored yield a result of 10, the blade is broken in the fury of the blow, after resolving the strike. The artisans of Watch-Fortress Erioch have been initiated in the arts necessary to reforge it, but it will remain unusable for the remainder of the relevant Mission.

FURY UNRELENTING (STORM WARDENS)

These vambraces were salvaged from the ruined armour of a Battle-Brother of the Storm Wardens during an engagement by the Chapter against a Tau battlegroup. He survived the barrage brought to bear against his squad by Broadside battlesuits and charged the position held by the heavy guns alone. In vengeful rage, his Sacris Claymore shattered by the barrage, he assaulted his foes with just his armoured fists, but his furious blows were enough to bring down the two suits in the fire team before he was slain in a hail of plasma. The instruments of his fury were miraculously undamaged after his assault, and they were repaired and gifted to the Deathwatch so that their fury against the alien might serve a wider theatre.

Fury Unrelenting can be fitted onto a suit of Astartes power armour or artificer armour. It grants 12 AP to both arms (replacing the normal value) and increases the Penetration of any melee weapon wielded in their gauntlets by 3. The wearer's unarmed attacks gain a Penetration of 5, instead.



GATE MAKER (INVADERS)

Though no part of this combi-weapon is less than peerless, from the inner mechanisms of the bolt chamber to its hardened adamantium casing, the true virtue of Gate Maker lies in the melta weapon integrated into the main weapon. It is one of the most efficient tools of death in all the arsenals of the Deathwatch, being capable of breaching entry to a reinforced bunker with the barest trace of fuel expended.

Gate Maker is an Astartes combi-melta. Used as a bolter, it functions as a Master-Crafted example of the type with no further effects. It can fire five shots from its integrated meltagun using a normal combi-melta fuel flask, and all such shots gain the Blast (3) quality from the weapon's advanced dispersion systems.

GAUNTLET OF SABATINE (WHITE CONSULS)

This potent weapon is not currently possessed by either the Deathwatch or by the Chapter that forged it. It was brought to the Jericho Reach in the Achilus Crusade by a veteran of the White Consuls, only to be lost on the world of Polyphemos when his squad was overrun by tribes of mutated cannibal Ogryn. The White Consuls have promised the Deathwatch custody of the Relic if it could be recovered. Recently, reports have come into Erioch that the Gauntlet may have already made its way off of Polyphemos—but not in the hands of the Crusade or the Deathwatch...

The Gauntlet of Sabatine is an Astartes power fist with the Sanctified Quality. It was forged to be a bane of mutants, and increases its Damage by 2 against such targets.

THE HAND OF RETRIBUTION (CRIMSON FISTS)

This finely crafted power fist had a storied history within the Crimson Fists before being lost in a desperate boarding action aboard the space hulk *Malignant Eternity*. It was recovered with the aid of information revealed by the Omega Vault about the nature and location of the hulk. The grateful Chapter left the artefact in the care of those who had aided in recovering it.

The Hand of Retribution is finely crafted, containing the full heft and power of the mightiest Astartes power fist in what appears to be merely an oversized gauntlet. It lacks the Unwieldy quality typical of power fists, and suffers only the normal penalty for power armour to tests involving fine manipulation.

HAWK WINGS (HAWK LORDS)

The Hawk Lords Chapter has long emphasised aerial superiority and rapid deployment, and all the skill of their artificers has been bent towards these ends for untold centuries. One of their greatest successes was the creation of a pattern of jump packs that could bear a Devastator into battle without costing him the use of his heavier armament. The artisan responsible died after creating but a few such masterpieces, and his accomplishment has not yet been matched. Watch Fortress Erioch has come into the custody of one Hawk Wing jump pack, and it has served with distinction across the Reach.

Hawk Wings function as a normal jump pack, but have a vast ammo supply built into their harness that doubles as an Astartes backpack ammo supply, increasing the clip of any Requisitioned heavy weapon appropriately. In addition, an advanced suspensor rig grants the wearer the Auto-Stabilised Trait.

LIBRIS ANOMALUS (NOVAMARINES)

The warriors of the Novamarines have accumulated a great deal of alien-hunting lore and combat technique in their vigil over the Halo Stars, which has led to strong ties between the Chapter and the like-minded Deathwatch. One of the Codiciers of the Novamarines brought a valuable data-libram to Watch-Fortress Erioch, containing millennia of the Chapter's collected knowledge. Partial copies have been disseminated to other Watch-Fortresses, but the value of the libram is such that it spends more time in use than available to scribes—notwithstanding the centuries it would take to fully reproduce such a vast archive.

The Libris Anomalous is not easy to search, but can greatly reward a knowledgeable reader, adding 1d5 Degrees of Success to any successful Forbidden Lore (Xenos) Test. In addition, no test concerning a species previously encountered by the Imperium can ever suffer more than a –10 penalty due to its obscurity.

LIGHT OF CASTIGATION (FIRE ANGELS)

The Fire Angels Chapter cult cleaves much closer to the doctrine of the Ecclesiarchy than to the typical practices of their brethren, and their fervour has been added to more than one Ministorum Crusade. At the conclusion of the Hengistus Crusade, a grateful Cardinal provided a flamer he had personally blessed and sanctified according to the highest rites, which later passed to the Deathwatch during joint operations against xenos-worshipping cults in the Gladius Sector.

Light of Castigation is an Astartes flamer with the Sanctified Quality. Its flames are said to be especially devastating to those who have forsaken the Emperor's light. Heretics suffer a –10 penalty to avoid being hit, and take 2 additional Damage from Light of Castigation. It is up to the GM to decide which enemies count as heretics.

LINEBREAKER (MARINES ERRANT)

The Astartes shotgun is commonly thought of as a weapon for the Scout Companies, but the death toll wrought on enemy forces by the veterans who have wielded Linebreaker speak to its effectiveness in other hands. The weapon's specially crafted, short barrel is reinforced to withstand a unique shot made of super-dense alloys. Even a grain of this ammunition impacts with it the force of a slug from a lesser weapon, allowing for a devastating spread of fire.

Linebreaker is an Astartes shotgun with the Felling (1) Quality. Its unique ammo allows it to count ranges out to 10 metres as if they were point-blank for the purposes of extra hits from Scatter. However, it cannot use standard or special-issue shotgun rounds. The requisition cost for Linebreaker includes 3 spare clips, and any further clips must be acquired at a cost of 10 Requisition each.

THE LION'S MANE (DISCIPLES OF CALIBAN)

In late M38, a Disciples of Caliban strike force managed to make its way into the Jericho Reach, where it engaged a force of black-armoured Chaos Space Marines over a full company in strength. The traitors had knowledge of the local environments that allowed them to reap a heavy toll of the Disciples, until the intervention of a veteran Deathwatch Kill-team was able to disrupt their ambushes and assist the strike force. No explanation was given as to the significance of the battles, but a great gift was given to the Deathwatch in thanks for their aid—a stasis casket containing a few hairs from the head of the Primarch, Lion El'Jonson.

The bearer of this Relic is inspired by the closeness of his Primarch and the manifest legacy of his Chapter. While he bears the Mane, he is immune to the effects of Fear, and gains the effects of the Hatred talent against all foes.

LORGAR'S BANE (BLACK CONSULS)

Over one hundred Traitor Space Marines from the Word Bearers Legion have met their end at the razor edge of this power axe, now called Lorgar's Bane for its bloody work. It resides for the moment, in the vaults of Erioch, but as the stories of the Word Bearers assault on the Black Consuls spread, some wonder if it will be brought against its ancient foes once more...

Lorgar's Bane is an Astartes power axe with the Felling (1) and Sanctified Qualities. The wielder has an effective Fear Rating of 2 against Chaos Space Marines, increased to 3 against members of the Word Bearers Legion. However, Word Bearers double the effects of relevant Hatred talents against the wielder.

THE LOST HALO (HOWLING GRIFFONS)

This advanced Iron Halo had a long and glorious history in the Angevin Crusade, defending the mightiest heroes of the Howling Griffons from the foul xenos that claimed the Calyx Expanse. It disappeared from Chapter records after the crusade's conclusion, and was not heard of again for centuries. Shortly before the Jericho Warp Gate was discovered, the Omega Vault yielded up the Lost Halo for unknown reasons—and without any clue as to how it had arrived there.

The Lost Halo is a Force Field with a Protection Rating of 55 and an Overload Roll of 01. Weapons that are not stopped by the Field have their Penetration reduced by half.

LUCIAN'S ROD (BLOOD RAVENS)

Lucian was a legendary hero of the Blood Ravens, who some claim could not channel his prodigious psychic powers through any normal force weapon. He had a special force staff crafted for his use, a weapon which amplified his talents tenfold. He perished in single combat against a mighty Daemon Prince, but his dying blows banished the foul creature.

Lucian's Rod is an Astartes force staff that grants a +20 to the Focus Power Test to channel power through the weapon with its Force Quality. However, it requires great power behind the blow to function, and the Force Quality cannot be used with an effective Psy Rating of less than 5 (after being modified by Power Level).



THE MASK OF THE WATCHER (ANGELS SANGUINE)

Legends of the Primarch Sanguinius sometimes tell of his powers of prophesy and divination. This power is latent in all Blood Angels by virtue of the psychic imprint he left upon their gene-seed, usually manifesting as the visions that lead to the Black Rage. It can sometimes be harnessed for better ends, and the advanced psy-active circuitry embedded in the impassive golden face of the Watcher's Mask allows the sons of Sanguinius to draw on extraordinary insight.

The Mask of the Watcher is a golden death mask that can be integrated into the helm of any Astartes Armour, or worn on its own. The wearer gains 1d5 additional Degrees of Success on any successful Psyniscience, Scrutiny, or Search Tests. At the GM's discretion, the Battle-Brother may instead receive a symbolic vision of a fact he could not have otherwise learned.



MEMOR NIHILIS (FLESH TEARERS)

This massive eviscerator chainsword is intricately worked, with each tooth of the roaring blade inscribed to a level of detail few artisans could manage. This ornate work was done by the hand of a Sanguinary Priest, to commemorate the loss of the Chapter's warriors claimed by the Black Rage. Barely visible script details the history and heraldry of dozens of warriors along the length of the blade, ever reminding its wielder of the peril of losing control.

Memor Nihilis is a two-handed variant of the Astartes chainsword, more commonly known as an eviscerator. Its grim reminders grant a +10 to Willpower Tests made by the wielder, increasing to +20 if failure of the Tests would result in gaining Insanity Points.

NAVAL BOLTGUN (MARINES ERRANT)

Marines Errant are used to fighting in the close confines of ships and in brutal toe-to-toe boarding actions. Some Battle-Brothers use cut down naval boltguns for such engagements where a full sized weapon would be too large or unwieldy. A Marines Errant Battle-Brother may exchange his starting Astartes boltgun for a Naval boltgun. If he does so, he reduces its Clip by 8, but halves its weight and can use it both one-handed and in close combat without penalty.

ORPHEAN KEY (PRAETORS OF ORPHEUS)

The tech-lore of the Praetors of Orpheus is justly renowned, both for secrets shared with the Machine Cult and knowledge unique to the Chapter. The creation of Orphean Keys is one secret the Chapter has kept to itself, granting the advanced tools only to the most senior Techmarines of their Chapter.

An Orphean Key includes all the functions of a common combi-tool, but grants +20 to Tech-use Tests instead of the normal bonuses. It can also serve as an auspex and multikey, functioning as a normal example of such tools. Its most impressive function, however, is the advanced cogitator package which allows it to analyse unknown or malfunctioning technology. An Orphean Key can make Common Lore (Tech) and Forbidden Lore (Archaeotech) Tests to discern the function of technology as if it possessed an Intelligence of 50.

PINIONS OF ASCANIUS (EAGLE WARRIORS)

Ascanius of the Eagle Warriors was seconded to the Deathwatch in the Jericho Reach in mid-M37, where he developed a reputation for swordsmanship without peer. His armour, custom-fitted to his enormous frame, was the subject of numerous upgrades to enhance the grace and power of his strokes. Eventually, the Masters of the Forge themselves were at a loss to explain the modifications in full. After his death, they found they could not refit the full armour to accommodate another wearer, and were forced to dismantle it, taking care to preserve the pauldrons and vambraces that had encased his arms.

The Pinions of Ascanius can be fitted onto a suit of Astartes power armour or artificer armour. They grant 12 AP to both arms (replacing the normal value), and the shelter of the reinforced pauldrons increases the Armour Points of the Head by 1. In addition, the wielder gains +10 to Weapon Skill Tests while wielding a melee weapon with the Balanced Quality.

PRIMARCH'S EDGE (MORTIFACTORS)

This venerable combat knife has seen millennia of service, and legend has it that it was first drawn by the Primarch Roboute Guilliman. It is unknown how the Mortifactors first came into the keeping of this relic, but their most cunning armourers have bent all their skill into preserving it unblemished through the long years since they received it. Eventually, the Chapter came into conflict with more traditional Chapters descended from Guilleman over the keeping of their Primarch's relic in shrines deviating from the Codex. The Ultramarines eventually interceded to quell the strife among their Successors, and the Lord of Macragge demanded an end to the controversy. To avoid either surrendering the relic or denying their Battle-Brothers, the Primarch's Edge was granted to Watch Fortress Erioch for safekeeping on behalf of the Chapter.

Primarch's Edge is an Astartes combat knife with the Sanctified Quality. In addition, the wielder gains +20 to Fellowship Tests to deal with the Ultramarines and their Successor Chapters.

RADIANT ARROW (CONSECRATORS)

Though this venerable plasma gun is plain and unadorned, it is impossible for a trained eye not to notice its superlative craftsmanship and quality. The perfect proportions and design of the weapon speak to a wondrous artifice now lost to the Imperium. The Consecrators proudly hold that the weapon has never once performed less than perfectly, despite the volatile nature of plasma weaponry.

Radiant Arrow is an Astartes plasma gun which cannot Jam, Overheat, or otherwise fail (short of running out of ammunition). Psychic Powers such as Machine Curse and technological effects such as weapons with the Haywire Quality simply have no affect.

RAN-THAWLL'S GAZE (MENTORS)

The Omega Vault yielded up this unique auspex upon the arrival of a Battle-Brother of the Mentors Chapter to Watch-Fortress Erioch several centuries ago. The warrior is said to have simply approached the opening doors and taken the relic as if he had been expecting it, although this may be simply another legend surrounding his secretive Chapter.

Regardless of the truth of the matter, Ran-Thawll's Gaze is a highly advanced auspex with several unique functionalities. It grants the normal bonuses to Awareness Tests, but extends its detection range out to a kilometre without penalty. Furthermore, materials that normally inhibit or block auspex scans do not restrict Ran-Thawll's Gaze. In addition, no Tech-Use Test is required to set the auspex to scan for unusual readings.



RECORD OF OBLIVION

(GUARDIANS OF THE COVENANT)

The monastic Guardians of the Covenant have kept many records of secrets long lost to the rest of the Imperium. Among the archives and data-stacks of the Chapter is a massive data-tome containing a record of other civilisations brought down by the Imperium's might. These writings on now-extinct xenos races and long-defunct renegade sects are now their only remnant, a source of immense satisfaction to the Space Marines who were the key instrument of their demise. Limited selections are occasionally transcribed from the tome and given to Battle-Brothers about to serve with the Deathwatch in the Jericho Reach, as a token of the great service they are summoned to perform.

Possession of a Record of Oblivion is a great comfort to a Battle-Brother in the hellish warzones where he must battle, reminding him of what folly it is to assume anything but the inexorable triumph of Mankind. The bearer of this Relic may re-roll any failed Willpower Test.

RED DAWN (ANGELS ENCARMINE)

Though said to have been the favoured weapon of a long-departed Watch-Captain, this power axe has a long history on the front lines of the Deathwatch's most perilous missions. Its unique power field maintains a barely perceptible haze over the blade when dormant. When the blade bites flesh or armour, it flares with an incandescent scarlet glow like a newborn star, ripping through the foe with little more resistance than mist.

Red Dawn is an Astartes power axe with the Tearing and Volatile qualities. In addition, when the wielder scores Righteous Fury on a blow with Red Dawn, an effect identical to a Photon Flash Grenade erupts from the target.

REDEMPTION'S LAMENT

(ANGELS OF ABSOLUTION)

Among the histories of Erioch is a curious tale regarding the blade cryptically named Redemption's Lament. It was brought to the Watch-Fortress in the wargear of the veteran Battle-Brother Raguel, but it is not told that he ever wielded the blade in battle. The histories tell that when Raguel returned to his Chapter, he refused to bear his blade with him, saying that its fate no longer dwelt with his brethren. A passing footnote in the annals comments that Raguel's Vigil coincides with the Angels of Absolution ceasing to use the cryptic designation of "Unforgiven" for the members of their Chapter.

Redemption's Lament is an Astartes power sword with the Felling (1) and Sanctified Qualities. However, its presence is a source of unease to the Angels of Absolution, and increases all gains of Insanity Points by 1.

TABLE 3-1: RANGED RELIC WEAPONS

Name	Class	Range	RoF	Dmg	Pen	Clip	Rld	Special	Wt	Req	Renown
Anmael's Reach	Basic	110m	S/4/-	1d10+11 X	5	60	2 Full	Storm, Tearing, ††	26	50	Hero
Candau's Doom	Basic	120m	S/-/-	1d10+10 E	6	100	3 Full	Accurate, Felling (1), Razor Sharp	15	70	Hero
Death of Steel	Basic	35m	S/-/-	2d10+16 E	14	6	2 Full	Blast (1), ††	15	55	Hero
Gate Maker (Boltgun) †	Basic	100m	S/3/-	1d10+11 X	4	28	Full	Tearing	25	40	Hero
Gate Maker (Melta) †	Basic	30m	S/-/-	2d10+16 E	12	5	2 Full	Blast (3)	-	-	-
Light of Castigation	Basic	25m	S/-/-	1d10+11 E	4	6	2 Full	Flame, Sanctified, ††	15	30	Famed
Linebreaker	Basic	30m	S/2/-	1d10+12 I	6	18	2 Full	Felling (1), Scatter, ††	12	30	Famed
Radiant Arrow	Basic	120m	S/2/-	1d10+14 E	10	24	4 Full	Volatile, ††	27	50	Hero
Silent Cry	Basic	250m	S/-/-	1d10+12 X	5	24	Full	Accurate, Felling (2), Razor Sharp, Tearing, ††	17	50	Hero
The Torch of the Vigil	Heavy	35m	S/-/-	1d10+14 E	6	10	2 Full	Flame, ††	65	40	Famed

† Gate Maker is a single weapon which can be fired in two different modes. It is Requisitioned and carried as a single item

†† See relic description

REFUGE IN DEFIANCE (BRAZEN CLAWS)

There are few implements of war that better meld offensive might with defensive protections than the deft guard of this combat shield. The unique resonance of the protective field steadies the sword-arm or firing grip of the wearer and guides it towards his enemies. The most learned Forge Masters believe the shield's machine spirit can sense those who have struck blows against it and manipulates this deadly link.

Refuge in Defiance is an Astartes combat shield with a Protection Rating of 35 and an Overload Roll of 01. Any weapons wielded by the bearer gain +10 to hit against foes whose attacks have been previously stopped by the Relic's Force Field.

RELIQUARY OF SPITE (SONS OF MEDUSA)

The great heroes of the Sons of Medusa are often as much metal as flesh, having taken on the cold purity of the machine. When a renowned Battle-Brother replaces some of his remaining flesh with unflinching steel, the offending body part is encased in adamantium, forever preserved against decay and weakness. These Reliquaries are granted to Battle-Brothers to stoke their hatred of infirmity, and to strengthen their will against the failings of flesh.

The bearer of a Reliquary of Spite gains a bonus to Toughness Tests equal to twice his Willpower Bonus. In addition, the bearer can spend a Fate Point to ignore Stunning, Fatigue and Critical Effects (excluding limb loss and death) for 1d5 Rounds.

REMEMBRANCE (AURORA)

Though the members of the Deathwatch are sworn to set aside their ties to their Chapter during the Vigil, they remain Space Marines, forever Battle-Brothers of the Adeptus Astartes. When the Aurora Chapter lost a task force in the Jericho Reach to unknown xenos foes during the Age of

Shadow, it was the Deathwatch who rescued the survivors and returned the gene-seed of the fallen. Among the losses was a venerable Land Raider tank, ruined beyond repair. The Forge Master of the time took it upon himself to forge its main axle anew as a mighty thunder hammer, so that the noble machine could avenge its destruction. Those who have wielded the weapon in battle swear it strikes with the force of a tank bearing down on its foe.

Remembrance is an Astartes thunder hammer with the Devastating (2) and Tearing Qualities.

SCIPIO'S REGRET (ANGELS VERMILLION)

As with many other Blood Angels Successors, it is the practice of the Angels Vermillion to master many crafts and trades over the course of a Battle-Brother's long life. The ornate and intricate ornamentation worked into the chainsword now called Scipio's Regret could not have been achieved without such a life span to perfect the craft. It might have been better for its wielder had he not made his work so well, for Scipio was mobbed by desperate underhivers after defeating the beasts that plagued them, with the ungrateful wretches seeking to steal his marvellous blade. A Deathwatch Kill-team on the world was diverted to avenge the noble warrior and recover his weapon.

Scipio's Regret is an Astartes chainsword with the Razor Sharp Quality. It grants +20 to Fellowship Tests to impress or awe others when wielded or displayed prominently.

THE SCYPHUS VITAE (BLOOD DRINKERS)

The unique curse of the Blood Drinkers is a carefully kept secret, and one the Chapter has gone to great lengths to keep. From some perspectives, the true worth of the mighty blade known as the Scyphus Vitae is not in its killing edge or fearsome length, but in the shame it can avert. The Scyphus Vitae has a unique power field permeable to the blood of foes, which it channels down a deep fuller in the centre of the blade, and from there, to an injector linked to the med-ports of Astartes Power Armour. The weapon thus allows the Red Thirst to be slaked in battle, with no outsiders gaining knowledge of this secret stain on the Chapter's honour.

The Scyphus Vitae is a two-handed Astartes power sword. The wielder may drink the blood of any target to which he deals Wounds with the weapon, averting negative effects from the craving of his Chapter.

SHADOW MANTLE (DARK HUNTERS)

Although the Codex Astartes recommends that Scout Armour be restricted to a Chapter's Neophytes and their Sergeants in the 10th Company, even the most fervent adherents to Guilleman's doctrine grudgingly admit there is merit to equipping more experienced warriors with lighter armour after seeing the Shadow Mantle in action. Its cameleoline-bonded plating renders the wielder nearly invisible, and the inbuilt Hunter-Killer Auspex has claimed the lives of hundreds of Chaos Space Marines by pinpointing the weak points in older or ill-maintained power armour.

The Shadow Mantle is Astartes scout armour with an integrated bodyglove that provides 7 AP to the Body and Arms, and 5 AP to the Legs. Awareness Tests to spot the wearer suffer a -20 penalty, which is doubled if he is standing still. The armour has an inbuilt Auspex, which can be used if it were a weapon's sight by taking at least a Half Action to Aim. Weapons guided by the hunter-killer auspex halve the AP of enemy armour before applying Penetration.

SHROUD OF YRNAX (DOOM EAGLES)

This back banner is made from the remnants of a campaign standard from a joint effort by the Doom Eagles and the Deathwatch to put down a xenos-worshipping cult that had taken over the world of Yrnax. The cult's mad fanaticism meant the world was only reclaimed when every last inhabitant had been gunned down. The banner, torn and damaged in a desperate attack in the latter stages of the campaign, stands as a potent symbol of the lengths to which the Adeptus Astartes must sometimes go, and the grim prices that must be paid.

The Shroud of Yrnax is an Astartes back banner. The bearer may gain the normal effects of a back banner even if he is not the Kill-team leader. If he is the Kill-team leader, he restores Cohesion equal to his Willpower Bonus each time he spends a Fate Point for Cohesion, instead of the normal effects.

SILENT CRY (EXORCISTS)

This stalker bolter reaped a great toll of insurgent leaders and foul xenos beasts during the Angevin Crusade, striking through impregnable defences to slay the enemy before they became aware of the danger. The commanders of the Achilus Crusade have recently learned that this famous weapon now rests in the hands of the Deathwatch, and lobby with all their efforts to see it put to similar use on their behalf. Some in the Deathwatch are sympathetic, arguing that the weapon calls out to be wielded on Crusade once more.

Silent Cry is an astartes stalker Boltgun with the Felling (2) and Razor Sharp Qualities. When it fired after a Full Action spent Aiming, it scores Righteous Fury on the result of a 9 or 10.

SULLA'S UNKINDNESS

(KNIGHTS OF THE RAVEN)

The origin and pattern of this highly advanced signum array is unknown, but records list it with a long and glorious history since it arrived on Watch-Fortress Erioch with Brother-Sergeant Sulla of the Knights of the Raven. By virtue of the advanced fire-coordination capabilities granted by the signum, Sulla's Kill-team was able to slay a heretic army on the fringes of the Hadex Anomaly, though the army numbered in the thousands, and the Kill-team was running short of ammunition.

Sulla's Unkindness is an Astartes signum. All members of the Kill-team in Squad Mode and in support range of the bearer count as having signum links thanks to its advanced tac-net. When a Space Marine benefiting from this effect attacks a Horde, he does bonus Magnitude damage equal to the number of members of his Kill-team in support range who fired on the Horde since his last turn.



TABLE 3-2: MELEE RELIC WEAPONS

Name	Class	Range	RoF	Dmg	Pen	Clip	Rld	Special	Wt	Req	Renown
The Black Sword (One-handed)	Melee	—	—	1d10+6 E	6	—	—	Balanced, Power Field	7	35	Hero
The Black Sword (Two-handed)	Melee	—	—	2d10+6 E	6	—	—	Balanced, Power Field	7	35	Hero
Chimeric Talons	Melee	—	—	1d10+8 E	9	—	—	Power Field, Proven (4), ††	60	80	Hero
Eternal Vigilance	Melee	—	—	2d10+5 R	3	—	—	Proven (3), Razor Sharp	12	40	Famed
The Everburning Brand	Melee	—	—	1d10+9 E	7	—	—	Power Field, Volatile, ††	4	45	Famed
Gauntlet of Sabatine	Melee	—	—	2d10+2 E††	9	—	—	Power Field, Sanctified, Unwieldy, ††	25	65	Hero
The Hand of Retribution	Melee	—	—	2d10+2 E††	9	—	—	Power Field, ††	20	65	Hero
Lorgar's Bane	Melee	—	—	1d10+10 E	8	—	—	Felling (1), Sanctified, Unbalanced	10	40	Hero
Lucian's Rod	Melee	—	—	1d10+3 I	0	—	—	Balanced, ††	5	65	Hero
Memor Nihilis	Melee	—	—	2d10+5 R	5	—	—	Tearing, Unwieldy	22	35	Hero
Primarch's Edge	Melee	—	—	1d10+2 R	3	—	—	Sanctified	3	40	Hero
Red Dawn	Melee	—	—	1d10+10 E	10	—	—	Power Field, Tearing, Unbalanced, Volatile, ††	10	60	Hero
Redemption's Lament	Melee	—	—	1d10+8 E	6	—	—	Balanced, Felling (1), Sanctified	5	45	Famed
Remembrance	Melee	—	—	2d10+7 E	10	—	—	Devastating (2), Concussive, Power Field, Tearing, Unwieldy	20	70	Hero
Scipio's Regret	Melee	—	—	1d10+5 R	5	—	—	Balanced, Razor Sharp, Tearing	5	30	Hero
The Scyphus Vitae	Melee	—	—	1d10+13 E	8	—	—	Devastating (1), Power Field, Unwieldy, ††	18	50	Famed
Tears of the Scorpion	Melee	—	—	1d10+7 E	8	—	—	Balanced, Power Field	30	70	Hero
Unmaker's Touch	Melee	—	—	2d10+2 R †	10	—	—	Power Field, Tearing, Unwieldy, ††	48	80	Famed
Victory's Price	Melee	—	—	1d10+8	7	—	—	Devastating (2), Felling (2), Power Field, Tearing	7	70	Hero
Weight of Duty	Melee	—	—	1d10+10	5	—	—	Concussive, Power Field, Tearing, Unbalanced	7	45	Famed

† Chainfists and power fists double the wielder's Strength bonus when adding to melee damage

†† See relic description



TABLE 3-3: RELIC ARMOUR

Name	Locations Covered	AP	Wt	Req	Renown
The Armour of Faith	All	12	100	60	Hero
Descent into Flames	All	12	100	70	Hero
Fury Unrelenting	Arms	12	—	30	Hero
Pinions of Ascanius	Arms	12	—	40	Hero
Shadow Mantle	Body, Arms, Legs	7 (Legs 5)	30	40	Famed

TEARS OF THE SCORPION

(RED SCORPIONS)

The Red Scorpions have vast armouries, compared to many Chapters, with copious examples of master-crafted melee and ranged weapons carefully maintained and protected by the Chapter. Among all of these fine weapons none are as revered by the Red Scorpions as the relic blades known as the Tears of the Scorpion. Ancient weapons of immense spiritual value to the Chapter and of long lost eldritch design they are only ever gifted to the greatest of Red Scorpion Battle-Brothers, often reserved for its company commanders and Chapter Masters. In rare instances if a hero of the Chapter proves himself worthy he may be allowed to wield one of the blades in battle, but such is a rare and great honour.

The Tears of the Scorpion generate a power field of ancient and powerful design. Other weapons with the power field quality offer no protection from this vicious blade. When the wielder uses Tears of the Scorpion to Parry an attack, he has a 75% chance to destroy the attacker's weapon, regardless of whether the attacker's weapon has the Power Field Quality or not.

TORCH OF THE VIGIL

(DEATH SPECTRES)

Late in the 36th millennium, a Deathwatch Kill-team was allied with a squad of Space Marines belonging to the Death Spectres Chapter in an action against a vile xenos species deep in what would one day become the Orpheus Salient. Together, the two squads were able to eradicate the alien threat, but not before the sergeant of the Death Spectres, a honoured veteran of the Chapter, was eviscerated by the vicious beasts. It was only by the actions of the members of the Kill-team that the sergeant's gene-seed was preserved and harvested and his ancient wargear recovered. As a reward for their aid, the Death Spectres presented the stewards of Watch Fortress Erioch with this mighty relic.

The Torch of the Vigil is an Astartes heavy flamer. Its profuse promethium spray imposes a -10 to Agility Tests to avoid damage or catching fire. Furthermore, the bright, smokeless flame imposes a -30 to Concealment Tests within 30m of anything that has been set on fire by the Torch.

TULIUS' INSIGHT (GENESIS CHAPTER)

Those who adhere most fervently to the Codex Astartes occasionally find service in the Deathwatch to be a trial, with no standard Chapter or squad configurations taking precedence over the urgent needs of the Vigil. Such Battle-Brothers are often pointed to the writings of Tullius of the Genesis Chapter, who applied the core doctrines of the Adeptus Astartes to the duties of the Deathwatch with exacting thoroughness. His original work, a collection of annotations to the Codex Astartes itself, is kept within a stasis-vault in Watch-Fortress Erioch, granted to the most trusted leaders to assist them in their stratagems.

A Space Marine who is able to consult Tullius' Insight before a Mission gains +20 to all Common Lore (War), Scholastic Lore (Codex Astartes), and Tactics (Any) Tests for the duration of the mission. If he has time to consult it in reference to a specific situation, he may increase this bonus to +30 and add a Degree of Success to successful tests.



UNMAKER'S TOUCH (MINOTAURS)

In many Chapters, the mighty chainfist is a weapon that sees use only in the direst of conflicts, as the armour of most Battle-Brothers is insufficient to bear the weight and supply the power of such a weapon. The Minotaur's great stock of Terminator Armour means that they are able to bring forth such weapons more easily than most. Of the terrible weapons so mounted, few are more feared than the chainfist called Unmaker's Touch. Its potent power field makes a mockery of armour and vehicles, and has also served admirably against the creations of hereteks and other unliving foes.

Unmaker's Touch is an Astartes chainfist that increases its Damage and Penetration by 5 against vehicles, structures, objects, and enemies with the Machine Trait.



VALIANT LEGACY (SONS OF ORAR)

This storm shield is of great antiquity, and is said to contain fragments of the original storm shield wielded by the hero Orar in the Great Crusade. Those who have held it claim they felt their Chapter's spiritual patriarch watching and guiding them from afar. Some scoff at this legend, but none doubt that anyone bearing the shield is able to achieve great deeds.

Valiant Legacy is an Astartes storm shield with a Protection Rating of 55 and an Overload Roll of 01. Its inspirational effects allow the wielder to benefit from triggering a Demeanour an additional time each session. This may include Improvements when appropriate.



VICTORY'S PRICE (LAMENTERS)

Bearing this power spear is viewed as both a great honour and a heavy burden by the warriors of the Lamenters Chapter. It has been wielded at the forefront of many great victories and mighty battles. However, more of its wielders have fallen in their moment of triumph than have lived to return to the Chapter's halls. Though the Adeptus Astartes know no fear, the wielders of this spear tend to become concerned with ensuring that they will sell their life as dearly as possible when the time comes to pay for their success.

Victory's Price is an Astartes power spear with the Devastating (2), Felling (2), and Tearing qualities. However, the wielder increases the value of all Critical Effects suffered by 2 (after applying the True Grit talent).

WEIGHT OF DUTY (HAMMERS OF DORN)

The flat head of this power-maul is lined with a miniature grav-plate, similar to those that line the decks of great voidships. Upon striking a foe, the grav-plate activates for a brief instant, multiplying the hammer's impact many times over by increasing its descending weight.

Weight of Duty is an Astartes power maul. It has the Tearing and Concussive Qualities. Auditory protection does not assist in resisting the weapon's Concussive effect.

TABLE 3-4: RELIC FORCE FIELDS AND WARGEAR

Name	Protection Rating	Overload Roll	Wt	Req	Renown
Argent Guide	—	—	1	25	Distinguished
The Bastion Unwavering	60	01	15	70	Hero
Correction of Flesh	—	—	6	35	Famed
Diomedes' Grace	—	—	45	35	Hero
Entropic Field Generator	40	01	5	50	Famed
Hawk Wings	—	—	55	60	Distinguished
Libris Anomalous	—	—	2	20	Distinguished
The Lost Halo	55	01	3	60	Hero
Lion's Mane	—	—	2	40	Hero
Orphean Key	—	—	2	45	Famed
Ran-Thawll's Gaze	—	—	1	30	Famed
Record of Oblivion	—	—	2	15	Distinguished
Refuge in Defiance	35	01	3	50	Hero
Reliquary of Spite	—	—	7	30	Famed
Shroud of Yrnax	—	—	5	35	Hero
Sulla's Unkindness	—	—	5	50	Hero
Tulius' Insight	—	—	6	35	Hero
Valiant Legacy	55	01	10	70	Hero
The Mask of the Watcher	—	—	2	40	Hero



THE
CHAPTER'S
DUE



THE MEASURE OF
A MAN

•
BONDS OF
BROTHERHOOD

•
THE INQUISITION



CHAPTER IV: THE CHAPTER'S DUE

"The bonds of brotherhood, forged in battle in the Emperor's name, are unbreakable."

—Sergeant Darius, Deathwatch Kill-team Epsilon

Across the galaxy, uncountable threats to the Imperium are met head on by the Adeptus Astartes wherever and whenever they are needed. With bolter, chainsword, and undying devotion, the enemies of the Emperor are put down to safeguard humanity's place in the cosmos. When the situation is especially dire and the Deathwatch is called upon, ancient oaths ensure that brothers from many Space Marine Chapters answer this call. But when these mighty teams come together, how do their ancient beliefs, training, and even feuds affect their service? This chapter explores the mind set and role-playing opportunities for players and Game Masters to bring their characters' past experiences into play as they begin their tenure with the Deathwatch.

The guidelines and advice given here are simply that—a way for GMs to incorporate the rich history and details set forth for each Chapter into their games if they choose. The varied beliefs that each Space Marine Chapter has can bring exciting options for how a Deathwatch team operates and interacts. A great role-playing game is more than just killing the xenos. Delving into what drives each character is just as exciting as killing the Ork Warboss, do not be afraid to tackle the challenge.

DIVERSITY AS COMPLEXITY

When creating the party in **DEATHWATCH**, a GM should consider the disparate backgrounds and use them to create interesting and engaging interactions between the players. A newly arrived Ultramarine who has taken the oaths of the Deathwatch is preparing to train with his new squad-mates. The GM can use this opportunity to start forging the Kill-team into a true band of brothers. By focusing on how the Ultramarine trains and approaches combat, compared to the other members of the team, he can begin to bring the personality of the character to life. The GM can role-play through a few rounds of mock combat between the Ultramarine and one of the members of the squad—perhaps someone with a vastly different approach like a Space Wolf or Blood Angel.

THE MEASURE OF A MAN

The recruitment processes for the Chapters of the Adeptus Astartes are as varied as the heraldry on their power armour. Some recruit exclusively from the lands of their home world while other Chapters utilise a wide swathe of planets for finding new Battle-Brothers, drawing from worlds scattered throughout the Chapter's dominion. No matter where the initiates are recruited from, one thing remains the same—the new Space Marine will undergo a long, rigorous series of challenges and trials before he is fully one of the Emperor's Finest.

It is through these tests and trials that the bonds of brotherhood are first forged for the Space Marines. The time spent learning the beliefs and battle doctrines of the Chapter shapes the mind-set of the Battle-Brother and how he views his duty to the Imperium and Chapter. These fundamental beliefs are so strongly ingrained into the Battle-Brother that they can bring him into conflict with other Imperial servants who have a different world view from the Chapter. These are the challenges all members of the Deathwatch must overcome if they are to serve their ancient oaths successfully.



THE BOND OF BROTHERHOOD

A Space Marine has three levels of interaction that shapes who he is: the overall Chapter views and beliefs, the battle doctrine and mind-set of his Battle Company, and the individual bonds he forges with his squad-mates with whom he fights side-by-side. A player can use all of these things to make a well-rounded Space Marine that is very interesting to play.

The Chapter: The first bond that all Space Marines share is the bond that makes them part of their Chapter. This is coded into their flesh through the gene-seed they all share, dating back to their Primarch. Even Chapters of the subsequent Foundings share this trait, no matter how far they are removed from the lineage of their progenitor. The beliefs and combat doctrine of the Chapter for most is rooted in the Codex Astartes, the tome created by Roboute Guilliman after the Horus Heresy. It is at the Chapter level that the command structure, battle doctrine, and many inherent beliefs are created for the Space Marine. A member of the Space Wolves knows that it is his duty to take the battle to the foes of the Emperor directly, bringing death with sword and bolter in close quarters. The same cannot be said of an Iron Hand, who favours dealing death from afar with master crafted weaponry and war machines.

The belief structure created by the Chapter becomes everything to the Battle-Brother. Many initiates come from feudal or feral lands, who know nothing of the Imperium and the greater universe, so it is through their indoctrination into the Chapter that everything they know of the galaxy is taught. If the Librarians and Chaplains of the Chapter teach these young men that they must entreat the machine spirits to make their bolters fire and their starships traverse the void of space, many do not think any differently and this will become simple fact to the aspirant. Another Chapter will teach its brethren the intricate ways of maintaining their weaponry and how the Imperium works and functions.

These wildly disparate views on the basic structures of the world around them can lead to interesting interactions for members of a Deathwatch team.

The Company: Once an aspirant has become a Space Marine, he is placed into a Battle Company. At the company level, a Space Marine learns the deeper structure of how he will fight the enemies of Mankind. The Codex Astartes outlines the progression of each Battle-Brother through the Companies of their Chapter and what skills he shall gain during his tenure in each. According to the Codex Astartes, a Battle-Brother progresses from a Scout of the 10th Company, to a Devastator of the 9th, then on to an Assault Marine of the 8th Company. Once a Space Marine has mastered the many ways in which he is capable of making war, only then is he ready to enter the Tactical squads of the Battle and reserve companies.

Space Marine companies often have many ancient traditions and rites based on their past battles and achievements. These become very important to the Battle-Brother and will greatly influence him. For example, a member of the Blood Raven Fifth Company, who lost many of his brothers in a prolonged campaign against the Eldar, may observe an annual rite commemorating the sacrifices made to bring about victory. Missing this observance—if not in an active battle situation—could bring about a sense of melancholy and shame to the Battle-Brother, who feels he is not properly honouring his fallen comrades.

The Squad: The most intimate bonds are amongst the Battle-Brothers of the Space Marine's squad. Day in and day out, these hardened warriors fight alongside each other for the glory of the Emperor and the Imperium. With each battle, the members of the squad become more ingrained in the ways of battle and how to rely on each other in any circumstance. It is within a squad—and that can be Tactical, Assault, Devastator, etc.—that the character has spent the most time. When he leaves his squad to begin his tenure with the Deathwatch, he must leave a part of himself behind, and learn how to function on a whole new level.

THE GALOCLASS INCIDENT

In the mid 41st Millennium, a Kill-team consisting of Space Marines from the Ultramarines, White Scars, Blood Ravens, and Storm Wardens Chapters were dispatched deep into the Jericho Reach to apprehend a notorious xenos pirate who had amassed a fleet of dangerous size. After locating the flagship of the xenos, the Kill-team made a covert insertion into the flagship to acquire their target. While making their way to the bridge, the Team had a disagreement about the best way to proceed with the assault on the heavily fortified command post. Brother Erasmus of the Blood Ravens had issue with Brother Kullen of the Storm Warden's tactical expertise.

This difference of opinion stemmed from a battle almost two decades earlier in which the Blood Ravens had assisted the Storm Wardens in destroying an Eldar strong point on the world of Brezal III. A disastrous plan put forth by the Storm Wardens Captain in command of the forces resulted in the deaths of two squads of Blood Ravens and nearly half a company of Storm Wardens. The surviving Blood Ravens developed an intense distrust of Storm Warden tactics and strategies.

The reluctance of Brother Erasmus to follow Kullen's lead in apprehending the xenos leader led to a heated exchange inside the flagship of the pirate fleet and came close to costing the team their lives—exact reports of this incident have been classified by the Ordo Xenos. All that is known is that Brother Ir'al'Hasahn of the White Scars took the lead in the final battle and successfully apprehended the xenos leader without any loss to the Kill-team. This incident has served as a cautionary tale to newly inducted Deathwatch Brothers in putting aside past differences to focus solely on the mission at hand.

BRINGING THE KILL-TEAM TOGETHER

In this example, the GM has gathered his players for their first session.

Max (GM): (speaking aloud to the players) “As you each approach the main hall, you are amazed by the towering statues all around you. Heroes of past Deathwatch teams look down on the gathered members as if to acknowledge the service you are about to embark on. Entering the courtyard, you each are directed to stand in front of the Watch Commander, next to your new Battle-Brothers. You each take in the other members and assess them: A Raven Guard, an Iron Hand, a Salamander, and a White Scar gathered together to form the team.”

Matt (Raven Guard player): My character pauses when he sees the White Scar and says, “I do not trust them at all. They have betrayed their oaths to us on more than one occasion and I will not serve beside them!”

Greg (Salamanders player): I step to his side and place my hand on his shoulder. “At ease my brother. Put your past hatreds aside. We all have a duty to the Emperor ahead of us that we must not take lightly.”

Tom (White Scars player): I ignore the Raven Guard and just focus on the Watch Commander. I won’t dignify his remarks by commenting on them.

Bob (Iron Hands player): My character turns to the team and just stares at all of them. I am not sure what to make of any of them this soon.

GM (smiling slyly to himself): It appears that you all have a lot to consider as you embark on this new endeavour. The Watch Commander looks at you all and begins speaking...

LEAVING IT ALL BEHIND...

When a Chapter sends one of its Brothers off to serve the Deathwatch, it can be something of a culture shock to the Space Marine in question. Everyone expects a Space Marine to follow whatever orders he is given, but behind the armour is more than an automaton. A Battle-Brother’s training and beliefs are deeply ingrained, even part of their genetic make-up, so coming to grips with their new role in the Deathwatch can be very trying—not that a Marine would ever let that be known.

Becoming part of a new squad under the auspices of the Deathwatch organisation creates many new challenges for an inductee. First of these trials is determining his role amongst his new squad-mates. He must learn how to fight alongside these new Battle-Brothers who each bring their own battle tactics and methods to the unit. In many instances these strategies may directly contradict his own way of waging war. For someone who has fought a certain way for a long time (in some instances a century or more), adapting is no small feat.

A player should be prepared to work alongside the GM in coming up with the intricate background for his character. This not only allows the player to have a stronger interest in shaping the game he will play in, it also gives the GM a great deal of material to work with.

BELIEFS AND DOGMA

As we have discussed, a Space Marine is shaped by his training and beliefs. These varied outlooks will play a very strong role in the interactions between members of the Kill-team. A GM will have the daunting task of taking very different beliefs and making them all fit into a team of individuals that will gladly lay down their lives for any of the other members. A common role-playing practice is to just have everyone working together for a common goal and ignoring the conflict and tension that would normally arise in such a setting. This works in some instances, but a good GM should look for exciting chances to focus on, not ignore, these differences.

The common combat doctrines of the Chapters are covered elsewhere in this book and in **FIRST FOUNDING**, and provide an excellent starting block for building the types of interactions GMs can use in every game. A simple method to begin with is pulling out the key tenets of each Chapter to aid in constructing the story. For example, if a Kill-team was made up of the following Chapters, a GM could use these traits to begin planning his campaign:

- **Salamanders:** Highly honourable; Utilise many vehicles in combat; Willing to sacrifice to achieve a goal.
- **Iron Hands:** Focus on augmentation; Each Battle-Brother driven by hatred of their foes; Not overcome by emotions.
- **White Scars:** Highly mobile warriors; Very few Dreadnoughts—strongly against being entombed; Believe in harsh punishment and strict discipline.
- **Raven Guard:** Stealth and infiltration; Lightning strikes; Cold and uncaring.

Upon first pass, a GM can see a few things that stand out quickly about his PCs. First, there may be bad blood between the Raven Guard and White Scar’s characters that can provide for some interesting party interactions. Second, others may consider both the Raven Guard character and Iron Hands character cold and distant emotionally. Third, there are a variety of battle styles that each Chapter is known for, that could make for some intense combat encounters (with each Battle-Brother thinking they have the best tactic to utilise).

The GM will also have the rich backgrounds of each Chapter to pull from, that will help in building the initial party bonds. Both the Raven Guard and Iron Hands Chapters were part of the massacre at Iststvan V, which is something deeply rooted into their psyche even 10,000 years later. This may provide for a path to trust and friendship that begins with these two characters. The honourable nature of the Salamander could help smooth over the dislike and mistrust between the Raven Guard and White Scar characters. There are so many paths for the GM to explore, just by looking at a few traits.



RIVALRIES AND FEUDS

How is it that the greatest fighting force of Mankind—the Space Marines—can have such a long history of distrust, enmity, and open warfare with their brethren? For over ten thousand years, the Adeptus Astartes have fought alongside and against other Space Marines in countless battles. The Great Crusade set the stage for many of the most memorable feuds. During that time, each Legion of Space Marines tried to outdo its brothers in bringing glory to the fledgling Imperium. Fighting side-by-side, the original Legions often came to blows over the best way to reclaim a planet that had fallen away from the Emperor's light.

The key in playing up the rivalries between Chapters in Deathwatch is in knowing what pieces to use and what to avoid. A Game Master should always try his best to allow his

BACKGROUNDS

Max is planning another session for his Deathwatch campaign. The first game went well and he was able to bring the Kill-team together and start building the connections between the members. He is pleased with the interactions the players had in session one and their varied backgrounds have provided interesting paths to explore in future games.

For his next session, Max is sending the Kill-team out on their first mission. An aggressive Tau sept has been plaguing worlds near the Watch Fortress and the Inquisitors of the Ordo Xenos feel he must be eliminated now before a full scale war erupts throughout the region. He envisions the session being a straightforward attack on a Tau encampment to assassinate the Shas'vre. Through the course of this mission Max plans on incorporating some of the characters' backgrounds to enhance the story.

- He is going to have the Watch Commander assign the leadership of the team to Matt—the Raven Guard player. He knows he will employ a lightning attack on the encampment, which may cause disagreement from the other team members.
- Max also plans on introducing some of the history the players created in their character backgrounds. Greg—the Salamanders player—has indicated that his original squad suffered a serious loss against Tau sept in past. Max plans on using that to stir emotions and situations during the game session, as the character once again battles against a hated foe.
- Finally, Max intends to create a situation while the players are attacking the Tau Shas'vre near the end of the adventure, where Tom—the White Scars player—is trapped by an overwhelming number of enemies. During this fight, he hopes to encourage Matt to put aside his distrust and anger toward members of the White Scars and save one of his Battle-Brothers.

With these notes in place, Max sets out to detail the individual encounters for the game session and creating stats for the enemies. He is looking forward to an exciting session.

players the option to create whatever character they want, but some situations can become unfeasible and almost unplayable for the parties involved. If a GM wishes to maintain a believable, yet fun, game, he should be willing to make compromises and keep an open dialogue with all the players. It will not be any fun for the players if all they are doing each session is arguing with the other members of their team.

POSSIBLE FEUDS

To assist GMs in coming up with interesting ideas for their games, this book provided some sample feuds and rivalries to use. These are only a mere fraction of the possibilities that a GM can create.

Dark Angels vs. Space Wolves: One of the most famous rivalries in the Imperium, the tension between these two dates back to the time of the Great Crusade and the brawls that their Primarchs would engage in. While the two Chapters may not always get along, they actually possess a great deal of respect for one another and this rivalry is closer to competing brothers than anything else.

White Scars vs. Raven Guard: The tension between members of these two Chapters is darker and deeper than a friendly competition between allies. A Raven Guard views the White Scars with suspicion and open contempt in many instances, due to what he believes are failures to aid one another in times of need. This can provide for an interesting interaction between members of the Kill-team as their new bonds overwrite the troubles of the past.

Space Wolves vs. Blood Ravens: The Space Wolves have a long history of distrusting what they view as sorcery, and the highly psychic Blood Ravens Chapter has drawn their ire on more than one occasion. During the battle of Praximil VIII, the Blood Ravens reliance on Librarian intervention to oust the psyker leader of the renegades entrenched there sent their Space Wolves allies into a fury. The Wolf Lord who fought at their side believed the tactics to be dishonourable and he made this known to the Blood Ravens commander with a well-placed punch.

Storm Wardens vs. Blood Angels: On the night world of Etrimma, a small Blood Angels force had fought a prolonged campaign against a force of Dark Eldar raiders who were intent on securing the ancient ruins for their own dark purposes. As the tide turned against the Blood Angels, a Storm Wardens' Strike Cruiser arrived on the scene to render aid. Without a word, hundreds of Storm Wardens descended on the battlefield and routed the Dark Eldar in a matter of hours. The overly proud Blood Angel Captain did not take kindly to this unwelcome intervention. He was convinced that he could handle matters himself and that his warriors were more than capable of dealing with the Xenos threat on their own. For the Blood Angels who fought in this encounter, the Storm Wardens are viewed as unwelcome meddlers.

Iron Hands vs. Ultramarines: A highly regimented Ultramarine values strict adherence to the Codex Astartes above all else. While the Iron Hands may structure their Chapter after the tenets of the Codex, they care little for the views of others and do not place much stock in the Ultramarine's complaints, preferring to let their long record of service to the Imperium speak for itself.



BRIDGING THE GAPS

With all the turmoil and problems that each Chapter's beliefs and dogmas can bring, the ability to overcome these things in the service of the Imperium is where the members of the Deathwatch can really shine. A game of Deathwatch can run the gamut from simply conducting raids on foul xenos to deeply connected endeavours, filled with intrigue, that interact with Inquisitors, Rogue Traders, and other servants of the Imperium. It is up to the GM to craft these stories and decide which path each game will follow. A GM must be careful to not make the game too heavy on strife between the players. The key is finding the right balance of personal interaction that makes all the characters seem real and lifelike, without having the game devolve into constant bickering and one-upping the other players. Keeping the game always moving forward and advancing the overall story line makes for an engaging and exciting session.

The best way to bring all of these things together is to have a great villain. If the players have an overwhelming threat to focus on, the individual jealousies and pettiness evaporate quickly and brings the true purpose of the team to the forefront. Every enemy hunted down by the Deathwatch has the potential to be a threat spanning numerous game sessions. Even a lowly bug hunt to eliminate lesser Tyranid creatures can be spun into an epic adventure. If the focus is on the mission, the varied backgrounds and past disagreements can be solved through the course of the game and not be the game itself.

THROUGH ANOTHER'S EYES

A tactic that a GM can employ to bring his team together is to place each character into a role that he is not usually comfortable in. This can be structured as a training exercise for the team at the Watch Fortress. Each Battle-Brother must embrace the role of another on the team, using his strategies to overcome an obstacle. A Space Wolf must undertake a stealth-filled mission, an Ultramarine must utilise non-standard methods to achieve a goal, a Raven Guard must employ heavy weapons and long range firepower—there are limitless options.

The reason for this exercise is to bring the other characters' point of view into the forefront. By walking in each other's power armoured shoes, the players are likely to begin bonding and put aside their feuds and rivalries for the overall good of the mission. This can help to forge the brotherhood that they had with their original squads and make their time in the Deathwatch a more memorable experience.

THE INQUISITION AND THE ADEPTUS ASTARTES

For over ten millennia, the Chapters of the Adeptus Astartes have waged unending war in the name of the Emperor. Largely left to their own devices, the Space Marines are not accustomed to answering to others in matters of war. Chapter Masters are some of the greatest leaders in the galaxy and their decisions affect the lives of billions. So when the Inquisition arrives in a warzone or other engagement and begins making demands, it may draw the ire of the Space Marines.

While most Adeptus Astartes recognise—and even appreciate—the role that the Inquisition plays in the Imperium, there are other Chapters that are distrustful of the shadowy organisation. Chapters such as the Space Wolves have reservations about any group wielding such unchecked power. Other Space Marines may have issues stemming from personal experiences with particular Inquisitors and decisions they did not agree with.

Game Masters can play upon the mistrust and misgivings that some Battle-Brothers have toward the Inquisition to bring added depth to their games. While the Deathwatch is not directly under the orders of the Ordo Xenos, they have close ties with that mysterious body and it is the Inquisition that identifies many of the targets and missions for them to undertake. Some Kill-teams may question the urgency of a mission to recover a minor xenos when a Tyranid threat looms in the Reach. Space Marines often feel that Inquisitors pursue their own agendas over the safety of civilians and this brings them into conflict. Using the various conflicts of interest between the goals of the individual Space Marines and those of the Inquisitors they work alongside, a Game Master can bring a level of drama to his adventures.

Another avenue that can be explored by GMs is an Inquisitor who has turned from the path of the Imperium. Over the years, many Inquisitors have become seduced by the path of Radicalism. The lure of the darkness is powerful and even an Inquisitor that has trained his entire life to resist it can be swayed. When an Inquisitor breaks his vows, the Inquisition often handles this matter internally. However, at times this is not feasible, and the Inquisitor becomes the target of a Kill-team.

If a Kill-team undertakes a mission to bring down a rogue Inquisitor, then the situation has been deemed especially dire. The Inquisition is loath to let anyone—even the Deathwatch—know of such a transgression. Any reports of such a mission would be encoded in the highest levels of security and all involved would undertake oaths of secrecy.

PUNISHMENT OR REWARD

The ancient oaths that the Space Marines have undertaken guarantee warriors will be seconded to the Deathwatch. This tenure provides valuable warriors to serve on Kill-teams throughout the galaxy. But are all of the Space Marines who are sent to the Deathwatch viewed the same amongst their Chapters? Below are two possible background paths for players joining the Deathwatch—Revered Champion and Atonement.

Revered Champion: When the call to send Battle-Brothers to the Deathwatch comes, most Chapters select their finest warriors to represent them. The ancient oaths sworn to support the Inquisition and the Deathwatch are taken seriously and any success that a Space Marine displays while serving will be reflected back on their Chapter.

A player who wishes to create his background as a Revered Champion should view his time with the Deathwatch as a great honour to him and his Chapter. He seeks out glory and honour by his exemplary service on all missions he participates in. A player should be very eager to be part of the Deathwatch and serve the Emperor in this manner.



KARANOS FALLS

For nearly a century, Inquisitor Ivor Karanos of the Ordo Xenos pursued his lifelong ambition to find the Tablet of Irrigall. This ancient artefact was thought by many in the Ordo to be a record of an ancient xenos dynasty. Karanos believed the tablet was far more than a mere record of a forgotten civilisation—he was convinced that this tablet contained the secrets of their technology and advanced weaponry. It was on the world of Bregan that this long lost tablet was finally found, after a quest that had consumed countless lives and resources.

Not long after finding the artefact, Inquisitor Karanos disappeared without a trace. His ship, crew, and allies were all gone in a matter of days. At first, he was believed to have been lost to a Warp storm that was reported in the general vicinity of his last known whereabouts. He was declared lost and his illustrious career became little more than a footnote in the annals of the Imperial records.

It was nearly three decades later that worlds deep in the Jericho Reach reported attacks by an unknown enemy. This mysterious foe seemed to appear out of thin air and was able to overcome defences with ease. The Imperial Navy began hunting for the enemy but was unsuccessful in locating any trace. All the while, attacks on out of the way worlds increased. The attacks were not random, and a pattern quickly emerged to Adeptus Mechanicus Logic Engines. All the worlds were once believed to be part of the same xenos empire that the Tablet of Irrigall came from, and finally the Ordo Xenos stepped in to investigate further.

It is at this point that records of the incident become hard to pin down. Legends and tales claim that five separate Inquisitors were killed while investigating this unknown enemy. The final Inquisitor who hunted the enemy is said to have sent a garbled transmission calling for aid before his death. This lost transmission claimed that Karanos had returned and was now overcome by an ancient technology. The veracity of this report is impossible to ascertain as all record of it has been expunged and any who had intercepted it have not been heard from since. All that is known for sure is that Watch Fortresses throughout the Reach were placed on high alert and three Kill-teams were said to have gone to the dead world of Corial V. There have been no reports of attacks since anywhere in the Reach.

Atonement: For some the Chapters, tenure in the Deathwatch can be a time to atone for some transgression committed against the Chapter or its ways.

The type of infraction varies from Chapter to Chapter. For those who are strict adherents to the Codex Astartes, simple deviation from the tenets in the sacred text are enough to have a Battle-Brother fall under the unforgiving eye of his superiors. Amongst other Chapters, the infraction is usually much more severe to warrant any sort of sanction. A Space Marine that has been deemed lacking by his superiors has a shadow cast upon him that he must exorcise. Any question of a Battle-Brother's ability to carry out his duty brings undo scrutiny upon him and those he serves with. These doubts will linger and fester until he is able to redeem himself in the eyes of the Chapter. This redemption can take the form of crusades, quests, and other heroic endeavours. This can also take the form of an extended secondment to the Deathwatch.

If a Battle-Brother has been sent to the Deathwatch as a means of atonement, then that is usually kept quiet from all but the Chapter's leadership and the Space Marine in question. Since serving in the Deathwatch is fraught with peril, this is seen as a perfect way to atone in service to the Emperor. The Space Marine will keep his past transgressions closely guarded from his new squad-mates; if they were aware of these factors then they would surely look at him with suspicion.

Personal Goals and Agendas

This can be an exciting and challenging subject for GMs to tackle. However, balancing the character's motivations and goals with the overall story line can be tricky without proper planning.

You may be wondering what the difference is between standard background stories and game changing personal agendas. If a character writes in his background that he has

a particular hatred of Tyranids because of a past battle where he lost a close squad member, that is a regular element that a GM can incorporate into the game without much trouble. However, a character that is hunting a dishonoured member of his Chapter believed to be serving as a Black Shield is an entirely different matter.

When a player comes to the Game Master with a detailed personal goal, the GM should sit and discuss the aspects of how this will impact the overall game. The GM then can decide how he will mesh this into his existing plans. Many personal goals and agendas can derail a game if they are not handled carefully. He must tread carefully so that one player's story line does not dominate and overwhelm all the other players'. If, in every game session, a player is only concerned with his personal mission, the other player characters will soon come to resent their Battle-Brother.

CONCLUSION

The tips and suggestions presented in this chapter are by no means exhaustive. Each GM had his own method for running a game of Deathwatch and there is no right way. Remember, games are all about having fun. The rich history of each Space Marine Chapter provides exciting options to explore in each game session. As a Space Marine shall know no fear, a GM must also exhibit the same willingness when he begins the auspicious mission of guiding his Kill-team to glory in the Emperor's name.

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