

TEST DIFFICULTY	
Difficulty	Test Modifier
Trivial	+60
Elementary	+50
Simple	+40
Easy	+30
Routine	+20
Ordinary	+10
Challenging	+0
Difficult	-10
Hard	-20
Very Hard	-30
Arduous	-40
Punishing	-50
Hellish	-60

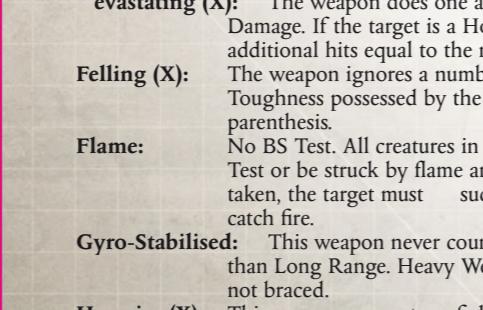
HIT LOCATIONS	
Roll	Location
01-10	Head
11-20	Right Arm
21-30	Left Arm
31-70	Body
71-85	Right Leg
86-00	Left Leg

CRITICAL TABLES	
Energy	(page 252 to 253)
Explosive	(page 254 to 255)
Impact	(page 256 to 257)
Rending	(page 258 to 259)

WEAPON CRAFTSMANSHIP	
Poor	-10 to hit. Jam on any failed to hit roll.
Good	+5 to hit.
Best	+10 to hit, +1 Damage.

COVER TYPES	
Adds extra AP to locations hidden by cover.	
Cover Type	AP
Light Wood, Armour-glas,	
Light Metal	4
Heavy Wood, Flakboard,	
Sandbags, Ice	8
Rockcrete, Thick Iron,	
Stone	16
Plastered, Armaplas	32

RENNOW	
Renown Rating	Renown Rank
0-19	Initiated: You have recently sworn your oaths of duty to the Deathwatch.
20-39	Respected: You have proven your prowess repeatedly through bravery and blood.
40-59	Distinguished: You have earned an impressive number of victories safeguarding humanity against its enemies.
60-79	Famed: Your reputation precedes you, and your deeds are known to Battle-Brothers across the Reach.
80+	Hero: Your name echoes to your Chapter and beyond as a paragon of strength and valour.



RANGED WEAPONS							
Name	Class	Range	RoF	Dmg	Pen	Clip	Rld
<b>Bolt Weapons</b>							
Astartes Bolt Pistol	Pistol	30m	S/3/-	2d10+5 X	5	14	Full
Astartes Bolter (Godwyn)	Basic	100m	S/2/4	2d10+5 X	5	28	Full
Astartes Boltgun (Stalker)	Basic	200m	S/-/-	2d10+5 X	5	24	Full
Astartes Combi-Weapon <sup>†</sup>	Basic	100m	S/2/4	2d10+5 X	5	28	Full
Astartes Heavy Bolter	Heavy	150m	—/—/10	2d10+10 X	6	60	Full
Astartes Storm Bolter	Basic	100m	S/2/4	2d10+5 X	5	60	2 Full

<sup>†</sup> Profile is for the primary bolter. Secondary weapon has RoF: S/-/— and Clip: 1, with all other statistics as per the weapon's entry.

COMBAT ACTIONS							
Action	Type	Subtype(s)	Description				
Aim	Half/Full	Concentration	+10 bonus to hit as a Half Action or +20 to hit as a Full Action on your next attack.				
All Out Attack	Full	Attack, Melee	+20 to WS, cannot Dodge or Parry.				
Brace Heavy Weapon	Half	Miscellaneous	Prepare to fire a heavy weapon.				
Called Shot	Full	Attack, Concentration, Melee or Ranged	Attack a specific location on your target with a —20 to WS or BS.				
Charge	Full	Attack, Melee, Movement	Must move 4 metres, +10 to WS.				
Defensive Stance	Full	Concentration, Melee	Gain an additional Reaction, opponents suffer —20 to WS.				
Delay	Half	Miscellaneous	Before your next Turn take any Half Action.				
Disengage	Full	Movement	Break off from melee and move.				
Dodge	Reaction	Movement	Test Dodge to negate a hit.				
Faint	Half	Attack, Melee	Opposed WS Test, if you win, your next attack cannot be Dodged or Parried.				
Focus Power	Varies	Varies	Use a Psychic Power.				
Full Auto Burst	Full	Attack, Ranged	+20 to BS, additional hit for every degree of success.				
Grapple	Half/Full	Attack, Melee	Affect a Grappled opponent or escape from a Grapple.				
Guarded Attack	Full	Attack, Concentration, Melee	—10 WS, +10 to Parry and Dodge.				
Jump or Leap	Full	Movement	Jump vertically or leap horizontally.				
Knock-Down	Half	Attack, Melee	Try and knock an opponent to the ground.				
Manoeuvre	Half	Attack, Melee, Movement	Opposed WS Test, if you win, move enemy 1 metre.				
Move	Half/Full	Movement	Move up to your movement as a Half Action or twice your movement as a Full Action.				
Multiple Attacks	Full	Attack, Melee or Ranged	Attack more than once in the same round—requires two weapons or a talent.				
Overwatch	Full	Attack, Concentration, Ranged	Shoot targets coming into a set kill zone, —20 to BS.				
Parry	Reaction	Defence, Melee	Test Weapon Skill to negate a hit.				
Ready	Half	Miscellaneous	Ready a weapon or item.				
Reload	Varies	Miscellaneous	Reload a ranged weapon.				
Run	Full	Movement	Move triple, enemies —20 BS and +20 WS.				
Semi-Auto Burst	Full	Attack, Ranged	+10 to BS, additional hit for every two degrees of success.				
Stand/Mount	Half	Movement	Stand up or mount a riding animal.				
Standard Attack	Half	Attack, Melee or Ranged	Make one melee or ranged attack.				
Stun	Full	Attack, Melee	Try to Stun an opponent.				
Suppressing Fire	Full	Attack, Ranged	Force opponents to take cover, —20 to BS.				
Tactical Advance	Full	Concentration, Movement	Move from cover to cover.				
Use a Skill	Varies	Concentration, Miscellaneous	You may use a Skill.				

WEAPON QUALITIES							
Quality	Effect	Notes	AP	Range	Pen	Clip	Rld
Razor Sharp	If the attack roll results in two or more degrees of success, double the weapon's Penetration.						
Recharge	All within the weapon's blast radius in metres is hit. Roll Hit Location and Damage individually for each person affected.						
Reliable	If Jam, roll 1d10 and only on roll of 10 has it Jammed.						
Sanctified	Target must pass a Toughness Test (—10 per Degree of Success on the attack) or is Stunned for 1 Round. Target is possibly knocked down.						
Scatter	At Point Blank range, each 2 degrees of success scores another hit. AP doubled at Long and Extreme ranges.						
Shocking	If weapon causes Damage, Test Toughness or Stunned (+10 bonus per AP).						
Smoke	Creates smoke screen 3d10 metres in diameter, lasts 2d10 Rounds.						
Snare	The target must make an Agility Test or be immobilised. An immobilised target can attempt no other Actions except to try to escape the bonds. He can attempt to burst the bonds (a Strength Test) or wriggle free (an Agility Test) in his Turn. The target is considered helpless until he escapes.						
Storm	Doubles the number of hits inflicted on the target.						
Tearing	Roll two dice for Damage, take the best result.						
Toxic	If weapon causes Damage, Test Toughness at —5 for every point of Damage taken, if failed take extra 1d10 Impact Damage (no reduction for armour or Toughness).						
Twin-linked	Unmodified roll of 9 or more on hit roll causes Overheat, see page 129.						