



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

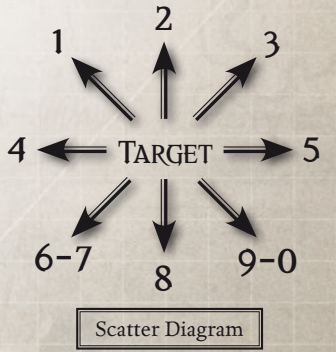
CRITICAL TABLES	
Energy	(page 252 to 253)
Explosive	(page 254 to 255)
Impact	(page 256 to 257)
Rending	(page 258 to 259)

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
Plasteel, Armaplas	32

RANGED WEAPONS									
Name	Class	Range	RoF	Dmg	Pen	Clip	Rld	Special	
Bolt Weapons									
Astartes Bolt Pistol	Pistol	30m	S/3/−	2d10+5 X	5	14	Full	Tearing	
Astartes Bolter (Godwyn)	Basic	100m	S/2/4	2d10+5 X	5	28	Full	Tearing	
Astartes Boltgun (Stalker)	Basic	200m	S/−/−	2d10+5 X	5	24	Full	Accurate, Tearing	
Astartes Combi-Weapon††	Basic	100m	S/2/4	2d10+5 X	5	28	Full	Tearing	
Astartes Heavy Bolter	Heavy	150m	−/−/10	2d10+10 X	6	60	Full	Tearing	
Astartes Storm Bolter	Basic	100m	S/2/4	2d10+5 X	5	60	2 Full	Storm, Tearing	
† Profile is for the primary bolter. Secondary weapon has RoF: S/−/− and Clip: 1, with all other statistics as per the weapon's entry.									
Plasma Weapons									
Astartes Plasma Cannon	Heavy	150m	S/−/−	2d10+11 E	10	16	5 Full	Blast (1), Volatile	
Astartes Plasma Gun (Ragefire)	Basic	100m	S/2/−	1d10+9 E	8	40	4 Full	Volatile	
Astartes Plasma Pistol	Pistol	30m	S/2/−	1d10+8 E	8	12	3 Full	Volatile	
Melta Weapons									
Astartes Infernus Pistol	Pistol	10m	S/−/−	2d10+8 E	13	4	Full	−	
Astartes Meltagun (Vulkan)	Basic	20m	S/−/−	2d10+8 E	13	6	2 Full	−	
Astartes Multi-melta (Maxima)	Heavy	60m	S/−/−	4d10+6 E	13	12	2 Full	Blast (1)	
Flame Weapons									
Astartes Flamer	Basic	20m	S/−/−	2d10+2 E	3	6	2 Full	Flame	
Astartes Hand Flamer	Pistol	10m	S/−/−	2d10+2 E	3	4	2 Full	Flame	
Astartes Heavy Flamer	Heavy	30m	S/−/−	2d10+6 E	6	10	2 Full	Flame	
Solid Projectile Weapons									
Astartes Assault Cannon	Mounted	150m	−/−/10	3d10+6 I	6	200	3 Full	Tearing	
Astartes Shotgun	Basic	30m	S/2/−	2d10+3 I	0	18	Full	Reliable, Scatter	
Autogun	Basic	90m	S/3/10	1d10+3 I	0	30	2 Full	−	
Autopistol	Pistol	30m	S/−/6	1d10+2 I	0	18	Full	−	
Las Weapons									
Astartes Lascannon	Heavy	300m	S/−/−	6d10+10 E	10	6	2 Full	−	
Lasgun	Basic	100m	S/3/−	1d10+3 E	0	60	Full	Reliable	
Laspistol	Pistol	30m	S/−/−	1d10+2 E	0	30	Full	Reliable	
Launchers									
Astartes Cyclone Missile Launcher	Mounted	300m	S/2/−	††	†††	12	3 Full	††	
Astartes Missile Launcher (Soundstrike)	Heavy	250m	S/−/−	††	†††	8	Full	††	
Auxiliary Grenade Launcher	n/a	45m	S/−/−	††	†††	4	2 Full	††	
†† Varies with ammunition									

RENEWN	
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.



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.
Feint	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.
Overshoot	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	
Accurate:	Additional +10 to hit when used with an Aim Action.
Balanced:	+10 to Parry.
Blast (X):	All within the weapon's blast radius in metres is hit. Roll Hit Location and Damage individually for each person affected.
Concussive:	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.
Defensive:	+15 to Parry, −10 to hit.
Devastating (X):	The weapon does one additional point of Cohesion Damage. If the target is a Horde, the Horde suffers additional hits equal to the number in parenthesis.
Felling (X):	The weapon ignores a number of levels of Unnatural Toughness possessed by the target equal to the number in parenthesis.
Flame:	No BS Test. All creatures in a 30 degree arc make Agility Test or be struck by flame and take Damage. If Damage is taken, the target must succeed on second Agility Test or catch fire.
Gyro-Stabilised:	This weapon never counts its target as being further than Long Range. Heavy Weapons only suffer a −20 when not braced.
Haywire (X):	This weapon generates a field that troubles the machine spirits of technology. See page 143 for details.
Overheats:	Unmodified roll of 91 or more on to hit roll causes Overheat, see page 129.
Power Field:	When Parrying an attack made with a weapon that lacks this quality, there is a 75% chance of destroying the attacker's weapon.
Primitive:	AP doubled, unless armour also has Primitive quality.
Razor Sharp:	If the attack roll results in two or more degrees of success, double the weapon's Penetration.
Recharge:	Can only fire every-other Round.
Reliable:	If Jam, roll 1d10 and only on roll of 10 has it Jammed.
Sanctified:	This weapon deals Holy damage, which has certain effects on Daemonic and warp creatures.
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:	+20 to hit, may score one additional hit if the attack roll succeeds by two or more degrees of success.
Unbalanced:	−10 when used to Parry.
Unwieldy:	Cannot be used to Parry.
Volatile:	If a 10 is rolled for Damage on a weapon with the Volatile Quality, Righteous Fury occurs automatically.

MELEE WEAPONS				
Name	Class	Dmg	Pen	Special
Chain Weapons				
Astartes Chainsword	Melee	1d10+3 R	4	Balanced, Tearing
Power Weapons				
Astartes Chainfist	Mounted	2d10† E	10	Power Field, Tearing
Astartes Lightning Claw	Melee	1d10+6 E	8	Power Field, Special, Tearing
Astartes Power Axe	Melee	1d10+8 E	6	Power Field, Unbalanced
Astartes Power Fist	Melee	2d10† E	9	Power Field, Unwieldy
Astartes Power Sword	Melee	1d10+6 E	6	Balanced, Power Field
Astartes Thunder Hammer	Melee	2d10+5 E	8	Power Field, Concussive, Unwieldy
Omnissian Axe (Astartes-Pattern) ††	Melee	2d10+6 E	6	Power Field, Unbalanced
† Chainfists and Power Fists double the wielder's Strength Bonus when adding to Melee Damage.				
†† Only Techmarines are entrusted with this weapon.				
raditional Weapons				
Astartes Combat Knife	Melee	1d10+2 R	2	−
Ceremonial Sword†††	Melee	1d10+3 R	2	Balanced
Sacris Claymore†††	Melee	2d10+2 R	2	Unbalanced
Force Weapons				
Astartes Force Staff	Melee	1d10+1 I	0	Balanced, Special
Astartes Force Sword	Melee	1d10+2 R	2	Balanced, Special
Other Melee Weapons				
Primitive Weapons	Melee	1d10 I	0	Primitive
Improvised	Melee	1d10−2 I	0	Primitive, Unbalanced
††† See Page 170 for description				
Note: Characters using melee weapons add their SB to the Damage they inflict.				

COMBAT DIFFICULTY SUMMARY		
Difficulty	Skill Modifier	Example
Easy	+30	Attacking a Surprised or Unaware target. Shooting a Massive target. Shooting a target at Point Blank Range.
Routine	+20	Attacking a Stunned opponent. Shooting an Enormous target. Melee attacks against a foe who is outnumbered two to one.
Ordinary	+10	Attacking a Prone opponent with a melee weapon. Attacking from higher ground. Shooting a Hulking target. Shooting a target at Short Range.
Challenging	+0	A Standard Attack. Any test whilst Fatigued. Attacking or Dodging whilst in the mud or heavy rain.
Difficult	−10	Shooting a target at Long Range. Shooting a Prone target. Shooting a Scrawny target.
Hard	−20	Shooting into melee combat. Dodging whilst Prone. Making an unarmed attack against an armed opponent. Melee attacks in darkness. Shooting at a target in fog, mist, shadow or smoke. Shooting a Puny target. Using a weapon without the correct Talent.
Very Hard	−30	Attacking or Dodging in deep snow. Firing a heavy weapon that has not been Braced. Shooting a target at Extreme range. Shooting at a completely concealed target. Shooting at a target in darkness.

WEAPON JAMS	
An unmodified roll of 96–00 weapon Jams. Full Action and BS Test to clear. Semi- and Full Auto Fire Jams on a 94–00.	
TWO-WEAPON FIGHTING	
Only one-handed weapons. Either make a single attack with either weapon (−20 for off-hand), or if you have the Two Weapon Wielder Talent, spend a Full Action to attack with both weapons, but at −20 to each (drops to −10 with Ambidextrous Talent). If shooting with a gun in each hand, your targets must be within 10m of each other.	
USING WEAPONS WITHOUT TALENT	
−20 penalty when using a weapon without the appropriate Talent. In the case of Flame weapons, targets receive +30 to Agility Test to avoid being hit.	
UNARMED COMBAT	
WS to hit, inflicts 1d5−3 1+SB. Armour Points count as double. In addition, inflicting damage greater than or equal to your target's Toughness Bonus also inflicts 1 level of Fatigue.	

DAMAGE	
When a character has sustained Damage equal to their Wounds, all further Damage is Critical Damage. When Critical Damage is suffered, consult the relevant Critical Table (pages 252–259), determined by the type of Damage (Energy, Impact, Rending or Explosive) and the Hit Location of the attack, and apply the effect. All Critical Damage is cumulative.	
FATIGUE	
Can suffer a number Fatigue equal to TB. Fatigued characters −10 All Tests. If you suffer more Fatigue than TB, fall unconscious for 10–TB minutes. Each hour of complete rest removes 1 level of Fatigue; after 8 hours, Fatigue is reduced to 0.	
STUNNED	
Stunned characters cannot take Actions (including free ones), opponents receive +20 to hit.	
LIGHTLY DAMAGED	
If Damage taken is equal or less than twice TB.	
HEAVILY DAMAGED	
If Damage taken is more than twice TB.	
BLOOD LOSS	
10% chance of death each Round unless treated.	

SEMI-AUTOMATIC WEAPONS

+10 BS, for every 2 degrees of success gain another hit, as indicated on Multiple Hits Table (page 239), or can be allocated to another target within 2m. Result of 94–00 on BS test indicates weapon has Jammed.

FULL AUTOMATIC WEAPONS

+20 BS, for every degree of success gain another hit, as indicated on Multiple Hits Table (page 239), or can be allocated to another target within 2m. Result of 94–00 on BS Test indicates weapon has Jammed.

OVERWATCH

You take a Full Action to establish a kill zone 45-degrees from your facing and up to the Range of the weapon. You may spend subsequent Turns waiting for targets to enter the zone. You may take the Full Auto Burst Action, Semi-Auto Burst Action, or Suppressing Fire to shoot any targets entering the zone, targets must make a Hard (–20) Willpower Test or become Pinned. Overwatch may be maintained up to your WP Bonus in hours, or until the Full Burst Action has been used.

SUPPRESSIVE FIRE

You can suppress an area 45-degrees from your facing and up to half the Range of the weapon. Targets within this area must make a Hard (–20) Willpower Test or become Pinned. Make a Hard (–20) Ballistic Skill Test to determine if anyone in area has been hit, GM assigns hit to random target. An extra hit is scored for every 2 degrees of success. Result of 94–00 on BS test indicates weapon has Jammed.

PINNING

Pinned targets have Half Action only and suffer –20 BS and must keep cover between them and the shooter. Test Willpower to recover at the end of the Turn, +30 if not shot at. If engaged in melee, automatically escape.

MULTIPLE HITS FROM SEMI AND FULL AUTO FIRE

Location	Second	Third	Fourth	Fifth	Each Additional Hit
Head	Head	Arm	Body	Arm	Body
Arm	Arm	Body	Head	Body	Arm
Body	Body	Arm	Head	Arm	Body
Leg	Leg	Body	Arm	Head	Body

MOVEMENT (METRES/ROUND)				
AB	Half Move	Full Move	Charge	Run
0	1/2	1	2	3
1	1	2	3	6
2	2	4	6	12
3	3	6	9	18
4	4	8	12	24
5	5	10	15	30
6	6	12	18	36
7	7	14	21	42
8	8	16	24	48
9	9	18	27	54
10	10	20	30	60

ARMOUR		
Name	Locations Covered	AP
Astartes Power Armour	All	8/10
Astartes Artificer Armour	All	12
Astartes Scout Armour	Body, Arms	6
Astartes Terminator Armour	All	14
Primitive Armour	Varies	Varies
Carapace Armour	All	6
Diagnostor Helmet	Head	8
Masking Screen	—	—
Flak Armour	All	4
† Artificer armour is not available on a per-mission basis; it must be obtained as Signature Gear.		