

DEATHWATCH

LIVING ERRATA



WARHAMMER
40,000
ROLEPLAY

Version 1.1

DEATHWATCH LIVING ERRATA

This is the living errata for the DEATHWATCH RPG line. The Errata is dividing according to product. The most recent updates to this errata are in red. This errata had its most recent update: May 9, 2011.

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DEATHWATCH CORE RULEBOOK

CHAPTER 1: CHARACTER CREATION

Starting Talents (page 36): Add the Unarmed Warrior Talent to the list of Space Marine Starting Talents.

Improvements (page 33): The sentence *“An Improvement is a doubling of any applicable bonus (gaining a +20 bonus to a Test instead of a +10, removing 2d5 Damage instead of 1d5, and so forth)”* should instead read *“An Improvement is a doubling of any applicable bonus (gaining a +20 bonus to a Test instead of a +10, removing 2d10 Damage instead of 1d10, and so forth).”*

Space Wolves Characters (page 49): *“Bonus Talent”* should instead read *“Bonus Talents.”* Add the Counterattack Talent to the Bonus Talents section.

CHAPTER 2: SPECIALITIES

General Space Marine Advances (page 63): Add the Two-Weapon Wielder Talent (Ballistic) Talent and the Two-Weapon Wielder (Melee) Talent at Rank 7 for a cost of 800 xp each. Add Pilot (Personal) at Rank 1 for a cost of 100 xp.

Space Wolves Chapter Advances (page 67): Add the following Advance to Space Wolves Chapter Advances: Flesh Render (500 xp).

Apothecary Advances (pages 69-70): The Hardy Talent advance in the Rank 1 Advances table should cost 100 xp.

Create Toxins (page 69): Add the following to the end of the section: *“Toxins created by the Apothecary using this special ability are able to bypass immunities to the Toxic Quality possessed by some creatures such as Tyranids. This exception only works when the toxin is used against the particular enemy that the Apothecary had selected when creating toxins. Creatures with the Undying Trait and the Machine Trait are immune to toxins created by this ability.”*

Wrathful Descent (page 73): The entry should now read: *“When making a Charge against a Horde, the Assault Marine may inflict an additional 1d10 damage to the Horde’s Magnitude on his first successful attack. This ability only functions when in Squad Mode.”*

Unrelenting Devastation (page 77): The Unrelenting Devastation section should be replaced with the following text: *“When the Devastator Marine successfully attacks and damages a Horde with a Heavy weapon, he deals an additional 1d5 damage to the Horde’s Magnitude. This additional damage stacks with any other additional damage dealt to the Horde, such as damage from a Blast weapon or a Flame weapon. This additional damage applies per attack, not per hit (so unless there are exceptional circumstances afoot, it will only apply once per Turn). If the attack deals damage to multiple Hordes, the Marine chooses which Horde takes the extra damage.”*

Deathwatch Devastator Marine Advances (page 77-78): The cost of Rapid Reload Talent at Rank 4 should be 200 xp. The cost of Rapid Reaction Talent at Rank 6 should be 200 xp.

Librarian Advances (pages 81-83): Replace the Warp Conduit Talent Advance at Rank 3 with the Strong Minded Talent Advance for a cost of 800 xp. Replace the Strong Minded Talent Advance at Rank 4 with Warp Conduit Talent Advance for a cost of 1000 xp.

Tactical Expertise (page 85): The following should be added to the Tactical Marine Tactical Expertise section: *“This Command Test is rolled once when the Tactical Marine initiates the Squad Mode ability for the first time during the mission (for Sustained Squad Mode abilities) or during the combat encounter (for non-sustained Squad Mode abilities). If the Command Test is successful the Tactical Marine may then share the benefits of his Chapter’s Squad Mode ability freely for the full duration of the Squad Mode ability.”*

CHAPTER 3: SKILLS

Medicae (page 102): The following should be added to the First Aid use of the Medicae Skill: *“The First Aid use of the Medicae Skill can be used to treat any number of untreated injuries with a single Medicae Test. If successful, the Medicae Test removes damage as detailed above. Once the Medicae Test is performed, the injuries are treated (for better or worse) and cannot be treated with another First Aid Test. They may be treated with an Extended Care Test.”*

Psyniscience (page 103): Add the following sentence: *“On a success, you extend your senses out to a number of metres equal to your Perception Bonus plus 1d10. Each degree of success adds another 1d10+ your Perception Bonus to the roll.”*



CHAPTER 4:

TALENTS AND TRAITS

Hot Shot Pilot (page 109): In Table 4-1: Talents, the Hot Shot Pilot Talent entry in the table should be removed.

Machinator Array (page 122): The following sentence should be added to the description of Machinator Array: *“Machinator Array counts as a cybernetic, meaning all stat bonuses from this talent are applied after the calculation of Unnatural Characteristics.”*

Stalwart Defence (page 126): The sentence *“He may make a Parry reaction against all successful strikes against him, and all Damage he suffers is reduced by -2”* should change to *“He may make a Parry reaction against all successful strikes even if doing so exceeds his normal number of reactions, but may not attempt more than one Parry per successful strike, and all Damage he suffers is reduced by -2.”*

The Flesh is Weak (page 128): Add the following sentence to the description of The Flesh is Weak Talent: *“The Armour Points gained through this Talent stack with any Armour Points of the armour the character is wearing, and are considered to be Non-Primitive Armour.”*

Disciplined (Horde) (page 131): The description of Disciplined (Horde) Trait should be changed to read: *“The horde is made up of hardened and well-disciplined troops who do not break and flee even after having sustained terrible casualties. The horde with this trait does not suffer the -10 penalty to Willpower tests to resist breaking if it is below 50% of its starting Magnitude. Also, it does not automatically break (see page 360) if it is below 25% of its starting Magnitude, but instead makes the Willpower test to resist breaking at -10%.”*

CHAPTER 5: ARMOURY

Cybernetics (page 176): Table 5-23 should be Table 5-21.

Melta Weapons (page 148): The sentence *“Astartes melta weapons deal an extra 1d10 Damage to targets at Short Range or closer”* should change to *“Astartes melta weapons double their Penetration when firing at Short Range or closer.”*

Astartes Conversion Beamer (page 152-153): Both mentions of *“Felling”* should be changed to *“Felling(1)”*

Force Weapons (page 155): The following sentence should be added to the description of Force Weapons section: *“The Focus Power Test to channel psychic force through a Force Weapon can be made at any of the three psychic powers’ power levels (see page 185), and has the same chance to generate Psychic Phenomena/Perils of the Warp (see page 186-188). The additional damage dealt by channelling psychic force through a Force Weapon is Energy for the purposes of determining Critical Damage.”*

Astartes Thunder Hammer (page 155): Add the following to the end of the description: *“A Thunder Hammer adds a multiplier to the wielder’s Strength Bonus. (Note: A Space Marine already doubles his Strength Bonus from his Unnatural Strength Trait. Therefore, the Thunder Hammer increases the multiplier by one, tripling the Space Marine’s Strength Bonus.)”*

Special Issue Ammunition (page 159): The last sentence of the description of Special Issue Ammunition should be changed to read: *“Special issue ammunition for Heavy Bolters adds +5 to the Requisition for a regular clip or +15 if an Astartes Backpack Ammo supply is used.”*

Special Issue Ammunition (page 159): The correct requisition cost for Kraken rounds is 15, not 5.

Astartes Power Armour (pages 160-161): Add the following sentence to the Poor Manual Dexterity section: *“The power armour helmet can be donned or removed as a half-action.”*

Golden Icons (Blood Angels) (page 170): The Purity Focus entry should be changed to: *“Whenever the Battle-Brother gains Corruption Points, reduce the total by 1 to a minimum of 1.”*

Cybernetics (page 176): add the following sentence: *“If two or more implants are installed in the same location (such as the Body location), the +2 Toughness Bonus applies only once.”* after: *“The robust construction of cybernetics adds 2 to the owner’s Toughness Bonus (after Unnatural Toughness) in the relevant location”*

CHAPTER 6:

PSYCHIC POWERS

Example (page 185): This example should read: *“Brother-Librarian Varis is using his Smite power on a particularly unlucky Ork. Because he wishes to make sure that the foul creature is destroyed, he chooses to Push the power, adding +3 to his PR of 4. He makes a Focus Power Test (a Challenging (+0) Willpower Test further modified as per Smite power description by range, lighting, enemy talents, etc.) to manifest the power, he works out the power’s effects (such as the range and damage) using his adjusted PR of 7. Because he is using the Push power level, he will also have to roll on Table 6-1: Psychic Phenomena to determine what manner of warp disturbances his brutal slaying of the Ork has conjured.”*

Focus Power Test (page 185): The sentence saying *“A Focus Power test is a Willpower Test that determines whether a functions successful”* should change to *“A Focus Power test is a Challenging (+0) Willpower Test that determines whether a psychic power functions successfully.”* The sentence saying *“In these cases, the Opposed Test is also the Focus Power Test, and even if the psyker scores better than his opponent but does not roll under his Willpower, the power will still fail”* should change to *“If the Focus Power Test is an Opposed Test, the psyker must successfully pass the Test and gain more Degrees of Success than at least one of his opponents to activate the power. Note that even if the psyker gathers less Degrees of Success than his opponent and does not activate the power, he still can generate a disturbance in the Warp if using the power at Unfettered or Push level.”*

Psychic Powers and Righteous Fury (page 186): add the following section to the Psychic Powers in Deathwatch section preceding the Perils of the Warp (page 186): *“Psychic Powers that deal damage can benefit from Righteous Fury (see page 245). When a chance for Righteous Fury occurs, the attacker re-rolls the Focus Power Test using the same modifiers and power level as the original Focus Power Test to use a psychic ability. If the original test was an Opposed Willpower Test, the defender re-rolls Willpower using the same modifiers as the original Opposed Willpower Test. The roll to confirm Righteous Fury does not generate Psychic Phenomena or Perils of the Warp.”*

Power Format (page 189): Add the following sentence to the Action entry: *“If the power targets an opponent or does damage to an opponent, the power gains the Attack Subtype (see page 237), and thus cannot be combined with other Attack Subtype actions (such as Full-Auto Burst or Semi-Auto Burst, and so on).”*

Avenger (page 194): The sentence *“The Avenger power works exactly like a shot from an Adeptus Astartes heavy flamer (see page 145), with all the usual chances to hit and set targets on fire.”* should read *“The Avenger power works exactly like a shot from an Adeptus Astartes heavy flamer (see page 145), with all the usual chances to hit and set targets on fire, and affecting Hordes as an Adeptus Astartes heavy flamer rather than as a psychic power normally would (see page 360).”*

Wings of Sanguinius (page 196): The sentence *“While this power is in effect, the Librarian gains the Flyer Trait (see page 132) with a Movement equal to his PR”* should read *“While this power is in effect, the Librarian gains the Flyer Trait (see page 132) with a Movement equal to his PR + 5.”* Add the following to the end of the power’s description: *“This power may be Sustained with a Free Action.”*

Force Barrier (page 197): The sentence *“While this power is in effect, and as long as the Librarian does not move, he gains 3 AP x PR to all locations.”* should change to *“While this power is in effect, and as long as the Librarian does not move or Dodge, he gains AP equal to 3 x PR to all locations.”*

Storm Caller (page 198): Add the following sentence to the description of the power: *“The power’s effect moves with the Rune Priest for the duration of the power.”*

Tempest’s Wrath (page 198): Add the following sentence to the description of the power: *“The effect of this power does not move with the Rune Priest and remains centred on the point where the Rune Priest originally used the power; however, the Rune Priest does not need to remain within the radius of Tempest’s Wrath in order to sustain it. Only one Tempest’s Wrath power can be sustained by a Rune Priest.”*

Hammer of the Emperor (page 199): The sentence *“The Librarian chooses a point within range and calls down the Hammer.”* should change to *“The Librarian chooses a point within range of the power and one that he has a line of sight to and calls down the Hammer.”*

CHAPTER 7: PLAYING THE GAME

Opposed Tests (page 203): The sentence *“If both participants succeed, the one with the most Degrees of Success wins.”* should read *“If both participants succeed, the one with the most Degrees of Success wins; the degrees of success from the defender cancel out the same number of degrees of success from the attacker.”*

Recovering Lost Cohesion (page 212): Add the following sentence to the description of this section: *“Points of Cohesion recovered by the Kill-Team during a Mission can exceed the number of Cohesion Points generated at the start of the Mission (this may represent the Kill-team learning to work together to accomplish goals).”*

Changing Modes (page 214): Add the following sentence at the end of this section: *“Entering Squad Mode is an action that effects the group, not just an individual. If a Battle-Brother successfully enters Squad Mode all other Kill-team members within Support Range may (if they choose) immediately enter Squad Mode without using Full Action or passing a Cohesion Challenge.”* Add the following sentence to the end of the description: *“If the Kill-team becomes separated during the Mission its members may form multiple Squads for the purpose of Squad Mode abilities so long as all the requirements of entering Squad Mode are met and the Support Ranges of the multiple squads do not overlap.”*

Maintaining Squad Mode (page 214): Add the following sentence after *“Squad Mode can be maintained as long as the Battle-Brother’s Kill-team has at least 1 point of Cohesion”*: *“A squad may continue to be in Squad Mode and sustain abilities between combat encounters as long as its members remain in Support Range and the Kill-team has at least 1 point of Cohesion.”*

Burst of Speed (page 216): Burst of Speed ability is a Free Action that can be activated at the start of a turn.

Emperor’s Grace (page 216): Emperor’s Grace ability can be activated as a Free Action or a Reaction.

Extreme Endurance (page 216): Extreme Endurance can be activated as a Free Action or a Reaction.

Feat of Strength (page 216): Feat of Strength is a Free Action that can be activated at the start of a turn.

Blood Frenzy (page 217): Blood Frenzy is a Free Action that can be activated at the start of a turn.

Stoic Defence (page 217): Stoic Defence is a Free Action that can be activated at the start of a turn.

Gaining Squad Mode Abilities (page 219): The sentence *“Depending on the squad leader’s Speciality and Chapter, he will have access to a different selection of abilities which his Kill-team may then use during the course of the Mission”* should change to *“Depending on the squad leader’s Speciality, he will have access to a different selection of Codex abilities which his Kill-team may then use during the course of the mission.”*

Using Squad Mode Abilities (page 219): The first paragraph should change to *“Squad Mode abilities function just like other Actions and can be activated by any Battle-Brother—not just the squad leader—in his turn or as specified by the ability’s description. There is no test to activate these abilities. However, the Battle-Brother must spend the required amount of Cohesion (as indicated by the ability) and be in Squad Mode. He only needs to spend this cost once, however, and once an ability has been activated, it remains so for the remainder of the Mission (for Sustained abilities, until the Kill-team no longer chooses to sustain it) or for the duration of a single combat, (if the ability is not Sustained) and may be used by either him or any other members of his Kill-team in Squad Mode.”* Add the following at the end of the first paragraph of this section: *“Some non-sustained Squad Mode abilities have a duration different than single combat and are indicated as such. These abilities can be activated multiple times in the same combat, provided the full Cohesion cost is paid for each activation.”*

Using Chapter Specific Abilities (page 219): Add the following sentence to this section: *“Battle-Brothers may activate the Chapter abilities of their own Chapter even if the squad leader is not of the same Chapter, but these abilities will still only affect the Battle-Brother and any members of his Kill-Team that belong to the same Chapter.”*

Sustaining Squad Mode Abilities (page 220): The sentence *“The Battle-Brother may choose to stop sustaining an ability (possibly to activate a new Squad Mode ability) as a Free Action at the start of any of his Turns”* should change to *“The Battle-Brother may choose to stop sustaining an ability (possibly to activate a new Squad Mode ability or benefit from another active Squad Mode ability) as a Free Action at the start of any of his Turns, but does not need to pay the Cohesion cost of the sustained ability if he wants to reactivate it later on in the Mission.”* The following sentence should be added to the end of the description: *“A Battle-Brother may only sustain or benefit from one Squad Mode ability at a time.”*

Bolter Assault (page 221): This ability only lasts for the duration of the Battle-Brother’s turn instead of the full combat.

Furious Charge (page 221): This ability only lasts for the duration of the Battle-Brother’s turn instead of the full combat.

Holy Vengeance (page 222): This ability only lasts for the duration of the Battle-Brother’s turn instead of the full combat.

Fury of Sanguinius (page 222): This ability only lasts for the duration of the Battle-Brother’s turn instead of the full combat.

Lightning Strike (page 222): This ability only lasts for the duration of the Battle-Brother’s turn instead of the full combat.

Sustained Suppression (page 222): Add the following sentence to the end of the Effects section: *“The attacks made while using this ability may include single shot and semi-auto fire, but not full-auto bursts.”*

Regroup (page 223): This ability only lasts for the duration of the Battle-Brother’s turn instead of the full combat.

Feel No Pain (page 224): This ability only lasts for the duration of the Battle-Brother’s turn instead of the full combat.

Table 7-16: Oaths (page 229): The Tactical Advance Squad Mode Ability listed under Oath of the Astartes and Oath of Glory should be replaced with Squad Advance Squad Mode Ability instead. Oath of Knowledge should include Techmarine in the Prerequisite column.

Oath of Knowledge (page 229): Prerequisite section should include Techmarine as one of the Prerequisite Specialities.

CHAPTER 8: COMBAT

Feint (page 237 and 239): In Table 8-1: Combat Actions and in its entry, Feint should not have the “Attack” subtype.

Dodge (page 237): In Table 8-1: Combat Actions, Dodge should have Movement subtype.

Manoeuvre (page 237): In Table 8-1: Combat Actions and in its entry on page 241, Manoeuvre should not have the Attack subtype.

Righteous Fury (page 245): The sentence *“If that second attack hits, the attacker may make an additional Damage roll and add it to the Damage total”* should change to *“If that second attack hits, the attacker may roll one additional Damage dice (1d10) and add it to the Damage total.”* The Example should read: *“Helgath has hit a heretic with his combat knife and proceeds to make his Damage roll. A combat knife deals 1d10+2 points of Damage, plus 10 for Helgath’s Strength Bonus (modified by his power armour) of 10. Helgath rolls 1d10 and gets a 10 and then adds 12 for a total of 22. In addition, as his dice result was a 10, his attack is also a possible Righteous Fury! Helgath then makes a second attack roll identical to his first, which is a Weapon Skill Test using his Weapon Skill of 45. Helgath rolls a 22, which is a hit! He now rolls one additional Damage dice and gets a 5. Helgath’s Damage total for this attack is 27 (22+5). The Emperor has truly smiled upon Helgath this day.”*

Damage (page 250): The sentence *“He is also wearing Adeptus Astartes power armour that provides 10 Armour Points of protection to his arms, body, and legs”* should change to *“He is also wearing Adeptus Astartes power armour that provides 10 Armour Points of protection to his body and 8 Armour Points of protection to his arms and legs.”*

Falling (page 261): The sentence *“To work out Damage from falling, simply roll 1d10+1 for every meter the character fell.”* should be changed to *“To work out Damage from falling, simply roll 1d10 and add +1 for every meter the character fell.”* Add the following sentence at the end of the section: *“The character ends prone at the end of falling, but can roll Challenging (+0) Agility Test to avoid landing prone.”*

CHAPTER 9: THE GAME MASTER

Setting Requisition (page 273): The sentence “Table 9-4: Setting Requisition details the amount of Requisition a Mission should have based on its Objectives and their difficulties” should change to “Table 9-4: Setting Requisition details the amount of Requisition each Battle-Brother should have for the Mission based on its Objectives and their difficulties.”

Table 9-4 should be replaced with the following:

Objective/Difficulty	Requisition
Each Primary Objective	+15
Each Secondary Objective	+10
Each Tertiary Objective	+5
Each Veteran Objective	+3
Each Skilled Objective	+2
Each Novice Objective	+1

And They Shall Know No Fear (page 277): Add the following to the first bullet point: “The penalty to Willpower Tests does not affect Focus Power Tests.” The sentence “If the battle-Brother is in Squad Mode, the Kill-team suffers a point of Cohesion Damage for every Degree of Fear the creature possesses unless the Kill-team Leader passes a Willpower Test (with the appropriate modifiers, see below)” should change to “If the battle-Brother is in Squad Mode, the Kill-team suffers a point of Cohesion Damage for every Degree of Fear the creature possesses unless the Kill-team Leader passes a Willpower Test (with the modifiers listed in Table 9-6: Fear Test Difficulties).”



CHAPTER 13: ADVERSARIES

Attacking A Horde (page 359): Add the following to the description of the section: “Hordes do not normally Dodge or Parry Attacks. At the GM’s discretion, a Horde can Dodge or Parry attacks just as a single creature does, representing the attacker still killing or wounding individual members of the Horde but not enough to affect overall Magnitude. A Horde’s melee weapons are immune to being shattered by a weapon with Power Field quality (see page 143) when Parried (this is an abstraction—in fact, the Horde’s weapons are being destroyed, but there are plenty more where those came from). Multiple enemies attacking the same Horde do not gain the benefits of Ganging Up (see page 248).”

Damaging a Horde (page 359): The sentence “Weapons that inflict Explosive Damage (X) gain a bonus against Hordes, and count as having inflicted one additional Hit” should be changed to “Weapons that inflict Explosive Damage (X) gain a bonus against Hordes, and count as having inflicted one additional Hit per Attack after all other Hits have been applied.”

Damaging a Horde (page 359): Add the following subsection at the end of the description: “Hordes do not suffer from Fear in the same way a single person would. Instead a Horde gains a bonus to its Willpower Tests to resist effects of Fear equal to its current Magnitude, and suffers appropriate penalties listed in Table 9-6: Fear Test Difficulties (see page 277). If the Horde fails its Willpower Test to resist effects of Fear it breaks and flees at its highest move value. Hordes composed of enemies with the Fearless Talent, Blood Soaked Tide Trait, Fear Trait, or Tyrannid Trait are immune to Fear.”

Flame Weapons (page 360): Add the following sentence at the end of the description: “A Horde cannot be set on fire and does not suffer the lingering effects of fire (see page 260); instead any damage and effects of fire are assumed to be included in the Magnitude damage.”

Hordes Attacking, Ranged (page 360): Add the following sentence at the end of the description: “Generally, the ranged attacks of a Horde may not be Dodged—this represents the Horde’s sheer volume of firepower. At the GM’s discretion, he may choose to allow certain ranged attacks from a Horde to be Dodged as normal. For example, a Horde of Chaos Heretics may possess a single missile launcher amongst their number. Since the entire horde is not firing missiles (they are instead firing autopistols), the missile launcher does not benefit from the Horde’s abilities regarding ranged attacks, and therefore receives no bonus damage and may be Dodged normally.”

Daemon Prince (page 362): Change the Trait Daemonic to Daemonic (TB 8) as per Trait description (see page 130). Add the following sentence at the end of Aura of Despair and Death section: “Cohesion Damage caused by Aura of Despair and Death does not replace the Willpower Test caused by the Daemon Prince’s Fear rating, but is in addition to it.”

Tau Commander (Master) (page 365-366): Add the Two-Weapon Wielder (ranged) Talent and the Touched by the Fates (2) Trait to the Tau Commander Talents and Traits on page 365-366. Remove the Dual Shot Talent from this section.



rites of Battle

CHAPTER 1: DEATHWATCH ORIGINS

Tau Battlesuit Weapon Systems: Add the following subsection to Integrated Systems section: *“Tau weapons mounted on a Battlesuit have the Arm Weapon Mounting upgrade (page 156), but do not suffer the penalty to their range. Tau Battlesuit weapons systems are usually mounted along the forearm or in/on the shoulders, and can be fired one-handed without the -20 penalty, in the same manner as the Astartes Power Armour (page 140).”*

Table 13-2: Tau Weapons (page 366): Change “Mounted” Special ability of Plasma Rifle and Missile Pod to “Arm Weapon Mounting (see page 156)”.

Hive Tyrant (Master) (page 369-370): Add the Touched by the Fates (2) Trait to Hive Tyrant Traits on page 370.

Psychic Scream (Psychic Power) (page 370): Add the following sentence to the description of the power: *“This damage ignores Armour, but not Toughness Bonus.”*

Tyranid Warrior (page 370-371): Change Devourer weapon entry to (30m; -/-/6; 1d10+6 R; Pen 0; Clip -; Reload -; Living Ammunition, Storm, Tearing).

Table 13-3: Tyranid Weapons (page 373): Replace Pen 3 in the Fleshborer entry with 3.

Table 13-3: Tyranid Weapons (page 373): Replace the statistics for the Stranglethorn Cannon with the following: (80m; S/-/-; 2d10+10 I; Pen 3; Blast (10), Deadly Snare, Devastating (2), Living Ammunition, Tearing)

CHAPTER 14: EXTRACTION

Table 14-1: Tyranid Encounters (page 385): Total Score 31-50’s description should read *“A Horde of Termagants (Magnitude 20) set up an ambush ahead of the Kill-Team.”* Total Score 71-110’s description should instead read *“1d5 Shrikes sweep down from the sky (exterior) or 1d5 Hormagaunt Hordes (Magnitude 20) close in for the kill (interior).”*

6: Overturned Land Hauler (page 387-388): The sentence *“The Guardsmen’s firing line is about to be attacked by a Horde of twenty-three hormagaunts and two Tyranid Warriors – a mere probing claw of the swarm to come.”* should instead read *“The Guardsmen’s firing line is about to be attacked by a Horde of hormagaunts (the GM should determine the appropriate Magnitude, but it should be at least 20) and two Tyranid Warriors—a mere probing claw of the swarm to come.”*

Sander’s Imperial Guardsmen (page 392): Change the first sentence to read *“See page 376 for the game statistics for Imperial Guardsmen and their officers. The Guardsmen should comprise a Horde of a Magnitude determined by the GM, but no less than 15.”*

Table 1-19: Solo Mode Abilities (page 32): Entry 31-45 should read: *“This chapter is highly skilled in certain areas of expertise. Choose any two skills. At Rank 1, your Chapter may re-roll failed Tests with these skills (once per attempt). At Rank 4, your Chapter gains a +10 to all Skill Tests using those skills. At Rank 8, your Chapter gains a bonus degree of success on any successful Skill Test using those skills.”*

Table 1-20: Squad Mode Attack Patterns (page 33): Entry 46-60 should read: *“Tactical Finesse. Action: Full Action, Cost 3. Sustained: Yes. While this ability is in effect, the Battle-Brother and those within Support Range of him may make one Melee or Ranged attack as a Half Action (the Ranged Attack may only be made using the single shot rate of fire), and may then make a Half Move as a Free Action. A character benefiting from this ability may disengage from an opponent in melee without penalty.”*

Table 1-20: Squad Mode Attack Patterns (page 33): Entry 86-00 should read: *“Oath of Vengeance. Action: Reaction, cost 1, Sustained: No. When any member of the Kill-Team within Support Range suffers Damage, this character receives a +4 bonus to the next Damage roll against the attacker. At Rank 5, this ability may be Sustained (the Damage bonus is received for as long as the ability is sustained).”*

Table 1-21: Squad Mode Defensive Stances (page 33): Entry 31-45 should change to: *“Courage Under Fire. Action: Free Action, Cost 1, Sustained: No.”*

Siege Master (page 49): Add the following to the end of Effects: *“(stationary means the Battle-Brother cannot move or use Dodge.)”*

The Golden Son (page 50): The last sentence of the description should read: *“If the squad currently has its full normal amount of Cohesion, the squad gains 1 bonus point of Cohesion beyond the regular maximum instead.”*

CHAPTER 2: THE CALL OF WAR

Initiate of Secrets (page 75-76): Forbidden Lore (Dark Angels) should be changed to Forbidden Lore (Adeptus Astartes).

Table 2-1: Ritual Duel Results (page 77): Entry 5 should be changed to: *“When the duel began, you charged your opponent and overwhelmed him in a matter of moments. You gain Rival (Dark Angels or Space Wolves) and Swift Attack Talents. If you already possess the Swift Attack Talent, you gain Lightning Attack Talent instead.”*

Crusade Reinforcement (page 79): Change the Effects of the Deed to: *“Talents: You gain the Talented (Forbidden Lore) for Xenos or Daemons (player’s choice).”*

Acheros Salient: The Spectre of Vanity (page 79-80): Forbidden Lore (Witches) should be changed to Forbidden Lore (Psykers), and Hatred (Renegade Marines) should be changed to Hatred (Chaos Space Marines).

Return to Duty (page 81): Forbidden Lore (Deathwatch) should be changed to Forbidden Lore (Deathwatch) +10.

Price of Victory (page 81): Change the Effects of the Deed to: *“Gear: The character starts with two Master craftsmanship cybernetic implants. These may not be a Servo Arm, Servo Harness, MIU, or Auger Array.”*

Second-in-Command (page 82): The Skills effect should read: *“You gain Command as a Trained Basic Skill”.*

Right Gear for the Job (page 85): Replace *“Best-craftsmanship Astartes Scout Armour”* with *“Master-craftsmanship Astartes Scout Armour”*.

Ommissiah’s Calling (page 85): Change the Effects of the Deed to: *“Effects: Apply all of the following to your character: Talents: You gain the Talented (Tech-Use) Talent. Bionics: You gain one Exceptional-craftsmanship bionic implant of choice.”*

Deathwing (page 97): Forbidden Lore (Dark Angels) should be changed to Forbidden Lore (Traitor Legions).

Table 2-2: Black Shield Advanced (page 101): The cost of Awareness should be 200xp.

Epistolary Wargear (page 116): The entry should read: *“Deathwatch Epistolaries gain a psychic hood and an Exceptional-craftsmanship force weapon (that replaces the force weapon all Librarians start with) as standard issue wargear (see page 28 in the Deathwatch rulebook).”*

Deathwatch Watch Captain Wargear (page 127): The entry should be: *“Deathwatch Watch Captains gain a chainsword as standard issue wargear (see page 28 in the DEATHWATCH Rulebook). If he already has a chainsword as standard issue wargear, he gains an Exceptional-craftsmanship chainsword (that replaces their original chainsword) as standard issue wargear instead. Additionally, if the Watch Captain has earned the Iron Halo honour (see page 208), he also gains the Iron Halo wargear as a standard issue.”*

CHAPTER 3: EXPANDED WARGEAR

Hesh-Pattern Bolter (page 134): Change *“best Craftsmanship”* to *“Master Craftsmanship”*.

Atomizer Cannon (page 137): Add the following sentence at the end of the entry: *“Because the Toxic Special Quality damage is actually caused by radiation rather than by toxins and poisons, creatures normally immune to Toxic Special Quality (such as Tyranids) do not receive this immunity when affected by the Atomizer Cannon.”*

Mk.IX Ultra Pattern Sharpshooter’s Rifle (page 141): Class should be *“Basic”* instead of *“Heavy”*.

Deathwatch Scout Armour (page 142): Add the following sentence to the end of the description: *“Deathwatch Scout Armour does not inflict a penalty to Silent Move and Concealment Skill Tests based on AP (see page 160 in the DEATHWATCH Rulebook).”*

Table 3-5: Mines, Grenades, and Missiles (page 147): *“Hopper Mine”* should be *“Leaper Mine”*

CHAPTER 4: VEHICLES

Land Raider (page 172): The Structural Integrity should be 45.

Land Speeder Weapons (page 174): The damage for the Gunner-operated heavy bolter should be 2d10+10 X.

Land Speeder Storm Weapons (page 175): The damage for the Gunner-operated heavy bolter should be 2d10+10 X.

Razorback APC Weapons (page 179): The damage for the Twin-linked heavy bolter should be 2d10+10 X.

Thunderhawk Gunship Weapons (page 183): The damage for the Twin-linked heavy bolter should be 2d10+10 X.

Warhound Titan Lupus Tempestus (page 186): The Structural Integrity should be 100.

FREQUENTLY ASKED QUESTIONS

Question: Does a weapon with Storm generate a maximum number of hits equal to the ROF of the weapon, or double the ROF?

Answer: Double the ROF.

Question: When dodging shots from weapons with Storm, how many shots does each degree of success on a Dodge Test avoid?

Answer: In the specific case of Storm weapons, a successful Dodge Test dodges two shots, plus two additional shots for every degree of success.

Question: Can psychic powers be dodged?

Answer: Unless otherwise noted, psychic powers can be dodged like any other attack. At the GM’s discretion, certain psychic powers that have invisible effects or are otherwise too large to evade cannot be dodged.

Question: Can you hover in place with a jump pack?

Answer: Yes, a character can hover in place with a jump pack with no action required for a period of time not exceeding one minute. Changing direction or altitude would require a move half-action and possibly a Pilot (Personal) test depending on the conditions specified by the GM.

Question: Where the damage is listed as 1d10xPR, is that 3d10 for a Psy Rating 3 character, or 1d10x3?

Answer: 3d10.

Question: Does a Fire Selector hold 3 standard size clips for the weapon it is used with? And, if so, can it be used with a Storm Bolter? Do the Storm Bolter clips cost the same amount of Requisition in that case?

Answer: The Fire Selector holds 3 standard size clips for the weapon it is used with, including a Storm Bolter. The Storm Bolter clips cost the same amount of requisition as standard bolter clips.

Question: Does the Tactical Marine's free clip of Special Issue Ammunition apply only to the standard bolter, or can it be used for another weapon that the Tactical Marine requisitioned?

Answer: It can be used for any weapon that the Tactical Marine has requisitioned for the mission, or has Signature Weapon Talent for.

Question: If a player fails the Cohesion Challenge required to activate the Squad Mode, can the next player make the Cohesion Challenge or spend the Full Action to activate Squad Mode, or is the whole squad stuck in Solo Mode for a full round?

Answer: Yes, another player can make the Cohesion Challenge or spend the Full Action to activate Squad Mode, there is no limit on the number of times the Kill-team can attempt to form a Squad, although each character can only make one attempt per round.

Question: If a Solo Mode or Squad Mode Ability allows a character to take a half-action or full action out of turn or as a free action, can the character still take his normal actions in turn?

Answer: Yes. For example, a Battle-Brother uses Bolter Assault to charge and shoot as a free action, he can then spend his regular full action to charge and attack with a melee weapon, or do any other full action or two half-actions.

Question: How does Medicae skill's First Aid option work when multiple injuries are received and some are treated successfully and others are treated unsuccessfully?

Answer: First Aid is applied to all Damage that the character has taken and that has not been treated yet. A single application of First Aid treats all Damage taken, even if it came from multiple sources. If the First Aid was unsuccessful, or if it did not restore all Damage, the player should note the remaining Damage as being 'Treated' – thereafter it can only be treated with Extended Care Medicae Option or natural healing. For example: A Battle-Brother has 20 Wounds and is completely

uninjured. He suffers 10 Damage leaving him with 10 Wounds. First Aid is applied and heals 8 Damage, the Space Marine now has 18 Wounds, and 2 points of Treated Damage. The Space Marine suffers another 10 Damage leaving him with 8 Wounds, 10 points of Untreated Damage, and 2 points of Treated Damage. First Aid is applied and heals 12 Damage, which would normally put the Space Marine right back up to 20 Wounds; however, because 2 points of Damage have already been treated, the Space Marine only heals 10 points of Damage (that were Untreated) and now has 18 Wounds. The Battle-Brother still has 2 points of Treated Damage that have not been healed and would need to rely on Extended Care or natural healing to recover these 2 points of Damage.

Question: Do Fate Points remove Damage treated by Medicae or only Damage untreated by Medicae?

Answer: Fate Points remove any type of Damage (other than Critical Damage), regardless of whether or not the Damage has been treated by Medicae or not.

Question: Can a Battle-Brother bear more than one Chapter Trapping?

Answer: No. While the GM may allow the player to swap Chapter Trappings between Missions, the character is limited to one Chapter Trapping at any given time due to the restrictions placed on the Battle-Brothers by the Deathwatch.

Question: How much ammunition does each Space Marine receive for each mission?

Answer: Special Issue Ammunition must be purchased separately and the Requisition cost in Table 5-11: Special Issue Ammunition is for each individual clip. Character receive unlimited amount of standard ammunition for their standard issue weapons and their Signature Wargear weapons per Mission, and do not need to keep track of the remaining standard ammunition or its weight. At the GM's discretion, the characters may run out of standard ammunition in situations where resupply is not available. As a general rule, the GM may opt to use the "rule of three," meaning that each Space Marine has three reloads for each ranged weapon unless otherwise noted.

Question: Can a Battle-Brother take Terminator Armour with Signature Wargear (Hero)?

Answer: No. Terminator Armour's total cost includes the integrated systems, totalling over one hundred Requisition, making it out of the range of Signature Wargear (Hero)'s seventy Requisition limit.

Question: Does the Kill-team recover one cohesion any time a member spends a Fate Point for any reason?

Answer: No. The Battle Brother must spend the Fate Point exclusively towards regaining the point of cohesion.

APPENDIX I: DEATHWATCH WEAPONS

This section presents a modified set of weapon statistics for Deathwatch, and is intended to offer Game Masters an option to speed up combat by reducing the number of dice rolled.

WEAPON QUALITIES

PROVEN

Weapons with the Proven Quality have a minimum damage die result equal to the rating. Thus, a weapon with the Proven 3 Weapon Quality has a minimum result of 3 for all damage dice. These dice are not re-rolled; any result lower than the rating is considered to instead be equal to the rating.



TABLE 5-5: RANGED WEAPONS

Name	Class	Range	RoF	Dmg	Pen	Clip	Rld	Special	Wt	Req	Renown
Bolt Weapons											
Astartes Bolt Pistol	Pistol	30m	S/2/-	1d10+9 X	4	14	Full	Tearing	5.5	5 [†]	-
Astartes Bolter (Godwyn)	Basic	100m	S/3/-	1d10+9 X	4	28	Full	Tearing	18	5	-
Astartes Boltgun (Stalker)	Basic	200m	S/-/-	1d10+9 X	4	24	Full	Accurate, Tearing	17	15	Respected
Astartes Combi-Weapon ^{††}	Basic	100m	S/4/-	1d10+9 X	4	28	Full	Tearing	25	15	Respected
Astartes Heavy Bolter	Heavy	150m	-/-/6	1d10+12 X	5	60	Full	Tearing	68	20	-
Astartes Storm Bolter	Basic	100m	S/4/-	1d10+9 X	4	60	2 Full	Storm, Tearing	26	20	Respected
[†] For additional weapons beyond standard issue											
^{††} 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+12 E	10	16	5 Full	Blast (3), Volatile	70	30	Distinguished
Astartes Plasma Gun (Ragefire)	Basic	100m	S/2/-	1d10+12 E	10	24	4 Full	Volatile	27	20	Respected
Astartes Plasma Pistol	Pistol	30m	S/2/-	1d10+10 E	8	12	3 Full	Volatile	6	25	Respected
Melta Weapons											
Astartes Infernus Pistol	Pistol	10m	S/-/-	2d10+12 E	12	4	Full	-	5	35	Famed
Astartes Meltagun (Vulkan)	Basic	30m	S/-/-	2d10+14 E	12	6	2 Full	-	14	20	Respected
Astartes Multi-melta (Maxima)	Heavy	60m	S/-/-	2d10+16 E	12	12	2 Full	Blast (1)	72	35	Respected

TABLE 5-5: RANGED WEAPONS, CONTINUED

Name	Class	Range	RoF	Dmg	Pen	Clip	Rld	Special	Wt	Req	Renown	
Flame Weapons												
Astartes Flamer	Basic	20m	S/-/-	1d10+9 E	4	6	2 Full	Flame	15	10	-	
Astartes Hand Flamer	Pistol	10m	S/-/-	1d10+7 E	4	4	2 Full	Flame	6	10	-	
Astartes Heavy Flamer	Heavy	30m	S/-/-	1d10+12 E	6	10	2 Full	Flame	65	15	-	
Solid Projectile Weapons												
Astartes Assault Cannon	Mounted	150m	-/-/10	2d10+12 I	6	200	3 Full	Devastating (1) Tearing	80	30	Famed	
Astartes Shotgun	Basic	30m	S/2/-	1d10+9 I	4	18	Full	Reliable, Scatter	10	5	-	
Autogun	Basic	100m	S/3/-	1d10+3 I	0	30	2 Full	-	3.5	N/A	-	
Autopistol	Pistol	30m	S/2/-	1d10+3 I	0	18	Full	-	2.5	N/A	-	
Las Weapons												
Astartes Lascannon	Heavy	300m	S/-/-	5d10+10 E	10	6	2 Full	Proven (3)	75	30	Respected	
Lasgun	Basic	100m	S/3/-	1d10+3 E	0	60	Full	Reliable	4	N/A	-	
Laspistol	Pistol	30m	S/-/-	1d10+3 E	0	30	Full	Reliable	1.5	N/A	-	
Launchers												
Astartes Cyclone Missile Launcher	Mounted	300m	S/2/-	+++	+++	12	3 Full	+++	95	25	Famed	
Astartes Missile Launcher (Soundstrike)	Heavy	250m	S/-/-	+++	+++	8	Full	+++	50	10	-	
Auxiliary Grenade Launcher	n/a	45m	S/-/-	+++	+++	4	2 Full	+++	+3	15	Respected	

+++ *Varies with ammunition*

TABLE 5-8: MELEE WEAPONS

Name	Class	Dmg	Pen	Special	Wt	Req	Renown
Chain Weapons							
Astartes Chainsword	Melee	1d10+3 R	3	Balanced, Tearing	10	5	-
Power Weapons							
Astartes Chainfist	Mounted	2d10 [†] E	10	Power Field, Tearing, Unwieldy	48	40	Famed
Astartes Lightning Claw	Melee	1d10+6 E	8	Power Field, Proven (4)	30	30/45	Distinguished
Astartes Power Axe	Melee	1d10+8 E	7	Power Field, Unbalanced	10	20	Respected
Astartes Power Fist	Melee	2d10 [†] E	9	Power Field, Unwieldy	25	30	Distinguished
Astartes Power Sword	Melee	1d10+6 E	6	Balanced, Power Field	5	20	Respected
Astartes Thunder Hammer	Melee	2d10+5 E	9	Power Field, Concussive, Unwieldy	18	30	Distinguished
Omnissian Axe (Astartes-Pattern)	Melee	1d10+11 E	6	Power Field, Unbalanced	14	30 ^{††}	Distinguished
Traditional Weapons							
Astartes Combat Knife	Melee	1d10 R	2	-	2	3 ^{†††}	-
Ceremonial Sword	Melee	1d10+3 R	2	Balanced	5	3 ^{†††}	-
Sacris Claymore	Melee	2d10+2 R	2	Unbalanced	10	3 ^{†††}	-
Force Weapons							
Astartes Force Staff	Melee	1d10+1 I	0	Balanced, Special	5	25	Respected
Astartes Force Sword	Melee	1d10+2 R	2	Balanced, Special	5	25	Respected
Other Melee Weapons							
Primitive Weapons	Melee	1d10 I	0	Primitive	-	N/A	-
Improvised	Melee	1d10-2 I	0	Primitive, Unbalanced	-	N/A	-

††† *For additional weapons beyond standard issue*

TABLE 5-6: GRENADES AND MISSILES

Name	Class	Range	RoF	Dmg	Pen	Special	Wt	Req	Renown
Astartes Blind Grenade	Thrown	SBx3	S/-/-	-	0	Smoke	0.8	10	-
Astartes Frag Grenade	Thrown	SBx3	S/-/-	2d10+2 X	0	Blast (4)	0.8	1†	-
Astartes Frag Missile	-	-	-	2d10 X	4	Blast (5), Devastating (1)	2	5†	-
Astartes Incendiary Grenade	Thrown	SBx3	S/-/-	1d10+4 E	0	Blast (3)	1	15	-
Astartes Incendiary Missile	-	-	-	1d10+3 E	0	Blast (5)	2	15	-
Astartes Krak Grenade	Thrown	SBx3	S/-/-	3d10+4 X	6	-	0.8	1†	-
Astartes Krak Missile	-	-	-	3d10+10 X	8	Blast (1)	2	5†	-
Astartes Nova Grenade	Thrown	SBx3	S/-/-	1d10 E	0	Blast(3)	0.8	15	-
Astartes Plasma Grenade	Thrown	SBx3	S/-/-	1d10+12 E	8	Blast (1), Special, Volatile	2	20	Distinguished
Astartes Plasma Missile	-	-	-	2d10+12 E	12	Blast (3), Special, Volatile	3	25	Distinguished
Astartes Stasis Grenade	Thrown	SBx3	S/-/-	-	0	-	1	N/A	N/A
Astartes Stun Grenade	Thrown	SBx3	S/-/-	-	0	Blast (5)	0.8	10	-
EMP Grenade	Thrown	SBx3	S/-/-	-	0	Haywire (3)	0.5	30	Respected
Photon Flash Grenade	Thrown	SBx3	S/-/-	Special	0	-	0.5	5	-
Vortex Grenade	Thrown	SBx3	S/-/-	Special	0	-	1	N/A	N/A

†Frag and krak grenades are standard issue; frag and krak missile supplies are included with any missile launcher. Requisition value is only for evaluating requests deemed "excessive".

TABLE 13-2: TAU WEAPONS

Name	Class	Range	ROF	Dam	Pen	Clip	Rld	Special
Plasma Rifle	Basic	90m	S/2/-	2d10+9 E	10	—	—	Arm Weapon Mounting, Tearing
Missile Pod	Basic	90m	S/2/-	3d10+8 X	6	—	—	Arm Weapon Mounting
Burst Cannon	Basic	60m	-/-/10	1d10+12 E	4	—	—	Arm Weapon Mounting
Pulse Rifle	Basic	150m	S/3/-	1d10+12 E	4	36	Half	Gyro-stabilised
Pulse Carbine	Basic	60m	S/-/-	1d10+12 E	4	24	Full	Devastating (1), Gyro-stabilised
Pulse Pistol	Pistol	30m	S/2/-	1d10+12 E	4	16	Half	—

TABLE 13-3: TYRANID WEAPONS

Ranged Weapons

Name	Class	Range	ROF	Dam	Pen	Clip	Rld	Special
Barbed Strangler	Heavy	80m	S/-/-	1d10+5 I	3	—	—	Blast (10), Deadly Snare, Devastating (2) Tearing, Living Ammunition
Stranglethorn Cannon	Heavy	80m	S/-/-	2d10+10 I	3	—	—	Blast (10), Deadly Snare, Devastating (2) Tearing, Living Ammunition
Deathspitter	Basic	40m	S/3/-	1d10+12 E	4	—	—	Living Ammunition, Tearing
Devourer	Basic	30m	-/-/6	1d10+9 R	0	—	—	Living Ammunition, Storm, Tearing
Fleshborer	Basic	20m	S/-/-	1d10+9 R	3	—	—	Living Ammunition, Tearing
Venom Cannon	Heavy	100m	S/-/-	2d10+10 I	6	—	—	Blast (5), Living Ammunition, Toxic (1d10)
Heavy Venom Cannon	Heavy	100m	S/-/-	4d10+10 I	6	—	—	Blast (5), Living Ammunition, Proven (3) Toxic (1d10)

Melee Weapons

Name	Class	Dam	Pen	Special
Bonesword	Melee	1d10 R	6	Drain Life
Lash Whip	Melee	1d10+3 R	3	Flexible, Snare
Scything Talons	Melee	1d10+2 R	3	—
Rending Claws	Melee	1d10 R	5	Razor Sharp

rites of battle weapons

TABLE 3-2: RANGED WEAPONS

Name	Class	Range	RoF	Dmg	Pen	Clip	Rld	Special	Wt	Req	Renown
Bolt Weapons											
Bolter (Hesh)	Basic	50m	S/3/-	1d10+9 X	4	28	Full	Tearing, Accurate, Reliable	15	Special ^{††}	Special ^{††}
Guardian Bolt Pistol	Pistol	30m	S/2/-	1d10+9 X	4	14	Full	Tearing, Accurate, Reliable	5.5	Special	Distinguished
Plasma Weapons											
Barrage Plasma Gun	Basic	120m	S/3/5	1d10+9 E	10	30	4 Full	Overheats, Volatile	30	28	Distinguished
Barrage Plasma Pistol	Pistol	40m	S/3/-	1d10+8 E	8	9	3 Full	Overheats, Volatile	7	32	Famed
Melta Weapons											
Conflagration Infernus Pistol	Pistol	10m	S/-/-	2d10+14 E	14	2	Full	—	5	35	Distinguished
Conflagration Meltagun	Basic	20m	S/-/-	2d10+14 E	14	4	2 Full	—	14	35	Distinguished
Firestorm Multi-melta	Heavy	100m	S/2/-	2d10+20 E	14	6	2 Full	Blast (2), Recharge, Volatile	70	65	Distinguished
Flame Weapons											
Balefire Gun	Basic	20m	S/-/-	1d10+9 E	4	6	2 Full	Flame, Toxic	7	16	Respected
Immolation Rifle	Basic	25m	S/-/-	1d10+12 E †	2	5	Full	Flame	5	15	—
Solid Projectile Weapons											
Astartes Assault Shotgun	Basic	30m	S/3/5	1d10+10 I	4	20	Full	Reliable, Scatter	10	7	—
Launchers											
Astartes Armoursbane Missile-Launcher	Heavy	200	S/-/-	†††	†††	1	2 Full	—	12	15	—
Exotic Weapons											
Astartes Webber	Basic	80m	S/-/-	—	0	5	Full	Blast (5) Snare	8	10	Distinguished
Atomizer Cannon	Heavy	50m	S/-/-	2d10+14 E	8	25	3 Full	Blast (5), Devastating (4) Volatile	80	50	Famed
Deathwatch Graviton Cannon	Heavy	45m	S/-/-	Special	—	5	3 Full	Blast (5)	65	45	Distinguished
Seismic Escalation Detonator	Heavy	100m	S/-/-	3d10+14 I per round	—	Special	3 Full	Blast (10)	40	40	—
Techxorcism Gun	Basic	80m	S/3/-	1d10+4 E	4	30	Full	Shocking, Special	30		Respected
Mk.IX Ultra-Pattern Sharpshooter's Rifle	Basic	250m	S/-/-	1d10+4 R	2	5	Full	Accurate, Felling (1) Toxic	4	25	—

†To organic targets only. This weapon deals no damage to inorganic targets.

†† These weapons cannot be requisitioned and are unique to the Ultramarines in service to Deathwatch. Other Deathwatch Space Marines may only come into possession of one of these weapons through role-playing.

††† Varies with ammunition

TABLE 3-4: MELEE WEAPONS

Name	Class	Dmg	Pen	Special	Wt	Req	Renown
Astartes Executioner Axe	Melee	1d10+13 E	8	Power Field, Unwieldy, Felling (1)	22	25	Famed
Astartes Power Claymore	Melee	1d10+11 E	8	Power Field, Unwieldy, Devastating (1)	18	15	Distinguished
Astartes Power Falchion	Melee	1d10+4 E	6	Power Field, Razor Sharp	7	25	Distinguished
Astartes Power Spear	Melee	1d10+6 E	7	Power Field	8	15	Distinguished
Breaching Augur	Melee	2d10+11 R	7	Tearing, Unwieldy, Power Field	28	18	—
Bulkhead Shears	Melee	2d10+13 R	6	Tearing, Unwieldy	10	17	—
Crozius Arcanum	Melee	1d10+7 E	7	Balanced, Power Field	10	—	—

TABLE 3-5: MINES, GRENADES, AND MISSILES

Name	Class	Range	RoF	Dmg	Pen	Special	Wt	Req	Renown
Astartes Anti-Plant Grenade	Thrown	SBx3	S/-/-	3d10 E†	0	Blast (3)	0.5	18	—
Astartes Anti-Plant Missile	—	—	—	5d10 E†	0	Blast (5)	1	25	—
Concussion Grenade	Thrown	SBx3	—	4d10 I	3	Concussive, Blast (3)	0.5	18	—
Concussion Missile	—	—	—	6d10 I	5	Concussive, Blast (5)	1	20	—
Cryo Grenade	Thrown	SBx3	S/-/-	Special	3	Blast (3)	0.5	18	—
Hopper Mine	Placed Explosive	2m	S/-/-	3d10+9 I	3	Blast	2	5	—
Inhalation Grenade	Thrown	SBx3	S/-/-	††	0	Blast (5)	2	—	—
Melta Bomb	Placed Explosive	5m	S/-/-	5d10+7 E	12	Blast (5)	4	12	—
Monoball Grenade	Thrown	SBx3	S/-/-	4d10+8 R	8	Blast (3), Tearing	0.5	50	Distinguished

†Only vs. plant life

††The Inhalation Grenade can be loaded with any form of gas or toxin the GM feels is appropriate.



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