

# DEATHWATCH™



CORE RULEBOOK

**WARHAMMER**  
40,000  
**ROLEPLAY**

Well of Night

Hethgard

Eleusis

Orpheus Salient

Alphos

Pyrathas

Warp Gate

The Iron Collar

Karlack

Cerberos Warzone

Vanity

Khazant

Acheros Salient

The Hadex An

Samect

Spite

Rheclas

Argoth

Kaggerath

Quarantined Worlds

Hestus

Canis Salient

Bellom

Scansion Beta

Meskaile

Themiskop Point

Bekrin

Oertha

Baraban

Greyhell Front

The Black Reef

Tsua Malor

THE JERICHO REACH





Freya

Castorei

Vanir

Arkhas

Jove's  
Descent

Magog

Midael

Slinnar Drift Star Cluster

Sedu

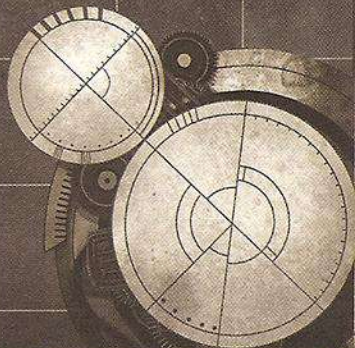
Polyphemnos

Here Lurks  
Void Drakes

Enoch

The Eastern Fringe

Skapula



# DEATHWATCH™



ROLEPLAYING IN THE GRIM  
DARKNESS OF THE 4<sup>1ST</sup> MILLENNIUM

**ENJOY,  
BUY THE BOOK,  
/tg/**

MAXIMUS

A red book cover is the central focus, tilted diagonally. It features a yellow sun with a face and a yellow robot character with a red eye. The word "MAXIMUS" is printed on a yellow banner across the middle. The background is a dense, repeating pattern of the yellow robot character.

# CREDITS

## DEATHWATCH DESIGNED BY

Ross Watson

with additional concepts by Jay Little and Sam Stewart

## LEAD DEVELOPER

Ross Watson

## WRITTEN AND DEVELOPED BY

Owen Barnes, Alan Bligh, John French, Andrea Gausman  
and Andy Hoare

## ADDITIONAL WRITING

Mack Martin and Robin Everett-McGuirl

## BASED ON DARK HERESY, DESIGNED BY

Owen Barnes, Kate Flack, and Mike Mason

## EDITING

Dylan Owen, Leigh Anne Reger, and Patrick Rollens

## GRAPHIC DESIGN

Kevin Childress

## ADDITIONAL GRAPHIC DESIGN

Mark Raynor

## COVER ART

Michael Phillippi

## INTERIOR ART

Alex Boyd, Matt Bradbury, Victor Corbella, Paul Dainton,  
Dave Gallagher, David Griffith, Des Hanley, Nikolaus  
Ingeneri, Nuala Kennedy, Igor Kieryluk, Anton Kokarev,  
Karl Kopinski, Stefan Kopinski, Clint Langley, Jorge Maese,  
Winona Nelson, Hector Ortiz, Michael Phillippi, Roberto  
Ricci, Karl Richardson, Skysoul Studios, Adrian Smith,  
Oliver Specht, and Theo Stylianides

## ART DIRECTION

Zoë Robinson

## PRODUCTION MANAGER

Gabe Laulunen

## FFG LEAD GAME DESIGNER

Corey Konieczka

## FFG LEAD GAME PRODUCER

Michael Hurley

## PUBLISHER

Christian T. Petersen

## GAMES WORKSHOP

## LICENSING MANAGER

Owen Rees

## HEAD OF LICENSING

Paul Lyons

## HEAD OF INTELLECTUAL PROPERTY

Alan Merrett

## SPECIAL THANKS

FFG wishes to give special thanks to all our playtesters (see page 396 for a complete list), especially Les Hedges of "No Guts, No Glory," who will be forever remembered as an inspiration and best friend to all who met him.



FANTASY  
FLIGHT  
GAMES

Fantasy Flight Games  
1975 West County Road B2  
Roseville, MN 55113  
USA

Copyright © Game Workshop Limited 2010. Games Workshop, Warhammer 40,000, Warhammer 40,000 Role Play, Deathwatch, the foregoing marks' respective logos, Deathwatch, and all associated marks, logos, places, names, creatures, races and race insignia/ devices/logos/symbols, vehicles, locations, weapons, units and unit insignia, characters, products and illustrations from the Warhammer 40,000 universe and the Deathwatch game setting are either ®, ™, and/or © Games Workshop Ltd 2000-2010, variably registered in the UK and other countries around the world. This edition published under license to Fantasy Flight Publishing Inc. All rights reserved to their respective owners. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

ISBN: 978-1-58994-778-8 Product Code: DW01 Print ID: 781JUN10

Printed in China

For more information about the DEATHWATCH line, free downloads, answers to rule queries, or just to pass on greetings, visit us online at

[www.FantasyFlightGames.com](http://www.FantasyFlightGames.com)

# CONTENTS

<b>Foreword</b>	<b>6</b>
You Shall Know No Fear	8
What is a Roleplaying Game?	8
What's in this book?	9
Game Dice	10
The Space Marines	11
The Origins of The Space Marines	11
The Codex Astartes	12
Conditioning	16
The Path of the Space Marine	19
Masters of the Chapter	20

<b>Chapter I: Character Creation</b>	<b>22</b>
Creating your Deathwatch Space Marine	22
Generating Characteristics	25
Nature	31
Demeanours	32
Using Demeanours	32
Name	34
Roleplaying as a Space Marine	35
Space Marine Abilities	36
The Black Templars	38
Eternal Crusaders	39
Righteous Zeal	39
Combat Doctrine	39
The Blood Angels	41
The World of Blood	41
The Sons of Sanguinius	42
Combat Doctrine	43
The Dark Angels	44
Caliban	44
The Inner Circle	44
Combat Doctrine	45
The Space Wolves	47
Land of Fire and Ice	47
The Trials	47
Combat Doctrine	48
Storm Wardens	50
The World of Storms	50
The Way of Honour	51
Combat Doctrine	51
The Ultramarines	53
The Realm of Ultramar	53
Duty and Honour	54
Combat Doctrine	54

<b>Chapter II: Specialties</b>	<b>56</b>
Getting Started	56
Specialty Format	56
Character Advancements	57
Ranks	57
Skill and Talent Advances	58
General Space Marine Advances	60
Deathwatch Advances	64
Chapter Advances	66
Deathwatch Apothecary	68

Deathwatch Assault Marine	72
Deathwatch Devastator Marine	76
Deathwatch Librarian	80
Deathwatch Tactical Marine	84
Deathwatch Techmarine	88

<b>Chapter III: Skills</b>	<b>92</b>
Gaining Skills	92
Skill Mastery	92
Basic and Advanced Skills	92
Skill Descriptors	94
Skill Groups	94
Special Uses	94
Skill Descriptions	94

<b>Chapter IV: Talents &amp; Traits</b>	<b>108</b>
Gaining Talents	108
Talent Groups	108
Talent Prerequisites	108
Talent Descriptions	112
Traits	130
Trait Descriptions	130

<b>Chapter V: Armoury</b>	<b>138</b>
Requisition	138
Renown	139
Craftsmanship	140
Weapons	140
Astartes Weapons	142
Weapon Special Qualities	142
Bolt Weapons	146
Plasma Weapons	147
Melta Weapons	148
Flame Weapons	148
Solid Projectile Weapons	149
Las Weapons	149
Grenades and Missiles	150
Launchers	152
Exotic Weapons	152
Melee Weapons	153
Chain Weapons	153
Power Weapons	154
Force Weapons	155
Traditional Weapons	156
Weapon Upgrades	156
Ammunition	158
Special Issue Ammunition	159
Armour	160
Astartes Power Armour	160
Other Armour	164
Force Fields	166
Relics	167
Chapter Relics	167
Deathwatch Relics	168
Chapter Trappings	169
Wargear	171
Drugs and Consumables	172
Tools	173
Cybernetics	176



CONTENTS



Servitors .....	178	Mission Complications.....	231
<b>Chapter VI: Psychic Powers</b>	<b>180</b>	Rewards.....	232
Psykers in the Imperium .....	180	Experience.....	232
Space Marine Librarians.....	182	Renown .....	232
Selection and Training .....	182	<b>Chapter VIII: Combat</b>	<b>234</b>
Codex Librarians.....	184	Narrative Time vs. Structured Time.....	234
Psychic Powers in Deathwatch.....	184	Combat Overview.....	234
Psy Ratings.....	184	Surprise.....	235
Perils of the Warp.....	186	Initiative .....	235
Psychic Powers.....	189	Actions.....	236
Telepathy Powers.....	190	Using Actions.....	236
Divination Powers.....	192	Action Descriptions.....	237
Codex Powers.....	194	The Attack .....	244
Blood Angel Powers.....	196	Combat Circumstances.....	246
Dark Angel Powers.....	197	Missing.....	248
Space Wolf Powers.....	198	Pinning.....	248
Storm Warden Powers.....	199	Injury.....	250
Ultramarine Powers.....	200	Critical Damage.....	250
<b>Chapter VII: Playing the Game</b>	<b>202</b>	Fatigue.....	251
Tests.....	202	Conditions and Special Damage.....	260
Skill Tests.....	202	Healing.....	261
Characteristic Tests.....	203	<b>Chapter IX: The Game Master</b>	<b>264</b>
The Role of Fate.....	204	The Role of the Game Master.....	264
Using Fate Points.....	204	The Basics.....	264
Movement .....	205	Evoking the Setting.....	265
Climbing.....	206	Themes in Deathwatch.....	265
Jumping and Leaping.....	207	How to Run a Deathwatch Adventure.....	267
Swimming.....	207	Styles of Play.....	267
Carrying, Lifting, and Pushing Objects.....	208	Non-Player Characters.....	268
Lighting.....	209	The Imperial War Machine.....	269
Flying.....	210	Rewards: The Mark of Duty.....	269
The Effects of Gravity.....	210	Experience Points.....	269
Cohesion.....	211	Creating Missions.....	272
What is Cohesion?.....	211	Setting Objectives.....	272
Squad Mode and Solo Mode.....	213	Kill Markers.....	273
What is Solo Mode?.....	213	Setting Requisition.....	273
What is Squad Mode?.....	213	Mission Archetypes.....	274
Solo Mode Abilities.....	215	Interaction.....	275
Codex Abilities.....	216	Interaction Skills.....	275
Chapter Abilities.....	217	Fear and Damnation.....	276
Squad Mode Abilities.....	219	Fear.....	277
Gaining Squad Mode Abilities.....	219	Insanity.....	278
Attack Patterns.....	221	Corruption.....	282
Codex Attack Patterns.....	221	<b>Chapter X: The Imperium of Man</b>	<b>284</b>
Chapter Attack Patterns.....	222	The Divine Order of the Imperium.....	284
Defensive Stances.....	223	The Administratum.....	284
Codex Defensive Stances.....	223	The Adeptus Astra Telepathica.....	285
Chapter Defensive Stances.....	224	The Adeptus Arbites.....	286
Missions.....	226	The Adeptus Ministorum.....	286
Overview.....	226	The Adeptus Custodes.....	286
Preparation.....	227	The Holy Orders of the Emperor's Inquisition.....	286
Briefing.....	227	The Adeptus Astartes.....	286
Select a Leader.....	228	The Imperial Navy.....	287
Oath-taking.....	228	The Imperial Guard.....	287
Arming.....	230	The Navigator Houses.....	287
Execution.....	230	The Officio Munitorum.....	287
Mission Objectives.....	230		



The Adeptus Mechanicus.....	287
Officio Assassinorum.....	287
Rogue Traders.....	287
Domains of the Emperor.....	291
The Warp.....	291
Planets of the Imperium.....	292
A Galaxy at War.....	294
The Many Faces of the Enemy.....	295
Wars of the Imperium.....	297
War on All Fronts.....	298
The Military Machine.....	300

**Chapter XI: The Deathwatch 304**

The Origins of the Deathwatch.....	305
Organisation of the Deathwatch.....	306
Recruitment.....	309
Heraldry of the Deathwatch.....	311
Wargear of the Deathwatch.....	311
The Xenos Threat.....	312
Deathwatch Missions.....	317

**Chapter XII: The Jericho Reach 322**

The Jericho-Maw Warp Gate.....	326
The Well of Night.....	327
The Domains of The Deathwatch.....	327
Watch Fortress Erioch.....	328
Watch Stations.....	333
Warships.....	335
Keepers of the Watch.....	335
The Achilles Crusade.....	337
The Orpheus Salient.....	340
Victory and Disaster.....	340
The Acheros Salient.....	345
Karlack.....	345
The Cellebos Warzone.....	346
The Hadex Anomaly and the Charon Stars.....	349
Noteworthy Worlds of the Outer Reach.....	350
Shedu and the Slinnar Drift.....	350
Jove's Descent.....	350
Polyphemnos.....	350
The Canis Salient.....	350
Fortress Spite.....	351
Quarantined Worlds.....	352
Velk'Han Sept.....	352
Tsu' Malor.....	352
Kirk'tikit.....	354
Watch Station Skapula.....	354
The Black Reef.....	354
The Greyhell Front.....	354
Baraban.....	355
Bekrin.....	355
Ravacene.....	356
Veren.....	356

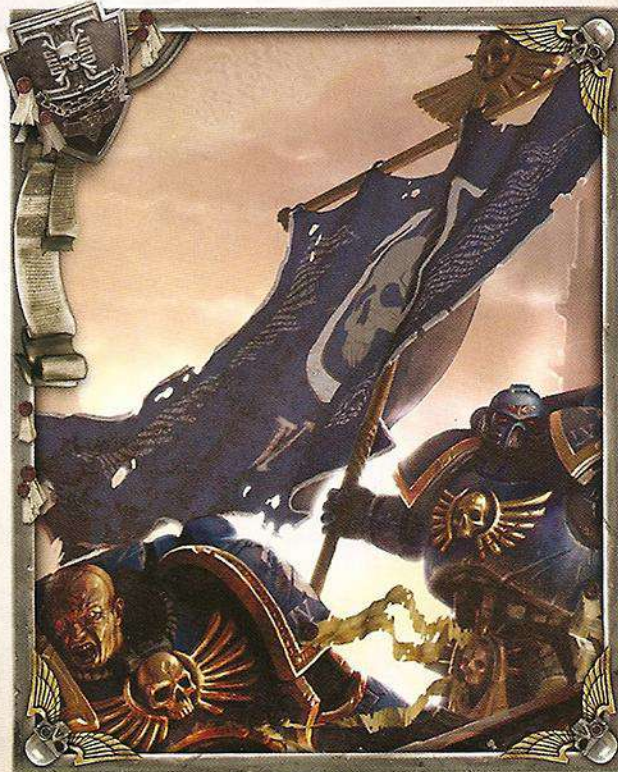
**Chapter XIII: Adversaries 358**

The Tiers of Enemies.....	358
Hordes.....	359
Using a Horde.....	359
Attacking a Horde.....	359

Hordes Attacking.....	360
Creating a Horde.....	360
Chaos.....	361
Daemon Prince (Master).....	362
Chaos Space Marine (Elite).....	363
Renegade Militia (Troops).....	364
Chaos Heretic (Troops).....	364
The Tau.....	365
Tau Commander (Master).....	365
Tau Stealth Suit (Elite).....	366
Gun Drones (Troops).....	367
Tau Fire Warriors (Troops).....	368
Tyranids.....	369
Hive Tyrant (Master).....	369
Tyrant Warrior (Elite).....	370
Hormagaunt (Troops).....	371
Termagant (Troops).....	371
Tyrantid Weapons.....	372
Non-player Characters.....	374

**Chapter XIV: Extraction 378**

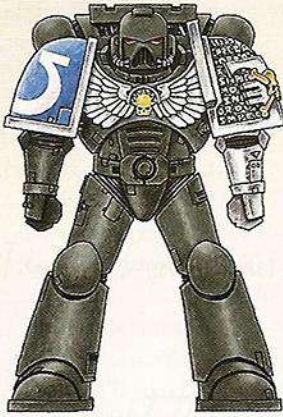
GM's Briefing.....	378
Pyroclast-Gamma-9.....	380
Mission to Tantalus.....	382
Planetfall.....	382
The Mission Briefing.....	382
Seek, Locate, Destroy.....	383
Tyrantid Encounters.....	383
Map Locations.....	385
Exit Strategy.....	390
Tantalus Dies.....	390
Rewards.....	390
Further Adventures.....	390
NPCs & Antagonists.....	391



# FOREWORD

I think it is fairly safe to say that the idea of exploring the universe of Warhammer 40,000 (40K) through the medium of a roleplaying game has been around for as long as the tabletop battlegame has been in existence (Games Workshop published *Warhammer 40,000: Rogue Trader* in 1987). The rich and varied background of the universe and its amazing cast of characters appeared to offer an unparalleled opportunity for the creation of a really enthralling roleplaying experience. As the years passed and GW increasingly focussed its publishing efforts on the tabletop miniatures game, the prospect of a 40K roleplaying game happening became ever more remote, even if it never lost its glittering promise. Some may have even referred to the idea as the 'Holy Grail' of the roleplaying hobby. Many may have doubted that such a venture would ever come to pass. However, a few years ago, some folks at Games Workshop finally put into place some plans to do exactly that. The result of their efforts was the launch in 2008 of the **DARK HERESY** book and the grim darkness of the far future could now be explored by legions of roleplaying enthusiasts. The popularity of **DARK HERESY** outstripped all expectations, and it was clear that the idea of roleplaying in the 41st Millennium was as strong, if not stronger than it had ever been. The subsequent licensing of the property to Fantasy Flight Games first consolidated and then built on this success, in somewhat spectacular fashion it has to be said. FFG have already produced a string of high quality supplements for **DARK HERESY** and in 2009 launched **ROGUE TRADER**, the second core rulebook in the series, and associated supplements. With this amazing wealth of material and the growing popularity of both strands, it is now difficult to imagine a roleplaying scene without a Warhammer 40,000 presence.

This volume, **DEATHWATCH**, completes the triptych of 40K Roleplay core rulebooks and introduces the Space Marines. That this book is devoted to the Adeptus Astartes explains to some extent the structure of the whole 40K roleplay line. As I said earlier, a few years ago a small group of people at Games Workshop began to think seriously about how we might actually publish a 40K roleplaying game. There was, if I recall, much excitement and quite a few proposals as to how we might approach such a venture. Broadly speaking these proposals fell into one of two camps. On the one side was the opinion that because Space Marines were so powerful in the setting it made no sense to have them being featured alongside other characters at low levels of play and that therefore including them at all would simply unbalance the game. On the other side was the opinion that a 40K game without Space Marines was just unthinkable and that the game would have little interest if they were left out. So did we publish a



40K roleplaying game with or without Space Marines? The solution we eventually settled upon was to do both!

In fact, we went one further and sketched out a plan that added a third core rulebook to the set. This gave us, on paper at least, an interesting progression through the universe of the 41st Millennium and through the power levels of the player characters. We also gave tentative themes and titles to the three core rulebooks. **DARK HERESY** would introduce the universe to roleplayers and provide a very strong environment for developing low level, inexperienced characters under the aegis of the Inquisition (a format very much inspired by the earlier and perfectly successful tabletop game **INQUISITOR** by Games Workshop). **ROGUE TRADER** would expand the game's horizons and introduce higher level characters and adventures and maybe the first look at a playable Space Marine. Finally **DEATHWATCH** would present the Space Marines in all of their glory—the ultimate warriors facing the most dangerous challenges.

As it turned out, the GW team only got to do part one of the set and that book along with the plan we had sketched out was offered to FFG when they acquired the license. To our delight, they liked both **DARK HERESY** and our plan and immediately set about turning parts two and three into a reality. In the course of doing this it has been inevitable that Ross and his teams have had to adapt those initial ideas somewhat. As well as making some essential changes and developments they have added an enormous amount of original material of their own devising to the final fleshed-out products. This has resulted in the most amazing series of roleplaying books, as you can no doubt ascertain for yourself by examining the book in your hands right now. This realisation of those early ideas in such a high quality fashion and the dedication and ongoing commitment of FFG to the property is immensely satisfying to those of us at GW who were involved in those early planning meetings. It is good to know that the 'Holy Grail' has not only been grasped but that it is in such talented hands. The 41st Millennium may be grim and dark but the future of 40K roleplaying looks very bright indeed.

Alan Merrett,  
Games Workshop 2010



# It is the 41st Millennium...

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

Yet in his deathless state, the Emperor continues his eternal vigilance. Mighty battlefleets cross the Daemon-infested miasma of the warp, the only route between distant stars, their way lit by the Astronomican, the psychic manifestation of the Emperor's will. Vast armies give battle in his name on uncounted worlds. Greatest amongst his soldiers are the Adeptus Astartes, the Space Marines, bio-engineered super-warriors. Their comrades in arms are legion: the Imperial Guard and countless planetary defence forces, the ever-vigilant Inquisition and the Tech-Priests of the Adeptus Mechanicus, to name but a few. But for all their multitudes, they are barely enough to hold off the ever-present threat from aliens, heretics, mutants—and worse.



To be a man in such times is to be one amongst untold billions. It is to live in the cruellest and most bloody regime imaginable. Forget the power of technology and science, for so much has been forgotten, never to be re-learned. Forget the promise of progress and understanding, for in the grim darkness of the far future, there is only war. There is no peace amongst the stars, only an eternity of carnage and slaughter, and the laughter of thirsting gods.

# YOU SHALL KNOW NO FEAR

**W**elcome to the front lines, Battle-Brother! **DEATHWATCH** is a roleplaying game in which the players take on the roles of the bio-engineered super-soldiers known as Space Marines, undertaking the most dangerous special missions in the grim darkness of the far future. The player characters form a Kill-team of Space Marines in the Deathwatch, an elite warrior brotherhood wherein you will face hostile aliens and foul daemons in the Jericho Reach, a region of the Imperium devastated by war and on the brink of annihilation.

The role of the Deathwatch in the Imperium is to safeguard humanity against the predations of the vile alien and other threats. Deathwatch Space Marines are at the fore of Mankind's war for survival against a hostile universe. The Deathwatch recruits Space Marines from across the galaxy-spanning Imperium of Man, meaning that many Space Marines have wildly different backgrounds, experiences, beliefs, and traditions. Some of the other Space Marines in a player's Kill-team may be from a Chapter considered a rival to his own, whilst others may be simply mysterious or difficult to understand.

Much like the knights of Camelot's round table, each Deathwatch Space Marine is a veteran warrior, a hero with a legend and story of his own. His great accomplishments and strong personality have distinguished him from the battle-brothers of his home Chapter, and he has earned the honour of joining the Deathwatch. Amongst his peers in the Deathwatch Kill-team, the Space Marine must learn to put aside his differences and work together as a group—or face annihilation in the face of implacable alien foes.

**DEATHWATCH** centres around elite, special-missions style action involving some of the greatest heroes and deadliest opponents the *Warhammer 40,000* universe has to offer. However, it is equally important to consider the roleplaying opportunities presented by the unique composition of the Deathwatch itself; the Space Marines who make up a Kill-team are a group of powerful and successful individuals, and often it is the choice to go beyond that individual nature and sacrifice one's pride in order to work together that will create the most drama and excitement in a **DEATHWATCH** game.

During your missions for the Deathwatch, you and your fellow Space Marines will earn renown, advance in experience and prestige, and garner special wargear only entrusted to the the most honoured and renowned Battle-

Brothers. You will face difficult challenges, from the ravaging horror of a Tyranid Hive Tyrant to the excruciating decision of whether an Imperial world's population can be saved...or must be abandoned to their fate in the face of an encroaching alien menace.

## WHAT IS A ROLEPLAYING GAME?

In a roleplaying game (RPG), you create an alter ego, a fictional character that is your avatar within the game world. Perhaps you will create a stoic soldier, a wise scholar, or an inspiring leader. Next, you and your friends direct your characters through a series of adventures. Imagine a crime drama, adventure film, or war movie—except that instead of passively watching the story unfold, you control one of the characters, making his decisions, selecting his actions, and even speaking for him. The decisions of you and your fellow players directly affect the events of the story.

How can you affect these events? How do you decide what happens? That is the role of the game itself. Roleplaying games such as **DEATHWATCH** provide a framework of rules that describe how to design your character and operate him within the game. Rules can cover situations like shootouts, chase scenes, or investigating the records from a long-abandoned Watch Station. Often, the rules require you to roll dice when performing an action, with some results indicating success and others indicating failure. While the rules provide structure and guidelines in the game, dice add an element of chance. After all, success would not seem so sweet if there were no

risk of failure! Jumping from one cliff face to another becomes much more exciting when the slightest misstep (or bad dice roll!) may result in your character falling into the abyss below.

At first, RPGs like **DEATHWATCH** may appear to have a lot of rules. However, you will soon see that the rules are actually quite simple, easy to remember, and often very intuitive.

To adjudicate these rules, each game has a Game Master (or GM). The GM is you, or one of your friends, chosen by the consensus of your group. He does not control a lone character during the game. Instead, the GM runs the game, presenting the story and the myriad situations that come with it. He controls the people your character meets in



INTRODUCTION

the game, controls the encounters and strange occurrences that shape your decisions as to your actions, and is basically both the game's narrator and referee.

All of the other players control characters within the world around which the story revolves. These characters are known as the Player Characters (PCs). During the game, the players describe the intentions and actions of their characters to the GM, who then decides (based on the rules) whether those actions succeed or fail, and how the character's words and deeds affect the game's story.

## WHAT'S IN THIS BOOK?

DEATHWATCH is divided into fifteen chapters. They are:

### INTRODUCTION

The section you are reading right now. It provides an overview of DEATHWATCH and roleplaying in general.

### CHAPTER I: CHARACTER CREATION

This chapter takes you step by step through the process of creating your character for this game.

### CHAPTER II: SPECIALITIES

Specialities describe your character's role within the Deathwatch and what you do for your Kill-team. This chapter details all the various Specialities and also explains how you can improve and develop your character through game play.

### CHAPTER III: SKILLS

From Awareness to Tactics, every character has a variety of learned skills that they can employ. This chapter describes these skills in detail.

### CHAPTER IV: TALENTS & TRAITS

Every character also has certain special abilities that make him unique, such as Bolter Drill or Preternatural Speed. This chapter describes all of those Talents and Traits.

### CHAPTER V: ARMOURY

This chapter describes some of the tools, trappings, weapons, and armour your Space Marine may use or encounter.

### CHAPTER VI: PSYCHIC POWERS

The unnatural powers of the mind can be both rewarding and dangerous. The psychic abilities of a Space Marine Librarian are unlike those of any other psyker, and this chapter explains what those powers are... and what happens when things go wrong.

## CHAPTER VII: PLAYING THE GAME

This chapter explains how to make Skill Tests, spend Fate Points, and perform other rules-related actions.

## CHAPTER VIII: COMBAT

In DEATHWATCH, you will often have to face alien enemies on the field of war. This chapter tells you how to create and oversee such a battle in the game.

## CHAPTER IX: THE GAME MASTER

The GM has a special role to play in any roleplaying game, and this chapter explains how best to fulfil that role. In addition to advice on how to run a DEATHWATCH game, this chapter also contains rules for insanity and experience.

## CHAPTER X: THE IMPERIUM

This chapter describes the Imperium of Man in the 41st Millennium in all its decaying, war-torn glory.

## CHAPTER XI: THE DEATHWATCH

The Deathwatch is an elite organisation of Space Marines drawn from all over the galaxy. This chapter provides key background details about the Deathwatch itself, from its origins to the mysteries and secrets that surround this enigmatic group.

## CHAPTER XII: THE JERICHO REACH

The Jericho Reach is the core setting for DEATHWATCH. This chapter provides an overview of the Reach and then provides detailed information on certain significant areas, such as Watch Fortress Erioch, the Achilus Crusade, and the three Salients. This chapter should give the GM plenty of material to work with when running a DEATHWATCH campaign.

## CHAPTER XIII: ADVERSARIES

The galaxy is fraught with all manner of deadly creatures, and this chapter provides background and game rules for various adversaries that can be found in the Jericho Reach.

## CHAPTER XIV: EXTRACTION

This book includes an adventure that is optimal for starting DEATHWATCH characters. It involves a race against time to recover precious knowledge in the face of great danger.



# GAME DICE

**D**EATHWATCH is a roleplaying game that uses ten-sided polyhedral dice for its core game mechanic. These dice can be purchased from any game store, many bookstores, and are probably available from the same place this book was purchased. Each player and the GM will need access to at least two ten-sided dice, preferably of two different colours.

In the game rules, one ten-sided die is referred to as “1d10,” while two ten-sided dice are referred to as “2d10,” and so forth. DEATHWATCH also often requires players to generate a random number from 1–100. This is known as a percentage roll and is often abbreviated as “d%” or “1d100.”

To make a percentage roll, use two ten-sided dice and assign one of them to the “tens” digit of the result and the other to the “ones” digit. Using differently coloured dice is helpful for distinguishing between these results. See also Table A–1: Percentage Roll Examples, below.

It is important to note that when rules say 2d10, this is not the same thing as a percentage roll. When rolling 2d10 (or larger groups, such as 3d10, etc.), simply add the results of each die.

## EXAMPLE

*Atrous, a Space Marine of the Dark Angels Chapter, is struck by a frag grenade which inflicts 2d10 explosive Damage. The GM rolls two ten-sided dice, resulting in a 9 on one die and a 7 on the other. These results are added together for a total of 16 points of Damage.*

Sometimes, the rules require a roll of 1d5. To make this kind of dice roll, simply roll a ten-sided die, divide the result by two, and round up.



## EXAMPLE

*The exploding frag grenade was powerful enough to deal one point of Critical Damage to Atrous's body. Consulting the appropriate Critical Damage table, the GM discovers that Atrous is going to be knocked backward 1d5 metres. He rolls a ten-sided die and gets a result of 5, which is treated as a result of three ( $5/2 = 2.5$ , rounded up to 3). Poor Atrous is knocked backwards three metres by the blast.*

TABLE A-1: PERCENTAGE ROLL EXAMPLES

“Tens” Die	“Ones” Die	Result
7	3	73
3	7	37
2	0	20
0	2	2
0	0	100



## WHAT YOU NEED TO PLAY DEATHWATCH

When you're ready to start playing DEATHWATCH, you'll need the following items:

- This rulebook
- Three or more people to play the game
- A quiet place to play (around a table is ideal)
- Three or four hours of gaming time
- Some ten-sided dice (two or more per player)
- Paper
- Pencils and an eraser
- Snacks, drinks, etc.

You should be able to find ten-sided dice in the shop where you bought this book, or failing that, there are many internet stores that sell these dice in a variety of different colours and finishes. If you have access to a photocopier, you may like to copy the character sheet at the back of this book for each member of your group to use, though this isn't essential. (You can also download free printable character sheets from our website at [www.FantasyFlightGames.com](http://www.FantasyFlightGames.com).)

To help visualise the action, you may wish to use suitable miniatures to represent your characters and enemies during combat. Games Workshop's own Citadel range of Warhammer 40,000 miniatures are ideal for this task. See [www.games-workshop.com](http://www.games-workshop.com) for more details and nearest stockists.

# THE SPACE MARINES

*"They shall be pure of heart and strong of body, untainted by doubt and unsullied by self-aggrandisement. They will be bright stars in a 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 continuation of mortal flesh."*

—Roboute Guilliman, Primarch of the Ultramarines

In the war-ravaged universe of the 41st Millennium, terrible forces threaten the very existence of Humanity. Alien races such as Orks and Tyranids ravage entire star systems, and the very soul of every human is menaced by the daemonic powers of Chaos. Ranged against these inimical enemies are the armies of the Imperial Guard, the giant war machines of the Titan Legions, and most potent of all, the mighty Space Marines of the Legions Astartes.

The Space Marines are the Imperium's supreme warriors. Genetically enhanced to be the ultimate fighters, they are far stronger and tougher than ordinary human beings. Space Marines are organised into roughly a thousand Chapters, with each Chapter numbering approximately a thousand warriors

organised into ten companies of a hundred troops in each. Each Chapter is a self-sufficient army, equipped with its own spacecraft and capable of responding at a moment's notice to any threat to the security of the Imperium. Every Chapter is fiercely proud of its history and achievements, and each one has its own distinctive colours and heraldic markings. These were established at the Chapter's founding and are displayed with pride upon all armour and vehicles. All of the wargear of the Space Marines is painstakingly maintained, and many items are covered in lines of intricately rendered devotional script, each line detailing a battle honour won in a glorious campaign.

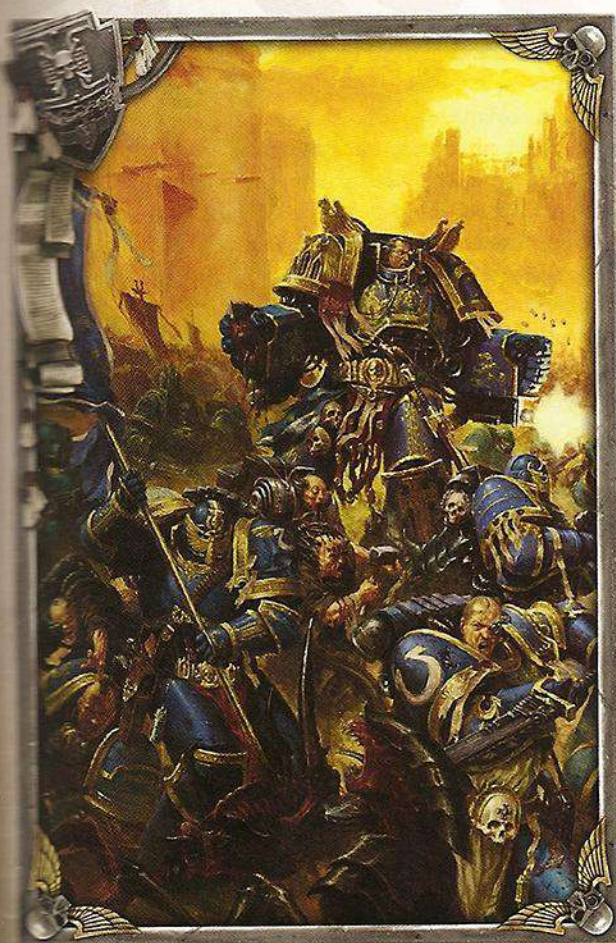
A Space Marine is a towering warrior, his brute strength tempered by inhuman skill. He is armed with the fearsome bolter, a blessed weapon that fires devastating, mass-reactive shells that explode within the flesh of the target. He is protected by a suit of power armour, shielding him from the fiercest of enemy fire whilst simultaneously strengthening his blows and allowing him to survive in the most hostile of environments. He is the product of intensive training and genetic manipulation, which transforms mortal men selected from the deadliest warrior races in the known universe into the most lethal of superhuman killing machines in the Imperium's arsenal.

## THE ORIGINS OF THE SPACE MARINES

Of the one thousand or more Space Marine Chapters thought to be in existence, a blessed few can trace their beginnings back to a time more than ten thousand years ago, when the Emperor of Mankind still walked among men. In those days, the Emperor created the Primarchs, twenty immortal superbeings who were to be his generals and comrades during the Great Crusade to reunite the scattered and long-isolated Human worlds. The Primarchs wielded powers the like of which are not known in the universe today. The first Space Marines of the nascent Imperium were also the creation of that period, each made using the genetic inheritance of one of the Primarchs, albeit diluted a hundred times for no human body could contain such power. Each Primarch led a Legion of Space Marines, each a formation considerably larger than the later Space Marine Chapters.

The names of many of the Primarchs echo down the millennia, and the tales of their deeds are legendary. Names such as Lion El'Jonson, Leman Russ, Rogal Dorn, and the angel-winged Sanguinius are spoken of with awe on worlds where Mankind dwells. They command a reverence second only to that afforded the Emperor himself. Other names are cursed wherever men gather, for many Primarchs rebelled against the Emperor and followed Horus, mightiest of their number, when he raised his standard against Mankind.

At the very height of the Emperor's Great Crusade, Horus led his Traitor Legions against those who stood loyal at the Emperor's side. Worlds burned in the name of the Dark Gods, and a terror unlike any seen before was unleashed. Much of the truth of these times has been lost, obscured by the mists of time or embellished to the point where giants bestrode worlds with thunderous steps and the planets themselves cracked and split at their tread.



The traitorous forces of the rebel Warmaster Horus drove all before them, until those Legions still loyal to the Master of Mankind stood at bay upon the fortified walls of the Emperor's Palace on Terra. The forces of darkness pressed in around the guttering flame of humanity, but desperate times called for desperate solutions. Sanguinius of the Blood Angels and Rogal Dorn of the Imperial Fists, together with their bravest warriors, would accompany the Emperor and take the fight to Horus upon his battle-barge, a mighty warship in orbit above Terra. The Emperor and his warriors teleported onto Horus' battle-barge but found themselves separated and scattered throughout the corrupt vessel by means of dark sorcery. The Emperor fought his way to the Warmaster but was too late to save Sanguinius, who Horus slew when the angelic Primarch refused to turn to Chaos. Yet, some maintain that Sanguinius inflicted a wound, however small, upon his erstwhile brother. Horus and the Emperor clashed in a battle of both flesh and spirit. Horus was filled with the power of the Dark Gods and dealt the Emperor a mortal blow, but in the end, the Emperor's will was the greater, and Horus was struck down with the last ounce of the Emperor's strength. The traitor was destroyed utterly and, with his death, the power of the Traitor Legions was broken. When Dorn and his warriors finally fought their way into the rebel warmaster's sanctum, they found the Emperor's broken and ruined body, and it is said that their cries of woe were heard far below on Terra itself.

Rogal Dorn, most determined and unbending of the Primarchs, bore his master's body back to Terra and, under the direction of the crippled Emperor, bound him within the Golden Throne to sustain his existence for all eternity with constant sacrifice and baroque machineries. The followers of the Ruinous Powers were defeated, but it was victory won at a terrible cost. The brotherhood of the Primarchs was sundered, and the Emperor's vision for the Imperium and all of Mankind lay in ruins—the last, best hope of its fulfilment lost forever. The galactic empire he had forged was all but destroyed, and it was to take many more years of brutal warfare before all the Traitor forces were defeated and driven into the hellish chaos of the Eye of Terror. The toll numbered in the billions, and uncounted worlds had been left as little more than corpse-haunted wastelands as the raging inferno of the Horus Heresy was finally extinguished, though Mankind still teetered on the very brink of extinction.

The Horus Heresy had revealed weaknesses in the gene-seed of several of the early Space Marine Legions, which had been exacerbated by the need to keep the huge formations up to strength in the terrible wars being fought at the time. The insidious powers of Chaos had been able to manipulate this corruption to turn Horus and many of the Space Marines under his command against the Emperor. Once Horus was defeated, it was decided that the forces of the Imperium would be reorganised so that a similar catastrophe could not be repeated.

The Space Marine Legions were divided up to create one Chapter of the same name as the founding Legion and a number of new Chapters with new names. This event was called the Second Founding, and over two dozen further Foundings have occurred in the ten millennia since. It is not known exactly how many Chapters were created in the

aftermath of the Horus Heresy, as many of the Imperium's records are incomplete or lost entirely, and whole Chapters have been created and destroyed in the millennia that have followed. What is known is that there are just over a thousand Chapters scattered across the Imperium, each a brotherhood of the very finest warriors Humanity can muster.

## THE CODEX ASTARTES

*"They shall be my finest warriors, these men who give themselves to me. Like clay, I shall mould them, and in the furnace of war forge them. They will be of iron will and steely muscle. In great armour shall I clad them and with the mightiest guns will they be armed. They will be untouched by plague or disease, no sickness will blight them. They will have tactics, strategies, and machines such that no foe can best them in battle. They are my bulwark against the Terror. They are the Defenders of Humanity. They are my Space Marines, and they shall know no fear."*

—Prelude, The Codex Astartes (Apocrypha of Skaros)

In the wake of the calamity that was the Horus Heresy, the foundations of the Imperium were laid down. The first High Lords of Terra established the structure by which the Adeptus Terra operated, and described the feudal responsibilities and duties of the planetary lords. One of the most important accomplishments was the reorganisation of the Imperium's fighting forces. This was undertaken almost single-handedly by the Primarch of the Ultramarines Legion, Roboute Guilliman, who with characteristic speed and efficiency codified the structure of the Imperial Guard, the Imperial Navy, and the Space Marines. Of all of his works, the most influential is the Codex Astartes, the great prescriptive tome that lays down the basic organisational and tactical rules for the Space Marine Chapters.

The Codex Astartes decreed that Space Marines would be created and trained over a controlled period of time. The genetic banks used to cultivate the implants that turn a normal man into a mighty Space Marine would be carefully monitored, and cultivated organs would be subject to the most stringent tests of purity. Young initiates would undergo rigorous trials of physical and psychological suitability before they were accepted, and only those of the highest calibre would be chosen.

On Earth, the Adeptus Terra created genetic repositories to produce and store Space Marine gene-seed. These banks were used to provide all new gene-seed for Space Marines and, to prevent cross-contamination, the genetic material of each of the old Legions was isolated. Henceforth, the new Space Marine Chapters would receive gene-seed only from their own genetic stock.

The gene-seed of the Traitor Legions was placed under a time-locked stasis seal, although at the time, many believed these dangerous stocks should be destroyed. By taking direct control of the genetic stocks, the Adeptus of Terra could ultimately control the Space Marines. Now they alone had the power to destroy or create Space Marine chapters at will.



The Second Founding of the Space Marines was decreed seven years after the death of Horus. The existing Space Marine Legions were broken down and re-founded as smaller, more flexible formations. Where the old Legions were unlimited in size, the new formations were fixed at approximately one thousand fighting warriors. This corresponded to the existing unit called the Chapter, and in future the Chapter was recognised as the standard autonomous Space Marine formation. No longer would one man have power over a force as powerful as a Space Marine Legion.

The existing Space Marine Legions were divided into new Chapters. One Chapter kept the name and colours of the original Legion, while the remaining Chapters took on new titles and colours. Most of the old Legions were divided into fewer than five Chapters, but the Ultramarines, being by far the largest of the Legions, were divided many times. The exact number of new Chapters created from the Ultramarines is uncertain: the number listed in the oldest known copy of the Codex Astartes (the so-called Apocrypha of Skaros) gives the total as 23, but does not name them.

As a result of the Second Founding, the Ultramarines' gene-seed became the favoured genetic stock of most subsequent foundings. The new Chapters created from the Ultramarines are often referred to as the Primogenitors, or 'first born.' All of the Primogenitor Chapters venerate Roboute Guilliman as their founding father and patron.

The Codex Astartes further defines the tactical roles, equipment specifications, and uniform identification markings of the Space Marines. These guidelines have evolved over the centuries, and the Codex Astartes of the 41st Millennium is a highly developed treatise combining the wisdom of hundreds of military thinkers throughout history. Some of its contents seem petty and restrictive, hardly worthy of the great mind of a Primarch. Others describe actual battles together with comments on the tactics employed and the decisions of the commanders of the day. As such, the Codex Astartes is revered as a holy text, and many Chapters regard its recommendations as sanctified by the Emperor himself.

## CODIX CHAPTERS

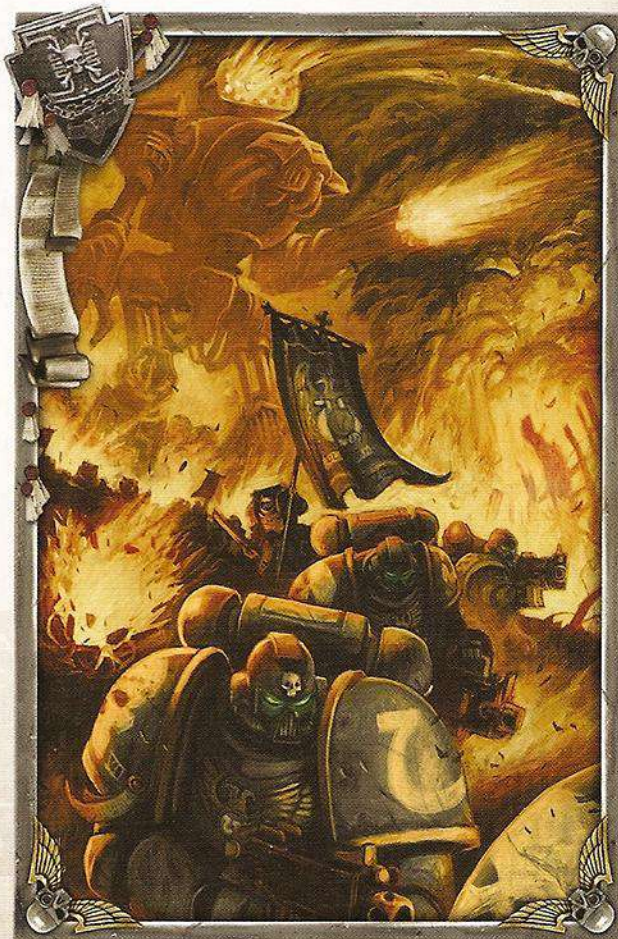
The Chapters that rigidly follow the word of the Codex Astartes are sometimes referred to as Codex Chapters. These Space Marines adhere to the codex as the model for their organisation, identification markings and tactical doctrine. Of all of the Codex Chapters, the most famous is the Ultramarines, the Chapter of Roboute Guilliman himself. Most Chapters, however, do not adhere so rigidly to the Codex patterns laid down for organisation, tactical roles, or other processes. Many Chapters are organised largely according to the Codex, but are further shaped by their home world and the personality of their Primarch. The Blood Angels and Dark Angels are prime examples of this. A small number of Chapters are vastly different from the Codex, and owe little or nothing to it at all. The most famous of these 'wild' Chapters are the Space Wolves, whose strong-willed Primarch Leman Russ moulded his Chapter very much in his own image irrespective of other influences.

The Adeptus Terra has never decreed it necessary to enforce the Codex absolutely. Indeed, it is doubtful whether it could. However, with subsequent foundings, they have always favoured the Ultramarines' gene-seed and created many new Codex Chapters from their line. With the passage of time, some of these Chapters have subsequently strayed from the strict letter of the Codex, introducing new variations but remaining broadly faithful to the principles laid down by Roboute Guilliman many thousands of years before.

## SUBSEQUENT FOUNDINGS

The history of the Imperium since the Horus Heresy is not a continuous story. There have been periods of rebellion and anarchy, times when the balance of power has suddenly changed and history has quite literally been rewritten. Many of the subsequent foundings of Space Marine Chapters belong to these troubled times, making it almost impossible to ascertain when some Chapters have been created. It is believed that of the one thousand or more Chapters thought to be in existence today, more than half are descended from the Ultramarines, either directly or through one of the Primogenitor Chapters of the Second Founding.

It is not known how many new Chapters were created by the Second Founding. Many records were lost during the Age of Apostasy, a troubled time that bestrides the history of the Imperium like an impenetrable veil. In all likelihood, some of the Chapters created during the Second Founding have since



been destroyed, leaving no records of the deeds. Others have been lost in more recent times, and their names are now all that remains of them.

Each of the Chapters into which the Legions were subdivided consisted of roughly 1,000 warriors. A large section of the Codex Astartes is dedicated to structuring the organisation of these Chapters. A Chapter consists of ten companies each numbering 100 Space Marines. The warriors of these companies are organised into ten squads of ten men led by a Sergeant. In addition to this basic fighting unit, each company has its own Captain, Standard Bearer, Chaplain, and Apothecary.

Every company, with the exception of the Scout Company, maintains a pool of Rhino transports for its squads and officers. The First Company is also equipped with Land Raider tanks to carry heavily-armoured Terminator squads. It is customary for Dreadnoughts to remain with their company, as their fearsome presence bolsters the company's fighting strength.


### SELECTION AND INITIATION

Each Chapter has its own methods of recruiting young warriors to fill its ranks. Many are based on a single homeworld and recruit solely from that populace, setting trials and tests for prospective candidates to weed out all but the strongest and the

most faithful. These worlds are often technologically backward with strong militaristic societies, where male children who show potential are pushed harder and harder, that they may one day have a chance to join the ranks of the Space Marines, who are often known to such peoples as 'star warriors', 'sky knights,' or similar names. Because feral worlds are rough, primitive, and untamed, their inhabitants invariably provide excellent recruits. For true aggression and nigh-psychotic killer-instinct, however, few recruits can best the murderous city-scum that roam the darkest pits of the Hive worlds. Driven to extremes of violence by the pressures of hive world living, these merciless killers are usually ignored by the authorities. They make ideal Space Marine recruits, and whole gangs of city-scum are sometimes hunted down and made to undergo the trials. Some recruits are drawn from the more civilised worlds of the Imperium, but not very many.

Those planets used by the Space Marines as recruiting worlds are observed closely by the Chapter's Apothecaries and Chaplains. The population's genetic purity must be maintained, in order to conserve those qualities that serve the Space Marines' purposes best. Their spiritual health is also maintained, to ensure that no trace of the influence of the Ruinous Powers becomes manifest. Such observations are in general carried out from a distance, and it is rare for the society to have any direct contact

ASTRA IMPERATOR GLORIAE      EXTERRINATUS EXTERREIS



## ORGANISATION

At the core of the Codex Astartes is the organisation of the Chapter.  
A Chapter comprises ten Companies, each consisting of a hundred Space Marines.

<p><b>ARMOURY</b> Techmarines &amp; Servitors Whirlwinds Vindicators Predators</p>	<p><b>HEADQUARTERS STAFF</b> Master of the Chapter Senior Officers Administrative Staff Support Personnel</p>	<p><b>LIBRARIANS</b> Chief Librarian Epistolerics Codiciers Lexicaniums</p>	
--	---	---	--

<p><b>VETERANS</b></p> <p><b>1ST (VETERAN) COMPANY</b> Captain Chaplain Apothecary Standard Bearer</p> <p><b>SQUADS:</b> 20 Terminator or 10 Veteran</p> <p><b>SUPPORT:</b> Dreadnoughts Rhinos Land Raiders</p>	<p><b>BATTLE COMPANIES</b></p> <p><b>2ND-5TH COMPANIES</b> Captain Chaplain Apothecary Standard Bearer</p> <p><b>SQUADS:</b> 6 Tactical 2 Assault 2 Devastator</p> <p><b>SUPPORT:</b> Dreadnoughts Rhinos, Bikes Land Raiders</p>	<p><b>RESERVE COMPANIES</b></p> <p><b>6TH-7TH COMPANIES</b> Captain Chaplain Apothecary Standard Bearer</p> <p><b>SQUADS:</b> 10 Tactical</p> <p><b>SUPPORT:</b> Dreadnoughts Rhinos Land Raiders</p>	<p><b>8TH COMPANY</b> Captain Chaplain Apothecary Standard Bearer</p> <p><b>SQUADS:</b> 10 Assault</p> <p><b>SUPPORT:</b> Dreadnoughts Rhinos Land Raiders Bikes</p>	<p><b>9TH COMPANY</b> Captain Chaplain Apothecary Standard Bearer</p> <p><b>SQUADS:</b> 10 Devastator</p> <p><b>SUPPORT:</b> Dreadnoughts Rhinos</p>
--	---	---	--	--

*Battle Companies form the main battle strength of a Chapter, with the other Companies providing support. Once a campaign is underway, casualties in the Battle Companies are replaced from the Reserve Companies to keep them near to full strength. Most Chapters prefer not to commit their entire force to any one campaign as heavy losses could effectively destroy the Chapter.*

**SCOUTS**  
**10TH (SCOUT) COMPANY**  
Captain, Chaplain, Apothecary  
Squads: Scouts

with, or knowledge of, the Space Marines, or in many cases even of the Imperium. The Chapter's officers might visit the culture once a generation and will be the subject of myth and legend. These mighty warriors from beyond the stars are figures of awe, and their word is law.

The nature of the trials set by the outsiders vary enormously, but all are so arduous that only a handful pass them. Those who fail may be lucky to even survive, for many trials take the form of ritual combat, the hunting of a great beast, or the performance of incredibly dangerous feats of strength and bravery. At the conclusion of the trials, those few aspirants that have been deemed worthy are taken away, invariably never to see their people again.

It is always a great honour for a family to have a son chosen by the Space Marines, even for societies with little conception of the greater galaxy beyond their world. The Space Wolves are an example of this. The Wolf Priests of the Space Wolves scour the warring tribes of their home world Fenris for their strongest and bravest youths, while Ultramarines traditionally draw their candidates from the elite training barracks of a whole group of planetary systems known collectively as Ultramar, the realm of the Ultramarines.

Other Chapters have no single home world and travel the galaxy in gigantic fleets of battleships, recruiting either from a regular series of worlds or from the war zones to which they are assigned. The Black Templars are one such example of a fleet-based Chapter, as are the Dark Angels.

Once accepted, the young aspirants become Neophytes and begin their regimen of training and biological enhancement. Each Chapter has its own traditions regarding the initiation of the recruit into its legends and secrets. This process often runs parallel to the bio-genetic treatments the Neophyte must undergo. As the physical transformation proceeds, spiritual change also occurs. Both are tempered by ongoing experience on the field of battle and the rituals in which the Neophyte must participate.

The nature of such rites varies enormously from one Chapter to the next. Some are solemn affairs recalling the sacrifice the Emperor made for humanity. Others are raucous celebrations drawing on the culture and nature of the Chapter's home world. Still more are bloody and barbaric involving ritual bloodletting, scarification, or amputation. All are vital to the arcane workings of the Chapter, and his participation is a prerequisite of the Neophyte's acceptance by his would-be brothers-in-arms.

Such are the rigours of the training that many do not survive. Whether he is crippled upon the battlefield, or found spiritually wanting during a particularly exacting ritual, a Neophyte may find himself cast out, his future with the Chapter curtailed.

In some instances, the Neophyte may transgress one of the many articles of Chapter law, and injury at war may prove preferable to the punishment. Many possible fates await those who fall by the wayside in this manner. Most are mind-scrubbed and become Chapter serfs—manservants and menials. The less fortunate are transformed into living servitors—mindless bio-mechanical automatons who exist only to assist the Chapter's Techmarines in the operation of heavy and frequently dangerous machinery. A very rare few may yet rise to positions of relative power within the Chapter's household, yet even the highest-ranked factotum is but a lowly, nameless servant in the eyes of the Battle-Brothers.

## GENETIC INITIATION

The trials in which an aspirant must participate before being accepted as a Neophyte are harsh and arduous, yet the process by which he will become a Space Marine is many times more gruelling. Over the course of several years, the youth will be surgically altered, a number of unique organs implanted into his body, turning him slowly into a Space Marine. Although much diluted, each of these organs is drawn from the genetic stock of one of the first Primarchs, and through him, of the Emperor himself. Thus, the Space Marines are the descendants and inheritors of the Master of Mankind.

The various implants cause vital changes in the recipient's physique and mental state. Many of these changes are controlled by natural hormonal secretions and growth patterns. Implants may not prove effective, or may not become fully-functional, if they are implanted once the recipient has reached certain stages of natural development. It is therefore inevitable that recruits must be reasonably young. Tissue compatibility is also essential, otherwise organs may fail to develop properly.

The third consideration is mental suitability. Several of the implants will only develop to a usable condition under the stimulus of hypnotic-suggestion. A recruit must therefore be susceptible to this particular treatment.

These conditions mean that only a small proportion of aspirants prove suitable to become Space Marines, even if they survive the trials. They must be male, because zygotes are keyed to male hormones and tissue types, hence the need for tissue compatibility tests and psychological screening. If these prove successful, a candidate becomes a Neophyte. With the completion of organ implantation and attendant chemical and hypnotic training, the subject is ready to take his place in the Tenth (Scout) Company. A Space Marine normally joins the ranks between the ages of sixteen and eighteen, but such are the hormonal changes induced by the process of creating a Space Marine that recruits are physically fully grown before then.

Although the Chapters are careful to select only the most suitable candidates, not all Neophytes survive the process to be initiated as full Space Marines. If an implant fails to develop properly, it is likely that a Space Marine's metabolism will become gravely unstable. He may fall into a catatonic state or suffer bouts of hyperactivity. In either event, he will probably die. Those unfortunates who do not die almost invariably suffer mental damage, degenerating into homicidal maniacs or gibbering idiots. When a Chapter is at full strength, these misfits may be put out of their misery. However, if the Chapter is short of Space Marines, they may be allowed to live and may be placed within their own special units. Those who display controllable psychotic tendencies can be recruited into suicide assault squads.



## GENE-SEED

There are nineteen varieties of gene-seed corresponding to the nineteen different superhuman organs that are surgically implanted into a Space Marine. Because most Chapters have existed for many thousands of years, a number of these Chapters have gene-seed that has mutated over time. This has resulted in changes in the exact nature of the artificially cultured organs. Such changes may sometimes make an implant useless—such is the case with the Imperial Fists, who are known to lack the organ called the Betcher's gland, which allows a Space Marine to spit corrosive poison. In other cases, the changes in an organ might reduce its effectiveness or cause strange new effects—the Salamanders, for example, share skin as dark as coal, due to the actions of their melanchromic organ. Whatever the result, it will affect the entire Chapter, as all Space Marines belonging to the Chapter share implants cultured from the original gene-seed.

Although a Chapter's Apothecaries and surgeons are able to perform the necessary implant operations, they do not necessarily understand the exact functioning of each organ. The processes involved are incredibly ancient. Procedures are handed down from generation to generation, becoming increasingly ritualised and misinterpreted. For these reasons, the efficiency of each organ differs from Chapter to Chapter, depending on the condition of the Chapter's gene-seed and the degree of debasement of its surgical procedures. In some Chapters, mutation of gene-seed, poor surgical procedure,

or inadequate post-operative conditioning has twisted the functioning of implants.

In addition to the problem of mutated implants, many Chapters have simply lost one or more types of gene-seed organs due to accident, genetic failure, or some other cause. Very few Chapters, therefore, possess all nineteen of the implants. All possess the carapace implant however, as without it, the Neophyte could never become a Space Marine.

Each of the gene-seed organs is extremely complicated. Many of the organs only work properly when another organ is present, the loss or mutation of one organ often affecting the exact functioning of the others. For these reasons, implants must be constantly monitored, and many Space Marines must undergo corrective surgery to re-balance their metabolisms.

## CONDITIONING

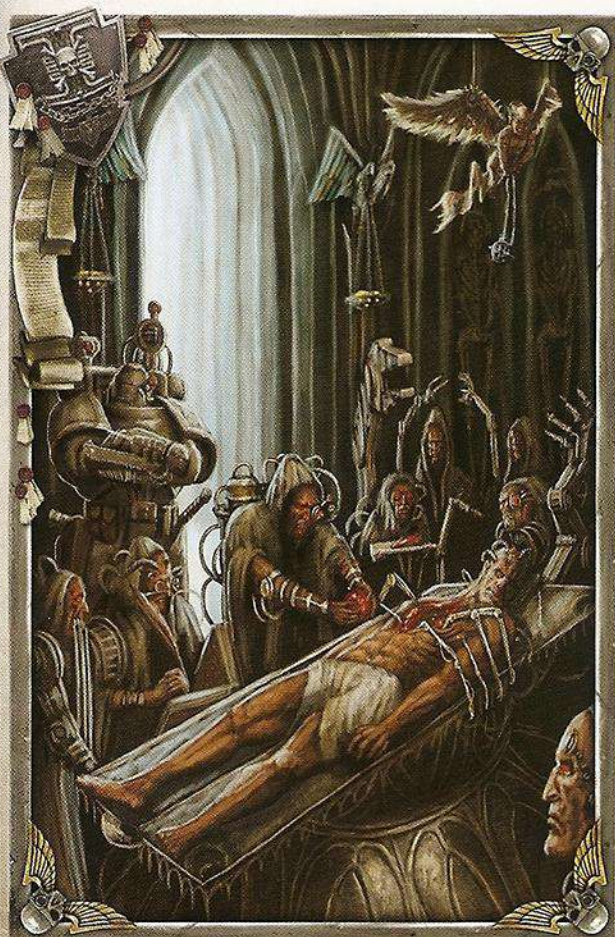
In addition to the extensive implantation process, the Neophyte undergoes chemical treatment, psychological conditioning, and subconscious hypnotherapy, all the while spending every waking hour honing his combat skills with ceaseless battle training.

Until his initiation as a Battle-Brother, a Neophyte must submit to constant tests and examinations. The newly implanted organs must be monitored very carefully, imbalances corrected, and any sign of corrupt development treated. This chemical treatment is reduced after completion of the initiation process, but it never ends. Space Marines undergo periodic treatment for the rest of their lives in order to maintain a stable metabolism. To this end, power armour contains extensive monitoring and drug dispensation equipment.

As the super-enhanced body grows, the recipient must learn how to use his new skills. Some of the implants, specifically the Catalespean Node and Occulobe, can only function once correct hypnotherapy has been administered. Hypnotherapy is not always as effective as chemical treatment, but it can have substantial results. If a Space Marine can be taught how to control his own metabolism, his dependence on drugs is lessened. The process is undertaken in a machine called a hypnomat. Space Marines are placed in a state of hypnosis and subjected to visual and aural images in order to awaken their minds to their unconscious metabolic processes.

A Space Marine is more than a human with extraordinary powers. Just as their bodies receive nineteen separate implants, so their minds are altered to release the latent powers within. These mental powers are, if anything, more extraordinary than even the physical powers endowed by the implants. For example, a Space Marine can control his senses and nervous system to a remarkable degree, and can consequently endure pain that would kill a normal man. A Space Marine can also think and react at lightning speeds. Memory training is an important part of the indoctrination as well. Some Space Marines develop photographic memories. Space Marines vary in intelligence as do other men, and their individual mental abilities vary in degree.

The very first stage in the process is the implantation of the **Secondary Heart**, normally between the age of ten and fourteen. This is capable of boosting the blood supply or sustaining full life functions even after the destruction



of the recipient's original heart. This implant enables Space Marines to survive low oxygen concentrations and traumatic injury, and is also necessary in the maintenance of the subject's metabolism, which will be pushed to its limits as his body is subject to the many surgical procedures it will endure over the next several years.

The next stage in the implantation process is the addition of the **Ossmodula**. This is a tube-shaped organ whose small size belies its complex structure. The Ossmodula monitors and secretes hormones affecting epiphysal fusion and ossification of the skeleton. At the same time, the specially engineered hormones encourage the forming bones to absorb ceramic-based chemicals administered in the Neophyte's diet. Two years following implantation, this will have caused considerable strengthening of the long bones, extreme ossification of the chest cavity (caused by growth of the ribs forming a solid mass of inter-laced bone plates), and a general increase in the size of the recipient's skeleton.

Normally implanted at the same time as the Ossmodula, the **Biscopea** is emplaced within the chest cavity. It is small, approximately spherical and, like the Ossmodula, its primary function is hormonal. The presence of the Biscopea stimulates muscle growth throughout the body. These muscles bond to the rapidly growing skeleton, which is why these two implants are often undergone at the same time.

Phases four and five are often implanted at the same time, between the ages of twelve and fourteen. The **Haemastamen** is a tiny organ, placed within a main blood vessel and serves two main purposes. Firstly, it monitors and to some degree controls the Ossmodula and the Biscopea. It also alters the constituent make-up of the recipient's blood. As a result, the Space Marine's blood will be considerably more efficient than ordinary human blood, as it has to be considering the extra biological hardware the Space Marine carries inside him. The second implant emplaced at this time is the **Larraman's Organ**. This is a liver-shaped, dark, fleshy organ. It is implanted into the chest cavity along with a complicated array of blood vessels. The organ generates and stores special Larraman cells. If the recipient is wounded, these cells are released into the bloodstream, where they latch onto leucocytes in the blood and are transported to the site of the wound. Once outside the body, the Larraman cells form a skin substitute of instant scar tissue, staunching the flow of blood and protecting any exposed wound area. This process is almost instantaneous, and it can appear to the onlooker as if the blood is frozen solid even before it hits the ground.

With the initiation of phase six, the subject is ready to begin the extensive hypnotherapy that will continue throughout the entire initiation process, and beyond. The **Catalepsean Node** is a brain implant usually inserted into the back of the skull via a hole drilled into the occipital bone. The pea-sized organ influences the circadian rhythms of sleep and the body's response to sleep deprivation. Normally, a Space Marine sleeps like any normal man, but if deprived of it, the Catalepsean Node becomes active. The recipient is capable of sleeping and remaining awake at the same time by switching off areas of the brain sequentially. This process cannot replace normal sleep entirely, but it increases a Space Marine's survivability by allowing awareness of the environment whilst resting.

The next three phases of the process, the implantation of the **Preomnor**, **Omophagea** and **Multi-lung** are often undertaken at the same time, between the ages of fourteen and sixteen. The Preomnor is a large implant which fits into the chest cavity. It is a pre-digestive stomach which allows the recipient to eat a variety of otherwise poisonous or indigestible materials. No actual digestion takes place in the Preomnor. Instead, individual sensory tubes assess potential poisons and neutralise them or, where necessary, isolate the Preomnor from the rest of the digestive tract. The Omophagea is a complicated implant that is placed within the spinal cord between the cervical and thoracic vertebrae, where it becomes in effect part of the brain. Four nerve sheaths called neuroclea are implanted between the spine and the preomnor stomach wall. The Omophagea is designed to absorb genetic material generated in animal tissue as a function of memory. This endows the Space Marine with an unusual survival trait—he can actually learn by eating. If a Space Marine eats part of a creature, he will absorb some of the memories of that creature. This can be very useful in an alien environment. Incidentally, it is the presence of this organ which has created the various flesh eating and blood drinking rituals for which many Chapters are known, as well as giving the names to Chapters such as the Blood Drinkers and Flesh Tearers. The third organ implanted at this time is the Multi-lung. This large, tubular, grey organ is sometimes called the 'third lung'. Blood is pumped through the organ via connecting vessels grafted onto the recipient's pulmonary system. Atmosphere is taken in by means of a sphincter located in the trachea. In toxic atmospheres, an associated sphincter muscle closes the trachea and restricts normal breathing, thus protecting the lungs. The Multi-lung is able to absorb oxygen from poorly oxygenated or poisonous air without suffering damage thanks to its own efficient toxin dispersal, neutralisation, and regeneration systems.

Phase ten of the process is the implantation of the **Occulobe**. This small slug-like organ sits at the base of the brain. It provides the hormonal and genetic stimuli which enable a Space Marine's eyes to respond to optic-therapy. The Occulobe does not in itself improve a Space Marine's eyesight, but it allows technicians to make adjustments to the growth patterns of the eye and the light-receptive retinal cells. A Space Marine has far better eyesight than a normal human, and can see in low light conditions almost as well as in daylight.

Phase eleven is the addition of the **Lyman's Ear**. This organ enables a Space Marine to consciously enhance and even filter certain types of background noise. Not only is hearing improved, but a Space Marine cannot become dizzy or nauseous as a result of extreme disorientation. A Lyman's Ear is externally indistinguishable from a normal human ear.

Between the ages of fifteen and sixteen, phase twelve is initiated, in which a flat, circular organ called the **Sus-an Membrane** is implanted over the top of the exposed brain. It then grows into the brain tissue until completely merged. The organ is not effective until subsequent chemical therapy and training is applied. However, a properly tutored Space Marine may then enter into a state of suspended animation. This may be a conscious action, or may happen automatically in the event of extreme physical trauma. In this condition, a Space Marine may survive for many years, even if bearing

otherwise fatal injuries. Only appropriate chemical therapy and auto-suggestion can revive a Space Marine from this state—he cannot revive himself. The longest known period of deanimation followed by successful reanimation is 567 years, in the case of Brother Silas Err of the Dark Angels Chapter.

The next phase of the process is the implantation of the **Melanchromic Organ**. This hemispherical, black organ functions in an indirect and extremely complex manner. It monitors radiation levels and types bombarding the skin, and if necessary, sets off chemical reactions to darken the skin and protect it from ultraviolet exposure. It also provides limited protection from other forms of radiation. Differing Melanchromic Organ gene-seed from Chapter to Chapter leads to variations in skin and hair colour, and in some Chapters all of the Space Marines may have identical colouration, such as is found in the albino warriors of the Death Spectres Chapter.

Phases fourteen and fifteen, the implantation of the **Oolitic Kidney** and the **Neuroglottis**, are often undertaken at the same time. The Oolitic Kidney is red-brown and heart-shaped and improves and modifies the Space Marine's circulatory system, enabling other implants to function effectively. The Oolitic Kidney also filters blood extremely efficiently and quickly. The Secondary Heart and Oolitic Kidney are able to act together, performing an emergency detoxification function in which the Space Marine is rendered unconscious as his blood is circulated at high speed. This enables a Space Marine to survive poisons and gases which are otherwise too much for even the multi-lung to cope with. The Neuroglottis enables the Space Marine to assess a potential food by taste. The organ is implanted in the back of the mouth. By chewing, or simply by tasting, a Space Marine can detect a wide variety of natural poisons, some chemicals and even the distinctive odours of some creatures. To some degree, a Space Marine is also able to track a target by taste alone.

In phase sixteen, normally at age sixteen, a small organ called the **Mucranoid** is implanted in the lower intestine where its hormonal secretions are absorbed by the colon. These secretions initiate a modification of the sweat glands. This modification normally makes no difference to the Space Marine until activated by appropriate chemical therapy. As a result of this treatment, the Space Marine sweats an oily, naturally cleansing substance which coats the skin. This protects the Space Marine against extremes of temperature and even offers a slight degree of protection against vacuum. Mucranoid chemical therapy is standard procedure in long space voyages and when fighting in vacuum or near-vacuum.

Phase seventeen is the implantation of two identical organs called **Betcher's Glands**. These are placed into the lower lip, alongside the salivary glands or into the hard palette. The Betcher's Gland works in a similar way to the poison gland of venomous reptiles by synthesising and storing deadly poison. Space Marines are rendered immune to this poison by virtue of the gland's presence. The gland allows the Space Marine to spit a blinding contact poison, which is also highly corrosive. A Space Marine imprisoned behind iron bars could easily chew his way out given a few hours.

In the penultimate phase of the process, a pair of glands called **Progenoids** are implanted, one in the neck and the other deep in the chest cavity. This takes place between the age

of sixteen and eighteen. These glands are vitally important to the very survival of the Space Marine's Chapter. Each organ grows within the Space Marine, absorbing hormonal stimuli and genetic material from the other implants. After five years, the neck gland is mature and ready for removal. After ten years, the chest gland becomes mature and is also ready to be removed. A gland may be removed any time after it has matured, and it represents the Chapter's only source of gene-seed. When mature, each organ contains a single gene-seed corresponding to each zygote implanted into the recipient. Once removed by surgery, the Progenoid must be carefully prepared, its individual gene-seeds checked for mutation, and sound gene-seeds stored. Gene-seeds can be stored indefinitely under suitable conditions.

Space Marine Apothecaries carry a special device known as a reductor, which they can use in battlefield conditions to remove the Progenoid glands of a fallen Space Marine, so that, even should he die before his glands are harvested, they may be recovered. The whole purpose of the Progenoid is to provide gene-seed to enable the Chapter to continue. It is not possible to create a zygote in any other way. Each Chapter's stock of gene-seed is therefore unique to itself. Gene-seed has a great deal of religious significance to a Chapter, representing its identity and future. Without gene-seed, a Chapter has no future. The extinction of a type of gene-seed means that a zygote has been lost forever. The extinction of the Progenoid gene-seed itself would effectively mean the end to a Chapter.

As each Space Marine has only two Progenoid glands, the rate at which a Chapter can create new Space Marines is restricted. It may take many years for a Chapter to rebuild itself after heavy losses. Gene-seed is often rendered useless if a Space Marine is exposed to high radiation levels or other forms of genetic disturbance. The efficiency of different Chapters' Progenoid gene-seed also varies, so some Chapters are able to make up their numbers faster than others.

The final and the most distinctive implant is the **Black Carapace**, which cannot be implanted beyond the age of eighteen. This looks like a film of black plastic when growing in the tanks. This is removed from its culture-solution and cut into sheets, which are implanted directly beneath the skin of the recipient's torso. Within a few hours, the tissue expands, hardens on the outside, and sends invasive neural bundles deep inside the subject. After several months, the recipient is fitted with neural sensors and transfusion points, cut into the hardened carapace. These artificial interface points mesh with features integral to the power armour, such as the monitoring, medicinal, and maintenance units. Without the benefit of the Black Carapace, a Space Marine's power armour would be far less effective.



# THE PATH OF THE SPACE MARINE

*"Give me the Scout as a boy, and I'll give you the Battle-Brother as a man."*

—Veteran Scout Sergeant Dvan Skor of the Storm Wardens.

According to the Codex Astartes, Space Marines are organised into three main types of squad: Tactical, Assault, and Devastator. Each of these squads has a unique battlefield role and is designed to operate together to provide mutual support and maximum flexibility. In addition to these three squad types, the First (Veteran) Company can be formed into Terminator or Veteran squads, while the Scouts of the Tenth Company are always fielded as Scout squads. All Space Marine squad types, with the exception of the Scouts, nominally consist of ten troopers, but they can be divided into two separate combat squads in battle. This gives each unit a further degree of flexibility in action.

A warrior accepted into the Chapter's ranks will serve in many roles, starting out as a young Scout in the Tenth Company and, if fate favours him, progressing through the ranks serving as Devastator, Assault Marine, Tactical Marine and, if he is exceptionally bold, eventually earning the honour of serving in the First (Veteran) Company. A favoured few excel even this great honour and join the ranks of the Chapter's masters, leading their fellows into the blood and fury of battle.

The first step along the path to becoming a mighty hero of the Chapter is service in one of the Scout squads of the Tenth Company. Scout squads consist of a Space Marine Sergeant and four to nine Scouts. The role of the Sergeant is to train the Scouts and lead them in battle. Only Sergeants of considerable experience and status are designated for this role. Scouts attend to every word their Sergeant utters, for it is said that he has forgotten more of war than many more senior officers will ever learn.

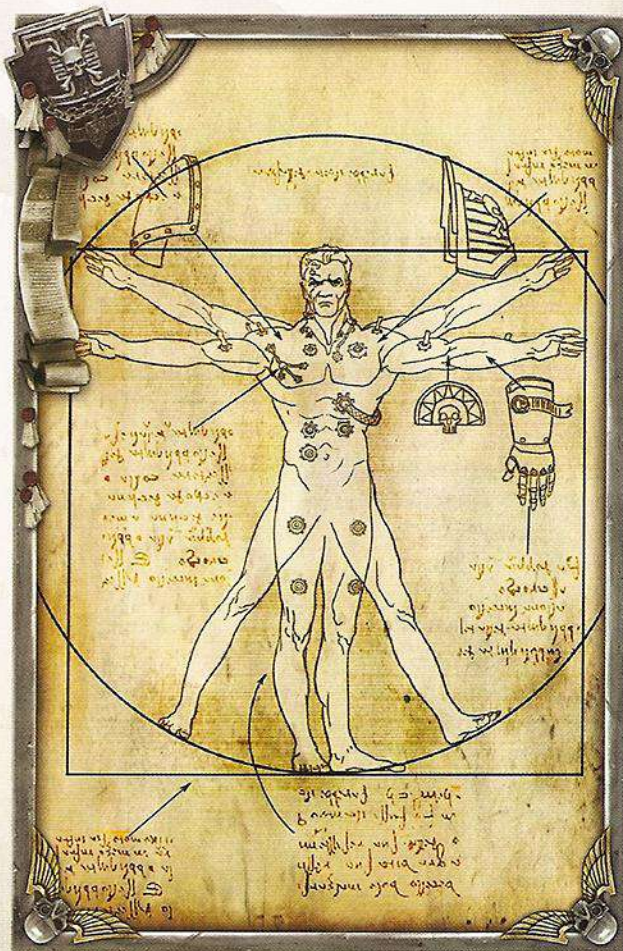
Whilst serving as a Scout, a Neophyte learns the most subtle arts of war. In a range of infiltration and reconnaissance missions, he learns how to approach and observe the enemy. Information gathered in such missions is passed back to the main battle force. The Scouts get their first taste of combat by way of carefully placed ambushes, the Scout Sergeant drawing on centuries of experience to deploy his charges in such a manner as to teach them as valuable a lesson as the enemy. Unlike that enemy, the Scouts learn valuable skills in such combats—the enemy earns nothing more than a quick death, for even a Neophyte Space Marine is a puissant warrior compared to a mortal man.

A Space Marine serving in a Devastator squad may only recently have completed his service in the Tenth Company and been initiated as a Space Marine. It will be his first

experience of fighting in power armour. When first assigned to such a squad, the Space Marine will bear a bolter and grenades and fulfil a support role within the squad, providing close support to those Battle-Brothers armed with heavy weapons, identifying targets and being close at hand to proffer ammunition and to take up the weapons of any who should fall. Only when he has proven himself steady and reliable in battle will the Space Marine be entrusted with one of the Chapter's mighty heavy weapons, which he will come to master over the course of several hundred battles.

Devastator squads consist of a Sergeant and nine Space Marines. Up to four Space Marines may be armed with heavy weapons, whilst the remainder will carry bolters. This is the most heavily armed type of Space Marine squad of all, and they are deployed wherever overwhelming firepower is needed, especially when the Chapter faces enemy tanks or fortified positions.

Having proved himself steadfast and disciplined in the Devastator squads, a Space Marine will in time earn himself a place in an Assault squad. Here the Space Marine comes to master the application of overwhelming force, taking the fight directly to the enemy's strong points. He embraces the controlled savagery of close combat and looks his enemy in the eye as he deals him death. Assault squads are specialists at fighting in hand-to-hand combat. Each squad consists of a Sergeant and nine Space Marines all equipped with jump packs and armed with a close combat weapon in each hand. Common armament consists of a bolt pistol and a



chainsword. Optionally, two of the Space Marines may carry plasma pistols. This combination is ideal for fast-attacking, close-quarter fighting assault troops.

Even though Tactical squads are the most common type in any Chapter, to earn a place in one a Space Marine must have proven himself both courageous and wise in battle. Throughout his service in the Devastator and Assault squads, he will be proven adaptable in his approach to the arts of war and will have mastered a range of tactics and weaponry.

Tactical squads are the most commonly fielded squad types in a Chapter. A Tactical squad is led by a Sergeant and includes nine other Space Marines. Of these, seven Battle-Brothers are armed with bolters, whilst the remaining two can be armed with bolters or, alternatively, one may carry a heavy weapon such as a missile launcher or a heavy bolter, and the other may carry a special weapon such as a flamer or meltagun. This combination is the most tactically flexible and offers a good mixture of capabilities within the squad.

After serving in hundreds of campaigns and thousands of battles, and having conquered the very worst the galaxy has to throw at him, a Space Marine is likely to be considered a Veteran. In most Chapters, such an honour is not measured by length of service, but in blood spilled, horrors overcome, and mighty deeds done. As a prelude to service in the First (Veteran) Company, many Space Marine Veterans fulfill the role of Sergeant, leading squads of all types in any of the other companies. Thus, many of the Space Marines of the Veteran company will be battle-proven leaders as well as highly experienced warriors.

The warriors of the Veteran company are fielded in one of three squad types:

Terminator squads wear the uniquely powerful Terminator armour, sometimes called tactical dreadnought armour. This armoured suit is massive in construction, virtually turning a Space Marine into a one-man tank. Every Chapter has a limited number of Terminator armour suits, and each is an ancient artefact crafted many thousands of years ago. Terminators are less mobile than other Space Marines and are primarily used in boarding actions or in extreme close quarters when heavy fire support cannot be easily brought to bear. So resilient is the armour that it is reputedly able to operate inside plasma reactors, within volcanoes, and inside highly irradiated areas of deep space. Legend has it that the armour can even survive the tread of a Titan. To wear an ancient suit of Terminator armour is one of the greatest honours to which a Space Marine can aspire. Each suit bears on its left shoulder the *Crux Terminatus*, the unique badge of the Terminator. Each *Crux* is said to contain at its core a tiny fragment of the armour worn by the Emperor himself when he fought his final battle against the traitor Warmaster Horus, providing a direct link between the Space Marine and the Father of Mankind.

Despite its obvious benefits, Terminator armour is not suitable for all missions. Most of the time, Veterans take to the field wearing ordinary power armour, albeit a suit inscribed with many hundreds of battle honours. When wearing power armour, Veterans are formed into vanguard Veteran squads or sternguard Veteran squads. By dint of their rank, Veterans have access to the most fearsome weaponry in the Chapter's arsenal, including sacred blades and artificer-crafted combi-weapons

of uniquely masterful craftsmanship. Vanguard Veteran squads go to battle equipped with the most lethal of close combat weapons, and often wear jump packs to bring them to bear before the enemy can even react. Sternguard Veteran squads carry a wide array of ranged weaponry and specialised ammunition, and are masters in its overwhelming application. Veteran squads are rarely deployed en masse, but are instead used to bolster the line, provide an unstoppable spearhead or to act as a highly flexible and mobile reserve.

## MASTERS OF THE CHAPTER

Each of the Chapter's ten companies is led by a Captain. These leaders are second in experience only to the Chapter Master himself, and each is a warrior so deadly that he will rarely meet his match. Each Captain is an inspirational and determined leader, able to coordinate the Space Marines under his command whatever the opposition. In addition to leading Space Marines in battle, each Captain holds titles dependent on his other responsibilities with regard to the workings of the Chapter or its home world, such as Master of the Fleet or Master of the Marches.

Of the thousand awesome and terrifying warriors that comprise a Space Marine Chapter, there is but one Chapter Master, a leader with centuries of experience in the very crucible of battle. His own fighting skills will be unsurpassed, whether in the use of gun, blade, or bare hands. His very rank speaks of a past littered with the bodies of bloodied, beaten foes of the most terrifying and inhuman sort. It is not enough, however, for the Chapter Master to be its foremost warrior. He must also be a superb tactician, grounded in the teachings of the *Codex Astartes* and honed through countless decisions made in the maelstrom of close action. His soldiers are also his brothers, and he knows that they will give their lives at his command. He must preserve these magnificent fighters, but must also accomplish his mission and uphold the honour of his Chapter. He will be steeped in the lore of his Chapter and be sworn to keep its secrets and must conduct his diplomacy accordingly, for Space Marines maintain a web of time-proven oaths and honours debts and do not simply heed the commands of Imperial functionaries. Those who wish a Chapter Master to send his warriors into battle must give him good reason to do so. In addition to this, a Chapter Master will often be the ruler of his Chapter's home world, a resource that is too valuable for him to ignore. Amongst the greatest risks facing a Chapter Master is the very power he wields, for a Chapter of Space Marines is a force capable of devastating entire worlds at his order.

Even a Space Marine can feel pride, ferocity, and desire—it is, after all, their hero's soul that drives them to acts of selfless sacrifice. But in these things lie the seeds of hubris that can eventually lead to damnation. Any Space Marine, but especially a Chapter Master, must beware the short path to victory, must consider both the ends and the means, and must heed the example of Emperor and Primarch.

