

Deathwatch Procedure Summary

Tests (p202)

Percentile (D100) roll equal to or below Skill or Characteristic ± All Modifiers

Skill Type	Effect on Test
Untrained Basic	½ Characteristic (round down)
Untrained Advanced	Cannot test
Trained	Full Characteristic

Difficulty Modifier (Max: ±60):	
Easy	+30
Routine	+20
Ordinary	+10
Challenging (default in combat)	0
Difficult	-10
Hard	-20
Very Hard	-30

Degree of Success / Failure (DoS/F):

1 for every full 10 below / above difficulty

Getting Bonuses and Rerolls

Spend a Fate Point (p204)

Take a Free Action and **spend 1 Fate Point** from your Marine's current pool.

NOTE: Your Fate Point pool **restores to maximum between sessions** or under special circumstances in the same session (GM's call).

Trigger a Demeanour (p32)

Once per session, you can trigger **either**:

- Your Marine's Chapter Demeanour
- Your Marine's Personal Demeanour

NOTE: This is a **major character event** where your Marine either exemplifies or struggles with the Demeanour you choose to trigger.

Give this exemplar moment / epic conflict its due in your description and roleplaying.

Improvement (p33)

If you roleplay your triggered Demeanour well (player group's call), you **double your chosen reward** (before dice are rolled, i.e. remove 2D10 damage instead of 1D10).

Fate and Demeanour Rewards (p204)

Spending 1 Fate Point or triggering a Demeanour grants your Marine one of the following:

- **Re-roll** a failed test once. The re-roll's result is final.
- Gain a **+10 bonus** to a test (before dice are rolled).
- Add an **extra Degree of Success** to a test (after dice are rolled).
- Automatic **10 + Ag bonus on Initiative**.
- **Enter Squad Mode** without a Cohesion Challenge.
- Instantly **remove 1D10 Damage** (does not affect Critical Damage).
- Instantly **recover from being Stunned**.
- Regain **1 lost Cohesion point**.
- Gain a **+1 to Rank** for the benefits of a Solo Mode ability.
- Remove **one level of Fatigue**.
- **Killing Strike:** When taking an All-Out Attack, opt before rolling to make your Marine's **melee attacks for this round impossible to parry or dodge**.

Other Bonuses and Re-Rolls (p36)

Starting talents, traits and implanted organs provide your Marine:

- +10 to hearing- and sight-based tests.
- +0 Awareness test: detect poisons or toxins by taste; -20: detect by smell
- +20 Toughness test vs. ingested poisons
- +30 Toughness test vs. gases.
- Re-roll failed Willpower tests to avoid or recover from pinning.
- Re-roll failed Toughness test vs. poisons and toxins (incl. Toxic Quality), extreme temperatures, drowning, asphyxiation.
- Unarmed damage: 1D10 + Str bonus; does not count as Primitive.
- Str 45+: Can fire heavy weapons at Semi- or Full-Auto Burst rate without bracing; no -30 un-braced penalty.

Also check your **Armour (p161)**, **Chapter Trapping (p169)**, **Wargear (p171)**, **Mission Oath (p228)** and **Abilities in Solo Mode (p213)** and **Squad Mode (p219)** (including your **Speciality's Ability (p68-90)**) for more.

Deathwatch Procedure Summary

The Combat Round (p234)

1. Surprise Round (p235).
2. Initiative (p235): 1d10 + Ag bonus.
3. Determine Order.
4. Take Turns.
5. End of Round.
6. Repeat 4-5 until combat over.

Available Actions

During Own Turn:

- 2 Half Actions or 1 Full Action
- Free Actions (GM's call)

Outside Own Turn:

1 Reaction

Action List (p237)

Free Actions

- Spend **1 Fate Point**
- Drop from Squad Mode to **Solo Mode**
- **Make a Cohesion Challenge to enter Squad Mode:** $D10 \leq \text{Kill-team's current Cohesion}$

Half Actions

- **Aim:** +10 to attack (must be next action)
- **Move:** Up to Ag bonus in metres.
- **Ready:** Draw weapon / prepare item (If Marine: Free Action for pistol, basic weapon or one-handed melee weapon).

Full Actions

- **Aim:** +20 to attack (must be next action)
- **Move:** Up to (2x Ag bonus) metres.
- **Run:** Up to (6x Ag bonus) metres. Enemies test BS-20 / WS+20 to hit you.
- **Enter Squad Mode:** Cohesion must be ≥ 1 and Marine must be in Support Range

Reactions

- **Dodge:** Dodge test to negate attack.
- **Parry:** WS test with parry-capable weapon to negate attack.

Reloading

May be Half, Full or 2x Full (see weapon stats)

Attacking (pg 244)

1. **Apply Modifiers** (p246-8).
2. **Test.** (Does target Dodge or Parry?)
3. **Determine Hit Location:** Invert attack test dice and consult table on p244.
4. **Determine Damage per hit.**
 - # DoS = minimum result on single die (player's choice if 2+ damage dice).
 - Natural 10 on any die? Check Righteous Fury (p245).¹
 - Weapon Special Qualities (p142-144)
5. **Apply Damage.** Subtract Armour Value and Toughness Bonus (unless attack bypasses either); record remaining. If target's total Damage > Wounds, excess is Critical Damage.²

Attacks

Standard: Challenging* Half Action. 1 hit.

*Ranged attack difficulty is based on distance:

- *Point Blank (Routine):* \leq Two metres.
- *Short (Ordinary):* 2m to $<50\%$ range.
- *Medium (Challenging):* 50% - $<200\%$ range.
- *Long (Difficult):* 200% - $<300\%$ range.
- *Extreme (Hard):* 300% - 400% range.

All Out Attack: Full. WS +20 test, no Dodge or Parry.

Charge: Full. WS+10 test. Move (3x Ag bonus) metres.

Full Auto: Full. BS+20 test, +1 hit every DoS.

Semi Auto: Full. BS+10 test, +1 hit every 2DoS.

Injury and Damage (p250)

Always **compare the character's total Critical Damage** when consulting the Critical Damage tables.

Saving Your Marine's Life (p205)

If your Marine is about to die (certain), you can **burn a Fate Point:** Spend 1 Fate Point (if available) and **reduce your Marine's maximum Fate by one.** This lets your Marine survive the fatal event – but only just.

¹ Deathwatch Training: Your Marine automatically confirms Righteous Fury vs. alien targets.

² True Grit: Critical Damage to your Marine is halved (rounding up).