

## Heretical LARP: Rules v1.0

### Plot line for tomb of lost souls

#### Space hulk- tombs of lost souls 15th December 17th December

**Members of many honoured chapters are given summons on behalf of the mysterious elite Deathwatch. Invite to engage an alien menace threatening the emperor's sacred moons of Kelthy 4. The resting place of many heroes of the rift wars crusade against the alien menace of the Necrons. Located deep in the Charadon sector with in Ultimate segmentum.**

In the unquiet vastness of the Ultima Segmentum, The Ork Empire of Charadon is the largest and most long lasting Ork Empire in existence and has been a bane of the Ultima Segmentum for countless centuries. Until recently, the expansion of the Charadon empire has been limited by the Ultramarines and forces led by Librarian Tigurius have made surgical strikes upon the Arch-Arsonist's forces, preventing them from being able to organize a full scale Waaagh! into Ultramar itself. However the Ultramarines efforts are beginning to wane in the wake of Tyranid encroachment into Ultima Segmentum.

Ever increasing tendrils of the Tyranids are combated by the wider imperium leaving vast swathes of the imperium vulnerable to encroachment and conquest by Chaos and Xenos threat. Vast space hulk appear with greater regularity often infected by genestealers and worse horrors along side the possible great rewards and plunder so enticing to pirates and Rogue traders.

Even before Genestealers were revealed as being a part of the Tyranid race, their infiltration of human worlds is a dire threat. A single Genestealer or infected human on a planet can easily lead to the corruption of the planet's entire human population. Once a cult achieves numerical advantage, the planet becomes doomed. At a certain point the only sensible option would be to sterilize the planet through exterminatus. With such things in mind the secretive institution of the Inquisition give order to the Deathwatch to combat this increasing threat. With the Deathwatches forces stretch thin and the members of the Astartes in great demand call has gone out to the faithful and the elite of all Imperial forces to join in the purges.

A vast space hulk dubbed the 'Tomb of lost souls' has appeared out of the warp and has stabilised its presence in real space for a time. Slowly approaching the embattled lines of Ork and Imperial lines time grows short. If the Orks gain the Hulk it would spell the end for many Imperial worlds in the sector. Worse still alien life has been detected within the hulk in great numbers and risk of Xenos infection is a greater danger to human life.

The Deathwatch are a unique and specially trained Chapter that dedicates its every hour to xenos hunting. They are the Chamber Militant of the Ordo Xenos, charged with protecting it in its search of information, containment, and ultimate destruction of all xeno species. Consisting of Battle-Brothers drawn from many Chapters, along side the elite and bravest

the Imperium have to offer in its greatest hour of need. the Deathwatch operates from Watch Fortresses and Watch Stations across the whole of the Imperium.

Transported on one of the Deathwatches great ships the chosen few prepare Bolter and blade, las carbine and bayonet. Guardsman, Mechanicus, Commissar, Space Marine, and other elite men and women of the vast Imperium prepare tactics and gear to face an unknown enemy in the close confines of ship to ship battle.

## **Prologue**

In the black of space, in a section devoid of anything other than the wreckage of the unfortunate. The Immaterium burst open like over ripe fruit. Ripping wide, spewing the warp into real space, a riot of colour and fire. Mad things spawn to cursed life briefly before dying back to whence they came. A massive form pierces its way into the void. A shape of twisted metal, rock and formless mass, wreathed in the smoke and flames of its birth and translation into the unquiet vastness of the Ultima Segmentum.

The enormous hulk twisted its way in inevitable slowness of unfurling doom of planets. Drifting in a terrible certainty towards the sectors core the space hulk had appeared a handful of times all over the imperium, always to damnation of entire sectors. War and death followed ever in its wake. It is dubbed 'The Tomb of Lost Souls' by the Inquisition. A treasure trove of lost tech and artefacts, a magnet for pirates and rogues.

The 'Tomb of Lost Souls' approach's the embattled lines of Ork and Imperial lines and time grows short. If the Orks gain the Hulk it would spell the end for many Imperial worlds in the sector. Worse still alien life has been detected within the hulk in great numbers and risk of Xenos infection is a greater danger to human life.

A sleek ship slips out of the Immaterium on an intercept course, burning bright in the black. A fast battlecruiser of the Deathwatch, 'The Righteous Sunblade' easily catches up to the mighty Spacehulk and matches course and speed. Within the ships flanks ports slam open and great maws open wide aiming the Imperiums might at the abomination.

Preparations are made. Men and women brace for the assault. The imperiums will made manifest.

## **Health, Safety & Kit Policies**

Each and every person who attends an event (Staff, NPC's or Player) has a duty to ensure that they, themselves and others around them are safe, well and are able to participate at an event at all times. If that is not the case they are to immediately call out any problems that they may see to the closest Referee."

The above statement is intended to reinforce the fact that it is everyone's responsibility to ensure their own health and safety as well as keeping a watchful eye on everyone and everything. If we all do our part, then any issues that will arise can be dealt with quickly and minimal interruption.

All blasters [Nerf, Buzzbee, etc.] must confirm to the below specifications. If they do not then they will not be allowed for use. Any failed blaster will be recorded and passed back to the

player to store safely until they leave the event.

### **Blasters**

The below are guidelines for all foam dart, ball and disc blasters to be used within the system. These guidelines are designed to provide a good representation of realistic projectile weapons.

- Blasters must be free from any sharp or broken edges, protrusions or fragile parts.
- All blasters are required to be checked at the start of an event by a weapons checker.
- Modified Spring Blasters and electric Blasters must checked as safe by a weapons checker before use,

### **Weapons**

The common standard specifications for melee weapons manufactured within the United Kingdom for the purposes of Live Action Roleplay (LARP) are used by the system.

- Minimum of 12mm of high density closed cell foam on a striking edge.
- Minimum of 5mm of high density closed cell foam on a non-striking edge.
- Foam must be securely attached to a non metal core and should not be able to twist along the core.
- Weapon tips must be reinforced with rubber, leather, nylon cloth or similar material,
- A minimum of 25 mm of closed cell foam from the tip of the weapon to the start of the core.
- The weapons coating and foam should be in a good state of repair with little to no tearing of the latex or foam.

### **Thrown Weapons**

All thrown weapons must meet the criteria below, which may vary from other LARP systems, so please read carefully.

- All thrown weapons are to be coreless.
- A thrown weapon is to have a minimum of 50 mm in diameter (size of an eye socket).with no hard edges or corners.

### **Bows and Crossbows**

All bows, crossbows or similar stringed projectile weapons must confirm to the following specifications below.

- Bows and crossbows draw weight must not be more than 13.6Kg (30lbs) at full / user's draw.
- Bow construction must be of fixed limbs (at draw) and not adjustable by any means.
- Bows and crossbows (including limbs) must be free from any defect or cracks.
- Crossbows allowed are those designed for LARP use only, no commercial ones allowed.
- All arrows and bolt heads are to be a minimum of 50mm in diameter with a layer of low density padding on the front.
- Arrow and bolt heads are to be securely attached to the shaft, any movement will be an instant weapons fail.
- Shafts may be of wood or fibreglass construction with no splits or cracks in, or along the shaft.
- Shaft tip ends must have a strong reinforced tip (thick leather, nylon cloth, etc.) to prevent the heads working or tearing loose from the arrow or bolt head.

- Arrowheads must be constructed of high density closed cell foam that attaches to the shaft.
- Nocks must be in pristine condition with no signs of damage to them.

### **Shields**

All shields or other mobile barriers that are used to 'block' or hide behind must conform to the below specifications.

- Minimum of 12mm of high density closed cell foam on all edges.
- All other surfaces must have 5mm of high density closed cell foam on them.
- Straps and handles must be adequate for the user to hold the shield securely and have NO exposed metal fastening.
- Shields can be used to block blows, arrows, darts or discs. But may not be used as a weapon!

### **Armour & Equipment**

Armour and equipment each person carries while attending an event must conform to the below specifications.

- All metal armour must be free from any sharp edges, studs (more than 2mm high), protrusions or fragile parts.
- Chain mail links must be closed and flat at the junction.
- Any 'spiked or studded' foam armour must be shown to a Weapons checker, before Time In.

### **Physical Contact Safety (Including IC grappling & searching)**

There will be times when a player will receive physical contact from another person, this may be as simple as someone using an IC medical kit to heal another character's wounds, or it may be that they are being searched. Regardless of the reasons, please follow the basic rules below:

- Always inform the person you are in physical contact with, what you are doing and how you are doing it.
- Always keep contact to the minimum of what is required.
- If they ask to you to stop, then stop immediately.
- If the player gives consent to roleplay a physical struggle, then be conscious of each other, the surroundings and other players.
- Do not touch or go to touch people inappropriately.
- IC grappling can be done without physical contact to the target, but requires three people to surround the person and link hands. If you are the target of this, you are considered physically restrained and must follow the directions of your captors.
- To search a person: the searcher simply holds their hand over the location (no contact required) for 1 minute. Once done, the person being searched must give over the full contents of that location. Pouches or bags attached to the person are considered to be part of the location they are attached too, for example, belt pouches are part of a belt search.
- Do not barge, charge into or leap over or on to another player, especially if they're part of a shield wall.

### **Character Behaviour Guidelines**

Being IC is not an excuse to act in an offensive or upsetting manner, players that breach the guidelines will be held accountable for their actions by the event ref.

Anyone wishing to play a character that holds an extreme belief or view and/or could be considered as acting in an extreme fashion is to follow the below guidelines:

- Let the Event Referee know prior to an event if you are playing something that is intended to and / or may provoke severe emotive responses from others.
- Continue to be conscious of your impact to players both IC and OOC at all times.
- If in doubt about an IC action, consult the event ref at the earliest opportunity.
- If you do or think you may have overstepped the mark, speak to the event ref as soon as possible and they will help you resolve the situation as quickly and amicably as possible.
- Players that have an OOC issue with someone's IC behaviour are asked to speak to the event ref first, before taking any other action.

### **Alcohol & Intoxication**

Where an event allows alcohol, each and every player that indulges will assume responsibility for knowing their limits and to act in a safe manner at all times. Anyone observed by a ref displaying signs of inebriation or compromised judgement will be dealt with immediately for everyone's safety.

### **Combat rules**

Mainly the combat will be of a heroic style with all blows and hits reacted to accordingly from both the crew and players giving a much more realistic and rewarding game. now to the actual guidelines of the combat

Hits - unless skilled or briefed differently all folks have 3 hits. a standard hit can either be a flurry of melee weapon blows (rule of thumb is 1 hit = 1 seconds worth of hits or a flurry) or a single or burst of bullets. again these are geared towards being a guideline and we stress that roleplaying damage appropriately will be the most rewarding. The hits break down to in the case of a base level human.

1st hit = 'WOUNDED' wounded and bleeding this means you have been cut/shot/mauled/etc but can soldier on and do actions normally within reason (remember to roleplay the appropriate wound, i.e. shot to the shoulder will be painful to use that limb or a couple of knife wounds to the stomach will be very painful to move about) at combats end these will need to be tended within 5 minute count or will progress to 2nd wound conditions.

2nd hit = 'SERIOUSLY WOUNDED'. This is when limbs are incapacitated and useless, in the case of body or head you are in a great deal of pain and bleeding out. At this stage you can still act but with great difficulty (wound specific damage roleplayed out, i.e. leg wound would mean crawling or limping, arms would be unusable for the most part and body would be very painful. roleplay out the injuries as you feel is appropriate) for the sake of rules there is a bleed out count of 5 mins from the point the combat ends and the adrenaline settles till it counts as a 3rd hit and you fall over unconscious from blood loss and shock.

3rd hit 'INCAPACITATED'. Unconscious at this stage you fall over and are unconscious from

your wounds. you are in trouble at this point and from the point of unconscious you have a 5 minute count until death claims you. Death however may not be the end....

Guns and ammo - Nerf or equivalent only (and must be painted to a more realistic look for the immersion of the game world) As you have seen from the above combat is very dangerous and the same is true for firearms. The weapons are all firing specialist ammunition prepared by the armourers of the different factions for their operatives. (be it bolt rounds, las blasts, silver hollow point sanctified bullets or teflon coated armour piercing flechette rounds they all have the same effect on the target) The weapons either fire big single shots or bursts. each salvo strike on the target counts as one hit regardless of however many rounds strike the target, again rule of thumb is 1 hit per 1 second of shots. this represents loosely the difference in calibre of round fired. (There is special rounds with additional effects but we will come to that later)

ammo is not reusable in the game - one shot=1 round of ammunition.

melee weapons - This relates to the two forms of melee weapons available in the game, improvised and Crafted weapons

improvised weapons - improvised weapons like for example broken bottles, spanners, kitchen cleavers, rolling pins, rotary slab cutter saws, domestic chainsaws (larp safe only please) are usable for three combat encounters before they are used up/broken/out of fuel/or otherwise busted. the combat encounter is from the moment the violence starts to the moment you can catch your breath - you will know when it's over. Once the weapon reaches the end of it's useful period then it is destroyed and no longer usable. This is very much an honesty system so it is up to you to gauge how much damage/use an item has. (when it's done discard appropriately aside or give to refs as appropriate) Weapons of this type never do anything speak all, their as base as you can get.

Crafted weapons - Crafted weapons are the specialist tools of the various factions to deal with any threat arrayed against them. Be they power/chain sword of the Astartes or the warhammer of the Mechanicus. military grade weapons made for durability, laced with charms/silver/wards to fight evil and the more supernatural in the dark. These weapons are the tools made for the conflicts of the 40k universe, designed to sunder armour and rend flesh in equal measure.

Crafted weapons will last the entire day (24hrs) before they need to be resharpened/blessed/repared but consequently need skills and resources to do so and return them to the fight. weapons not repaired in this manner are deemed to be useless till they are repaired. If a weapon in a state of disrepair is used before it is repaired it is destroyed permanently.

Sanity - A player normal starts off the adventure well grounded and quite sane, possessing a good working knowledge that there things that go bump in the night (some players may wish to tweak this depending on their characters story or in the case of a surviving character the lingering effects of the last horror to try to kill them) some situations will damage this and increase the player's level of insanity. the more levels you have the closer to jumping into the



Daemon of Khorne or shot by a Turbo laser. A strike from a Destroyer call bypasses all armour and reduces body hits to zero.

### **Smite**

An empowered strike from a psy enhanced weapon such as a Force halberd or Nemesis weapon. With this call and a successful strike to an armoured location reduces that location by one point of effectiveness. In addition the target is knocked back/struck down as appropriate. This is permanent until a field repair can be applied or Armour repair is carried out.

### **Strike down**

Some weapons such as Thunder Hammers and mauls have enough power to knock even genestealers on their back foot. A blow from this weapon when empowered has significant force expelled on a strike. A successful strike to a body location will knock the recipient down/back as appropriate. A strike to any other location should be role played out. Armour does not lose points of effectiveness. (To clarify either a weapon can rend or it can strike down in one successful blow)

### **Rend**

**Weapons** - This call represents the specialist ability of some close quarter weapons ability to deal with armoured foes. Whether this is due to power weapons disruption field, armour rending teeth additions to chainswords or humming transonic blades. With this call and a successful strike to an armoured location reduces one point of effectiveness to the armoured location. This is permanent until a field repair can be applied or Armour repair is carried out.

**Monstrous creatures** - Any creature/xenos with claws, talons or close combat appendage automatically causes rending wounds without the need of a call. For example if a Space Marine gets struck by a genestealer their armour takes a point of damage. (It should be noted that the one hit per second rule still applies. So a fast flurry of strikes is equivalent to a great strike and reduces armour effectiveness by one or one wounding) This is permanent until a field repair can be applied or Armour repair is carried out.

### **Armour piercing**

This call represents special ammo or ranged effects that will reduce armour by one point of effectiveness. If location struck is unarmoured or armour is reduced to zero effectiveness then a wound is taken. This is permanent until a field repair can be applied or Armour repair is carried out.

### **Incendiary**

Both a close quarter call and a ranged weapon call. Simply put a successful hit will add the effect of being on fire for a short time (90 seconds) as well as taking a wound. Organic targets will take one body hit per 30 seconds unless extinguished.

### **Toxic**

Both a close quarter call and a ranged weapon call. A successful hit will add the effect of being affected by powerful toxins/virus/disease for a short time (90 seconds) in addition to taking a wound. Organic targets will take one body hit per 30 seconds unless treated. Even if dealt with in the field the affected individual will have lingering effects that may have long lasting consequences in game unless properly treated.

### **Impale**

Weapons with this ability bypasses armour to deliver a strike directly to the location as if it was unarmoured. Armour is undamaged by the strike.

## Character creation

Here is your first step to glory. Below is a list of archetypal characters to choose from each with some prerequisite talents to start. Following on from your choice of character type is a list of talents to choose from. A starting character starts out with six talents in total. So for example my first choice is to play a Spacemarine devastator i choose Heavy weapon specialty and marksman award to backup the talents power armour, two additional body hits and diversity included with the character archetype. So chosen i am a Power armoured warrior of the Ravenguard armed with a bolt pistol, combat knife and Heavy bolter with a Armour piercing load. The list is far from comprehensive and you should feel free to play around with what works for your character style. Feel free to ask us any questions.

## Character archetypes

**Adeptus Astartes**-The Space Marines or Adeptus Astartes are foremost amongst the defenders of humanity, the greatest of the Emperor of Mankind's warriors. They are superhuman; having been made superior in all respects to a normal man by a harsh regime of genetic modification, psycho-conditioning and rigorous training. Space Marines can suffer wounds that would kill a lesser being several times over, and live to fight again. Clad in ancient Power Armour and wielding the most potent weapons known to Man, the Space Marines are terrifying foes and their devotion to the Emperor and the Imperium of Man is unyielding. They are the God-Emperor's Angels of Death, and they know no fear.

### **Spacemarine - Devastator, Assault, Tactical**

Skills- power armour, two additional body hits, Diversity

### **Apothecary Space Marine**

Skills- power armour, two additional body hits, Medicae powers lvl 1

### **Tech marine**

Skills- power armour, two additional body hits, Mechanicus powers lvl 1

### **Librarian Space Marine**

Skills- power armour, two additional body hits, Psyker powers lvl 1

### **Scout marine**

Skills- Scout armour, one additional body hit, Scout

### **Chaplin**

Skills- power armour, two additional body hits, emperor's wrath

## Adeptus Mechanicus-

The Adeptus Mechanicus is a technological organisation, often known as the *Priesthood of Mars*. It holds a monopoly on technological knowledge in the Imperium. Their Forge Worlds turn out the Imperium's most powerful and advanced weaponry and equipment. The organisation's adepts, the *Tech-priests*, are vital in maintaining much of the Imperium's more technologically advanced equipment, not the least of which is the Emperor's life-sustaining Golden Throne. Skitarii are armies of specially augmented cybernetic warriors sworn to a specific Forge World and serve alongside the Collegia Titanica and Taghmata Omnissiah as the military forces of the Mechanicum. It is a term equivalent to the Imperial Guard as it generally includes almost all combat personnel and armour that the Mechanicus possesses.

### **Magos**

Skills- Fabricator, Mechanicus powers lv1, Machine speak

### **Tech-Priest Enginseer**

Skills- Machine speak, Mechanicus powers lv1, mechanicus bounty

### **Skitarii Ranger**

Skills- Skitarii body armour, Ranger, mechanicus bounty

### **Skitarii Vanguard**

Skills- Skitarii body armour, mechanicus bounty

### **Servitor**

Skills- Painless, Three additional body hits, resilient

### **Astra Militarum-**

**Imperial guard soldier, sniper, grenadier, Medic, Chirurgion** - The Guard forms the very backbone of the Imperium; without it, Mankind would surely perish. The Guard possesses the courage and the manpower to face and annihilate the enemies of the Emperor across the galaxy.

Skills- Imperial body armour, the guard

**Commissar**- Commissars are special Imperial officers assigned to Imperial Guard regiments and Imperial Navy ships, whose purpose is to enforce discipline and devotion to the Emperor of Humankind.

Skills- Litany of hate, power weapons, command

**Stormtrooper, Kaskrin** - Tempestus Scions, also known as Stormtroopers are the elite shock troops of the Imperial Guard and Militarum Tempestus. They are trained to carry out special operations such as deep strike assaults, reconnaissance and infiltration beyond enemy lines. Storm Troopers are the very best soldiers the Guard can call upon, being trained to the peak of human perfection.

Skills- Imperial body armour, elite soldier,

**Navy Bondsmen** - The Imperial Navy is one of the armed forces employed by the Imperium. While the Imperial Guard is responsible for the Imperium's ground forces, the Imperial Navy is responsible for the fleets of warships that soar between the stars and planets in the Imperium.

Skills- Void armour, void war weapons

### **Adeptus Arbites Enforcer**

Skills- Flak armour, arbites weapons,

### **The Inquisition-**

#### **Interrogator, Crusaders**

Skills-

#### **Imperial Psyker**

Skills-

#### **Inquisitor Ordo Malleus, Inquisitor Ordo Xenos, Inquisitor Ordo Hereticus**

Skills-

#### **Assassin, Death cult assassin**

Vindicare Temple - sharpshooters, specialists in sniping and marksmanship.

Callidus Temple - chameleons, specialists in infiltration and impersonation.

Eversor Temple - berserkers, drug-fuelled killing machines.

Culexus Temple - pariahs, psykers are their exclusive targets.

Skills-

### **Rogue Trader**

Skills-

### **Adepta Sororitas-**

**Celestian, Seraphim** - only the very best Battle Sororitas are elevated to the rank of Seraphim and are generally organized into specialize squads. Seraphim receive special training and equipment.

Skills- Power armour, Diversity

**Dominion, Retributor** - Battle sororitas with special and heavy weapons specialisation.

Skills- power armour,

**Hospitaller** - combat medic

Skills-

### **Battle Sororitas**

Skills- power armour, one additional body hits, Diversity

**Missionary, Priest, Cleric, Redemptionist, Hierophant**

Skills-

### **ARMOUR**

There are many marks of armour in the Imperium ranging from the technological marvels of power armour to the more mundane plates making up the humble imperial guardsman's Flak jacket and everything in between. Armour like the medieval equivalent back in the distant past was very effective at what it was for and in response weapons improved to counter their protection.

Our representation of how armour works is they each have a value of armour points from one being the lowest value and increasing as to its ability to take damage before it is considered violated. (zero armour points)

Mundane melee weapons striking an armour location will cause no damage to either armour or the body hits. (A note that the hit still has mass and should be roleplayed appropriately, bigger the hit the more reaction). For example a cultist wielding a rusted length of pipe with a dagger rammed on it swings viciously at a guardsman striking a firm blow to the chest then the left arm, the body armour absorbs the blow to the chest merely knocking him back. The blow to the arm however is unarmoured and savages the guardsman's arm causing a grievous wound.

Ranged attacks on armour is more dangerous and unless stated on the armours ability being struck by projectile weapons is far more dangerous. A solid round or volley striking armour locations will do a single point of damage to the armoured location. It takes significant armour to be able to absorb the sheer variety of lethal ammo and capabilities of the Imperial war zones. There are however weapons able to breach Power Armor and even Terminator armour with seemingly little effort.

When armour has been reduced to zero then additional strikes to the location causes wounds to the location. The armour remains at zero until effective repairs are made.

**An additional note on armour in the vastness of the Imperium is that many suits are also void sealed or environmentally sealed. If the armour description allows and a full helm is worn additional benefits will be enabled along with immunity to vacuum and atmospheric effects.**

**Flak armour**- Basic all purpose ballistic armour both easily manufactured and maintained. Flak armour has either one armour point per covered location in its lightest iteration or two armour points for a considerably bulkier set.

**Power armour**- power armour is one of the ultimate protections in the imperium. A full suit has a number of advantages to the wearer. If worn with helmet the suit is a sealed environment and confers immunity to gas and biological attacks. (only while helm is worn) Power armour has a value of **six** armour points and is immune to mundane weapons and projectile weapons, it requires armour rending abilities to damage the armour such as rending weapons or piercing rounds. (See calls for more detailed descriptions) Once armour points value falls to zero the armour is considered violated and additional hits are taken as wounds.

**Scout armour**- Robust combat armour developed for the scout requirements of the scout roles required of spacemarine neophytes, Scout armour has **two** armour points.

**Skitarii body armour**- Part armour, part implants and augmetics, Skitarii armour is developed with the harsh reality of the universe in mind. Skitarii body armour is immune to radiation and possesses between **two** and **three** armour points depending on being medium armour or heavily reinforced bulky armour.

**Imperial body armour**- robust plates and fabrics easily massed produced for the many many warzones of the imperium. The many marks and styles have a armour points value of **two** points for standard flak armour, **three** armour points for reinforced plate and heavy flak armour to **four** points for massive warplate.

**Void armour**- Developed for the terrors of void combat. With helmet worn suit is a sealed environment and immune to Gas, Biological and Radiation damage. Void armour has an armour value of **three**.

**Arbites weapons**- Through special training and vigorous testing the character has gained trust and access to training in the use, maintenance and repair of the Imperial armouries of the Imperial Arbites. The character has access to use of a single heavy shotgun and special ammo, Power mauls and Riot Shields, Hand cannons and Webbers.per mission, Each weapon has its own abilities and rules.

**Armour monger**- Able to repair and manufacture armour, return the Imperiums armoury of war back to fighting form. Any piece of armour rendered inoperable can after an appropriate amount of time be returned to its full fighting form. For example a suit of power armour having lost two armour points can have them filled and patched up for one armour point per 1 mins of repairs. This represents battlefield repairs of resins and polymers sprays and the like returning the suit to fighting form and after mission the armourer can affect more proper reverence and repair.

**Armour of contempt**- By the firm and uncompromising faith in the emperor, the unyielding belief in the wrongness of the xenos can the soul be fortified against the enemies of humanity. Upto three times a mission can the personal faith be used to bolster a defence

against corruption. Up to three times a mission a mind effect can be resisted.

**Assassin strike**- The secrets and technique of the assassins path are many and deadly. Three times per mission a single weapon strike can be enhanced with focus to deliver a rending strike. See rend in calls for details

**Augmetics**- The Imperium is a dangerous place and limb replacement a both necessary and often viewed as an improvement on the fallibility of humankind's weak flesh. One or more limbs have been replaced by a bionic excellent which is both harder and stronger than the original. Consider location to be fully armoured and blows to the limb do not count as wounding. For example augmetic arm would count as having two armour points and rendered unusable after being reduced to zero. Further hits there however would not cause any further injury or blood loss. Damage can be repaired by a suitable mech repair.

**Banish**- Faith in the Emperor and the purity of soul made into a weapon against the never born. A faithful warrior of the Emperor can banish the lesser servants of chaos back to the warp. With suitable preparation of soul and the focus of ritual a Deamon can be banished completely and be unable to reappear for a 100 years and a day. (Game terms if for example a ritual circle is drawn in talc/chalk upon the floor and the Deamon enticed/maneuvered/forced into it. The Deamon will be trapped and vulnerable to being ritually banished by the character.)

**Chaplains due**- A formal sign of entente between the Ecclesiarchy and the Space Marines is the Rosarius, a holy symbol against the gathering dark. Once per mission the chaplain can ignore one special close combat call such as rend or destroyer.

**Command**- Through purity of spirit and the conviction of desire the strength of will can give weaker minds pause. Three times a mission the characters resolve can be made manifest and a simple command given to friend or foe affecting all within earshot. For example if the Guards line is wavering and fear is spreading a good commissar can strengthen resolve and hold true the line. (In game terms a good speech about the virtues of the guard sung loud will mitigate the terror caused by an approaching horror to all that hears it or a throaty growled command of hold to a fleeing warrior under the effects of a mind ability will be freed from the ill effects)

**Cybernetics**- Elements of their form have been replaced by superior mechanical replacements such as an eye or lung. Depending on the replacement depends on what affects the character gains.

**Demolitions Expert**- The armouries of the Imperium are vast and destructive. The character has access and the knowledge to arm and disarm a large variety of the high explosive and more exotic wargear available to missions. (see a ref before missions for mission pertinent details)

**Deny the witch**- Cursed in the eyes of many, however the Imperium has a use for all in its wars, even those with no soul. Pariahs. Black holes in the void offer a total immunity to warp powers, psykers and demonic powers. That's all powers beneficial as well as offensive, you can never benefit from anybody else's abilities, or be healed by psyker power. The character infers all demons' wrath for the affront of existing.

**Dodge**- Due to unimaginable luck. Faith or extreme training once per mission a single damage call suffered can be ignored on a call of 'Dodge'. No damage will then be taken. (Please roleplay it accordingly)

**Diversity**- A trained mastery of many forms of battle be it ranged or close. Access to the

wealth of weapons and gear of the Imperium such as chainswords, bolters, powerfists and Bolt rifles. Understanding of their inner workings and use in the crucible of war.

**Emperors wrath**- This is one of the emperors chosen faithful. This character gains the use of one of the holy relic weapons of the Imperial faith, In the case of the Space Marines Chaplain a powerful Crozius Arcanum.

**Elite soldier**- So familiar is this warrior with their wargear they are able to affect field repairs and maintenance in the worst conditions and even in the middle of a firefight. This character can return their weapon to a full working form after appropriate ministrations against mechanicus curses and malign interference.

**Fabricator**- Able to repair and manufacture equipment, return the Imperiums weapons of war back to fighting form. Any piece of equipment rendered inoperable can after an appropriate amount of time be returned to its full fighting form. For example a chainblade that has used its rending abilities quota up can be returned to its full quota of rending cuts after 1 mins of attention per ability.

**Flagellant**- A brutal monster given new life in the service of the Imperium. Both arms are powered flails or claws of burnished metal, feel no pain or fear and desire merely to destroy the enemies of humanity. Only fall when the life has been torn out and reduced to zero hits. Subdermal plating and healing augmetics increase to two additional body points which can stack.

**Hard as nails**- The Imperium has many horrors, this warrior has seen more than many and still is walking strong. This character can withstand horror and always takes one less insanity point when sanity points are damaged. See insanity for details.

**Heavy Weapons Speciality**- Through special training and vigorous testing the character has gained trust and access to training in the use, maintenance and repair of the Imperial armouries heavy weapons. The character has the use of a single heavy weapon per mission. such as heavy bolter and auto cannon. Each weapon has its own abilities and rules.

**Immune to**- Through mental training and fortitude the warrior has rendered themselves immune to a single mind effect. For example immunity to fear effects, immunity to sleep effects, immunity to command etc. can be taken multiple times

**Infiltrate**- Only the bravest walk in the shadows where the enemy is strongest. A character with this skill can opt to deploy first in or gain information on the layout of the target location.

**Interrogator**- Knowledge is power, gaining that knowledge is not necessarily bloodless. The character has both the tools and wisdom to ply the truth from the most reticent traitor. The character can **role play** torturing a captive for information and control the health of the target (ref required). Also have ability and chemicals to render most humans docile and unable to resist.

**Inspiring Presence**- The shining light of the Imperiums legions, banners hanging high inspiring victory. Requires a focus like a regimental banner or a musical instrument played. Using the focus as a rallying point can banish adverse mind effects assaulting the group. While focus is in play a area of protection and rallying is established 2m around them.

**Inquisition rosette**- Marking an individual as part of the Holy Orders of the Emperor's Inquisition, more commonly known as the Inquisition, are the powerful secret police of the Imperium responsible for guarding the souls of humanity. The purpose of the Inquisition is to identify and destroy the myriad of potential threats to the Imperium and humanity. Such is the Inquisition's power that it answers only to the Emperor. A bearer of the mark has high

status/rank if revealed. Maybe also be used to gain one random resource before each mission.

**Iron Halo Award**- Contained within is a powerful blessing of the emperor. Once per mission a single powerful ranged attack can be mitigated and ignored such as a lascannon round destroyer call.

**Litany of hate**- The rhetoric of the emperors faith bolsters the most pious soul. Chanting litanies of hate can inspire the front line to frenzy driving all else from their minds less the hate of the xenos. While keeping an inspiring speech going all in earshot are bolstered with resolve against fear and mind effects, also filled with righteous rage and anger against the foe. A true battle turner.

**Marksman award**- A specialist in ranged warfare. Has access to special ammunition for standard weapons such as Autoguns, Bolter weapons and Shotguns. Each mission you may acquire a standard mag of either incendiary ammo or armour piercing. See gear descriptions for details.

**Mark of the Deathwatch**- One of the chosen few to bring the fight to the xenos menace. A member of the Deathwatch often brings the use of the Xenos weapons to bear back upon them, anyone else attempting such would be considered a heretic of the blackest kind. Such is the trust placed in these heros. The character has access to a single xenotech weapon per mission.

**Machine Speak**- The secrets of the omnissiah. The blessed individual understands the machine code of the omnissiah's bounty and is able to understand, interact and repair complex devices and machines.

**Mechanicus bounty**- Through special training and vigorous testing the character has gained trust and access to training in the use, maintenance and repair of the Mechanicus armouries weapons. The character has the use of a single special weapon per mission. such as the Radium carbine, plasma caliver, Omnissian axe and Taser lance. Each weapon has its own abilities and rules.

**Mechanicus powers lvl 1**- You have access to the Mechanicus abilities. Choosing from a single discipline you can memorise up to four powers at one time. (see **Mechanicus abilities** for details and descriptions)

**Mechanicus powers lvl 2**- You have access to the Mechanicus abilities. Choosing from a single discipline you can memorise up to seven powers at one time. Requires previous level purchase (see **Mechanicus abilities** for details and descriptions)

**Mechanicus powers lvl 3**- You have access to the Mechanicus abilities. Choosing from a single discipline you can memorise up to ten powers at one time. Requires previous level purchase (see **Mechanicus abilities** for details and descriptions)

**Medicae powers lvl 1**- You have access to the Medicae abilities. Choosing from a single discipline you can memorise up to four powers at one time. (see **Medicae abilities** for details and descriptions)

**Medicae powers lvl 2**- You have access to the Medicae abilities. Choosing from a single discipline you can memorise up to seven powers at one time. Requires previous level purchase (see **Medicae abilities** for details and descriptions)

**Medicae powers lvl 3**- You have access to the Medicae abilities. Choosing from a single discipline you can memorise up to ten powers at one time. Requires previous level purchase (see **Medicae abilities** for details and descriptions)

**Nerves of steel**- The Snipers ability to hold target in the most confusing battles. While using a scope on a rifle weapon they are afforded protection from fear while targeting. Affect ends on the trigger pull.

**Painless**- either through injury or design the character can feel no stimuli such as pain or physical discomfort. Immune to physical torture and pain effects.

**Power Weapons**- The Warrior has access to the relics of the Imperium, namely the rare and powerful range of deadly blades and exotic gear forever the bane of the armoured foes of the imperium. You gain the use of a single powerful artifact power weapon. (Each weapon is individual and rules attached to it)

**One additional body hit**- Through training or genetics you are far tougher than the norm. You take one more hit before being incapacitated. For example first hit you are wounded. Second hit to same location is wounded. Third hit you are seriously wounded and bleeding out.

**Two additional body hits**- Through training or genetics you are far tougher than the norm. You take two more hit before being incapacitated. For example first hit you are wounded. Second hit to same location is wounded, fourth hit you are seriously wounded and bleeding out. Requires previous level purchase

**Three additional body hits**- Through training or genetics you are far tougher than the norm. You take three more hit before being incapacitated. For example first hit you are wounded. Second hit to same location is wounded, by the fifth hit you are seriously wounded and bleeding out. Requires previous level purchase

**Psyker powers lvl 1**- You have access to the Psyker abilities. Choosing from a single discipline you can memorise up to four powers at one time. (see **Psyker abilities** for details and descriptions)

**Psyker powers lvl 2**- You have access to the Psyker abilities. Choosing from a single discipline you can memorise up to seven powers at one time. Requires previous level purchase (see **Psyker abilities** for details and descriptions)

**Psyker powers lvl 3**- You have access to the Psyker abilities. Choosing from a single discipline you can memorise up to ten powers at one time. Requires previous level purchase (see **Psyker abilities** for details and descriptions)

**Psychopathic tendencies**- Rage is life. The character has either through chemical or mental conditioning prone to psychotic rages when hyper stressed. Once per mission the character can opt to lose control/take chems to go berserk. For a count of 30 sec and blows struck do so with strikedown damage calls.

**Quartermaster**- Either a wise old veteran or ties to a good rogue trader this warrior knows where to find exotic ammunition. Through contacts you gain two medium clips of armour piercing ammunition. see armour piercing in calls for details.

**Ranger**- A warrior well versed in surviving in the harshest of environments on only their wits and courage. A character with this talent can repair up to one point of armour with three minutes of repairs. A character with this talent may also heal a single wound level with three minutes of appropriate roleplay. Either of these abilities may be used three times a mission total e.g. heal two levels of wounds and repair one level of armour in a single mission.

**Resilient**- through genetics or augmentation a resilience to plague and diseases are considerably enhanced. Plague/disease effects of lvl 1 and 2 can be ignored.

**Tactical Network User**- The Emperors wisdom made manifest. Powerful vox relay with real time link to command. A life line in the dark gaining and relaying vital intel.

**The guard**- The Imperial guard are the mainstay of the Imperiums defence. The warrior is of the blessed guard and has trained to face the hordes arrayed against humanity. The warrior has access to the Imperial guard armouries such as Autoguns and Lasguns.

**Toughness**- through genetics or augmentation a resilience to toxins and poisons are considerably enhanced. Poison effects of lvl 1 and 2 can be ignored.

**Scout**- A Warrior able to blend seamlessly into the shadows to hunt unseen. Able to meld with shadows and remain unseen. Getting unseen into cover and remaining still a skilled scout can blend into their surroundings. In game terms a player should used 5 seconds of appropriate role play, they should be concealed as much as possible and remain motionless with an arm in the air to represent the talent. As long as the player remains motionless they are undetectable by normal methods. It should be noted that if you are seen going into hiding there is a good chance you maybe be found out and detected.

**Special melee weapon training**-Through special training and vigorous testing the character has gained trust and access to training in the use, maintenance and repair of the Imperial armouries special melee weapons. The character has the use of a single special melee weapon each mission.such as thunder hammer and storm shield or lightning claws. Each weapon has its own abilities and rules.

**Special Weapons Speciality**- Through special training and vigorous testing the character has gained trust and access to training in the use, maintenance and repair of the Imperial armouries special weapons. The character has the use of a single special weapon per mission.such as the melta gun and plasma pistol/gun. Each weapon has its own abilities and rules.

**Veteran**- A great warrior of the Imperium has seen and done much in the service of the Emperor. A profound knowledge of the enemy, abilities and weaknesses are the hard won knowledge of the veteran.Before missions you may have access to some of the details pertaining to the possible threats faced (see a ref).

**Void War weapons**- Through special training and vigorous testing the character has gained trust and access to training in the use, maintenance and repair of the Imperial armouries Void War weapons. The character has the use of a single special weapon per mission.such as the Shotgun, Lascarbines and Volkite chargers. Each weapon has its own abilities and rules.

## **Psyker abilities**

### **General powers-**

**Smite** - Focusing their might into their weapon a Psyker can channel their will into terrible destructive energies. With this call and a successful strike to an armoured location reduces that location by one point of effectiveness. In addition the target is knocked back/struck down as appropriate. This is permanent until a field repair can be applied or Armour repair is carried out.

**Resolve** With cold certainty a psyker can bolster a power they are employing against 'Warp Disruption'. If a Psyker calls a Warp Disruption while you are chanting/focusing you can call Resolve and continue chanting/ focusing and keeping the ability employed in play.

**Warp sense** - By concentrating the Psyker focus and resolve a sense of the Warp can be gleaned from the surrounding area. Demonic presence, telepathic emanations or supernatural tensions become known to the Psyker.

**Warp Disruption** - throwing the full weight of their thought against the opposing Psyker the target Psyker loses focus and the effect they are focused upon is nullified. an employed Psyker ability is dismissed.

### **Biomancy powers-**

**Enfeeble** - Chanting terrible curses at the target a Psyker can cause crippling nausea, light headedness and debilitating pain rippling along their nervous system. While holding the targets attention with the chant they are unable to move, attack or defend themselves.

Effects last until the Psyker releases the target, gets distracted/disrupted or the target dies.

**Endurance** - With focused ritual and channeling of the vast Warp energies contained within the Psykers soul they can harden the flesh and bones of themselves or a recipient to make them more resilient. The target of the effect increases the recipient's body hits total by two for the duration of a mission.

**Life leech** - Pressing hands to the target the strength contained with the soul draws all the energy into the Psyker restoring and invigorating them. Every 30 seconds one body point is drawn from the target into the Psyker and restoring one body point to the Psyker. Effects last until the Psyker is fully restored, the Psyker concentration is disrupted or they stop concentration ending the effect.

**Regenerate** - With terrible certainty the Psyker pulls the flesh and bone together in agonising slowness of the recipient. With focus the Psyker regenerates one body hit per 30 seconds of concentration to the recipient until they are fully restored, the Psyker concentration is disrupted or they stop concentration ending the effect.

**Toxic siphon** - Whipping the filth and toxins into a vortex the recipient is messily and painfully purged of any and all toxins and poisons currently affecting the Psykers target. Laying the hands on the recipient and focusing the minds energies over a short amount of time draws any negative Poison/Toxin/Disease and nullifies the effects. It does not regenerate any body hits.

**Invigorate** - With the strength of their willpower the Psyker reaches within the targets soul and draws upon their reservoir of power. The target is temporarily raised to full body points for 10 minutes, after this the target loses the temporary hits and returns to the body count to what they had before the ability was used. Any wounds taken during the affected time are suffered as usual and if reduced to zero again will fall unconscious and be in a very bad way.

### **Telepathy powers-**

**Dominate** - A Psyker focuses their considerable intellect upon the mind of their lesser foe, with bristling confidence and clear voice the Psyker overrides the targets mind and commands them to the Psykers will. While under the influence the target is malleable to instruction but not at the cost to its life. The effect lasts until

**Precognition** - Before the mission begins the Psyker can employ this ability to gain insight into what may lay ahead in the vastness of the environment they face.

**Mental fortitude** - A powerful Psyker can harness the Warp vastness to fortify the mind against incursion from malevolent intrusion. With chanted mantra to bolster the Psykers resolve they can keep the intrusions at bay from claiming their mind and soul.

**Soul burn** - A vicious curse to visit to another soul. With concentration and channeled focus a Psyker can channel the baleful energies of the Warp in a blow so terrible to blast the targets soul out into the Immaterium to be preyed upon by what resides there. A blow that

must be struck to an unarmoured location to have full effect. Struck on a unarmoured location will render the target dead... completely dead as their soul is blasted from their body. A strike to an armoured location will blast the armour to zero points on that location and strike the target down.

**Rally** - Calling upon the reserves of will power within the Psyker projects an aura of courage that fortifies those around them. Anyone suffering from mind effects immediately rallies to the Psyker and while under the aura of the Psyker while the effect is in play is immune to further influence. Concentration can be disrupted by close combat strikes or another psyker attack of 'Warp Disruption' or if the Psyker ends the effect, they can no other action while maintaining the effect.

**Terrify** - Calling upon the horrors of imaginings within the Psyker they project an aura of horror that overcomes the senses of all in front of the Psyker in earshot of the terrible utterances of the Psyker. While evoking a tale of woe to the Psykers foes they are overcome with fear and unable to attack, weaker willed foe will run others fall to their knees. Concentration can be disrupted by close combat strikes or another psyker attack of 'Warp Disruption' or if the Psyker ends the effect, they can no other action while maintaining the effect.

### **Pyromancer powers-**

**Douse flames** - With potent mind denial to the natural tendency for flames to run wild. With strong forceful shout the Psyker reduces a flame or fire to nothing, destroying a flame shrouded weapon or causing terrible damage to flame manifestation.

**Fire shield** - With terrible purpose and chanting to the faith of the emperor the Psyker projects a barrier of heat around themselves burning away the bullets and beams thrown at them by the foe. Projectiles have no effect upon the Psyker while the chant is maintained, for as long as the chanting and concentration is upheld. Concentration can be disrupted by close combat strikes or another psyker attack of 'Warp Disruption'.

**Molten beam** - With pin point focus a beam of energy streaks out from the casters finger tip burning a neat hole through the target. The Psyker gestures and holds the attention of the target before releasing their power with a shout. The target body three body hits, the strike ignores armour

**Sunburst** - Summoning every ounce of rage and anger the Psyker draws all the fire in their soul to a point and striking the ground with a cry. A vast flash of burning light emanates in a rolling wave outwardly and anything and anyone within a metre of the Psyker receives one body point of burn damage which bypasses armour. Anything and anyone touching the Psyker also suffer Incendiary damage

**Blinding flash** - Summoning every ounce of control and will the Psyker draws all the fire in their soul to a point and striking the ground with a cry. A vast flash of light emanates in a rolling wave outwardly and anything and anyone without photo receptive protection will be completely blinded for a count of 10 seconds.

**Burning fist** - With intense concentration, the Psyker wreathed their fist in waves of fire. Their next strike in close combat does Incendiary damage lighting the foe on fire. The weapon in the Psykers dominant fist is for the next strike a flaming attack and the call 'Incendiary' be used. One use only.

### **Telekinesis powers-**

**Telekine shield** -With arms outstretched and shouting their faith for all the enemies of humankind to hear. A wall of force extends across a short frontage directly in front of the psyker blocking all incoming fire for as long as the chanting and concentration is upheld. Concentration can be disrupted by close combat strikes or another psyker attack of 'Warp Disruption'.

**Telekine dome**- Chanting to the Emperor and focusing their energies to summoning a bubble of force extending one metre around the psyker, anyone or anything within the dome are protected and immune to ranged weapons, bullets, bolts and blast. Whilst maintaining focus the dome stays in effect but the psyker is unable to take any other action. Concentration can be disrupted by close combat strikes or another psyker attack of 'Warp Disruption'.

**Psychic Crush** - With Terrible conviction of focus the target feels the full force of gravity increasing exponentially upon the target pinning and crushing them to the floor. The longer focus can be maintained the more damage inflicted, the target takes a single body hit ever 15 seconds till the manifestation is stopped or the target expires.

**Cursed mechanicum** - Warp energy coils around the targets machinery and workings causing it to malfunction and deactivate. Destroys one carried piece of equipment such as a gun or mechanical weapon. (Ability use example "By the will of His most righteous might I cast cursed mechanicum upon thy bolter")

**Force bolt** - With intense force of will the psyker throws a bolt of force at the target causing a single wound that ignores armour and shields.

**Warp Push** - By summoning the warp a powerful wave of force strikes the target and knocks them to the ground, stunning and disorienting them for a count of 10 seconds.

### **Mechanicus abilities**

**Repair armour point**

**Repair weapon**

**Purge machine virus**

**Binary chatter**

**Scanning**

**Technical knock**

**Mechadendrite use**

**Luminen shock**

**Hammer blow**

### **Apothecary abilities**

**Heal wound**

**Sedate**

**Antipsychotic**

**Cure disease**

**Purge poison/toxin**

**Cauterise** - Channeling the healing tools and skill into a fine focused blast a wound or severed limb bleeding out can painfully be sealed and the blood loss stopped

### **Armouries of the imperium**

#### **Void war armouries**

#### **Arbites armouries**

#### **Mechanicus armouries**

#### **Imperial guard armouries**

#### **Speacial weapon armouries**

#### **Heavy weapon armouries**

#### **Munitions stores**

Foot steps echoed down the corridor, the noise rebounding along the empty space alarmingly loud in the thin atmosphere. Search lights probing the dank corners and off shoots branching out from the main through fair. Laser sights strobe visibly hunting threats.

Bolters and lasgun held tight in gauntleted hands poised and ready track the gloom. There had been no noise. No sign of life since the boarding pod burst the outer skin of the hulk some hours ago. The forward base was some distance back being fortified and made secure. This was the second foray forward. A mixed force of Guard, Skitarii and Spacemarines moved as one through the cramped confines of the ruined inner guts of a rogue trader class frigates crushed remains deep within the spacehulk.

The first teams had lost contact some time before, possibility comms were down. Contact with command had been frequently disrupted the further the teams delved. More careful delving was to be considered. That was until the auspexs chimed of movement flitting all around and the first signs of battle and blood were discovered. Flash and blast lit up the corridors in rancid strobing light, bodies torn and broken fell to cold unyielding deck.

The second teams barely made it back to the forward operating base and not without significant loss. Heavy guns drove hard rounds back into the dark keeping the threats at bay. As to the enemy barely a sighting had been made as they struck from darkness. Only on review were the horrors shown to be what they were. The hulk was infested, thick with genestealer.