

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

Space Marine Bonuses

See your character's "Deathwatch Space Marine Bonuses" two-sheet.

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**.

Remember:

- **Tests (including attacks): ROLL LOW**
- **Modifiers: Add to or Subtract from the Skill or Characteristic**
- **Damage: ROLL HIGH**

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)

See next column for attack Actions.

Free Actions

- Spend **1 Fate Point**.
- Drop from Squad Mode to **Solo Mode**.
- **Make a Cohesion Challenge to enter Squad Mode:** $D10 \leq \text{Kill-team's current Cohesion}$.
- **Ready (Marine):** Draw pistol, basic weapon or one-handed melee weapon.

Half Actions

- **Aim:** +10 to attack (must be next action).
- **Move:** Up to Ag bonus in metres.
- **Ready:** Draw weapon / prepare item.

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.

Called Shot: Full (Half for Marine in Armour). WS/BS-20 to hit specific location.

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

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Version History:

Date	Version	Change
17 Jan 17	1.0	Published.
4 Mar 17	1.1	Added info on Called Shots.
20 Mar 17	1.2	Tidied text on readying weapons.
9 Apr 17	1.3	Removed some Marine-specific items