

Main patch

- 1) Shield system is overhauled - see below.**
- 2) Rate of fire and Weapons - see below.**
- 3) DH2 rules are the main rules.**
- 4) All called attacks that target head are given additional difficulty modifier of -10 which is not negated by "Precision killer" talent.**
- 5) Warning! "Common Sense" is in use!**
- 6) Almost any armour can be damaged and destroyed - try not to get shot.**
- 7) All Space Marines get "Hardy" and "True Grit" for free.**

Optional) When calculating amount of wounds received in the head area - double the amount of damage after Arm+Tough prevents were taken into account (Monsters, "stuff of nightmares" creatures are immune to such multiplication).

Lame Addon

Heavy 1 Can shoot from any stance but requires bracing or suffer -30 penalty (Biceps work as normal here) (Space Marines don't care about recoil in this group)
(Group Examples: Astartes Boltgun, Heavy Stubber, Heavy Flamer, Rocket launchers, Multi-melta)

Heavy 2 Can't shoot efficiently without bracing with bipod or any other special mount (Biceps allow to fire from any stance with -30) (Space Marines don't care about recoil in this group too)
(Group Examples: High Rof Heavy Stubbers, .50 cal Heavy Stubbers and Rifles, Human Heavy Bolter, Mortar)

Heavy 3 Can't shoot without special mount at all (Actually you can, but only at GM's discretion) (Space Marines need to brace it)
(Group Examples: Light Autocannons, Missile Launchers, Lascannon, Plasma Cannon, Multi-laser, Astartes Heavy Weapon)

Heavy 4 Fitted on vehicles (If such weapon has 2 types of mounting - Vehicle version rules are put in brackets) (Space Marines can sometimes use some really heavy weapons without proper stabilising equipment or in Terminator Armour)
(Group Examples: Battle Cannon, Heavy Autocannons, Most Vehicle Weapons)

New Force Field mechanics - the protective rating of the field now works as its hit point pool that decreases with the damage it takes. When its pool reaches its overload rate - the field shuts down. Quality now stands for its regeneration. Take number 11 and subtract a biggest number in field overload parameter from it (ex. Good quality field has 01-05 overload - so we have $11-5=6$) and add a bonus from field's protective rating in order to calculate the whole sum of it. The sum is the regeneration rate of the field per turn (ex. good refractor field ($11-5+3=9$)). Field can only regenerate when it is shut down or when it was not damaged for the whole round.

You can also set a power field to a minimum absorption level - any damage value lower than the one that is set as absorption level is not blocked by the field and will pass through.

A Force field can be switched ON as a free action during your turn or it can be switched once ON and once OFF between your turns except for Surprised round.

Haywire attacks do triple damage against shields (If haywire weapon has no damage characteristic - set it to 1d10 E)

New weapon rules:

Thermobaric

Environmentally sealed armour and Vehicles doubles its armour points against damage with this rule. Ignores non-sealed armour and all cover except for situation when you can't trace a path to someone in blast radius because its behind the capital wall or something like that. Also has a Flame quality.

Cluster (Rocket/Bomb)

All blast area is covered in released submunitions - which can hit target(targets) once or several times. To find out this roll d10 - on 1-4 - target hit by submunition one time, on 4-8 - two times, 8-10 three times. Also apply this hits multiplier if selected HE: size 1-4 x1, 5-6 x2, 7-8 x3, 9 x4, 10 5x. HEAT: size 1-5 x1, 6-7 x2, 8-9 x3, 10 x4.

Deflagrate: For every hit that inflicted at least 5 Wounds on an opponent, resolve an additional automatic hit, rolling for damage as normal. These additional hits do not inflict further hits themselves.

Delicate Weapon: such weapon does not receive special -10 penalty when targeting head.

Lingering Death: after the initial explosion Phosphex cloud spreads through the area for 1d5 turns. Each turn the blast radius increases by 1 metre.

Wrecker: weapon with this special rule does double damage against buildings, fortifications, walls, etc.

Escalation - when a weapon with this special rule successfully hits the target - calculate a total number of hits that are inflicted (if the weapon has 'storm' quality - halve the number), add this number to the weapon's damage profile for the remainder of this attack.

Precise: The weapon is crafted for precision attacks, with perfectly crafted las-lenses or finely honed barrels. This grants an additional bonus of +10 to the firer's Ballistic Skill when used with an Aim action, in addition to the normal bonus granted from Aiming. When a character fires a single shot from a single Basic weapon with the Precise quality while benefiting from the Aim action, the attack inflicts an additional 1d10 damage for every two degrees of success beyond the first (to a maximum of an extra 2d10). These extra d10s cannot generate Righteous Fury.

Accurate: The weapon is carefully crafted for aimed attack, however the possibilities are quite limited. This grants an additional bonus of +10 to the firer's Ballistic Skill, but only when used with Full Action Aim action, in addition to the normal bonus granted from Aiming. When a character fires a single shot from a single Basic weapon with the Accurate quality, while benefiting from the Aim action, the attack inflicts an additional 1d10 damage, of there was at least two degrees of success beyond the first one. This extra 1d10 cannot generate Righteous Fury.

Slow and Bulky: Ranged Weapons with this special rule shoot slow projectiles that are effective against large and bulky targets. Due to such aspects Slow and Bulky weapons take an additional half action in order to reach the target for each 500m between them after the first. Slow and Bulky projectiles can also be negated by enemy active defense systems.

Rad Phage: when any living organism is struck by any weapon with this effect - it's toughness is reduced by 20 for 1d5 hours. Rad Phage does not stack.

1) (Size and recoil group)Heavy 2
(Range)250m (300 with optics)
(Rof)S/-/6
(DMG and AP)1d10 + 7 I Pen 4
(Ammo) Clip 50 or 100
(Reload) 1 or 2 Full

2) BS and amount of shots fired (All weapons that have recoil still suffer -10 for full auto fire)

BS bonus | Shots fired

+10	5-9
+20	10-15 (Pinning +0)
+30	16+ (Pinning -10)

Range

Point Blank - 3m - Easy (+30)
Short - Less than ½ Weapon Range - (+10)
Long - From 1X to 2X Weapon Range - (-10)
Extreme - From 2X to 3X Weapon Range - (-20)

Max Range - From 3X to 4X Weapon Range - (-30)

Can't Shoot efficiently after 4X Weapon Range.

Example - Weapon Range 1000m

Point Blank - 3m

Short - 500m

Long - 1000m-2000m

Extreme - 2000m-3000m

Max Range - 3000m-4000m

Rules and Gear

Horus Heresy

Legion Ranged Weapon

Bolters

Hard to Repair - additional -10 penalty for Tech Use.

High Power Ammo Tolerance - If used with any other ammo - does (-2) damage.

When **Phobos** pattern Boltgun is used with Drum mag - it loses 'Reliable' trait.

Phobos (0.70) - Heavy 1, 100m, S/2/-, 1d10+11 (X), Pen 4, Clip 30 or 60 (drum), 1 Full Rld, Tearing, Reliable, High Power Ammo Tolerance, Hard to Repair

AVAILABILITY - Scarce

Phobos Combi Bolter (0.70) - Heavy 2, 100m, S/3/-, 1d10+11 (X), Pen 4, Clip 60 or 120 (drums), 2 Full Rld, Tearing, Reliable, Storm, High Power Ammo Tolerance, Hard to Repair

AVAILABILITY - Rare

Tigrus (0.60) - Heavy 1, 130m, S/4/-, 1d10+7 (X), Pen 4, Clip 25, Half Rld, Tearing

AVAILABILITY - Scarce

Tigrus Combi Bolter (0.60) - Heavy 2, 130m, S/4/-, 1d10+7 (X), Pen 4, Clip 50, 1 Full Rld, Tearing, Storm

AVAILABILITY - Rare

Tigrus-Exitus (0.60) - Heavy 1, 200m, S/2/-, 1d10+7 (X), Pen 4, Clip 10 or 20, Half Rld, Tearing, Accurate, Silenced

AVAILABILITY - Very Rare

Umbra (0.75) - Heavy 1, 80m, S/3/-, 1d10+9 (X), Pen 4, Clip 20 or 50 (box), 1 Full Rld, Tearing
AVAILABILITY - Scarce

Umbra-Ferrox (0.75) - Heavy 1, 100m, S/3/-, 1d10+9 (X), Pen 4, Clip 50, 2 Full Rld, Tearing, Omni-Scope, Fire Selector
AVAILABILITY - Very Rare

Tigrus-Ferrox (0.60) - Heavy 1, 150m, S/4/-, 1d10+7 (X), Pen 4, Clip 40, 2 Full Rld, Tearing, Omni-Scope, Fire Selector
AVAILABILITY - Very Rare

Ultima (0.75) - Heavy 1, 100m, S/3/-, 1d10+9 (X), Pen 4, Clip 24, 1 Full Rld, Tearing
AVAILABILITY - Extremely rare

Sol Militaris Heavy Bolter (0.75) - Heavy 3, 120m, S/3/9, 1d10+9 (X), Pen 4, Clip 90, 3 Full Rld, Tearing
AVAILABILITY - Rare

Voss-Incarnadine Heavy Bolter (1.0) - Heavy 3, 150m, S/-/6, 1d10+12 (X), Pen 5, Clip 60, 2 Full Rld, Tearing
AVAILABILITY - Rare

Mars Heavy Bolter (1.0) - Heavy 3, 150m, S/-/6, 1d10+12 (X), Pen 5, Clip 600, 6 Full Rld, Tearing, Reliable, Backpack Supply
AVAILABILITY - Rare

Bolt Pistols

Tigrus (0.60) - Pistol, 40m, S/3/-, 1d10+7 (X), Pen 4, Clip 12, Half Rld, Tearing
AVAILABILITY - Scarce

Phobos (0.70) - Pistol, 30m, S/-/-, 1d10+11 (X), Pen 4, Clip 10, Full Rld, Tearing, Reliable, High Power Ammo Tolerance, Hard to Repair
AVAILABILITY - Scarce

Umbra (0.75) - Pistol, 30m, S/2/-, 1d10+9 (X), Pen 4, Clip 8, Half Rld, Tearing
AVAILABILITY - Scarce

Flame and Energy

Akkadic Hand Flamer - Pistol, 40m, S/-/-, 1d10+8 (E), Pen 4, Clip 5, 3 Full Rld, Flame, Spray, Backpack Supply
AVAILABILITY - Scarce

Phaestos Flamer - Heavy 2, 60m, S/-/-, 1d10+10 (E), Pen 4, Clip 8, 3 Full Rld, Flame, Spray
AVAILABILITY - Average

Phaestos Mk I Heavy Flamer - Heavy 2, 80m, S/-/-, 1d10+14 (E), Pen 6, Clip 25, 8 Full Rld, Flame, Spray, Backpack Supply
AVAILABILITY - Rare

Phaestos Mk II Heavy Flamer CTDA - Heavy 3, 80m, S/-/-, 1d10+14 (E), Pen 6, Clip 10, 4 Full Rld, Flame, Spray
AVAILABILITY - Very Rare

Anvilus Mk I Heavy Flamer - Heavy 2, 100m, S/-/-, 1d10+12 (E), Pen 6, Clip 15, 4 Full Rld, Flame, Spray
AVAILABILITY - Rare

Anvilus Mk II Heavy Flamer TTDA - Heavy 3, 100m, S/-/-, 1d10+12 (E), Pen 6, Clip 10, 4 Full Rld, Flame, Spray
AVAILABILITY - Very Rare

Autotellurian Graviton Gun - Heavy 3, 60m, S/-/-, 1d10+6 (E), Pen 6, Clip 12, 3 Full Rld, Graviton
AVAILABILITY - Very Rare

Primus Mk II Pattern Melta Gun - Heavy 2, 30m, S/-/-, 2d10+14 (E), Pen 12, Clip 6, 2 Full Rld, Melta, Felling (2)
AVAILABILITY - Rare

Mediant Multi Melta - Heavy 3, 50m, S/2/-, 2d10+14 (E), Pen 15, Clip 24, 6 Full Rld, Melta, Blast 1, Felling (2), Backpack Supply, gains Recharge and Overheats in Semi-Auto mode
AVAILABILITY - Rare

Sol Militaris Multi Melta - Heavy 3, 60m, S/-/-, 2d10+16 (E), Pen 12, Clip 12, 2 Full Rld, Melta, Felling (2)
AVAILABILITY - Rare

Ryza 'Sunspite' Mk III Plasma Pistol - Pistol, 30m, S/2/-, 1d10+10 (E), Pen 10, Clip 12, 2 Full Rld, Maximal, Overheats
AVAILABILITY - Rare

Ryza 'Sunspite' Mk IIIv Plasma Pistol - Pistol, 40m, S/-/-, 2d10+8 (E), Pen 10, Clip 6, 2 Full Rld, Maximal, Overheats, Unreliable
AVAILABILITY - Extremely Rare

Ryza 'Thunderbolt' Plasma Gun - Heavy 2, 100m, S/2/-, 1d10+12 (E), Pen 10, Clip 20, 4 Full Rld, Maximal, Overheats
AVAILABILITY - Very Rare

Mars Plasma Gun - Heavy 2, 100m, S/3/6, 1d10+6 (E), Pen 10, Clip 36, 6 Full Rld, gains Recharge on Full Auto
AVAILABILITY - Extremely Rare

Ryza 'Hellshot' Plasma Blaster - Heavy 2, 70m, S/2/-, 1d10+12 (E), Pen 10, Clip 40, 6 Full Rld, Maximal, Overheats, Storm
AVAILABILITY - Extremely Rare

Sol Militaris 'Helion Fire' Plasma Cannon - Heavy 3, 100m, S/2/-, 2d10+8 (E), Pen 10, Clip 20, 5 Full Rld, Blast 2, Maximal, Overheats
AVAILABILITY - Extremely Rare

Mars Plasma Cannon - Heavy 3, 150m, S/-/-, 2d10+12 (E), Pen 10, Clip 40, 5 Full Rld, Blast 3, Maximal, Overheats, Backpack Supply
AVAILABILITY - Extremely Rare

Sol Militaris Lascannon - Heavy 3
400m
S/-/-
5d10+10 (E), 2 Full Rld, Pen 10, Proven (3),
Clip 10
AVAILABILITY - Very Rare

Ryza Lascannon - Heavy 3
300m
S/-/-
5d10+10 (E), 5 Full Rld, Backpack Supply, Pen 10, -Proven (2), Maximal
Clip 30
AVAILABILITY - Extremely Rare

Solid Projectile

Deliverance Pattern Shotgun - Basic, 30m, S/2/-, 1d10+9 (I), Pen 4, Clip 8, 1 Full Rld, Scatter, Reliable

AVAILABILITY - Scarce

Legion Sniper Rifle (~14.5mm) - Heavy 2, 700m, S/-/-, 2d10+5 I, Pen 7, Clip 10, 1 Full Rld, Precise, Reliable, Felling (2), Silenced

AVAILABILITY - Very Rare

Nomus Rotor Cannon 7.62mm - Heavy 3, 200m -/-/25 1d10+4 I Pen 3, Clip 1000 or more, Storm, Escalation

AVAILABILITY - Scarce

Proteus Rotor Cannon 12.7mm - Heavy 3, 250m -/-/25 1d10+7 I Pen 4, Clip 1000 or more, Escalation

AVAILABILITY - Scarce

Kalibrax Autocannon 30mm - Heavy 3, 400m, S/3/-

APDS 3d10+8, Pen 6

APFSDS 3d10+4 I Pen 5, Razor Sharp, Felling (2)

HE 1d10+6, Pen 1, Blast 3

Clip 30

AVAILABILITY - Rare

Chton Reaper Autocannon 30mm - Heavy 4, 300m, S/4/-

APDS 3d10+8, Pen 6, Storm

APFSDS 3d10+4 I Pen 6, Razor Sharp, Felling (2), Storm

HE 1d10+6, Pen 1, Blast 3, Storm

Clip 60

AVAILABILITY - Very Rare

Volkite

Mars-Omega Volkite Charger - Heavy 2, 60m, S/2/-, 2d10+7 (E), Pen 4, Clip 25, 3 Full Rld, Deflagrate

AVAILABILITY - Rare

Telerac Volkite Charger - Heavy 2, 40m, S/2/-, 2d10+7 (E), Pen 4, Clip 25, 3 Full Rld, Deflagrate, Maximal, Overheats, Blast 1, gains Unreliable when Maximal

AVAILABILITY - Rare

Mars-Omega Volkite Serpenta - Pistol, 25m, S/-/-, 2d10+5 (E), Pen 4, Clip 15, 2 Full Rld, Deflagrate

AVAILABILITY - Scarce

Telerac Volkite Serpenta - Pistol, 15m, S/-/-, 2d10+5 (E), Pen 4, Clip 20, 2 Full Rld, Deflagrate, Maximal, Overheats, gains Unreliable when Maximal

AVAILABILITY - Very Rare

Mars-Omega Volkite Caliver - Heavy 2, 180m, S/2/3, 2d10+9 (E), Pen 4, Clip 40, 4 Full Rld, Deflagrate (In order to fire Full Auto this weapon must be treated as Heavy 3)
AVAILABILITY - Very Rare

Telerac Volkite Caliver - Heavy 2, 120m, S/2/3, 2d10+9 (E), Pen 4, Clip 120, 4 Full Rld, Deflagrate (In order to fire Full Auto this weapon must be treated as Heavy 3), Maximal, Overheats, Backpack Supply, Blast 1, gains Unreliable when Maximal
AVAILABILITY - Very Rare

Mars-Omega Volkite Culverin - Heavy 3, 300m, S/2/4, 2d10+12 (E), Pen 4, Clip 60, 5 Full Rld, Deflagrate
AVAILABILITY - Very Rare

Telerac Volkite Culverin - Heavy 3, 200m, S/2/4, 2d10+12 (E), Pen 4, Clip 180, 5 Full Rld, Deflagrate, Maximal, Overheats, Backpack Supply, Blast 2, gains Unreliable when Maximal
AVAILABILITY - Very Rare

Launchers

Grenade Harness - Basic, 30m, S/-/2 1d10+9 X, Pen 1, Clip 2, 1 Full Rld, Blast 4, Concussive (0)
AVAILABILITY - Common

Achillan Mk IIIa Rocket Launcher 105mm
Heavy 2
150m (and up to 600m max)
S\-, Clip 1, Slow and Bulky
HEAT 3d10+12 X Pen 8 Concussive (2), Blast 1, Proven (2)
One Use
AVAILABILITY - Scarce

Proteus Mk I & Mk II Rocket Launchers 105mm
Heavy 2
300m (and up to 1200m max)
Mk I S\-, Clip 4, Rld 3 Full, Slow and Bulky
Mk II S/2/3, Clip 6, Rld 5 Full, Slow and Bulky, Unreliable
AVAILABILITY - Rare

Rockets:
HEAT 3d10+12 X Pen 8 Concussive (2), Blast 1, Proven (2) AVAILABILITY - Scarce
HE 2d10+4 X Pen 2 Blast 5, Concussive (0) AVAILABILITY - Scarce
Melta 2d10+10 (E) Pen 24, Can't Shoot further than 300m AVAILABILITY - Rare
Thermobaric 3d10+10 X Pen 0 Blast 4, Proven (2), Concussive (3), Thermobaric, Can't Shoot further than 300m AVAILABILITY - Rare

Soundstrike Missile Launcher 125mm

Heavy 3

1000m (minimal firing range is 50m)

S/-/-, Clip 1, Rld 1 Full, Slow and Bulky

AVAILABILITY - Very Rare

Missiles:

HEAT 4d10+12 X Pen 8 Concussive (2), Blast 1, Proven (2) AVAILABILITY - Rare

HE 2d10+6 X Pen 2 Blast 6, Concussive (0) AVAILABILITY - Rare

Melta 2d10+12 (E) Pen 24, Halves Weapon Range, AVAILABILITY - Rare

AA (F&F Heatseeker) 3d10+2 X Pen 6, Blast 5 (cone), Vengeful (8) against Flyers, Razor Sharp against Flyers, Can't Engage Ground Targets. This missile is very long - it takes twice the time to load it compared to the other missiles. AVAILABILITY - Very Rare

Mars Guided Missile Launcher 183mm (ATGM - wire-guided, or radio-guided, or beam-riding, or infrared(F&F)(Extremely Rare))

Heavy 3

2000m (minimal firing range is 50m)

S/-/-, Clip 1, Rld 3 Full, Slow and Bulky

AVAILABILITY - Very Rare

Missiles:

HEAT 6d10+10 X Pen 8 Concussive (3), Proven (2), Blast (2) AVAILABILITY - Scarce

Melta 4d10+10 (E) Pen 24 Proven (3), AVAILABILITY - Rare

HE 3d10+6 X Pen 2 Blast 10, Proven (3), Concussive (0) AVAILABILITY - Scarce

Thermobaric 5d10+10 X Pen 0 Blast 8, Concussive (3), Thermobaric, AVAILABILITY - Rare

Anvillus Cyclone missile launcher

Heavy 4

300m (and up to 1200m max)

S/2/6, Rld 12 Full, Slow and Bulky

Clip - 2 rocket blocks each with 6 rockets of same type.

Munitions as per **Proteus Mk I & Mk II Rocket Launchers 125mm**.

AVAILABILITY - Very Rare

Legion Melee Weapon

Mk IVa 'Thunder Edge' Chainsword - Melee, 1d10+5 R, Pen 3, Tearing, gains "Balanced" on Best Quality.

AVAILABILITY - Common

Mk IIa 'Maximus' Chainsword - Melee, 1d10+3 R, Pen 3, Tearing, Balanced

AVAILABILITY - Average

Mk IVb 'Thunder Edge' Heavy Chainsword - Melee, 2d10+5 R, Pen 3, Tearing, Felling (2),
Two Handed
AVAILABILITY - Very Rare

Mk IIb 'Maximus' Heavy Chainsword - Melee, 2d10+3 R, Pen 3, Tearing, Felling (1),
Balanced, Two Handed
AVAILABILITY - Very Rare

Phobos Chainaxe - Melee, 1d10+5 R, Pen 4, Tearing, Felling (1), Unbalanced
AVAILABILITY - Scarce

Charatran Chainaxe - Melee, 2d10+5 R, Pen 4, Tearing, Felling (3), Unwieldy
AVAILABILITY - Very Rare

Proteus Power Sword - Melee, 1d10+6 (E), Pen 6, Power Field, Balanced
AVAILABILITY - Rare

Tartaros Power Sword TDA - Melee, 1d10+8 (E), Pen 6, Power Field, Balanced
AVAILABILITY - Very Rare

Charatran Power Sword - Melee, 1d10+7 (E), Pen 6, Power Field, Proven (3)
AVAILABILITY - Very Rare

Mars-Proteus Power Axe - Melee, 1d10+8 (E), Pen 7, Power Field, Unbalanced
AVAILABILITY - Very Rare

Reaper Power Chainaxe CTDA - Melee, 1d10+8 (E), Pen 6, Power Field, Tearing, Unwieldy
AVAILABILITY - Extremely Rare

'Tartaros' Power Axe TTDA - Melee, 1d10+10 (E), Pen 7, Power Field, Unbalanced
AVAILABILITY - Very Rare

Carsoran Power Axe TDA - Melee, 1d10+7 (E), Pen 12, Power Field, Unbalanced
AVAILABILITY - Extremely Rare

Techmarine Power Axe - Melee, 2d10+4 (E), Pen 6, Power Field, Unbalanced, Combi-Tool
AVAILABILITY - Extremely Rare

Mars Power Fist - Melee, 2d10 (E), Pen 9, Power Field, Unwieldy, Doubles Strength bonus
for attack damage.
AVAILABILITY - Very Rare

Mars Chain Fist - Melee, 2d10 (E), Pen 10, Power Field, Unwieldy, Tearing, Doubles
Strength bonus for attack damage.
AVAILABILITY - Extremely Rare

Mars Lightning Claw - Melee, 1d10+9 (E), Pen 8, Power Field, Proven (5), Unwieldy
AVAILABILITY - Very Rare

Proteus Lightning Claw - Melee, 1d10+6 (E), Pen 8, Power Field, Proven (4)
AVAILABILITY - Very Rare

Mars Thunder Hammer - Melee, 2d10+9 (E), Pen 9, Concussive (2), Power Field, Unwieldy
AVAILABILITY - Extremely Rare

Anvillus Thunder Hammer - Melee, 2d10+8 (E), Pen 8, Concussive (3), Power Field,
Unwieldy
AVAILABILITY - Extremely Rare

Meridius Mk IV Power Maul (Crozius) - Melee, 1d10+10 (E), Pen 4, Power Field,
Concussive (1) when used with two hands.
AVAILABILITY - Rare

Charnabal Sabre - Melee, 1d10+4 (R), Pen 4, Balanced or Defensive, Felling (4), Razor
Sharp.
Custom Grip is installed by the default. Unless poorly made the Sabre always counts as
being Best Craftsmanship weapon(Damage is already included in profile).
AVAILABILITY - Extremely Rare

Paragon Blade - Melee, 1d10+11 (E), Pen 12, Power Field, Balanced, Felling (3), Proven
(3), Vengeful (7)
AVAILABILITY - Near Unique

Alpha Legion Power Dagger - Melee, 1d10 E, Pen 5, Razor Sharp, Felling (4), Delicate
Weapon
AVAILABILITY - Very Rare

Mars Pattern Lascutter - melee (5m), 5d10+10 E, Pen 10, Clip 6, 2 Full Rld, Proven (3), Unwieldy.
AVAILABILITY - Very Rare

Explosives

Legion Frag Grenade
thrown (Sx3), 1d10+9 X Pen 1 Blast 4 Concussive (0)

Legion Krak Grenade
thrown (Sx3), 1d10+16 X Pen 6 Concussive (3)

Legion Melta-Bomb
Not thrown, 6d10 E Pen 24 Blast 2, Flame

Explosive charge (2kg default)
Not thrown, 6d5 X Pen 0 Blast 5m +1d5 and +2m Blast for each 2 additional kg.

Breaching Charge - thrown (Sx3), 3d10+9 X, Pen 9, Proven 3, Blast 4, Concussive (3), Wrecker.
AVAILABILITY - Rare

Rad Grenade
thrown (Sx3), 1d10 E, Pen 0, Blast 6, Concussive (0), Rad Phage
AVAILABILITY - Extremely Rare, Scarce for Destroyers and other special detachments.

Phosphex Bomb - thrown (Sx3), 2d10+10 E, Pen 14, Tearing, Blast 5, Lingering Death.
AVAILABILITY - Extremely Rare, Rare for Destroyers and other special detachments.

Legion Gear

Banestrike Shells (0.75, 0.70 or 0.60) - 25% Range Reduction, Pen 4, Razor Sharp, Felling (2).
AVAILABILITY - Rare (SoH+AL), Extremely Rare for the Rest.

Kraken Shells (0.75, 0.70 or 0.60) - 25% Range Increase, Pen +3
AVAILABILITY - Scarce

Tempest Shells (0.75, 0.70 or 0.60) - 1d10+5 X, Pen 1, blast 3.
AVAILABILITY - Average

Dragonfire Shells (0.75, 0.70 or 0.60) - 25% Range Reduction, Pen 2, Blast 2, Flame.

AVAILABILITY - Rare

Scorpius Shells (0.75, 0.70 or 0.60) - +1d10 damage, Pen 12, Felling (2), Recharge, Single Shot Only

AVAILABILITY - Very Rare

Shrapnel Ammo (H-Bolter 1.0) - reduce Pen by one and add Pinning and Blast (2).

AVAILABILITY - Abundant (IW), Extremely Rare for the Rest

Nuncio Vox - VOX CASTER

STATIC GENERATOR

Simple but obvious, this emits a powerful sphere of white noise across commonly used transmission frequencies within 30 meters. Comm devices do not function, but it is also clear to all users that they are being disrupted and the device can be easily located. Still, when set on a timer and placed next to a transmission tower, they are effective for short-duration sabotage.

CARTOGRAPH

Poor Craftsmanship models are no more than maps loaded onto a graphical data-slate, while advanced models can store entire worlds in multi-level modes and even link with orbital satellites to provide exact current location and heading. A standard Cartograph grants +5 to Navigation (Surface) Tests, while Good Craftsmanship versions grant +10.

COMM LEACH

A comm leach allows a user to tap into vox signals or data transmissions. Advanced versions can copy broadcasts, allowing them to be hidden for later retrieval.

Ironfire System - when any Ironfire capable systems fire at targets 120m close (but no closer than 15m) to bearer of protocols they get +10 to hit roll. Also all indirect firing weapons like almost any artillery and missiles (with laser, radar, infrared or gps guidance) or orbital bombardment weapons or aircraft guided weaponry that are fired at the targets in Ironfire range do not get penalties for not seeing target and for the range to the designated target. Additionally each Ironfire capable system after the First that can see and identify the target which is in LoS of the First system will add 10m to maximum Ironfire range that can be used against that specific target. The First system in Ironfire is the closest one to the target by the default, but this priority may be changed at any time. Ironfire Systems gives its bearer Laser Targeter.

Vehicle Weapons

Hellstrike missile (AGM - radio-guided, beam-riding, or infrared)

Heavy 4

5000m

5d10+26 X, Pen 10 Each missile can only be fired once, Concussive (5), Proven (4), Blast 5 (After radius of 2 metres damage is 1d10+15 and Pen 1), Slow and Bulky

AVAILABILITY - Very Rare

60mm Astartes Predator Automatic Cannon

Heavy 4

500m

S/2/4

APFSDS 4d10+4 I Pen 12 Depleted Uranium.

HE 1d10+9 Pen 1 Blast 4 Concussive (0)

Clip as per vehicle (Predator - 2 storages up to 440 rounds total)

AVAILABILITY - Very Rare

Omega plasma array

Heavy 4

200m

Plasma volley S/2/6 2d10+10 Pen 10 Overheats, Storm

Sustained burn S/-/- 4d10+12 Pen 12 Overheats, Storm, Plasma Burn (2x HP damage)

Clip as per vehicle (Sicaran Omega - 240)

AVAILABILITY - Near Unique

Legion Protection Devices

Mk II Power Armour

8 AP Torso & Head. 7 AP Rest of the Body.

Max Ag 60.

+1 Size. -10 to delicate manipulation tests.

+25 Str.

Auto Senses +5.

-10 to Stealth tests.

6 Pain Suppressors.

~250kg.

Mk II Artificer Power Armour ('Sergeant' Grade)

10 AP Torso. AP 9 Head. 8 AP Rest of the Body.

Max Ag 65.

+1 Size. -10 to delicate manipulation tests.

+25 Str.

Auto Senses +10.

-10 to Stealth tests.

8 Pain Suppressors.

~270kg.

Mk III Power Armour

11 AP Torso, 10 AP Head, 9 AP Arms & Legs (Front)

7 AP Full Body (Back).

Max Ag 50.

+1 Size. No Movement bonus from size. -20 to delicate manipulation tests.

+25 Str. -20 to Acrobatic tests.

Auto Senses +5.

-20 to Stealth tests.

8 Pain Suppressors.

~300kg.

Mk III Artificer Power Armour ('Sergeant' Grade)

12 AP Torso, 12 AP Head, 11 AP Arms & Legs (Front)

8 AP Full Body (Back).

Max Ag 55.

+1 Size. No Movement bonus from size. -10 to delicate manipulation tests.

+25 Str. -10 to Acrobatic tests.

Auto Senses +10.

-20 to Stealth tests.

10 Pain Suppressors.

~330kg.

Mk IV Power Armour

9 AP Torso. 7 AP Rest of the Body.

Max Ag 70.

+1 Size. -10 to delicate manipulation tests.

+20 Str.

Auto Senses +10.

No Penalty to Stealth tests.

6 Pain Suppressors.

~180kg.

Mk IV Artificer Power Armour ('Sergeant' Grade)

10 AP Torso. 9 AP Rest of the Body.

Max Ag 80.

+1 Size. -10 to delicate manipulation tests.

+20 Str.

Auto Senses +10.

No Penalty to Stealth tests.

8 Pain Suppressors.

~190kg.

Mk V Power Armour

8 AP Full Body. Exposed Power Cords. Molecular Bonding Studs.

Max Ag 70.

+1 Size. -10 to delicate manipulation tests.

+20 Str.

Auto Senses +5.

-10 to Stealth tests.

6 Pain Suppressors.

~200kg.

Tartaros Terminator armour - 13 AP Full Body, 40/14 Shield (Best), Max Ag 40, +1 Size, +30 Str, ~350kg, Auto Stabilized. Can dodge, but dodge skill counts as (+0) while wearing this Armour even if dodge skill is upgraded further.

Cataphractii Terminator armour - 16 AP Full Body, 60/16 Shield (Best), Max Ag 35, +1 Size, +40 Str, ~600kg, Auto Stabilized. Cannot dodge. Run = 3 x Ag Bonus.

Legion Combat Shield - protective shield. Covers holding arm and body. +4 armour.

Legion Boarding Shield - protective shield with special mount for basic weapon that removes any penalties for one handed use if applicable. Covers Head, Body, Holding Arm or Full body if not Terminator. +6 armour. Reduces Agility movement bonus by one. Does not slow terminator. If equipped along with **Hardened Armour upgrade** it reduces Ag bonus only once.

Hardened Armour upgrade - gives permanent +2 armor against attacks that hit front and side armour. This bonus is doubled if armour is hit by blast or template weapon. Reduces Agility movement bonus by one (Does not reduce Ag in MkIII). Does not slow terminator. If equipped along with **Legion Heavy Boarding Shield** it reduces Ag bonus only once.

Power Armour Systems

Auto-senses: So long as the bearer is wearing his helmet, he gains the Dark Sight Trait and Heightened Senses (+10 to relevant Tests) for Sight and Sound. Input filtering provides immunity to photon flash grenades and stun grenades. (These benefits stack with any bonuses Space Marines may get from their organs and implants). In addition, the wearer gains the ability to make the Called Shot Action as a Half Action.

Black Carapace: opponent of the Power Armoured Space Marine does not receive +10 bonus to Hit rolls for Space marine being Size 5, unless the Space Marine wears any suit of the Terminator Armour.

Vox Link: Serves as a standard vox and a channel for any more sophisticated data transmissions the suit or its wearer can access. If the suit has a working bio-monitor, it can transmit information through this link, permitting other power armour wearers to view an ally's vitals.

Bio-monitor and injectors: More extensive than stim- injectors, if the internal cogitator detects a problem with the wearer's vital signs, it can administer pain suppressors, combat

stimms, and anti-toxins. This provides the following benefits: The wearer gains a +10 bonus to all tests to resist the Toxic Quality, toxins, or other poisons. The armour has variable amount doses of pain suppressors, each of which allows the wearer to ignore Characteristic Damage or Characteristic penalties from Critical Effects for 1d10 rounds per dose. Finally, if the wearer is Stunned, the effect lasts for one round before being negated by the armour.

Nutrient Recycling: Filters in the armour capture and purify body waste, re-constituting it into a nutrient solution that is intravenously returned to the body. This can sustain the wearer for some time, but not indefinitely. For every two weeks without any other source of nourishment, make a Difficult (-10) Toughness Test or suffer one level of Fatigue that cannot be eliminated until nourishment is consumed.

Recoil Suppression: The wearer may fire Basic and Heavy (1) ranged weapons one-handed. Ranged weapons (Basic and Heavy (1)) not classed as Pistols still may not be used in close combat.

Terminator Armour Additions

Terminator armour possesses superior actuator and stabilisation systems, granting the Auto-Stabilised Trait and allowing Heavy weapons to be fired one-handed.

Terminator armour possesses superior auto-senses. So long as the armour has a functioning Auto-senses sub-system, the wearer also counts as being equipped with an auspex.

Alpha Legion Sub-Roles.

These sub roles are meant to be applicated over a Alpha Legion CSM role without it's special abilities (TOF p.33). These sub roles approximately cost 3000 XP.

All Alpha Legion Character may choose to play with Infamy system or Fate point system based on their background.

1. Harrowleader, per -5, fel +10,

Command +10, S-Lore Alpha Legion Tactics +20, C-Lore Alpha Legion +20, Logic +10.

Iron Discipline, Air of Authority.

Good Craftsmanship Legion Power Weapon (Axe, Sword, Maul), Nuncio Vox, Plasma Pistol or Combi Weapon or Best Craftsmanship Refractor Field.

Banestrike Shells.

Alpha Legion Power Dagger.

Special abilities:

I am Alpharius - gains one additional Fate point and once per round may give one of his fate points to any ally within his command range. As long as the Harrowleader and his legionnaires are conducting a plan of operation that was developed with usage of Alpha Legion Tactics S-Lore and at least 4 or more successes were achieved on that roll - they

gain one additional Fate point that cannot be burned. Such Fate point is removed when the plan of operation is no longer followed. The GM can also provide additional bonuses if players thoroughly roleplay and describe the plan itself and its preparations.

OR

Follower of the Gods - gains 20 infamy, 30 corruption points and may choose alignment. Gains one melee or ranged daemon weapon of selected god. May seek advice from the Chaos Gods by spending one infamy point each time. Gains Forbidden Lore (Daemonology and Warp) +20.

2. Lernaean, per - 5, fel - 5, ws +5, s +5, t +5.

Cataphractii terminator armour, Legion Combi Bolter or Legion Combi Weapon or Legion Volkite Charger, Legion Power Weapon (Axe, Sword, Maul) +5 wounds.

Special ability:

Furious Assault - when Lernaean charges wearing a Terminator Armour he deals 6 additional damage and gains Concussive (0).

3. Headhunter, per +5, bs +5, ws - 5.

Dodge +20, Awareness +20.

Marksman. Combi Bolter or Combi Weapon or Stalker Boltgun or Legion Sniper Rifle.

Banestrike Shells or any other special ammo up to Extremely Rare.

Special abilities:

Daemonforge - can possess any one of his weapons with daemon of his choice(up to the Herald). He automatically controls daemon weapon at the start of the game.

OR

Assassin's Shot - Zealous Hatred is inflicted on a damage roll of 8, 9 and 10 and when Zealous Hatred is inflicted Fate/Infamy point can be spent in order to add Perception bonus to the crit roll.

4. Saboteur, ag +5.

S-Lore Demolitions +20, Stealth +20, Security +10, Awareness +10, Tech use non Admech +10.

Banestrike Shells. 4 Demo Charges (2d10+10 Pen 8 Blast (9))

Alpha Legion Power Dagger.

Special abilities:

Demolitionist - can make -30 Stealth check in order to disguise explosives as something else. Difficulty to detect such explosives is 10xDos on the stealth check and up to - 60.

OR

Interrogator - gains Interrogation +10, charm +10 and may use infamy/fate points in order to receive additional +30 bonus to one of these tests. Tests with bonuses from infamy/fate points may lead to conversion of NPCs to your side or receiving additional information.

5. Techmarine, int +5, ag -5, per -5.

Tech Use Admech +10, Security +10, S-Lore Tech, Trade Armourer, Linguistics (Techna-Lingua,) F-Lore (Adeptus Mechanicus).

Mechanicus Implants.

Mechadendrite Use.

2 Good Craftsmanship Cybernetics. Fallen Magos Power Axe. Servo Arm or Conversion Beamer. 2 x dendrites.

Special abilities:

Codebreaker - can perform -40 Security test in order to create a binary code Virus that can be later integrated into appropriate device or network. Time to create a Virus depends on its specifications.

OR

Warpsmith - gains Forbidden Lore (Daemonology) +10, S-Lore Occult +10, can create Daemon Engines.

OR

Xenotech - can use Tech-Use test to comprehend, use, repair, or modify an unfamiliar device, he gains a +20 bonus if he has one or more relevant Forbidden Lore skill specialisations at Rank 1 (Known) or higher. Gains two Rank 1 forbidden Xeno knowledges or one Rank 2 Xeno knowledge.

6. Apothecary, int +5, s -5, ws -5, bs -5.

Medicae +20, S-Lore Medicae +20, Trade Chymist +10, Trade Morticator +10,

Can extract and preserve Gene-Seed.

Special abilities:

Guardian of Purity - can test Medicae -40 in order to remove 1d5 corruption or can test -60 Medicae in order to remove Mutation or cleanse Gene-Seed.

OR

Dark Chirurgeon - gains F-Lore Medicae +10 and can test it along with Medicae Skill (difficulty of both rolls will be derived from complexity of modification character wants to perform) in order to perform custom modifications or explications of flesh.

7. Legionnaire Types.

I) Veteran Tactical - + 3000 xp. Alpha Legion Power Dagger. Two weapons of choice - figure them out with GM.

II) Heavy Support - + 2000 xp. bs +10, ws -10. Choose one: Lascannon, Plasma cannon, Multi-melta, Missile launcher, Autocannon, Heavy Flamer, Heavy Bolter.

III) Assault Veteran - + 1500xp. ws +5, ag +10, bs -10, int -5. One melee weapon of choice - figure it out with GM. + Jump Pack.

Iron Warriors Sub-Roles.

These sub roles are meant to be applicated over a Veteran of the Long War CSM role without it's special abilities(TOD p.33) These sub roles approximately cost 3000 XP.

1. Warsmith, per -5, fel +5, int +5.

Command +10, S-Lore Iron Warriors Tactics +20, S-Lore Ironfire +10, C-Lore Iron Warriors +20, Logic +10, C-Lore (ANY) +10, Tech-Use.

Iron Discipline.

Good Craftsmanship Legion Power Weapon (Axe, Sword, Maul, Fist), Combi Weapon or Legion Boarding Shield or Combat Shield, Common Craftsmanship Iron Halo or Best Craftsmanship Refractor Field.

Ironfire System.

Special abilities:

Iron Lord - Gains Tech-Use +10, Iron Jaw, Strong Minded. Gains ability to perform a Battlefield Analysis - check Logic -20 in order to receive additional information from GM about enemy forces, attack possibilities, terrain and etcetera or to receive answer for specific questions. Amount and accuracy of information that will be given to the player by GM depends on DoS on the test and on current situation. Failure on the test gives player wrong information. 1 DoS - basic overview, 2-4 DoS - Some tricky or greater insight on the situation, 5 and more DoS - In Depth analysis of the battlefield.

OR

Follower of the Gods - gains 20 infamy, 30 corruption points and may choose alignment. Gains one melee or ranged daemon weapon of selected god. May seek advice from the Chaos Gods by spending one infamy point each time. Gains Forbidden Lore (Daemonology and Warp) +20.

2. Terminator, per - 5, fel - 5, int -5, ws +5 or bs +5, t +5.

S-Lore Iron Warriors Tactics +10, S-Lore Ironfire, C-Lore Iron Warriors +10

Cataphractii or Indomitus terminator armour, Good Craftsmanship Legion Combi Bolter or Legion Combi Weapon, Good Craftsmanship Legion Power Weapon (Axe, Sword, Maul, Fist) +5 wounds.

Special abilities:

Tyrant - Gains Cyclone missile launcher or Ironfire missile launcher. Gains ability to attack with his launcher even if he already used any action with attack subtype. Gains Tyrant Cataphractii terminator armour instead of any other armour. S-Lore Ironfire +20

OR

Assault Terminator - Gains Heavy Boarding Shield, Hardened Armour upgrade, +5 additional wounds, Special Action (Subtype-Movement) - "Bulwark" - Terminator may take up a defensive position using his shield by spending a Half Action. If he remains in Bulwark mode he may not move but may fire and fight in melee as long as common sense allows. While Bulwark mode is active the Terminator's shield covers his whole body (unless is too small or destroyed) and allies treat this Terminator as an object of cover.

OR

Chosen Warrior - Gains Common Craftsmanship Legion Thunder Hammer or Good Craftsmanship Reaper Autocannon or Heavy Flamer or Plasma Blaster, Grenade harness, IV Legion Standard. Gains special ability - "Bitter End" whenever a character with this ability slays or makes a significant enemy flee (or does whatever that causes a significant damage

to his foes) all allies in range equal to his fellowship in meters gain +10 roll bonus for their next turn and all enemies are affected by Fear (1) in DoS of Chosen Warrior's last or finishing attack (execution) multiplied by 10 meters.

3. Siege-Breaker, t -5, int +5,

Command, S-Lore Iron Warriors Tactics +10, S-Lore Ironfire +10, C-Lore Iron Warriors +20, S-Lore Siege Warfare +20, S-Lore Chemical Warfare +20, S-Lore Anti Vehicle Warfare +20. Good Craftsmanship Legion Power Weapon (Axe, Sword, Maul, Fist), Combi Weapon or Legion Boarding Shield or Combat Shield.

Three Phosphex Bombs.

Ironfire System.

Special abilities:

Search, Analyze, Destroy - Gives ability to analyze enemy infantry, vehicles, positions and etc with Awareness and any S-Lore or F-Lore that fits the task. Difficulty is set by GM.

Affects all IW allies that can receive appropriate information on the target. Effect lasts until GM states otherwise or DoS x 10min. On Successful test you may gain following: (X) DoS - (X) IW allies may re-roll one damage die once. Where (X) is the number of total DoS on the both tests. If X=10 or more - allies can re roll all damage dice during one of their turns. It is also very important to remember that sophisticated lores sometimes will provide bonuses only for relevant weaponry.

OR

Danger-Close Assault - Enhanced Ironfire system protocols allow all units that can combine their weapon with ironfire systems to re-roll one hit roll per round if the target is within 50m from bearer of these protocols.

4. Master of the Forge, int +5, ag -5, per -5.

S-Lore Iron Warriors Tactics +10, S-Lore Ironfire +20, C-Lore Iron Warriors +20.

Tech Use Admech +10, Security +10, C-Lore Tech +10, Trade Armourer, Linguistics (Techna-Lingua,) F-Lore (Adeptus Mechanicus).

Can create Daemon Engines(ToD p.35)

Mechanicus Implants.

Mechadendrite Use.

2 Good Craftsmanship Cybernetics. Fallen Magos Power Axe. Servo Arm or Conversion Beamer. 2 x dendrites.

Ironfire System.

Special abilities:

Artificer - can repair and preserve Great Crusade technology. F-Lore Archaeotech +20, Trade Armourer +10. Also has data for d5 Rare Great Crusade patterns. Can invent new stuff or modify existing with applicable Lore, Trade and Tech-Use tests, but suffers -30 modifier when tries so. Difficulty of invention or modification tests are set by GM.

OR

Warpsmith - gains Forbidden Lore (Daemonology) +20, S-Lore Occult +20, Infamy +10.

Possesses and controls one Maulerfiend or Forgefiend or Helldrake. + Master of Mechamorphosis.(ToD p.35)

OR

Scion of Olympia - gains ability to make changes in any technological patterns that he fully understands using his Lores, Trades and Tech Use. Has data for 1 Rare Great Crusade pattern and for d5 modified standard patterns, Trade Armourer +20, C-Lore Tech +20, F-Lore Adeptus Mechanicus +10. Can invent new stuff with applicable lore tests. Difficulty of invention or modification tests are set by GM.

5. Iron Havoc, per +5, bs +5, ws - 5.

Awareness +10, S-Lore Iron Warriors Tactics +10, S-Lore Ironfire +10, C-Lore Iron Warriors +10.

Marksman, Nowhere to Hide.

Legion Lascannon or Heavy Bolter with Shrapnel Ammo or Missile Launcher or Autocannon. Hardened Armour upgrade or Nuncio Vox.

Ironfire System.

Special ability:

Tank Hunter - Gains Proven (Perception bonus) on any weapon when attacking Vehicles, Fortifications and Buildings.

6. Veteran Breacher, per - 5, s +5, t +5.

S-Lore Iron Warriors Tactics +10, S-Lore Ironfire, C-Lore Iron Warriors +10.

Fearless.

Best Craftsmanship Legion Boarding Shield, 4th Legion MK3 Power Armour, Hardened Armour upgrade, Lascutter, Breaching Charge, Melta Bomb.

Ironfire System.

+5 wounds.

Special ability:

Wall of Iron - Gives ability to ignore critical effect debuffs except for decapitation or limb loss. One per combat you may resist being stunned or recover from being stunned as a free action.

7. Apothecary, int +5, ws -5 or bs -5.

Medicae +20, S-Lore Medicae +20, Trade Chymist +10, Trade Morticator +10,

Can extract and preserve Gene-Seed.

Special abilities:

Guardian of Purity - can test Medicae -40 in order to remove 1d5 corruption or can test -60 Medicae in order to remove Mutation or cleanse Gene-Seed.

OR

Dark Chirurgeon - gains F-Lore Medicae +10 and can test it along with Medicae Skill (difficulty of both rolls will be derived from complexity of modification character wants to perform) in order to perform custom modifications or explications of flesh.

8. Legionnaire Types.

I) Veteran Tactical - + 3000 xp. Special ammo for weapons of choice. Two weapons of choice - figure them out with the GM.

II) Reconnaissance - + 2000 xp. per +10, ws -5. Stealth +10 Choose one: Legion Shotgun, Legion Stalker Boltgun. Ironfire System.

III) Assault Veteran - + 1500xp. ws +5, ag +5, int -5. Operate Aeronautica +10. One melee weapon of choice - figure it out with the GM. + Jump Pack.

Desu Guard Sub-Roles.

These sub roles are meant to be applicated over a Plague Marine CSM role without it's special abilities(TOD p.31) These sub roles approximately cost 3000 XP.

Unholy Resilience - once per combat a Death Guard player may pass a (-30) toughness test in order to multiply his toughness bonus by 2 for 2 rounds.

Degraded Armour - the armor is fused with the body of a Plague Marine. None of Power Armour systems are working and none of them can be repaired. Additionally black carapace is not functioning anymore but power supply is infinite due to that fact that armour is fueled by unholy energies that dwell inside the plague marine. It gives only half of its original Strength bonus (For MK 3 its 10). The act of removing armour takes -40 medicae test from experienced Nurgle Apothecary. Any Armour that is applied to the plague marine for longer than 7 standard terran hours becomes Degraded - such degradation cannot be reverted.

1. Death Guard Lord, +5 T, +5 Fel.
+10 Wounds.

Command +10, S-Lore Death Guard Tactics +20, F-Lore Nurgle +10, C-Lore Death Guard +20, Scrutiny +10, C-Lore (ANY) +10, Medicae +10.

Degraded MK 3 Legion Power Armour, Legion Combi Bolter or Legion Combi Weapon, Legion Power Scythe or Legion Power Axe or Legion Power Sword or Legion Power Maul.

Nurgle's Gift: Lord receives the Mark Of Nurgle and changes his basic Unnatural Toughness to 6. Additionally he spoils any weapon that he wields - gives Toxic (Corruption bonus/2) and unreliable to such weapon unless someone with alignment of Nurgle uses it. Also the ability to spoil anything he touches (if he wishes, of course) can be used narratively in play - it is up to the GM to figure out what needs to be done in order to spoil something.

2. Malignant Plaguecaster, +5 WP, +700XP for Psychic Powers
+5 Wounds

Psyniscience, F-Lore Daemons, S-Lore Occult, S-Lore Death Guard Tactics +20, F-Lore Nurgle +10, C-Lore Death Guard +20, Scrutiny, C-Lore (ANY 2) +10, Medicae.

Degraded MK 2-8 Power Armour, Force Scythe or Sword or Staff or Axe or Maul.

Psykers Gift: the Plaguecaster Starts with Psy rating X3 and may take Psychic Powers only from Biomancy, Unaligned or Nurgle Disciplines. Additionally he changes his basic Unnatural Toughness to 6.

3. Noxious Blightbringer (Саппорт/ Дебаф / Анти Псукер)

4. Foul Blightspawn (Хим Оружие / Анти Чардж / Анти Толпа)

5. Biologus Putrifier (Болезни / Яды / ДДшник / Джихадист)

6. Plague Surgeon (Апотекарий / Бафер)

7. Tallyman (Демагог / Ритуальщик)

#ONLY WAR

Grenades

Frag Grenade

1d10+6 X Pen 1 Blast 3

Krak Grenade

1d10+10 X Pen 6 Concussive (1)

Explosive charge (2kg default)

Not thrown, 6d5 X Pen 0 Blast 5m +1d5 and +2m Blast for each 2 additional kg.

Melta-Bomb

Not thrown, 5d10 E Pen 24 Blast 2, Flame

Firearms

M33 Automatic Shotgun (Looks like AA-12)

Basic

30m

S/3/5

1d10+4 | Pen 0 Scatter

Clip 10 or 30(drum)

1 Full

AVAILABILITY - Scarce

Ursid Pattern SAW (Looks like M249 or RPK)

Basic

150m

S/-/10

1d10+2 I Pen 2

Clip 200 or 60

2 Full

AVAILABILITY - Scarce

Heavy Stubber (Generic MG, FN MAG)

Heavy 1

200m

S/-/8

1d10+4 I Pen 3

Clip 100 or 200(On fixed mounting version)

2 Full

AVAILABILITY - Scarce

Lucius pattern Heavy Stubber (Looks like MG-42)

Heavy 2 (Biceps allow to fire from any stance with -20)

200m

S/-/10

1d10+4 I Pen 3

Clip 100

2 Full

AVAILABILITY - Rare

Othlack pattern Heavy Stubber (Looks like PKM)

Heavy 1

200m

S/-/7

1d10+4 I Pen 3 Reliable, Useful in CQB - if you are firing at the target 30m or closer to you - this weapon counts as Basic class weapons, Lighter than most other MGs.

Clip 100

2 Full

AVAILABILITY - Rare

Graia pattern Heavy Stubber .50cal (Looks like DSHK HMG or M2HB)

Heavy 3 Tripod mount (Can't use bipod) (Biceps won't help)

300m

S/-/6

1d10+6 I Pen 5

Clip 50 or 100
2 Full
AVAILABILITY - Rare

Hellgrace pattern Heavy Stubber .50cal (Looks like Kord HMG)

Heavy 2 Has bipod and recoil dampening mechanism in stock that allows to shoot with bipod as only stabilisation.

250m
S/-/6
1d10+6 I Pen 5
Clip 50
2 Full
AVAILABILITY - Very Rare

Achillan Heavy Anti-Material Rifle (.50 cal or similar)

Heavy 2 Has bipod.

600m
S/-/-
1d10+6 I Pen 5 Precise, Felling (2)
Clip 5
1 Full
AVAILABILITY - Very Rare

M32 Rotor Cannon 5.56mm

Heavy 2
100m
-/-/25
1d10+2 I Pen 2, Inaccurate, Storm, Escalation
Clip 500 or more
AVAILABILITY - Very Rare

M33 Rotor Cannon 7.62mm

Heavy 3
200m
-/-/25
1d10+4 I Pen 4, Storm, Escalation
Clip 1000 or more
AVAILABILITY - Very Rare

30mm M34/1 Autocannon (Common Chimera and Heavy Infantry Weapon)

Heavy 3 (Heavy 4)
200m (300m)
S/3/(8)
APDS 3d10+4 I Pen 6
HE 1d10+6 Pen 1 Blast 2
Clip 20 or (as per vehicle) (Chimera - 2 storages up to 800 rounds total)

AVAILABILITY - Rare

40mm M34 Autocannon (Common Chimera Weapon)

Heavy 4

400m

S/2/4

APDS 3d10+8 I Pen 7

APFSDS 3d10+8 I Pen 10.

HE 1d10+7 Pen 1 Blast 3

Clip as per vehicle (Chimera - 2 storages up to 600 rounds total)

AVAILABILITY - Very Rare

Lascannon

Heavy 3(Heavy 4 - a.k.a High Energy Output for e.x Predator Annihilator, Land Raider etc.)

300m(400m)

S/-/-

5d10+10E(6d10+10E), Pen 10, Proven (2)

Clip 5/5 (Space Marine - Then reload 2 Full)

Clip 30/30 (Vehicle - reload 4 Full)

Clip 40/40 (Land Raider and other big guys)

Turbo-laser Destructor

Heavy 4

2000m

S/-/-

9d10+20E, Pen 30, Blast (6), Felling (4), Recharge

Clip 5 (Thunderhawk) (Recharges 1 point of ammo each 3 rounds)

Launchers and Missiles

Hesh-pattern Underbarrel Grenade Launcher

Can be installed on a special mount under almost any Basic or even Heavy weapon.

Can be detached and used as a single shot grenade launcher.

50m

S/-/-

Damage depends on the Grenade

Clip 1

1 Full

AVAILABILITY - Scarce

Accatran M32 Mortar 82mm

Heavy 3

1000m

S/-/, Clip 1, Rld 1 Half | Inaccurate, Indirect (2), Slow and Bulky, (minimal firing range is 50m)

HE 2d10+5 X Pen 2, Blast 6

Smoke - Smoke (9)

AVAILABILITY - Rare

Accatran M34 Mortar 120mm

Heavy 3

2000m

S/-/, Clip 1, Rld 1 Full | Inaccurate, Indirect (4), Slow and Bulky, (minimal firing range is 500m)

HE 3d10+5 X Pen 4, Blast 12

Smoke - Smoke (15)

AVAILABILITY - Very Rare

Achillan M33 LAW 105mm (Simple and light AT "tube")

Basic

125m

HEAT 2d10 + 14 X Pen 8 Concussive (1)

One Use

AVAILABILITY - Scarce

Lucius M39 RPG 105mm (Visual appearance and ergonomics can vary from RPG-7 and SMAW to RPG-32)

Heavy 1

250m

AVAILABILITY - Rare

HEAT 2d10+14 X Pen 8 Concussive (1), Blast 1 AVAILABILITY - Rare

HE 2d10+5 X Pen 1 Blast 4, Concussive (0) AVAILABILITY - Rare

Melta 2d10+12 E Pen 24 Blast 1, Can't Shoot further than normal range AVAILABILITY - Very Rare

Thermobaric 3d10+10 X Pen 0 Blast 4, Proven (2), Concussive (3), Thermobaric, Can't Shoot further than normal range AVAILABILITY - Extremely Rare

Voss M37 Guided Missile Launcher 152mm (ATGM - wire-guided, or radio-guided, or beam-riding, or infrared(F&F)(Extremely Rare))

Heavy 3

2000m (minimal firing range is 50m)

S/-/, Clip 1, Rld 3 Full, Slow and Bulky

AVAILABILITY - Very Rare

HEAT 5d10+10 X Pen 8 Concussive (3), Proven (2), Blast (2) AVAILABILITY - Very Rare

Melta 4d10+8 E Pen 24 Proven (3), AVAILABILITY - Extremely Rare

HE 3d10+6 X Pen 2 Blast 8, Proven (3), Concussive (0) AVAILABILITY - Very Rare

Thermobaric 5d10+10 X Pen 0 Blast 6, Concussive (3), Thermobaric, AVAILABILITY - Extremely Rare

Hellstrike missile (AGM - radio-guided, beam-riding, or infrared)

Heavy 4

5000m

5d10+26 X, Pen 12 Each missile can only be fired once, Concussive (5), Proven (4), Blast 5 (After radius of 2 metres damage is 1d10+15 and Pen 1)

AVAILABILITY - Very Rare

Units

Tarantula Automatic Turret

WS BS S T Ag Int Per WP Fel

-- 40 -- 50 -- -- 20 -- --

Wounds: 15

Skills: Awareness (Per)

Talents: Heavy Weapon Training (Bolt, Las, Melta)

Traits: Armour Plating, Machine (8)

Armour: none (all 10)

Weapons: Twin-linked Heavy Bolter/Lascannon/Multi-Melta

Gear: 600/50/50 rounds/shots

BS cannot be increased by firing full auto *will fire at the nearest target* *if equipped with a Multi-melta or a Twin Linked Lascannon it will always fire at the biggest target over the nearest*

Solar Auxilia

Solar Auxilia Blast-Pistol

Pistol

15m

S/-/-

1d10+10 I Pen 2, Overheats

Clip 6

1 Full

Solar Auxilia Rotor Cannon 5.56mm

Heavy 2

Basic

100m

-/-/20

1d10 + 3 I Pen 0, Inaccurate, Storm, Pinning (-10), Corrosive(Special)(5+ hits reduce armour on d5)

Clip 2000

Solar Auxilia Lasrifle

Basic

130m

S/3/-

1d10 + 4 I Pen 0, Reliable, Lasgun Variable Settings (No Overload)

Clip 60

1 Full

Solar Auxilia Lasrifle Collimator

Basic

150m

S/-/1

1d10 + 4 I Pen 0, Reliable, Storm, Lasgun Variable Settings (No Overload), you should give Lasrifle time to prepare the shot - after switching to Collimator it can't shoot for one Half Action (You may still Aim down the sights or do whatever you want except firing the rifle), Recharge(Half Action) (Only applies if you chose to shoot with Collimator again).

Clip 60

1 Full

Solar Auxilia Lasrifle Blast-Charger (On roll of 81+ cannot be used again) (Works as Hot Shot Charge Pack for lasgun, but holds energy for 4 shots)

Basic

70m

S/-/-

2d10+10 I Pen 2, Recharge

Clip 4

1 Full

Solar Auxilia Void Armour - All Covered - AP 6 - Max Ag 40 - Environmentally Sealed, In Built Vox, Oxygen supply (12h), Magboots.

Solar Auxilia Reinforced Void Armour - All Covered - AP 6 (7 Body & Head) - Max Ag 35 - Same as VA above, +1AP Against blast radius hits(Same as Flak Armour), Can stabilise "Heavy 2" weapons, Count "Heavy 1" as "Basic".

Legiones Astartes Generation

Normal starting amount of aptitudes is 9 including General.

Base Profile

Statline 30+2d10

Starting Skills: Athletics, Awareness, Common Lore (War, Imperium), Dodge, Scholastic Lore (Tactica {Legion}) Forbidden Lore ({Legion}, The Great Crusade), Linguistics (Low Gothic), Navigate (Surface), Operate (Surface), Parry.

Starting Talents: Ambidextrous, Bulging Biceps, Legion Weapon Training, Hardy, True Grit, Heightened Senses (Hearing, Sight), Jaded, Quick Draw, Resistance (Cold, Heat, Poisons), Unarmed Warrior.

Starting Traits: Amphibious, Unnatural Strength (+4), Unnatural Toughness (+4).

FAQ v1

NERVES OF STEEL

Tier: 2

Prerequisite: None

Long years on the battlefield enable the character to remain calm as fire rains down all around him. The character may reroll failed Willpower Tests to avoid or recover from Pinning. In addition is seldom impressed by the aggressive displays of his enemies and gains a +10 to Willpower Tests when resisting the effects of enemy Intimidation Skill attempts.

Fieldcraft + Willpower

UNSHAKEABLE WILL

Tier: 2

Prerequisite: Willpower 35

The character's faith in the gods and in himself are so strong that he can face any danger with a sneer and a ready insult. The character may reroll any failed Willpower Tests to avoid the effects of Fear.

Willpower + Defence

PARANOIA

Tier: 2

Prerequisite: None

The character knows that danger lurks behind every corner and knows the galaxy hits him with everything it has as soon as he let his guard down. The character gains a +2 bonus on Initiative rolls, and the GM may secretly test using the character's Perception to notice hidden threats. The price of this eternal vigilance is a twitchy disposition and the inability to relax.

Perception + Fieldcraft

I) World of Upbringing

1. Imperial World

Characteristic Modifiers: + Willpower or + Intelligence or + Fellowship

Fate Threshold: 3 (Emperor's Blessing 8+)

Home World Aptitude: Pick One Stat Related

Wounds: 17+1d5

2. Death World

Characteristic Modifiers: + Toughness, + Perception, – Fellowship

Fate Threshold: 2 (Emperor's Blessing 3+)

Home World Aptitude: Fieldcraft

Wounds: 19+1d5

3.Feral World

Characteristic Modifiers: + Strength, + Toughness, – Intelligence

Fate Threshold: 2 (Emperor's Blessing 2+)

Home World Aptitude: Toughness

Wounds: 20+1d5

4.Feudal World

Characteristic Modifiers: + Strength, + Weapon Skill, – Intelligence

Fate Threshold: 3 (Emperor's Blessing 6+)

Home World Aptitude: Weapon Skill

Wounds: 18+1d5

5.Frontier World

Characteristic Modifiers: + Ballistic Skill, + Perception, –Fellowship

Fate Threshold: 3 (Emperor's Blessing 5+)

Home World Aptitude: Ballistic Skill

Wounds: 17+1d5

6.Hive World

Characteristic Modifiers: + Agility, + Weapon Skill, – Willpower

Fate Threshold: 3 (Emperor's Blessing 4+)

Home World Aptitude: Perception

Wounds: 17+1d5

7.Quarantine World

Characteristic Modifiers: + Intelligence, + Ballistic Skill, – Toughness

Fate Threshold: 4 (Emperor's Blessing 8+)

Home World Aptitude: Finesse

Wounds: 17+1d5

8.Shrine World

Characteristic Modifiers: + Fellowship, + Willpower, – Perception

Fate Threshold: 3 (Emperor's Blessing 5+)

Home World Aptitude: Willpower

Wounds: 17+1d5

9.Voidborn

Characteristic Modifiers: + Intelligence, + Agility, – Strength

Fate Threshold: 4 (Emperor's Blessing 7+)

Home World Aptitude: Intelligence

Wounds: 16+1d5

10.Agri-world

Characteristic Modifiers: + Fellowship, + Strength, – Agility

Fate Threshold: 2 (Emperor's Blessing 4+)

Home World Aptitude: Strength

Wounds: 19+1d5

II) Legion

1. Dark Angels

Starting Skills:

Starting Talents:

Special Ability:

Background Aptitude:

3. Emperor's Children

Starting Skills: Acrobatics +10, Charm or Deceive.

Starting Talents: Combat Master.

Special Ability: The Emperor's Children space marine may once per session nominate a single encounter 'Crucial' before this encounter starts or at the very beginning of it. During this 'Crucial' encounter the marine may re-roll any failed or successful test for free, but after the end of this encounter He must suffer a number degrees of fatigue equal to the amount of re-rolls that he made during the 'crucial' encounter. If during any 'crucial' encounter the Emperor's Children space marine fails any test by 5 or more degrees after any re-roll - then this Special Ability switches off instantly.

Background Aptitude: Offence or Finesse.

4. Iron Warriors

Starting Skills: Scholastic Lore (Siege) +10, Tech Use.

Starting Talents: Nowhere to Hide or Paranoia, Nerves of Steel.

Special Ability: In addition to the normal uses of Fate points, a character may spend a Fate point to automatically succeed at an Tech-Use or Trade skill test involving explosives with a number of 'degrees of success' equal to his Int bonus. Additionally an Iron Warrior may re-roll damage dice with grenades and other thrown explosives. In case of rolling multiple dice for Damage, all dice or none must be re-rolled. The second result stands whether you like it or not.

Background Aptitude: Toughness or Willpower.

5. White Scars

Starting Skills: Operate (Surface) +10, Navigate (Surface) +10, Tech-Use.

Starting Talents: Hatred (Orks), Hard Target or Hotshot Pilot.

Special Ability: In addition to the normal uses of Fate points, a character may spend a Fate point to automatically succeed at an Operate or Survival skill test involving vehicles or at Acrobatics skill test with a number of 'degrees of success equal to his Agility bonus.

Background Aptitude: Fieldcraft or Finesse.

6. Space Wolves

Starting Skills:

Starting Talents:

Special Ability:

Background Aptitude:

7. Imperial Fists

Starting Skills: Scholastic Lore (Siege) +10, Logic.

Starting Talents: Iron Jaw.

Special Ability: An Imperial Fist space marine benefits from Unnatural BS (1) when he is firing any Bolt Weapon.

Background Aptitude: Willpower or Defence.

8. Night Lords

Starting Skills: Intimidate +20 or Scrutiny.

Starting Talents: Cold Hearted, Dark Sight, Paranoia.

Special Ability: A Night Lord may to grant himself the Fear Trait (1) for the remainder of a session after applying the Trophies of Judgement (Trophies may not enhance the Fear Trait further than 2). The Trophies are discarded after one use. Night lord needs to gather a new set in order to use this special ability next time. In order to gather it the Night Lord must spend a 3d10 minutes and pass a (+0) Tactica {Night Lords} test in order to gather the Trophies correctly. Applying Trophies of judgement requires 2d10 minutes. A Night Lord may poses a maximum of 2 Trophies at a time.

Background Aptitude: Perception or Psyker.

9. Blood Angels

Starting Skills: Acrobatics +10.

Starting Talents: Never Die

Special Ability: While in melee combat during his turn a Blood Angel may re-roll Damage dice when fighting with melee weapons. In case of melee weapons that roll multiple dice for

Damage, all dice or none must be re-rolled. The second result stands whether you like it or not.

Background Aptitude: Offence or Psyker.

10. Iron Hands

Starting Skills: Tech Use +10.

Starting Talents: Iron Jaw, Technical Knock.

Special Ability: gains an additional Unnatural Toughness (3) against ranged attacks.

Background Aptitude: Toughness or Intelligence.

12. World Eaters

Starting Skills: Intimidate +20, Acrobatics +10.

Starting Talents: Frenzy, Battle Rage.

Special Ability: Any World Eater that has the 'Butcher's Nails' must count a number of "beings" that he has slain in the past hour. After each slain "being" - The World Eater must take a Willpower test with a bonus of +60(-10 for each being slain). If the Willpower test is failed - World Eater enters Frenzy (The World eater May voluntarily fail the test if he so wishes). If the Willpower test is passed - nothing happens.

Background Aptitude: Offence or OFFENCE!

13. Ultramarines

Starting Skills: Scholastic Lore (Tactica {Legion}) +10.

Starting Talents: Air of Authority or Double Team.

Special Ability:

When an Ultramarine successfully hits an enemy in ranged combat his battle brothers receive Proven (half his Int Bonus) to their first ranged attack on the same target.

When an Ultramarine successfully hits an enemy in melee combat his battle brothers receive +5 WS bonus to their first melee attack on the same target.

Bonuses from these abilities do not stack.

When there are no Ultramarines with at least +20 Command Skill and Fellowship of at least 40 - this ability can not be used.

Background Aptitude: Knowledge or Leadership.

14. Death Guard

Starting Skills: Trade (Chymist) or Intimidate +20.

Starting Talents: Resistance (Psychic Powers), Sound Constitution (4), Nerves of Steel.

Special Ability: When a Death Guard space marine suffers damage from toxic special rule - subtract his Toughness Bonus from this damage roll to a minimum of 0.

Background Aptitude: Toughness or Willpower.

15. Thousand Sons

Starting Skills:
Starting Talents:
Special Ability:
Background Aptitude:

16. Lunar Wolves/Sons of Horus

Starting Skills: Parry +10 or Command
Starting Talents: Target Selection
Special Ability: Once per turn after any melee attack that does damage to an enemy target and if an enemy is outnumbered, a SoF/LW marine may make an additional single standart attack in melee with his pistol or his melee weapon without 'Unwieldy' trait against the same or any other target within his reach in melee.
Background Aptitude: Offence or Weapon Skill.

17. Word Bearers

Starting Skills: Forbidden Lore (Daemonology), Charm or Deceive.
Starting Talents: Halo of Command, Nerves of Steel, Unshakeable Will.
Special Ability: A Word Bearer may substitute his Insanity for his Willpower Characteristic. Word Bearer starts with 3d10 Insanity.
Background Aptitude: Willpower or Knowledge.

18. Salamanders

Starting Skills: Tech-Use, Trade (Armourer).
Starting Talents: Resistance (Psychic Powers), Nerves of Steel, Unshakeable Will.
Special Ability: Salamander character halves Heat Energy damage that hits him except for melta, fusion, plasma and other similar weapons.
Background Aptitude: Knowledge or Tech.

19. Raven Guard

Starting Skills: Dodge +10, Stealth
Starting Talents: Assassin Strike
Special Ability: A Raven Guard character may pass Stealth (-20) test as a free action in order to receive an immunity to Overwatch and Standard Attacks for leaving melee combat without proper actions to do so until his next turn.
Background Aptitude: Agility or Finesse.

20. Alpha Legion

Starting Skills:
Starting Talents:
Special Ability:
Background Aptitude:

III) Inclinations

1. Tactical Versatility (Versatile)

Aptitudes: Weapon Skill, Ballistic Skill, Defence or Strength, Offence or Toughness, Intelligence or Finesse, Perception or Fellowship.

2. Death From Above (Melee)

Aptitudes: Weapon Skill, Agility, Finesse, Perception or Willpower, Offence, Fellowship or Fieldcraft.

3. Death From Afar (Ranged)

Aptitudes: Agility or Intelligence, Ballistic Skill, Fieldcraft, Finesse or Toughness, Perception, Defence or Offence.

4. Implacable Advance (Tank)

Aptitudes: Ballistic Skill or Weapon Skill, Offence or Finesse, Strength, Toughness, Willpower, Defence.

5. Mind Over Matter (Psyker)

Aptitudes: Ballistic Skill or Weapon Skill, Defence or Offence, Intelligence, Willpower, Perception or Knowledge, Psyker.

6. Bearer of Knowledge (Support)

Aptitudes: Offence or Defence, Intelligence, Knowledge or Toughness, Tech or Fellowship, Fieldcraft or Social, Willpower.

IV) Roles

1. Tactical

Talents: Rapid Reload.

Gear: Chainsword + Bolt Pistol + Bolter + Power Armour + Repair Cement + 2 Frag + 2 Krak

2. Assault

Talents: Catfall and Leap Up.

Gear: Chainsword + Bolt Pistol + Jump Pack + Power Armour + 4 Frag + 2 Krak

3. Breacher

Talents: Bodyguard or Grenadier.

Gear: Boarding Shield + Bolt Pistol + Bolter + Power Armour (Hardened) + 3 Repair Cement + 5 Frag + 1 Krak + 1 Breaching Charge

4. Recon

Talents: Marksman or Keen Intuition.

Gear: Choose two of the following (Combat Blade, Bolt Pistol, Bolter, Shotgun, Stalker Bolter) + Power or Scout Armour + 2 Frag + 1 Krak + 2 Smoke + 1 Melta bomb

5. Tactical Support

Talents: Weapon Tech.

Gear: Bolt Pistol + (Special Weapon) + Power Armour + Repair Cement + 2 Frag

6. Heavy Support

Talents: Marksman or Nowhere to Hide.

Gear: Bolt Pistol + (Heavy Weapon) + Power Armour + 2 Repair Cement + 1 Frag

7. Vehicle Operator

Talents: Skilled Rider or Mounted Warrior.

Gear: Combat Blade + Bolt Pistol + Bolter + Power or Scout Armour + 1 Vehicle of choice

8. Nano-Desu-troyer

Talents: Double Team or Hip Shooting, Two-Weapon Wielder (Ranged)

Gear: Chainsword + 2 Bolt Pistol + Power Armour (Hardened) + 4 Frag + 2 Rad

Cost: 300XP

8. Apothecary

Talents: Superior Surgeon.

Gear: Chainsword + Bolt Pistol or Bolter + Power Armour + 2 Frag + Narthecium

Cost: 500XP

9. Techmarine

Talents:

Gear: Techmarine Power Axe

Cost: 1000XP

V) Elite Advances

1. Sergeant

Prerequisites: a Space Marine must be deemed worthy by his superiors in order to be ascended to the rank of Sergeant. On the other hand, in a situation where the replacement is required because of the current rank holder's status (KIA, MIA or else) - the most fitting candidate will be chosen amongst the Marines. INT 45 or FEL 45.

New Gear: Melee Power Weapon or Plasma/Volkite Pistol

New Aptitude: you may change one aptitude except "General" to "Leadership" aptitude.

Cost: 300XP

2. Terminator

Prerequisites: Deemed worthy for the Terminator Honours. The sum of WS and BS ≥ 110 .

New Gear: Terminator Armour with any Compatible Power Weapon and a Combi-Bolter.

New Aptitude: you may change one aptitude except "General" to WS, BS, T, S or Offence.

Cost: 1000XP

3. Veteran or Seeker

Prerequisites: Narratively based + BS 60 or WS 60, The sum of WP and PER ≥ 100 .

New Gear: One Melee or Ranged weapon of choice up to the Very Rare category.

New Aptitude: you may change one aptitude except "General" to any non-stat aptitude.

Cost: 500XP

This section contains not finished ideas, use them at your own risk.

Weird war

Обычный (Японский) Пистолет:

---9мм 2д6 АП1; 12/24/48 M=10

---.45 2д6+2; 9/18/36 M=7

---7.62 2д8-2 АП3; 15/30/60 M=10.

Rework of Fate Points.

Fate Points should be multiplied by 3, thus giving new Grace Points. These new Grace Points retains most functions of Fate Points, however at different

price. Most of the time, the ability that cost 1 FP, costs 3 GP. But some things are changed:

2GP - Gain a +10 bonus to a test. This must be chosen before the dice are rolled.

2GP or 3GP - Add 1 degree of success to a successful test. This may be chosen after the dice are rolled. ???

2GP - Instantly recover from being Stunned.

2GP - The use of *Expert at Violence* (Warrior).

3GP - The use of *Nothing Escapes My Sight* (Seeker), but with the base success.

3GP - The use of *Quest for Knowledge* (Sage), but with the base success.

3GP - The use of *Sway the Masses* (Hierophant), but with the base success.

3GP - The use of *Dedicated Healer* (Chirurgeon), but with the base success.

2GP - The use of *Sure Kill* (Assassin).

Faith in the Creed (Shrine World) is reworked. After you spend Grace Points, roll d10, if the result is equal or lower then half your WP bonus, you spent 1 less GP, to the minimum of 1.

Bombs (OLD)

Mk3 General purpose bomb (227 kg)

2d10+10 X Pen 4, Blast (15) Concussive(2), Devastating (2)

Mk17 Incendiary bomb (227 kg)

2d10k1+9 E, Pen 4, Blast (10), Flame.

Mk18 Cluster bomb (227 kg)

HE1d10+10 X, Pen 2, Blast (20), Cluster

HEAT 2d10+8 X, Pen 8, Blast (20), Cluster

Mk4 General purpose bomb (453 kg)

4d10+10 X Pen 4, Blast (25) Concussive(2), Devastating (4)

Mk21 Incendiary bomb (453 kg)

2d10k1+9 E, Pen 4, Blast (20), Flame.

Mk22 Cluster bomb (453 kg)

HE 1d10+10 X, Pen 2, Blast (40), Cluster
HEAT 2d10+8 X, Pen 8, Blast (40), Cluster

Mk26 Thermobaric bomb(453 kg)

5d10+10 X Pen 0 Blast (30), Concussive (5), Thermobaric

Mk5 General purpose bomb (680kg)

6d10+10 X Pen 4, Blast (35) Concussive(2), Devastating (6)

Mk27 Thermobaric bomb(680 kg)

5d10+10 X Pen 0 Blast (45) , Concussive (5), Thermobaric

Each bomb can be upgraded to Smart Bomb - accurate bomb with targeting system. Can be Laser-Guided/GPS.

Primaris Marine Generation

Maximum starting amount of aptitudes is 9 including General.

Base Profile

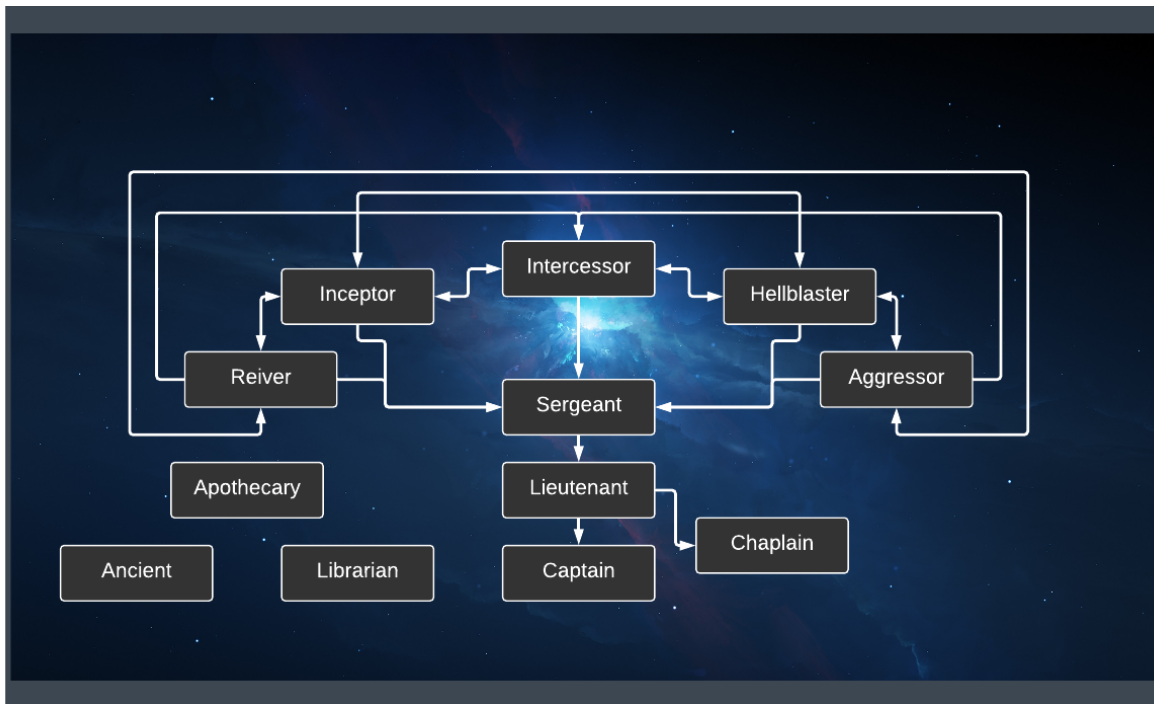
Statline 30+2d10

Starting Skills: Athletics, Awareness, Common Lore (War, Imperium) +10, Dodge, Scholastic Lore (Codex Astartes), Forbidden Lore (Adeptus Astartes, <Chapter>, Horus Heresy), Linguistics (Low Gothic, High Gothic), Navigate (Surface), Operate (Surface), Parry.

Starting Talents: Ambidextrous, Bulging Biceps, Astartes Weapon Training, Heightened Senses (Hearing, Sight), Die Hard, True Grit, Hardy, Jaded, Resistance (Cold, Heat, Poison, Disease, Fear), Unarmed Master.

Traits: Amphibious, Cawl's Furnace, Heightened Senses (Sight, Hearing), Unnatural Strength (+5), Unnatural Toughness (+5).

Cawl's Furnace - When Primaris Space Marine has his wounds reduced to 0 and received non-lethal critical damage the Furnace activates automatically at the start of his turn. The Furnace is active for a number of turns equal to Marine's Toughness bonus. When active it gives (+1) Unnatural Characteristic to Strength, Toughness and Agility, Furnace also heals 1 Wound or 1 Critical per round, furthermore it removes any stun or shock effects and negates effects from critical hits (except for lost body parts) and poisons. During Cawl's Furnace activation it's owner receives a +10 bonus to his Willpower.



I) World of Upbringing

1.Imperial World

Characteristic Modifiers: + Willpower or + Intelligence or + Fellowship

Fate Threshold: 3 (Emperor's Blessing 8+)

Home World Aptitude: Pick One Stat Related

Wounds: 23+1d5

2.Death World

Characteristic Modifiers: + Toughness, + Perception, – Fellowship

Fate Threshold: 2 (Emperor's Blessing 3+)

Home World Aptitude: Fieldcraft

Wounds: 25+1d5

3.Feral World

Characteristic Modifiers: + Strength, + Toughness, – Intelligence

Fate Threshold: 2 (Emperor's Blessing 2+)

Home World Aptitude: Toughness

Wounds: 26+1d5

4.Feudal World

Characteristic Modifiers: + Strength, + Weapon Skill, – Intelligence

Fate Threshold: 3 (Emperor's Blessing 6+)

Home World Aptitude: Weapon Skill

Wounds: 24+1d5

5.Frontier World

Characteristic Modifiers: + Ballistic Skill, + Perception, –Fellowship

Fate Threshold: 3 (Emperor's Blessing 5+)

Home World Aptitude: Ballistic Skill

Wounds: 23+1d5

6.Hive World

Characteristic Modifiers: + Agility, + Weapon Skill, – Willpower

Fate Threshold: 3 (Emperor's Blessing 4+)

Home World Aptitude: Perception

Wounds: 23+1d5

7.Quarantine World

Characteristic Modifiers: + Intelligence, + Ballistic Skill, – Toughness

Fate Threshold: 4 (Emperor's Blessing 8+)

Home World Aptitude: Finesse

Wounds: 23+1d5

8.Shrine World

Characteristic Modifiers: + Fellowship, + Willpower, – Perception

Fate Threshold: 3 (Emperor's Blessing 5+)

Home World Aptitude: Willpower

Wounds: 23+1d5

9.Voidborn

Characteristic Modifiers: + Intelligence, + Agility, – Strength

Fate Threshold: 4 (Emperor's Blessing 3+)

Home World Aptitude: Intelligence

Wounds: 22+1d5

10.Agri-world

Characteristic Modifiers: + Fellowship, + Strength, – Agility

Fate Threshold: 2 (Emperor's Blessing 4+)

Home World Aptitude: Strength

Wounds: 25+1d5

II) Chapter

1. Ultramarines

Starting Skills: Command, Scholastic Lore (Codex Astartes) +10.

Starting Talents: Air of Authority or Double Team.

Chapter Equipment: Licensed Digital Copy of The Codex Astartes.

Special Ability:

When an Ultramarine successfully hits an enemy in ranged combat his battle brothers receive Proven (his Int Bonus) to their first ranged attack on the same target.

When an Ultramarine successfully hits an enemy in melee combat his battle brothers receive +10 WS bonus to their first melee attack on the same target.

Bonuses from these abilities do not stack.

Background Aptitude: Knowledge or Leadership

2. Black Templars

Starting Skills: Parry +10.

Starting Talents: Frenzy or Resistance (Psychic Powers).

Chapter Equipment: Devotion Chain(Optional), Tabard(Optional).

Special Ability: Once per combat as a half action a Black Templar may pass -10 Willpower test in order to summon his hatred and gain Hatred (Everything) for the duration of current combat. If he fails he can not use this ability until the next combat.

Background Aptitude: Willpower or Offence

3. Blood Angels

Starting Skills: Acrobatics +10.

Starting Talents: Never Die

Chapter Equipment: Golden Icons(Optional), Blood Drop Pendant(Optional)

Special Ability: While in melee combat during his turn a Blood Angel may re-roll Damage dice when fighting with melee weapons. In case of melee weapons that roll multiple dice for Damage, all dice or none must be re-rolled. The second result stands whether you like it or not.

Background Aptitude: Offence or Finesse

4. White Scars

Starting Skills: Operate (Surface) +10, Navigate (Surface) +10, Tech-Use.

Starting Talents: Hatred (Dark Eldar), Hard Target or Hotshot Pilot.

Chapter Equipment: Trophy Rack (Optional).

Special Ability: In addition to the normal uses of Fate points, a character may spend a Fate point to automatically succeed at an Operate or Survival skill test involving vehicles or at Acrobatics skill test with a number of degrees of success equal to his Agility bonus.

Background Aptitude: Fieldcraft or Finesse

5. Salamanders

Starting Skills: Tech-Use, Trade (Armourer)

Starting Talents: Technical Knock, Resistance (Psychic Powers)

Chapter Equipment: A weapon which was wrought by your hand.

Special Ability: Salamander character halves Heat Energy damage that hits him except for melta, fusion, plasma and other similar weapons.

Background Aptitude: Knowledge or Tech

6. Raven Guard

Starting Skills: Dodge +10, Stealth

Starting Talents: Assassin Strike, Hatred (Orks)

Chapter Equipment:

Special Ability: A Raven Guard character may pass Stealth (-20) test as a free action in order to receive an immunity to Overwatch and Standard Attacks for leaving melee combat without proper actions to do so until his next turn.

Background Aptitude: Agility or Finesse

7. Iron Hands

Starting Skills:

Starting Talents:

Chapter Equipment:

Special Ability:

Background Aptitude:

8. Dark Angels

Starting Skills:

Starting Talents:

Chapter Equipment: Robe(Optional), Ceremonial Sword(Optional)

Special Ability:

Background Aptitude:

9. Imperial Fists

Starting Skills:

Starting Talents:

Chapter Equipment:

Special Ability:

Background Aptitude:

Ila) Legions

10. Night Lords

Starting Skills: Intimidate +10 or Scrutiny.

Starting Talents: Cold Hearted, Dark Sight.

Chapter Equipment: Trophies of Judgement.

Special Ability: A Night Lord may to grant himself the Fear Trait (1) for the remainder of a session after applying the Trophies of Judgement (Trophies may not enhance the Fear Trait further than 2). The Trophies are discarded after one use. Night lord needs to gather a new set in order to use this special ability next time. In order to gather it the Night Lord must spend a 3d10 minutes and pass a (+0) Tactica {Night Lords} test in order to gather the Trophies correctly. Applying Trophies of judgement requires 2d10 minutes. A Night Lord may poses a maximum of 2 Trophies at a time.

Background Aptitude: Perception

11. Lunar Wolves/Sons of Horus

Starting Skills: Parry +10 or Command

Starting Talents: Target Selection

Chapter Equipment: Special Hair Device(Optional), Banestrike Shells(Heresy)

Special Ability: Once per turn after any melee attack that does damage to an enemy target and if an enemy is outnumbered a SoF/LW marine may make an additional single standart attack in melee with his pistol or his melee weapon without 'Unwieldy' trait against the same or any other target within his reach in melee.

Background Aptitude: Offence

11. Emperor's Children

Starting Skills: Acrobatics +10, Charm or Deceive

Starting Talents: Combat Master

Chapter Equipment: Aquila and decoration symbols on weapons and/or armour.

Special Ability:

Background Aptitude: Finesse

III) Inclinations

1.Tactical Versatility (Versatile)

Aptitudes: Weapon Skill, Ballistic Skill, Defence, Offence, Intelligence or Finesse, Perception.

2. Death From Above (Melee)

Aptitudes: Agility, Finesse, Perception or Willpower, Offence, Fellowship, Weapon Skill

3. Death From Afar (Ranged)

Aptitudes: Agility, Ballistic Skill, Fieldcraft, Finesse, Perception, Defence

4. Implacable Advance (Tank)

Aptitudes: Ballistic Skill or Weapon Skill, Offence, Strength, Toughness, Strength, Defence.

5. Mind Over Matter (Psyker)

Aptitudes: Ballistic Skill or Weapon Skill, Defence or Offence, Intelligence, Willpower, Perception or Knowledge, Psyker.

6. Bearer of Knowledge (Support)

Aptitudes: Offence or Defence, Intelligence, Knowledge or Toughness, Tech or Fellowship, Fieldcraft or Social, Willpower.

IV) Roles

1. Intercessor

Talents: Rapid Reload or Grenadier.

Gear: Bolt Pistol, Bolt Rifle or Bolt Carbine or Stalker Bolt Rifle, Mark X Tacticus Armour, 3X Repair Cement, 4X Frag Grenades, 2X Krak Grenades, 2X Smoke Grenades, Astartes Underbarrel Grenade Launcher or Chainsword, 4X magazines for bolt pistol, 8X magazines for main weapon.

2. Inceptor

Talents: Leaping Dodge or Hotshot Pilot.

Gear: 2X Assault Bolters, Mark X Inceptor Gravis Armour, 6X Repair Cement, 6X magazines for main weapon.

3. Hellblaster

Talents: Nowhere to Hide or Marksman.

Gear: Bolt Pistol, Assault Plasma Incinerator or Plasma Incinerator or Heavy Plasma Incinerator, Mark X Tacticus Armour, 3X Repair Cement, 2X Frag Grenades, 1X Krak Grenades, 1X Smoke Grenades, 3X magazines for bolt pistol, 4X magazines for main weapon or 1 Backpack for Heavy Incinerator.

4. Reiver

Talents: Quick Draw or Catfall.

Gear: Heavy Bolt Pistol, Bolt Carbine, Combat Knife, Mark X Reiver Armour, 3X Repair Cement, 2X Frag Grenades, 2X Krak Grenades, 2X Smoke Grenades, 4X Nova Grenades, 3X magazines for bolt pistol, 7X magazines for main weapon, Grapnel Hook Launcher.

5. Passive Aggressor

Talents: Two Weapon Wielder Ranged and Melee, Bodyguard or Thunder Charge.

Gear: 2X Boltstorm Gauntlets and Fragstorm grenade launcher or 2X Flamestorm Gauntlets, Mark X Gravis Armour, 6X Repair Cement, 4X magazines for main weapon or 2 Fuel Tanks.

V) Elite Advances

1. Sergeant

Prerequisites: a Space Marine must be deemed worthy by his superiors in order to be ascended to a rank of Sergeant. Or in a situation where the replacement is required because the current rank holder is KIA, WIA or MIA - the most fitting candidate will be chosen amongst the available Marines.

Instant Changes -

New Gear: Best Chainsword or Common Power Sword or Common Plasma Pistol

If a character is Aggressor or Inceptor he instead receives: +1d5 Influence

New Aptitude: Leadership

Cost: 300XP

2. Lieutenant

Prerequisites: 45 Influence a vacant place and a character should be deemed worthy of your new rank.

Instant Changes (or not so instant)

New Gear: work out a piece of gear that will suit the promotion with a GM.

New Aptitude: you may change one aptitude except for "General" aptitude.

New Ability: As a free action once per round, the character may pass the Command (+0 or -10 for each X allies after first X allies) test in order to select an enemy and grant +10 on Hit roll or (Half of Int Bonus) to damage roll to all allied Adeptus Astartes within (X multiplied by 2) meters for one turn. (X = Fellowship Bonus)

Cost: 500XP

3. Captain

Prerequisites: 60 Influence, a vacant place and a character should be deemed worthy of your new rank.

Instant Changes (or not so instant)

New Gear: work out a number of pieces of gear that will suit as Captain with a GM.

New Aptitude: you receive one additional aptitude of choice.

New Ability:

Cost: 1000XP

Primaris Wargear

Pistol and Basic Counts as Heavy 1 for normal Human

Heavy Bolt Pistol - Pistol, 50m, S/2/-, 1d10+10 X, Pen 5, Clip 14, 1 Full Rld, Tearing

AVAILABILITY - Varies

Absolver bolt pistol - Pistol, 70m, S/2/-, 1d10+12 X, Pen 6, Clip 10, 1 Full Rld, Tearing

AVAILABILITY - Varies

Bolt Carbine - Basic, 80m, S/3/6, 1d10+8 X, Pen 4, Clip 30, 1 Full Rld, Tearing, No Full Auto Penalty.

AVAILABILITY - Varies

Bolt Rifle - Basic, 140m, S/3/-, 1d10+10 X, Pen 6, Clip 30, 1 Full Rld, Tearing

AVAILABILITY - Varies

Auto Bolt Rifle - Basic, 100m, S/3/5, 1d10+9 X, Pen 4, Clip 60, 1 Full Rld, Tearing

AVAILABILITY - Varies

Stalker Bolt Rifle - Basic, 250m, S/-/-, 1d10+10 X, Pen 6, Clip 30, 1 Full Rld, Precise, Tearing

AVAILABILITY - Varies

Assault Bolter - Basic, 80m, -/2/6, 1d10+12 X, Pen 5, Clip 40, 2 Full Rld, Tearing

AVAILABILITY - Varies

Plasma Exterminator - Basic, 60m, S/-/4, 1d10+12 E, Pen 10, Clip 18, 4 Full Rld, Maximal

AVAILABILITY - Varies

Boltstorm Gauntlet - Basic, 80m, S/-/10, 1d10+8 X, Pen 4, Clip 100, 6 Full Rld, Tearing

Melee - See Astartes Power Fist.

AVAILABILITY - Varies

Flamestorm Gauntlet - Basic, 40m, S/-/-, 1d10+9 X, Pen 4, Clip 50, 6 Full Rld

Melee - See Astartes Power Fist.

AVAILABILITY - Varies

Fragstorm grenade launcher - Basic, 40m, S/2/6, (Grenade profile) Clip 12, 3 Full Rld, This weapon may be fired as a free action in addition to boltstorm gauntlets attacks.

AVAILABILITY - Varies

Assault Plasma Incinerator - Basic, 100m, S/2/4, 1d10+8 E, Pen 10, Clip 30, 3 Full Rld, Maximal

AVAILABILITY - Varies

Plasma Incinerator - Basic, 150m, S/2/-, 1d10+12 E, Pen 14, Clip 24, 3 Full Rld, Maximal

AVAILABILITY - Varies

Heavy Plasma Incinerator - Heavy 3, 200m, S/-/-, 2d10+8 E, Pen 14, Clip 80, 5 Full Rld, Maximal

AVAILABILITY - Varies

Mark X Tacticus Armour - 9/11 AP, +20 Str, ~250kg. Auto-Senses +20. + Gorget as on MK8. Other systems as on MK8.

AVAILABILITY - Varies

Mark X Gravis Armour - 12 AP, Unnatural Toughness (+2), Max Ag 40, +1 Size, +30 Str, ~300kg, Auto Stabilized. Auto-Senses +20. + Gorget as on MK8. Other systems as on MK8. When stationary in previous and current turn Gravis armour wearer may make 2 actions with attack subtype instead of one.

AVAILABILITY - Varies

Mark X Inceptor Gravis Armour - 11 AP, Unnatural Toughness (+2), Max Ag 50, +1 Size, +20 Str, ~300kg, Auto Stabilized. Auto-Senses +20, Inbuilt Jump Pack and Low Orbit Descending Protection. + Gorget as on MK8. Other systems as on MK8.

AVAILABILITY - Varies

Mark X Reiver Armour - 8/10 AP, +20 Str, ~150kg. Auto-Senses +20. Auto-Senses +20. Vox-Amplifier. Grav Chutes. Other systems as on MK8.

AVAILABILITY - Varies

Vox-Amplifier - A space marine equipped with this device may unleash its power as a free action as part of any other action. When the Vox-Amplifier is triggered everybody in range of 10 meters in bearers frontal arc without the Vox-Amplifiers must pass -10 Willpower test or be stunned for the amount of rounds equal to the degrees of failure.

AVAILABILITY - Varies