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

[www.cubicle7games.com](http://www.cubicle7games.com)

# IT IS THE 41ST MILLENNIUM

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

Yet in his deathless state, the Emperor continues his eternal vigilance. Mighty battlefleets cross the Daemon-infested miasma of the warp, the only route between distant stars, their way lit by the Astronomican, the psychic manifestation of the Emperor's will. Vast armies give battle in his name on uncounted worlds, but for all their multitudes, they are barely enough to hold off the ever-present threat from aliens, heretics, mutants, and worse.

To be a man in such times is to be one amongst untold billions. It is to live in the cruellest and most bloody regime imaginable. Yet you are not just any individual—you are a warrior in the fabled Adeptus Astartes, a soldier in the front lines of the Imperium's never ending war of survival against those that would see it burn. You are one of the Emperor's Finest: a warrior born from a lost age to face humanity's greatest enemies in its time of greatest need.

## WHAT IS DEATHWATCH?

DEATHWATCH is a roleplaying game in which you take on the role of a member of the Adeptus Astartes—the devout, bio-engineered super-soldiers also known as Space Marines. After many years of exemplary service within your own Chapter, you have been singled out and selected to join one of the most unique and specialised groups of Space Marines—the Deathwatch.

Only exceptional candidates from the fighting forces of the Adeptus Astartes are invited to join the mysterious Deathwatch and take on a new oath to safeguard the Imperium from the darkest of threats. You are called into service to hunt down and destroy hostile xenos forces, to seek out and crush the root of heresy and sedition, and to continually fight against the foul daemon menace that crawls forth hungrily from beyond the Warp. You are at the forefront of Mankind's war for survival against

an extremely hostile universe.

Along with the other players, you form a Kill-team of Deathwatch Space Marines—but the challenges you face are not all external. Since you have each been recruited from a separate Space Marine Chapter, your fellow Space Marines may have wildly differing traditions, beliefs, experiences and backgrounds than yours. You must learn to put aside your differences and work with Space Marines who may be strangers or even rivals in order to succeed in the most extraordinary of missions—or face the threat of total annihilation when confronted by implacable alien foes.

## PRE-GENERATED CHARACTERS

The following sample characters have been specifically designed for the FINAL SANCTION preview adventure that begins on page 22 of this booklet. While four different characters are provided, FINAL SANCTION can easily accommodate larger player groups by adding additional Deathwatch Tactical Marine characters.



FINAL SANCTION

Character Name: Brother Elyas

Player Name \_\_\_\_\_

Chapter: Dark Angels

Speciality: Deathwatch Assault Marine

Rank: 1

**History:** Before you were seconded to the Deathwatch, you proved your unquestioning loyalty to your Chapter when you served in a mission of utmost importance, purging heretical records forged by those who would spread vicious lies about the Dark Angels. What secrets you destroyed are a mystery even to you.

You are known as aggressive and headstrong within your Kill-team, a trait well-suited to your role as an Assault Marine. You relish any opportunity to bring your skills to bear against the enemies of the Emperor.

Chapter Demeanour: Son of the Lion

Personal Demeanour: Hot-Blooded

44

46

10  
4 7

8  
4 4

4 8

3 0

4 1

4 1

3 7

Weapon Skill  
(WS)

Ballistic Skill  
(BS)

Strength  
(Str)

Toughness  
(T)

Agility  
(Ag)

Intelligence  
(Int)

Perception  
(Per)

Will Power  
(WP)

Fellowship  
(Fel)

### STOIC DEFENCE

Dark Angels are stubborn in attack and intractable in defence, holding their ground against even the most furious of assaults. Once per combat, a Battle-Brother of the Dark Angels Chapter may enact a Stoic Defence. The Space Marine gains 6 Temporary Wounds and his maximum Movement Rate is reduced to 1/2 his Agility Bonus, rounding up (most Space Marines with this ability hold their chosen position and do not advance or retreat!). Unlike normal Wounds, these bonus Wounds are removed when affected by the Damage of any successful attack, and are always removed first before applying Damage to the Battle-Brother's normal Wounds. These bonus Wounds are also lost if the Battle-Brother leaves his chosen location either involuntarily or by his own choice.

### SKILLS

	Basic	Skilled	+10%	+20%
Awareness (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore (Int) <sup>†</sup> (Adeptus Astartes, Imperium, War)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (Str)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scholastic Lore (Int) <sup>†</sup> (Codex Astartes)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### GEAR

Mark VII power armour, powerfist, jump pack, bolt pistol, 3 frag and 3 Krak grenades, combat knife.

### TALENTS AND SPECIAL RULES

**Wings of Angels:** When making a Charge whilst using his Jump Pack, the Assault Marine adds an additional 1d5 Damage to any melee attacks.

**Deathwatch Training:** The Space Marine automatically confirms Righteous Fury against aliens.

### ARMOUR

Mark VII Power Armour

Armour Points: 8

### WOUNDS

Total: 21

Current \_\_\_\_\_

Fatigue \_\_\_\_\_

### MOVEMENT

Half Action: 5m (12m)

Full Action: 10m (24m)

Charge: 15m (36m) Run: 30m (72m)

### FATE POINTS

Total: 3

Current \_\_\_\_\_



### SON OF THE LION

Although only the upper echelons of the Chapter are aware of the awful truth of the Dark Angels' past, even those newly recruited are possessed of a secretive, even introverted nature. The idea that outsiders are not to be trusted is drilled into the recruits from an early stage, and they are tested continuously to ensure their compliance until it becomes second nature. After all, a brother who cannot be entirely trusted to keep the Chapter's secrets is unlikely to advance through its ranks.

Character Name: Brother Sepheran

Player Name \_\_\_\_\_

Chapter: Blood Angels

Speciality: Deathwatch Devastator Marine

Rank: 1

**History:** Before you were seconded to the Deathwatch, you were part of Strike Force Bloodhawk, deployed to the insurrectionist world of Golgotha. Thanks in part to your efforts, the Blood Angels armoured columns and Stormraven gunships smashed through the outer fortress walls and crushed the rebels.

You often carefully consider your actions and rarely act without reckoning the odds. This tendency led to your assignment as a Deathwatch Devastator Marine, where your calculating nature works to your advantage when providing heavy fire where it is needed most.

**Chapter Demeanour:** The Red Thirst

**Personal Demeanour:** Calculating

47

48

10  
4 1

8  
4 3

4 2

5 0

4 3

4 8

3 8

Weapon Skill  
(WS)

Ballistic Skill  
(BS)

Strength  
(Str)

Toughness  
(T)

Agility  
(Ag)

Intelligence  
(Int)

Perception  
(Per)

Will Power  
(WP)

Fellowship  
(Fel)

### BLOOD FRENZY

Blood Angels possess a savagery in combat that has its roots deep in the history of their Chapter. It is a trait that can serve them well in close quarters combat where strength and speed are vital. Once per combat, a Battle-Brother of the Blood Angels Chapter may summon up a Blood Frenzy. While under the effects of this ability, the Battle-Brother may re-roll Damage dice with melee weapons. In the case of melee weapons that inflict multiple dice of Damage, all dice or none must be re-rolled. In addition, such is the brutality of his attacks that he scores Righteous Fury (see page 14) on a dice result of 9 or 10 rather than just 10. This ability lasts for one round.

### SKILLS

	Basic	Skilled	+10%	+20%
Awareness (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore (Int) <sup>†</sup> (Adeptus Astartes, Imperium, War)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (Str)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Logic (Int)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scholastic Lore (Int) <sup>†</sup> (Codex Astartes)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### GEAR

Mark VII power armour, heavy bolter, bolt pistol, 3 frag and 3 Krak grenades, combat knife.

### TALENTS AND SPECIAL RULES

**Unrelenting Devastation:** When firing a Heavy weapon against a Horde, the Devastator Marine inflicts 1 extra point of damage to a Horde's Magnitude for every hit.

**Deathwatch Training:** The Space Marine automatically confirms Righteous Fury against aliens.

### ARMOUR

Mark VII Power Armour  
Armour Points: 8

### WOUNDS

Total: 23  
Current \_\_\_\_\_  
Fatigue \_\_\_\_\_

### MOVEMENT

Half Action: 5m Full Action: 10m  
Charge: 15m Run: 30m

### FATE POINTS

Total: 2  
Current \_\_\_\_\_

### THE RED THIRST

Deep within the psyche of every Blood Angel is a destructive yearning, a battle fury and blood hunger that must be held in abeyance in every waking moment. Few Battle-Brothers can hold the Red Thirst in check unceasingly—it is far from unknown for Blood Angels to temporarily succumb to its lure at the height of battle.



Character Name: Brother Skold

Player Name \_\_\_\_\_

Chapter: Space Wolves

Speciality: Deathwatch Tactical Marine

Rank: 1

**History:** Space Wolves have often sailed upon the sea of stars to seek out any sign of their long-vanished Primarch. These Great Hunts have not yet succeeded, but often carved new legends of heroism across the galaxy. Before you were seconded to the Deathwatch, you were fortunate enough to have taken part in a Great Hunt, and you have dozens of stories about the wonders and terrors you witnessed.

You are an excellent fit for your Kill-team, as you are naturally comradely with your Battle-Brothers, often inspiring them with tales and anecdotes of your own deeds or those of your Primarch.

Chapter Demeanour: Fury of the Wolf

Personal Demeanour: Gregarious

42

45

10  
4 1

8  
4 2

3 7

4 1

5 3

3 8

5 3

Weapon Skill  
(WS)

Ballistic Skill  
(BS)

Strength  
(Str)

Toughness  
(T)

Agility  
(Ag)

Intelligence  
(Int)

Perception  
(Per)

Will Power  
(WP)

Fellowship  
(Fel)

### WOLF SENSES

As part of the genetic gifts of their Primarch Leman Russ, the Space Wolves have almost preternatural senses that exceed even those of other Space Marines. A Battle-Brother of the Space Wolves Chapter may re-roll any failed Perception-based Tests and counts as being able to see normally in total darkness. However, none of these bonuses apply if the Space Wolf is wearing a helmet for a sealed set of armour.

### SKILLS

	Basic	Skilled	+10%	+20%
Awareness (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore (Int) <sup>†</sup> (Adeptus Astartes, Imperium, War)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (Str)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Search (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### GEAR

Mark VII power armour, bolter with kraken rounds, bolt pistol, 3 frag and 3 krak grenades, combat knife.

### TALENTS AND SPECIAL RULES

**Bolter Mastery:** When firing a Bolt weapon, the Tactical Marine gains a +10 bonus to all Ballistic Skill Tests and +2 to Damage.

**Deathwatch Training:** The Space Marine automatically confirms Righteous Fury against aliens.

### ARMOUR

Mark VII Power Armour  
Armour Points: 8

### WOUNDS

Total: 20  
Current \_\_\_\_\_  
Fatigue \_\_\_\_\_

### MOVEMENT

Half Action: 4m Full Action: 8m  
Charge: 12m Run: 24m

### FATE POINTS

Total: 4  
Current \_\_\_\_\_



### FURY OF THE WOLF

The Battle-Brothers of the Space Wolves are ferocious and aggressive warriors. Though far from mindless berserkers, they are certainly possessed of a feral exuberance for battle. They have an overriding sense of duty and honour, and are driven ever onwards by a strong desire to right the many wrongs that have befallen the Imperium of Man since the heady days of the Great Crusade. Space Wolves exhibit a fierce sense of loyalty to their comrades in arms and this is on occasion extended to their compatriots in other branches of the Imperium's military.

**Character Name:** Brother Lucian

**Player Name** \_\_\_\_\_

**Chapter:** Ultramarines

**Speciality:** Deathwatch Apothecary

**Rank:** 1

**History:** You are a Tyrannic War Veteran, having fought in the Battle for Macragge before you were seconded to the Deathwatch. You struggled against horrid Tyranid beasts from Hive Fleet Behemoth, and thanks in part to your efforts, the Ultramarines prevailed...but at great cost.

You are well-known to the Battle-Brothers in your Kill-team for being a scholar, and you are often found trying to puzzle out an answer to most any problem from the records of history or a tome of learning.

**Chapter Demeanour:** Honour the Codex    **Personal Demeanour:** Studious

46	40	<table border="1"><tr><td>10</td></tr><tr><td>4 1</td></tr></table>	10	4 1	<table border="1"><tr><td>8</td></tr><tr><td>4 5</td></tr></table>	8	4 5	4 3	4 0	4 1	4 2	4 3
10												
4 1												
8												
4 5												

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (Str)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)
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**FAVOURSED SON**

The Ultramarines consider themselves a pure expression of the Codex Astartes and among the truest of the Emperor's sons. This pride and unshakable personal belief often manifests itself in their leadership abilities and the example they set to other members of the Adeptus Astartes. A Battle-Brother of the Ultramarines Chapter may re-roll any Fellowship Tests when dealing with either Space Marines or members of the Imperial armed forces (i.e. Imperial Guard, Imperial Navy, etc.).

**SKILLS**

	Basic	Skilled	+10%	+20%
Awareness (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore (Int) <sup>†</sup> (Adeptus Astartes, Imperium, War)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (Str)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Medicae (Int)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scholastic Lore (Int) <sup>†</sup> (Codex Astartes)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**GEAR**

Mark VII power armour, chainsword, bolt pistol, 3 frag and 3 Krak grenades, combat knife.

**TALENTS AND SPECIAL RULES**

- Enhance Healing:** When making a successful Medicae test, the Apothecary may restore 1d5 additional Wounds.
- Deathwatch Training:** The Space Marine automatically confirms Righteous Fury against aliens.

**ARMOUR**

Mark VII Power Armour  
Armour Points: 8

**WOUNDS**

Total: 19  
Current \_\_\_\_\_  
Fatigue \_\_\_\_\_

**MOVEMENT**

Half Action: 5m    Full Action: 10m  
Charge: 15m    Run: 30m

**FATE POINTS**

Total: 2  
Current \_\_\_\_\_

**HONOUR THE CODEX**

In all of their duties, from battle to study, the Ultramarines are thorough, analytical, and attentive to every detail. They are slow to anger and rarely make a rash decision. By constant recourse to the articles of faith enshrined within the Codex Astartes, the Ultramarines are able to face any eventuality with well-practised battle drills and established doctrine.

