

Lamenters – Custom Chapter Rules for Deathwatch RPG

Chapter Demeanour: Suffering Without End

The Lamenters are renowned not only for their unwavering loyalty to the Imperium but also for their cursed fate and melancholic endurance. Even in the face of their allies abandoning them due to their cursed reputation, the Lamenters endure and are willing to fight to the last man. They are grimly stoic warriors who press forward despite overwhelming odds and relentless misfortune. This Demeanour reflects their ability to endure emotional, physical, and spiritual suffering beyond the limits of ordinary Space Marines. Lamenters start with the Paranoia Talent, as well as +5 Agility, +5 Willpower, and -10 Fellowship.

Lamenters Chapter Advances

Name	Cost	Type	Prerequisites
Tactics (OrbitalDropProcedures)	300	Skill	
Tactics (OrbitalDropProcedures) +10	400	Skill	Tactics (OrbitalDropProcedures)
Tactics (OrbitalDropProcedures) +20	400	Skill	Tactics (OrbitalDropProcedures) +10
Survival	200	Skill	
Survival +10	300	Skill	Survival
Survival +20	400	Skill	Survival +10
Die Hard	600	Talent	WP 40
Flesh Render	500	Talent	
Last Man Standing	700	Talent	Nerves of Steel
Rapid Reload	400	Talent	
Unbowed and Unbroken	1000	Talent	Fel 40

Solo Mode Ability: Shield of the Forgotten

Required Rank: 1

Effects: For several Rounds equal to the character's Willpower Bonus, the Battle-Brother may reduce all Damage from ranged attacks by his Willpower Bonus (after Armour and Toughness). During this time, he cannot retreat unless all other allies have already done so.

Improvement:

-Rank 3: The ability also reduces Melee Damage by half the Battle-Brother's Willpower Bonus (rounded up). In addition, the Battle-Brother gains the Sturdy Trait for the duration.

- Rank 7: The Battle-Brother's presence becomes a rallying symbol. While ***Shield of the Forgotten*** is active and the Battle-Brother is within 10 meters of at least one ally, all allies within range gain a +10 bonus to Willpower Tests and may ignore Fear effects of level 2 or lower. If the Battle-Brother has no allies within 10 meters, he instead reduces all Damage (ranged and melee) by twice his Willpower Bonus for the duration.

Squad Mode Attack Pattern: Bleeding Heart

Action: Full Action

Cost: 2 Cohesion

Sustained: Yes

Effect: Allies within Support Range gain +10 to all Weapon Skill and Ballistic Skill Tests when targeting enemies that have already wounded a Battle-Brother during this combat.

Improvement:

- At Rank 5, affected allies also gain +2 Damage against such enemies.

Squad Mode Defensive Stance: Martyr's Stand

Action: Full Action

Cost: 3 Cohesion

Sustained: Yes

Effect: While in Support Range, Battle-Brothers gain +2 Armour Points to all locations and may ignore Critical Effects (not including pre-existing Critical Effects) of Severity 2 or lower for the duration of the power. If a Battle-Brother is reduced to 0 Wounds while this ability is active, everyone in Support Range gains +20 to Willpower Tests for the rest of the combat.

Lamenters Primarch's Curse – The Curse of the Doomed Hope

Level 1 – Quiet Resolve:

The Battle-Brother becomes withdrawn and melancholic, slow to share plans or concerns. He suffers a –10 penalty on all Fellowship Tests involving those outside his Kill-team.

Level 2 – Martyr's Focus:

The Battle-Brother subconsciously seeks out danger and hardship. If given the option between engaging the strongest enemy or a lesser foe, he must pass a Challenging (+0) Willpower Test to choose the safer route.

Level 3 – Fated to Bleed:

The Battle-Brother is convinced death is inevitable and feels compelled to shield his brothers from harm. At the start of each combat, he must pass a Difficult (–10) Willpower Test or be forced to spend his first turn moving into harm's way to protect another, gaining the effects of the Guardian talent for one Round but losing the ability to use Evasion that turn.

Lamenters Psychic Powers

Power	Cost	Prerequisites
Sorrow's Veil	500	Willpower 35+
Angel's Spite	600	Willpower 45+
Tears of Despair	700	Rank 3, Willpower 45+
Martyr's Echo	1000	Rank 5, Willpower 50+

Sorrow's Veil

Type: Half

Opposed: Yes

Range: 10m X PR

Sustained: Yes

Effect:

The psychic weaves a shroud of haunting regret around himself and his allies. All enemies within range suffer a –10 penalty to Weapon Skill and Ballistic Skill as the weight of ancient sorrow oppresses their spirits. Allies gain a +10 bonus to Pinning and Fear Tests while within the radius.

Angel's Spite

Type: Half

Opposed: No

Range: 10m x PR

Sustained: No

Effect:

The Librarian channels the bitter anguish of the Sons of Sanguinius into a surging wave of mournful psychic flame, hurling it forth in a devastating torrent against his enemies. All creatures caught in the path of the flames suffer 2d10+PR Energy Damage with Penetration equal to the Librarian's PR. Any creature that takes Damage from this power must pass a **Challenging (+0) Willpower Test** or treat the Librarian as a Fear (1) Creature for the remainder of the combat, being able to repeat the **Challenging (+0) Willpower Test** each round to break the effect

Tears of Despair

Type: Half

Opposed: Yes

Range: 30m

Sustained: Yes

Effect:

The Librarian tears open the psychic wounds of the Chapter's endless suffering, summoning a storm of blood that rains down upon his enemies. The Librarian may target 2 + PR enemies within range. Those who fail to resist find themselves dragged down by the impossible weight of ten thousand years of grief and loss, their movements becoming laboured and sluggish. Affected enemies have their Movement reduced by half and cannot Charge for the duration of the power. At the start of each of their turns, affected targets may make an Opposed Willpower Test to shake off the effects.

Martyr's Echo

Type: Reaction

Opposed: No

Range: 20m x PR

Sustained: No

Effect:

The Librarian channels the deaths of every fallen Lamerter, every brother lost to curse and misfortune, and releases it in one final act of defiance. All enemies within range must pass a **Challenging (+0) Toughness Test** or be knocked Prone and suffer 2d10+PR Energy Damage with Penetration equal to PR. Allies within range are filled with renewed determination, gaining a **+10 bonus to Willpower Tests** until the end of combat.

This power may only be used once per mission.

Chapter Trappings: - Blood-Soaked Tabard

This tabard is stained with the blood of a slain Battle-Brother; whether it was stained while trying to save them, or this was taken from their body posthumously, the Lamerter in question has chosen to keep it. As a way to memorialise those Brothers they have lost, and continuing to fight on. While wearing the Blood-Soaked Tabard, the Lamerter's Battle Brother gains +3 to all Fear and Pinning Tests.