

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	
Duty Unto Death	1000	Talent	WP 45
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. The Battle-Brother now must move his full movement to the closest enemy to fight in melee at the start of his turn.

- 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

Effects: The Lamenters fight with a fury born of grief, their sorrow transmuted into righteous vengeance against those who have harmed their brothers. When this ability is in effect, the Battle-Brother and those in Support Range gain +10 to Weapon Skill Tests when attacking enemies that have wounded at least one Battle-Brother during this combat.

Improvement: If the Battle-Brother is Rank 4 or more, the bonus also applies to Ballistic Skill Tests, and affected allies gain +2 Damage against such enemies.

Squad Mode Defensive Stance: Martyr's Stand

Action: Half Action

Cost: 3 Cohesion

Sustained: Yes

Effects: The Lamenters have endured suffering that would shatter any lesser Chapter, and it is in their darkest moments that their resolve burns brightest. While this ability is in effect, the Battle-Brother and those in Support Range gain +2 Armour Points to all locations and a +10 bonus to Willpower Tests to resist Fear and Pinning.

Improvement: If the Battle-Brother is Rank 4 or more, if any Battle-Brother within Support Range is reduced to 0 Wounds while this ability is active, all remaining Battle-Brothers in Support Range gain +10 to Weapon Skill and Ballistic Skill Tests until the end of the combat.

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

No Chapter in the Imperium has suffered as the Lamenters have suffered. Ill-fortune dogs their every step, catastrophe shadows their every campaign, and yet they endure — not through coldness or detachment, but through an impossible, aching hope that refuses to die. They care too much. For their brothers, for the innocent, for the ideals of the Emperor, they serve. It is this care that sustains them through horrors that would break any other Chapter, and it is this same care that will one day destroy them utterly. The Lamenters do not fear death. They fear failing those they love before it comes.

Level 1 – Quiet Resolve:

The weight of accumulated loss has made the Battle-Brother slow to trust and slower to hope. He becomes withdrawn and measured, sharing little of his thoughts or concerns even with his brothers. He suffers a -10 penalty to Fellowship Tests with anyone outside his Kill-team, and can no longer benefit from the Peer Talent when dealing with other Space Marine Chapters — their relative good fortune sits uneasily between them like an unspoken accusation.

Level 2 – Martyr's Focus:

The Battle-Brother has begun to internalise the Lamenters' misfortune as his own personal burden to bear on behalf of others. Whenever a fellow Battle-Brother within Support Range suffers Damage, the Battle-Brother must pass a Challenging (+0) Willpower Test or immediately move to interpose himself, taking the next instance of Damage directed at that Battle-Brother in his place. He gains +10 to Weapon Skill and Ballistic Skill Tests when an ally has been wounded this combat, but suffers -10 to all Tests when fighting alone with no allies in Support Range.

Level 3 – Fated to Bleed:

The Battle-Brother has accepted on some deep and unspoken level that he will not survive — that his purpose is to spend himself so that others might live. At the start of each combat he must pass a Hard (-20) Willpower Test or be compelled to place himself in the most exposed position available, unable to use Cover or the Evasion action for the first two Rounds as he draws fire away from his brothers. Furthermore, whenever a Battle-Brother within Support Range is reduced to 0 Wounds, he must pass a Challenging (+0) Willpower Test or expend a Fate Point on their behalf, even if it would leave him with none remaining.

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 Lamentor, 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 Lamentor in question has chosen to keep it. As a way to memorialise those Brothers they have lost and to continue fighting on. While wearing the Blood-Soaked Tabard, the Lamentor's Battle Brother gains +3 to all Fear and Pinning Tests.