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Nemesis Chapter – Custom Chapter Rules for Deathwatch RPG

Chapter Demeanour: Breakers of Worlds

Brothers of the Nemesis Chapter have kept the traditions of the 22nd Chapter alive. Dedicated to Exterminatus missions, the Nemesis Chapter since their inception in the Horus Heresy have been in the thickest of fights, destroying the enemies of Mankind. Due to this utter dedication to destruction missions, they have earned the stigma of being cold, aloof, and unforgiving. While many in the Deathwatch can accept this, those of the Ultramarines tend to keep a wide berth for their callous brethren. This demeanor represents the Nemesis Chapter's consistent dedication and pursuit of their enemies, and their ability to take all that is thrown at them. The Space Marines of the Nemesis Chapter gain +5 Toughness, +5 Ballistic Skill, and -5 Fellowship.

Nemesis Chapter Advances

Name	Cost	Type	Prerequisites
Intimidate	300	Skill	
Intimidate +10	300	Skill	Intimidate
Intimidate +20	300	Skill	Intimidate +10
Demolition	300	Skill	
Demolition +10	300	Skill	Demolition
Demolition +20	300	Skill	Demolition +10
Bolter Drill	900	Talent	Adeptus Astartes Weapon Training
Cleanse and Purify	400	Talent	Basic Weapons (Flame)
Fearless	800	Talent	
Gunslinger	800	Talent	BS 40, Two-Weapon Wielder
Last Man Standing	400	Talent	Nerves of Steel

Solo Mode Ability: Grim Execution

Required Rank: 1

Effects: When this ability is activated, the Battle-Brother becomes a living instrument of retribution. For a number of Rounds equal to his Willpower Bonus, the Battle-Brother may do the following:

- Ignore all Pinning and Fear effects.
- Gain the Brutal Charge (1d10) trait when charging (stacks with existing bonuses).
- Any successful melee attack causes the target to make a Challenging (+0) Toughness Test or be Stunned for 1 Round, representing the sheer savagery and finality of the blow.

This ability may be used once per mission. While active, the Battle-Brother cannot use the Withdraw or Full Defense actions—he is too singularly focused on exterminating the foe.

Improvement:

Rank 3 - While Grim Execution is active, the Battle-Brother may ignore all Difficult Terrain and gains +1 metre to Movement and Charge distances. He may also automatically succeed at Awareness Tests to detect **Fleeing or Pinned enemies** within 30m

Rank 7 - While the ability is active, the Battle-Brother gains the **Crushing Blow** Talent and may make one **Standard Attack as a Reaction** against any enemy that fails a Fear, Pinning, or Morale Test within 10 metres. Enemies who are Stunned by him suffer **1 level of Fatigue**.

Squad Mode Attack Pattern: Executioners' Unity

Action: Full Action

Cost: 4 Cohesion

Sustained: Yes

Effect: All Battle-Brothers in Support Range may make a single Standard Attack with a melee weapon against an enemy within range.

If at least three Battle-Brothers hit the same target in the same Round using this ability, the target must make a Hard (-20) Toughness Test or be Stunned for 1 Round, and suffer 1 additional Damage per successful hit after Armor and Toughness.

Squad Mode Defensive Stance: No Mercy, No Remorse

Action: Full Action

Cost: 3 Cohesion

Sustained: Yes

Effect: All enemies within 20 metres of any Battle-Brother in Support Range take a -10 penalty to Weapon Skill and Ballistic Skill tests, due to the sheer psychological weight of facing the Nemesis' wrath. Additionally, allies in Support Range gain a +10 bonus to Willpower Tests to resist Fear or Pinning.

Nemesis Chapter Primarch's Curse – Echoes of Judgement

Level 1 – Unyielding Focus:

The Battle-Brother becomes increasingly dogmatic in battle. He takes a -10 penalty to Charm and Deceive Tests when attempting to work with Imperial authorities or non-Adeptus Astartes forces, as his rigid attitude offends those less fanatical.

Level 2 – Eyes of the Executioner:

The Battle-Brother loses the ability to benefit from Cohesion with Kill-Team members who are of Rank 1 or who have committed a moral failure in his eyes (as determined by the GM or player agreement). He gains Hatred (Renegades), and the Peer Talent no longer affects interactions with Imperial civilians.

Level 3 – Final Arbiter:

The Battle-Brother is now consumed with his role as judge and executioner. He must make a Willpower Test (Hard -20) to follow any order that involves negotiation, mercy, or capture of enemies known to be heretics or traitors. If he fails, he must instead pursue a course that ensures their destruction. He suffers a -20 penalty to Fellowship-based interaction skills with any NPCs who question his actions.

Lamenters Psychic Powers

Power	Cost	Prerequisites
Cleansing Sentence	600	Willpower 35+
Judgement Unbound	700	Willpower 45+
Executioner's Gaze	800	Rank 3, Willpower 45+
Soul Verdict	900	Rank 5, Willpower 50+

Cleansing Sentence

Action: Half Action

Range: 20m × PR

Sustained: No

Subtype: Attack

Description:

The Librarian conjures a searing brand of righteous flame that scours sin and heresy from the flesh of the enemy. This attack manifests as a ghostly fire that ignores cover and lashes directly at a target's soul.

- **Effect:** Deals **1d10+PR Energy Damage** with **Pen 4**. The target must make a **Toughness Test -10** or suffer **1 level of Fatigue** as the pain wracks their body and soul.
- **Additional Effect:** Against targets with the **Psyker** trait, **Daemon**, or **Corruption**, increase Penetration by +3 and impose a -20 to the Toughness Test.

Judgement Unbound

Action: Full Action

Range: 30m radius

Sustained: Yes

Subtype: Concentration

Description:

The Librarian projects a field of psychic judgment, rooting out moral weakness and mental instability. This aura reveals the corrupt and bolsters the righteous.

- **Effect:** All enemies within the area must make a **Willpower Test** or suffer a -10 to all Weapon Skill, Ballistic Skill, and Fellowship Tests for a number of Rounds equal to the Librarian's Psy Rating.
- Allies within the field who are not **Corrupted** or **Traitorous** gain a +10 bonus to **Pinning Tests** and **Fear Tests**.

Executioner's Gaze

Action: Half Action

Range: Self

Sustained: Yes

Subtype: Utility

Description:

The Librarian focuses his psychic senses to perceive the precise moment and place where death must fall. His strikes become inescapable sentences passed from on high.

- **Effect:** For a number of Rounds equal to PR, the Librarian gains the **Precise (2)** quality on all melee attacks and may reroll failed **Confirming Righteous Fury** rolls once.
- Against **Hated** targets, he may ignore **Dodge** or **Parry** once per Round.

Soul Verdict

Action: Half Action

Range: 10m

Sustained: No

Subtype: Attack

Description:

The Librarian psychically lashes out with a force that disrupts the spiritual cohesion of the target, causing hemorrhaging through moral guilt and unworthiness.

- **Effect:** The target suffers **1d5+PR Energy Damage** (ignores Armour and Toughness). On a failed **Toughness Test -10**, the target bleeds for **1d10/2 Rounds**, taking **1d5 Damage per Round** unless a **Medicae Test** is performed.

Chapter Trappings: Destroyer Ammunition Pouches

Designed to help exacerbate reload rate, these pouches were placed upon the hips of the power armour with specialty combat webbing. A member of the Nemesis Chapter may take a clip of Special Issue ammunition (not exceeding 25 Requisition per clip).

Specialty Wargear: Mortifier Bolter

The choice weapon of the Nemesis Destroyers during the Heresy, many of these Bolters have been continued to be maintained and reproduced by the Techmarines of the Chapter Armoury. Modified to fire experimental (and often volatile) rounds, these bolters had their firing mechanisms and ammunition feed systems reworked at the cost of reduced firing velocity. Most of the information on these Bolters is lost however, due to the censure by authorities on Macaggre and Terra.