

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 from 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)
Hip Shooting	500	Talent	BS 40, Ag 40
Gunslinger	800	Talent	BS 40, Two-Weapon Wielder
Last Man Standing	400	Talent	Nerves of Steel

Solo Mode Ability: Mortalis Extremis

Required Rank: 1

Effects: The Nemesis Chapter's mastery of close-quarters annihilation is without peer. Once per combat, the Battle-Brother may activate Mortalis Extremis as a Free Action at the start of his Turn. For several Rounds equal to his Rank, all enemies that suffer a Wound from his attacks must pass a Challenging (+0) Toughness Test or become Pinned.

Improvement:

Rank 3 - While Grim Execution is active, Pinned enemies within 10 metres of the Battle-Brother also suffer -10 to all Tests for as long as they remain Pinned.

Rank 7 - While the ability is active, enemies that fail their Toughness Test also lose their next Reaction in addition to all other effects.

Squad Mode Attack Pattern: Execution Protocols

Action: Half Action

Cost: 4 Cohesion

Sustained: Yes

Effects: The Nemesis Chapter are disciplined executioners, trained to bring overwhelming and precise firepower to bear on a single target until it is confirmed destroyed. When this ability is in effect, the Battle-Brother and those in Support Range may designate a single target within 15 to 30 metres. All ranged attacks against the designated target gain +10 to Ballistic Skill, and the target gains no benefit from cover.

Improvement: If the Battle-Brother is Rank 4 or more, all ranged attacks against the designated target also gain +2 Penetration, as the Kill-team exploits weak points identified through sustained fire.

Squad Mode Defensive Stance: No Mercy, No Remorse

Action: Free Action

Cost: 2 Cohesion

Sustained: Yes

Effects: The warriors of the Nemesis Chapter have long since made their peace with death. Honed by centuries of prosecuting the most lethal assignments the Imperium can devise, they advance through conditions that would break lesser warriors without pause or hesitation. While this ability is in effect, the Battle-Brother and all allies within Support Range are immune to the effects of Pinning and gain a +10 bonus to Willpower Tests to resist Fear.

Improvement: If the Battle-Brother is Rank 4 or more, the bonus to Willpower Tests to resist Fear increases to +20, and the Battle-Brother and those in Support Range no longer suffer penalties to movement or actions from difficult terrain, reflecting their mastery of Zone Mortalis environments.

Nemesis Chapter Primarch's Curse – The Destroyer's Certainty

There is a coldness at the heart of every Nemesis Battle-Brother that no amount of service, brotherhood, or glory can touch. They do not hate their enemies. They do not grieve their dead. They do not question their purpose. From the moment they take their oaths, they understand what they are — not warriors, not protectors, not liberators. They are the last resort. The final sanction. The thing that is called upon when everything else has failed, and the only remaining question is how completely the enemy must be destroyed. Over centuries, this certainty has not waned. It deepens until it is the only thing left.

Level 1 – The Instrument:

The Battle-Brother has begun to see every situation through the lens of elimination. He suffers a -10 penalty to all Fellowship-based Tests when dealing with non-Astartes, as his cold demeanour and blunt assessments unsettle those unaccustomed to his presence. Additionally, he may not use the Charm Skill to influence any individual he considers an enemy of the Imperium, regardless of tactical circumstance — in his eyes, they have already been judged.

Level 2 – The Shunned:

The Battle-Brother's isolation deepens. He no longer benefits from non-Nemesis Chapter Squad Mode abilities, as he increasingly operates as a singular instrument rather than a member of a Kill-team. He gains Hatred (Traitor Astartes), but must make a Challenging (+0) Willpower Test to accept any mission objective that does not end in the destruction of the primary target. If he fails, he will pursue total elimination regardless of orders.

Level 3 – The Last Weapon:

The Battle-Brother has become something his own Primarch feared — a pure instrument of annihilation with no restraint remaining. He must make a Hard (-20) Willpower Test to accept any outcome short of the destruction of an enemy force, including sanctioned withdrawals, prisoner capture, or negotiated outcomes. If failed he will continue prosecuting the engagement regardless of orders or consequences. Furthermore, he begins to view acceptable collateral damage in increasingly broad terms — the deaths of civilians, allies, or bystanders register only as variables in the calculus of mission success. His Kill-team's Cohesion is reduced by 1d5 at the start of each mission while this level is active.

Nemesis Chapter Psychic Powers

Power	Cost	Prerequisites
Cleansing Sentence	500	Willpower 35+
Judgement Unbound	700	Rank 3, Willpower 45+
Soul Verdict	100	Rank 5, Willpower 50+

Cleansing Sentence

Type: Half

Opposed: No

Range: 20m X PR

Sustained: No

Description: The Librarian extends his will across the battlefield like a judge passing sentence, designating a single target for destruction. A bolt of cold psychic force strikes the target, dealing 1d10+PR Energy Damage with Pen 4. Against targets with the Psyker trait, the Daemonic trait, or any Corruption Points, the Penetration increases to 7 and the target must pass a Challenging (+0) Toughness Test or suffer 1 level of Fatigue as the psychic force scours their corruption directly.

Judgement Unbound

Type: Half

Opposed: Yes

Range: 20m X PR

Sustained: Yes

Description: The Librarian projects his psychic will outward in a field of cold, implacable authority. Every enemy within range feels the weight of inevitable destruction pressing down upon them and must make an Opposed Willpower Test against the Librarian. Those that fail suffer a -10 penalty to all Weapon Skill, Ballistic Skill, and Pinning Tests for as long as the power is sustained, as the certainty of their own deaths robs them of conviction. Allies within range are immune to the effects of Pinning while this power is sustained.

Soul Verdict

Type: Half

Opposed: No

Range: 10m X PR

Sustained: No

Description: The Librarian reaches out with absolute psychic certainty and delivers a final verdict upon a single target. This power strikes not at flesh but at the fundamental cohesion of the target's existence, bypassing armour and toughness entirely. The target suffers 2d10+PR Energy Damage that ignores both Armour Points and Toughness Bonus. If the target is reduced to 0 Wounds by this power, there is no possibility of recovery — no Fate Points may be spent to survive the hit, as the Librarian's verdict is absolute and final.

Chapter Trappings: Destroyer Ammunition Pouches

Combat Webbing designed to attach to the front plate of armour. These reinforced pouches provide ample storage for important munitions. A Battle-Brother equipped with Destroyer Ammunition Pouches may carry one additional clip of Special Issue ammunition beyond what his wargear would normally allow.

Speciality Wargear: Mortifier Bolter

The choice weapon of the Nemesis Destroyers during the Heresy, many of these Bolters have 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.

Name	Class	Range	RoF	Damage	Penetration	Clip	Reload	Special	Weight	Requisition	Renown
Mortifier Bolter	Basic	30m	S/2/ -	2d10+5 X	5	24	Full	Tearing, Accurate, Pinning	18	35	Respected

Chapter Relic: The Arbiter's Edge

There are no records of when this Chainsword was first forged, nor who first drew it in the Chapter's name. The Nemesis Chapter does not speak of its history. They do not need to. Its purpose is self-evident — it exists to end things that have been judged worthy of ending, and it has never failed in that purpose. All Techmarines who have tried to commune with the Machine Spirit of this blade have only received one response: death to all betrayers. When attacking Heretic Astartes, the wielder may re-roll any failed damage dice.

Name	Class	Range	RoF	Damage	Penetration	Clip	Reload	Special	Weight	Requisition	Renown
The Arbiter's Edge	Melee			1d10+3 R	5		N/A	Balanced, Tearing	8	45	Famed