

# Lamenters – Custom Chapter Rules for Deathwatch RPG

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## **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		Fel 40

### Solo Mode Ability: Shield of the Forgotten

Required Rank: 1

Effects: For a number of 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, all allies within 10 meters gain a +10 bonus to Willpower Tests and may ignore Fear effects of level 2 or lower. The Battle-Brother now reduces all Damage (ranged and melee) by twice his Willpower Bonus.

### 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 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 Reactions that turn.

## Lamenters Psychic Powers

Power	Cost	Prerequisites
Sorrow's Veil	500	Willpower 35+
Unyielding Grief	600	Willpower 45+
Blood in the Void	700	Rank 3, Willpower 45+
Martyr's Echo	800	Rank 5, Willpower 50+

### Sorrow's Veil

**Type:** Passive

**Focus Power Test:** Half Action (Willpower)

**Subtype:** Sustained

**Range:** 10m radius

**PR:** 2+

#### **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.

**Overbleed:** For every 2 DoS, increase the penalty to enemies by -5 (to a max of -20) and extend the radius by 5m.

## Unyielding Grief

**Type:** Attack

**Focus Power Test:** Half Action (Willpower +10)

**Subtype:** Instant

**Range:** 30m

**PR:** 3+

**Effect:**

The Librarian unleashes the spiritual echo of the Chapter's darkest memories, focusing them into a psychic shockwave. One target within range must succeed on a Hard (-20) Willpower Test or be Stunned for 1 Round per point of PR. The target also takes 1d10+PR Energy Damage (no Penetration) as their mind reels.

**Special:** This power ignores armor and Toughness Bonus. Daemonic and Psykers suffer a -10 penalty on the Willpower Test.

## Blood in the Void

**Type:** Buff

**Focus Power Test:** Full Action (Willpower)

**Subtype:** Sustained

**Range:** Self

**PR:** 2+

**Effect:**

The Librarian channels the memory of countless boarding actions and slaughter among the stars. While active, the Librarian and all allies within Support Range gain the **Unnatural Agility (x2)** Trait and may ignore the effects of zero-gravity or difficult terrain.

Additionally, all melee attacks made while in a sealed void environment (e.g., boarding action or vacuum) gain **Rending** for the duration of the power.

**Overbleed:** For every 2 DoS, increase duration by 1 Round and extend Support Range by 5 meters.

## Martyr's Echo

**Type:** Reaction

**Focus Power Test:** Free Action (Willpower +0), triggered when reduced to 0 Wounds

**Subtype:** Instant

**Range:** 20m

**PR:** 3+

**Effect:**

The Librarian channels the deaths of fallen heroes. When reduced to 0 Wounds, he may immediately unleash a psychic shockwave. All enemies within PR meters must pass a Toughness Test or be knocked Prone and take 1d10+PR Energy Damage (Pen = PR). The Librarian gains +20 to all Tests until the end of his next Turn.

**Special:** This can only be used once per mission.

## Chapter Trappings: - Tear-Marked Pauldron

This shoulder plate, always bearing the blood-red heart of the Lamenters, is a symbol of unwavering duty in the face of betrayal and abandonment. Once per session, the wearer may ignore the effects of Fatigue for 1d5 Rounds.