

DARK HERESY 2ND EDITION

BETA UPDATE 2

This document contains all of the changes for the first week of the **DARK HERESY 2ND EDITION BETA**. Items in **red** indicate new changes added to the beta in this update.

CHAPTER I: PLAYING THE GAME

CHAPTER II: CHARACTER CREATION

Page 30, Starting Equipment: Add the following to the end of the Starting Equipment entry “All weapons listed in starting equipment come with two clips of the standard ammunition for that weapon.”

Page 31, Adeptus Administratum: Add “Charm” to the Adeptus Administratum Starting Skills.

Add “Specialist (choose one)” to the Adeptus Administratum Starting Talents.

Replace the entry for the Adeptus Administratum Background Bonus with “Adeptus Administratum characters count the availability of all equipment as 10 higher.”

Page 34, Adeptus Astra Telepathica: Replace Starting Talents with “Cold Hearted, Resistance (Psychic Powers), Specialist (Adeptus Astra Telepathica), Weapon Training (Las), Weapon Training (Low-Tech).”

Page 36, Adeptus Mechanicus: Remove “Commerce” from the Adeptus Mechanicus Starting Skills.

Remove “micro-bead” from the Adeptus Mechanicus Starting Equipment.

Replace the entry for the Adeptus Mechanicus Background Bonus with “Adeptus Mechanicus characters count the availability of all cybernetics as 20 higher.”

Page 37, Adeptus Ministorum: Replace servo-skull (utility) with servo skull (laud hailer).

Page 46, Table 2–4: Chirurgeon Characteristic Costs: Replace the Experience Modifier entry for Strength in

Table 2–4: Chirurgeon Characteristic Costs with “150.” Replace the Experience Modifier entry for Agility in **Table 2–4: Chirurgeon Characteristic Costs** with “100.”

Page 59, Skills Cost: Replace the last sentence of the Skills cost section with “For example, if raising a skill from rank 2 to 3, and the modifier is 150, the total cost would be 300 (2 x 150).”

CHAPTER III: SKILLS

Page 93, Sleight of Hand: Replace second line with “Average Time: 1 AP.”

CHAPTER IV: TALENTS AND TRAITS

Page 98, Counter-Attack: Replace “Parting Blow” with “Disruptive Blow.”

Page 98, Nimble: Add the following to the end of the Effect entry “Anything that would affect the character’s Toughness bonus in relation to calculating defence values (such as the Felling weapon quality) affects the character’s Agility bonus instead.”

Page 99, Step Aside: Replace “Parting Blow” with “Disruptive Blow”

Page 104, Thunder Charge: Replace “Parting Blow” with “Disruptive Blow”

Page 106, Warp Lock: Replace the last sentence under Effect with “For determining the psychic phenomenon though it counts as being at the regular level.”

Page 111, Bulging Biceps: Replace the first sentence of the Effect entry for Bulging Biceps with “The character only suffers a –10 penalty to firing an unbraced heavy weapon, instead of the normal –20.”

Page 112, Overwatch: Add the following to the end of the Overwatch action “If Overwatch is used in narrative time, it is treated as if 4 action points were spent to activate it.”

Page 113, Suppressive Fire: Replace the Effect entry with “When the character performs a Ranged Attack action as the result of triggering the Overwatch action, all targets of the attack must immediately make a Fear (Cowering) test.”

Page 118, Luminen Arc: Replace “Sapping” with “Sapping (1)”

Page 118, Luminen Blast: Replace “Sapping” with “Sapping (1)”

Page 119, Luminen Shock: Replace “Sapping” with “Sapping (1)”

Page 119, Technology Talent Tree: Replace Prosanguine xp cost with 600xp.

Replace Omnisiah’s Blessing xp cost with 400xp.

Page 116, Into the Jaws of Hell: Replace the first sentence of the Effect entry with “All characters within 20 metres of the character gain +10 to all tests made to resist Fear.”

Page 124, Weapon Training: Change the experience cost of the Weapon Training talent to 300xp.

Page 126, Daemonic: Replace the last sentence with “This force field is ignored by psychic powers, other creatures with this trait, or activated Force weapons.”

Page 127, Fear: Add “Fear” trait title above “The galaxy is filled with horrifying entities that constantly test the resolve of those who dare to oppose them.”

Page 127, Fear: Under “Effect” replace the last sentence in the first paragraph with “For more information on fear, see page 250.”

Page 119, Technology Talents Tree: Luminen Arc should state 400xp, not 600xp.

Page 119, Technology Talents, Maglev Grace: Replace the first sentence with “The character can gain the Flyer (2) trait for a number of minutes equal to 1d10 + his Toughness bonus.

Page 119, Technology Talents Tree, Maglev Grace: Replace the tree entry description with “Gain Flyer (2) trait.”

Page 128, From Beyond: Remove “pinning” from the list of immunities in the Effect entry.

CHAPTER V: ARMOURY

Page 134, Felling: Delete the “(X)” from the title. This weapon quality does not scale.

Page 134, Flame (X): Replace the last sentence with “If the target fails this test, he gains the Burning (3 x X) condition.”

Page 136, Melta: Replace the last sentence with “When fired at a target within half the range of the weapon or used in melee, the penetration value of the weapon counts as twice the normal value.”

Page 136, Overcharge: Add “(X)” to the overcharge title. Replace the second-to-last sentence in Overcharge with “When in standard mode, the weapon uses its normal profile; when in overcharge mode, the weapon deals +X damage but gains the Single-shot quality and expends twice the amount of ammunition it normally expends per shot if the weapon uses ammunition.”

Page 136, Piercing: Delete the Piercing weapon quality.

Page 137, Smoke: Delete the Smoke weapon quality.

~~**Page 137, Storm:** Delete the Storm weapon quality.~~

Page 137, Vengeful: Add the following new Weapon Quality after the entry for Unreliable:

VENGEFUL (X)

These weapons seemingly embody the Emperor’s wrath, and eagerly strike down any who would stand against His servants. When attacking with this weapon, the attacker triggers righteous fury on any damage die roll with a value of X or higher before any modifiers are applied.

~~**Page 138, Storm Bolter:** Add the following to the end of the Storm Bolter entry “When making an attack test with the storm bolter, the attack hits its target a number of times equal to twice the degrees of success gained on the test, instead of the normal amount. The total hits scored can still not exceed the total rate of attack from the shot.”~~

Page 140, Table 5–6: Ranged Weapons: Replace Table 5–6: Ranged Weapons with the new table on page 3.

Page 142, Hand Cannon: Delete the sentence “Hand cannons kick like a grox, and unless fired with two hands or a Recoil Glove, it imposes a –10 penalty on Ballistic Skill tests when used.”

Page 143, Table 5–7: Grenades & Explosives: Replace Table 5–7: Grenades & Explosives with the new table on page 5.

Page 144, Smoke: Add the following to the end of the Smoke entry “A successful attack with this weapon creates a smokescreen with a diameter of X metres centred at the target location (see page 204 for rules on smoke). The smoke lasts for 1d10+10 rounds, or less in adverse weather conditions.”

Page 146, Table 5–8: Melee Weapons: Replace Table 5–8: Melee Weapons with the new table on page 6.

Page 148, Table 5–9: Weapon Modification: Replace the Effect for the Mono upgrade with “Adds Vengeful (9) quality.”

Page 148, Weapon Modifications: Replace the third paragraph of Weapon Modifications with the following “The process of applying the modification is assumed to be part of the acquisition. Each weapon can support a number of modifications on it equal to its status, and cannot have two copies of the same modification at the same time. Once applied, modifications cannot be removed or switched to a new weapon except through use of the Tech-Use skill. If a weapon’s status is ever reduced below the number of modifications on the weapon, modifications currently applied to the weapon in excess of the weapon’s status are lost. Which specific modifications are lost is up to the GM.”

Page 149, Mono: Replace the effect of mono with “The weapon gains the Vengeful (9) quality. If weapon already had the Vengeful quality, it lowers its X value by 1 instead.”

Page 150, Telescopic Sight: Replace the Telescopic Sight’s Applies To entry with “Las, Solid Projectile, Bolt, and Plasma Weapons.”

Page 150, Bleeder Rounds: Replace the Bleeder Round’s Effect entry with “The weapon gains the Sapping (1) quality.”

Page 150, Dumdum shells: Replace the Dumdum Shells’ Used With entry with “Solid projectile weapons.”

Page 151, Table 5–11: Custom Ammunition: Replace the Effect for Bleeder Rounds with “Adds Sapping (1)” and replace the Used With for Dumdum shells with “Solid Projectile Weapons.”

Page 152, Table 5–11: Armour: Replace Table 5–1: Armour with the new table on page 7.

Page 156, Table 5–14: Drugs and Consumables: Add “+” to Lho Sticks to indicate they are Addictive.

Page 158, Table 5–16: Tools: Add a new row to Table 5–16: Tools with the following “Clip/Drop Harness; Wt: 1kg; Avl: +10.”

Remove the entry for Forgery Kit from Table 5–16: Tools.

Page 164, Utility Mechadendrite: Replace the first sentence in the entry for the Utility Mechadendrite with “The most common type of mechadendrite, these are tipped with a variety of mechanisms for the repair and succour of blessed technologies, and act as a combi-tool (granting +20 to all Tech-Use tests).”

Page 167, Chimera Armoured Transport: Replace the Movement Vectors with 15 Forward, 10 Backward, 0 Side, 0 Vertical and the Armour Facings with 30 Front, 22 Side, and 16 Rear.

Page 168, Hectin Autocarriage: Replace the Movement Vectors with 20 Forward, 15 Backward, 0 Side, 0 Vertical and the Armour Facings with 15 Front, 10 Side, and 8 Rear.

TABLE 5-6: RANGED WEAPONS

BOLT WEAPONS										
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Avl
Bolt Pistol	Light	80m	1/2	1d10+4 (R)	2	8	3 AP	Close Quarters, Tearing	4 kg	-30
Boltgun	Basic	160m	1	1d10+6 (R)	2	16	3 AP	Tearing	7 kg	-30
Storm Bolter	Basic	120m	2	1d10+6 (R)	2	32	3 AP	Storm, Tearing	9 kg	-40
Heavy Bolter	Heavy	200m	3	1d10+12 (R)	4	48	4 AP	Tearing	40 kg	-50
LAS WEAPONS										
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Avl
Laspistol	Light	80m	1	1d10 (E)	0	12	1 AP	Close Quarters, Overcharge (3)	2 kg	+20
Lasgun	Basic	160m	2	1d10+2 (E)	0	24	2 AP	Overcharge (3), Reliable	4 kg	+10
Long-las	Basic	300m	1/2	1d10+6 (E)	Pb	6	3 AP	Accurate, Overcharge (3), Silent (3)	5 kg	-10
Hot-shot Laspistol	Light	60m	1	1d10 (E)	4	12	1 AP	Close Quarters, Overcharge (5)	4 kg	-20
Hot-shot Lasgun	Basic	120m	2	1d10+4 (E)	4	24	2 AP	Overcharge (5)	6 kg	-30
SOLID PROJECTILE WEAPONS										
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Avl
Autopistol	Light	60m	3	1d10 (I)	0	12	2 AP	Close Quarters	2 kg	+0
Stub Revolver	Light	80m	1/2	1d10+3 (I)	0	6	4 AP	Close Quarters, Reliable	2 kg	+10
Hand Cannon	Basic	60m	1/2	1d10+4 (I)	2	3	4 AP	Close Quarters	3 kg	-10
Autogun	Basic	120m	2	1d10+3 (I)	0	30	3 AP	—	5 kg	+0
Shotgun	Basic	30m	1/2	1d10+2 (I)	0	6	6 AP	Spray	5 kg	-10
Sniper Rifle	Heavy	400m	1/2	2d10 (I)	Pb	3	6 AP	Accurate, Reliable, Vengeful (8)	12 kg	-20
Heavy Stubber	Heavy	160m	3	1d10+5 (I)	1	60	8 AP	—	30 kg	-30
Autocannon	Heavy	300m	2	2d10+10 (I)	6	48	8 AP	Reliable	40 kg	-50
MELTA WEAPONS										
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Avl
Inferno Pistol	Light	20m	1/2	1d10+14 (E)	12	3	3 AP	Close Quarters, Melta, Single-Shot	3 kg	-50
Meltagun	Basic	30m	1/2	1d10+16 (E)	12	6	3 AP	Melta, Single-Shot	15 kg	-40

TABLE 5-6: RANGED WEAPONS (CONTINUED)

PLASMA WEAPONS										
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Avl
Plasma Pistol	Light	60m	1/2	3d10 (E)	12	6	6 AP	Close Quarters, Overcharge (1b), Overheats	4 kg	−30
Plasma Gun	Basic	120m	1/2	3d10 (E)	15	12	8 AP	Overcharge (1b), Overheats	18 kg	−30
FLAME WEAPONS										
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Avl
Hand Flamer	Light	10m	1/2	1d10+3 (E)	0	3	4 AP	Close Quarters, Flame (1), Spray	3 kg	−20
Flamer	Basic	20m	1/2	1d10+6 (E)	2	6	6 AP	Flame (2), Spray	6 kg	−10
Heavy Flamer	Heavy	40m	1/3	1d10+9 (E)	4	9	8 AP	Flame (4), Spray	45 kg	−30
LOW-TECH WEAPONS										
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Avl
Bolas	Light	10+Sbm	1/2	—	—	1	2 AP	Inaccurate, Single-Shot, Snare (1)	2 kg	+0
Bow	Heavy	30m	1/3	1d10 (R)	0	1	1 AP	Reliable, Silent (Ab), Single-Shot	2 kg	−10
Crossbow	Basic	30m	1	1d10 (R)	0	1	3 AP	Single-Shot	3 kg	+0
Throwing Knife	Light	20+Abm	1	1d5+Sb (R)	0	3	1 AP	Close Quarters, Silent (Ab), Reliable	1 kg	+10
LAUNCHER WEAPONS										
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Avl
Grenade Launcher	Basic	100m	1/2	†	†	3	6 AP	Indirect, †	12 kg	−20
Missile Launcher	Heavy	300m	1/3	†	†	1	4 AP	†	35 kg	−30
† Damage, Pen, and Special Qualities are determined by the ammunition (grenade type) fired.										
EXOTIC WEAPONS										
Needle Pistol	Light	80m	1/2	1d10+4 (R)	Pb	3	2 AP	Close Quarters, Felling, Silent (5), Toxic (2)	2 kg	−30
Needle Rifle	Basic	200m	1/2	1d10+4 (R)	Pb	6	4 AP	Felling, Silent (5), Toxic (2)	4 kg	−40
Web Pistol	Light	30m	1	—	—	1	3 AP	Close Quarters, Single-Shot, Snare (1)	4 kg	−10
Webber	Heavy	50m	1/3	—	—	1	6 AP	Blast (5), Single-Shot, Snare (2)	8 kg	−30

TABLE 5-7: GRENADES & EXPLOSIVES

Name	Class	Range	RoF	Dam	Pen	Clip	Special	Wt	Avl
Frag	Light	10+Sbm	1/2	2d10 (E)	0	1	Blast (3), Indirect, Scatter (2)	1 kg	+10
Hallucinogen	Light	10+Sbm	1/2	—	—	1	Blast (5), Hallucinogenic (2), Indirect, Scatter (2)	1 kg	-20
Haywire	Light	10+Sbm	1/2	—	—	1	Haywire (10), Scatter (2)	1 kg	-20
Krak	Light	10+Sbm	1/2	1d10+14 (E)	6	1	Indirect, Scatter (2)	1 kg	-10
Melta Bomb	Heavy	—	1/4	2d10+18 (E)	12	1	Blast (5), Melta	4 kg	-30
Photon Flash	Light	10+Sbm	1/2	—	—	1	Blast (10), Indirect, Scatter (2), Special	1 kg	-20
Smoke	Light	10+Sbm	1/2	—	—	1	Indirect, Scatter (2), Special	1 kg	+10
Stun	Light	10+Sbm	1/2	—	—	1	Blast (3), Concussive (2), Indirect, Scatter (2)	1 kg	-10
Web	Light	10+Sbm	1/2	—	—	1	Blast (5), Indirect, Scatter (2), Snare (2)	1 kg	+0

CHAPTER VI: PSYCHIC POWERS

Page 211, Table 6-5: Telepathy Perils of the Warp: Change 2d10 result entry 13 (Chorus of the Dying) for result entry 12-13.

Page 194, Smite: Replace the entry for the power's range with 30m x PL.

Page 182, Fire Shield: Replace the entry for the power's range with 20m x PL.

Page 182, Flame Breath: Replace the entry for the power's range with 10m x PL.

Page 183, Inferno: Replace the entry for the power's range with 10m x PL.

Page 183, Molten Beam: Replace the entry for the power's range with 5m x PL.

Page 186, Assail: Replace the entry for the power's range with 20m x PL.

CHAPTER VII: COMBAT

Page 200, Ready Action: Replace last sentence with "This can also be used to holster a weapon, coat a blade in poison, inject a stim or other drug, and other minor actions."

Page 210, Table 7-4: Energy Wound Effects – Limb: Replace Table 7-4: Energy Wound Effects – Limb with the new table on page 9.

Page 211, Table 7-5: Energy Wound Effects – Body: Replace Table 7-5: Energy Wound Effects – Body with the new table on page 10.

Page 212, Table 7-6: Energy Wound Effects – Head: Replace Table 7-6: Energy Wound Effects – Head with the new table on page 11.

Page 213, Table 7-7: Impact Wound Effects – Limb: Replace Table 7-7: Impact Wound Effects – Limb with the new table on page 12.

Page 214, Table 7-8: Impact Wound Effects – Body: Replace Table 7-8: Impact Wound Effects – Body with the new table on page 13.

Page 215, Table 7-9: Impact Wound Effects – Head: Replace Table 7-9: Impact Wound Effects – Head with the new table on page 14.

Page 216, Table 7-10: Rending Wound Effects – Limb: Replace Table 7-10: Rending Wound Effects – Limb the new table on page 15.

Page 217, Table 7-11: Rending Wound Effects – Body: Replace Table 7-11: Rending Wound Effects – Body with the new table on page 16.

Page 218, Table 7-12: Rending Wound Effects – Head: Replace Table 7-12: Rending Wound Effects – Head the new table on page 17.

TABLE 5-8: MELEE WEAPONS

CHAIN WEAPONS							
Name	Class	RoF	Dam	Pen	Special	Wt	Avl
Chainaxe	Basic	1/2	1d10+3 (R)	Sb	Tearing, Unbalanced	8 kg	-10
Chainblade	Light	Ab-2	1d5+Ab (R)	Sb-5	Tearing	3 kg	+10
Chainsword	Light	WSb-3	1d10+1 (R)	Sb	Balanced, Tearing	6 kg	+0
Eviscerator	Heavy	1/4	2d10+8 (R)	Sb+5	Crippling, Tearing	15 kg	-40
POWER WEAPONS							
Name	Class	RoF	Dam	Pen	Special	Wt	Avl
Power Axe	Light	1/2	1d10+3+Sb (E)	8	Power Field, Unbalanced	6 kg	-30
Power Fist	Light	1/3	1d10+(2 x Sb) (E)	12	Power Field	13 kg	-40
Power Maul	Basic	1/2	1d10+2+Sb (E)	5	Concussive (0), Power Field	4 kg	-30
Power Sword	Light	WSb-3	1d10+1+Sb (E)	8	Balanced, Power Field	4 kg	-30
LOW-TECH WEAPONS							
Name	Class	RoF	Dam	Pen	Special	Wt	Avl
Knife	Light	Ab-2	1d5+Ab (R)	0	—	1 kg	+20
Improvised	Light	Ab-3	1d10+Sb (I)	0	—	—	—
Sword	Light	WSb-3	1d10+1+Sb (R)	0	Balanced	4 kg	+10
Staff	Basic	1/3	2d10 (I)	0	—	6 kg	+20
Warhammer	Heavy	1/3	2d10+Sb (I)	0	Concussive (2)	8 kg	-10
Whip	Light	1/2	1d10+Ab (I)	0	Flexible	4 kg	-10
Unarmed	Light	Ab	1d5+Sb (I)	0	—	—	—
FORCE WEAPONS							
Name	Class	RoF	Dam	Pen	Special	Wt	Avl
Force Staff	Basic	1/3	2d10 (I)	4	Force	6 kg	-40
Force Sword	Light	WSb-3	1d10+1+Sb (R)	7	Balanced, Force	4 kg	-50
SHOCK WEAPONS							
Name	Class	RoF	Dam	Pen	Special	Wt	Avl
Electro-Flail	Light	1/2	1d10+2+Ab (E)	1	Flexible, Sapping (1)	6 kg	-30
Shock Maul	Basic	1/2	1d10+2+Sb (E)	1	Concussive (1), Sapping (2)	4 kg	-20
EXOTIC WEAPONS							
Name	Class	RoF	Dam	Pen	Special	Wt	Avl
Hunting Lance	Basic	1/2	3d10 (E)	10	Felling, Single-Shot, Special	6 kg	-20

TABLE 5-11: ARMOUR

NAME	HEAD	BODY	ARMS	LEGS	MAX AB	WT	AVL
Robes	1	2	1	1	—	4 kg	+20
Manufactorum Coverall	1	2	3	3	5	6 kg	+10
Hive Leathers	2	3	3	3	7	7 kg	+10
Feudal Armour	4	4	4	4	2	35 kg	-10
Body Glove	2	2	2	2	—	2 kg	-30
Enforcer Armour	4	4	3	3	6	15 kg	-20
Flak Armour	4	5	5	5	5	12 kg	-10
Mesh Armour	3	4	3	4	8	4 kg	-30
Light Carapace Armour	5	6	6	6	4	18 kg	-40
Light Power Armour	7	8	8	8	5	65 kg	-50

CHAPTER VIII: NARRATIVE TOOLS

Page 229, Social Encounters: Replace the last sentence with “More details on social encounters can be found on page 240.”

Page 241, Aggressive: Replace the “Interrogate” Skill entry in the Aggressive personality table with “Intimidate.”

Page 242, Clever: Replace the “Interrogate” Skill entry in the Clever personality table with “Intimidate.”

Page 242, Confident: Replace the “Interrogate” Skill entry in the Confident personality table with “Intimidate.”

Page 242, Submissive: Replace the “Interrogate” Skill entry in the Submissive personality table with “Intimidate.”

Page 243, Unhinged: Replace the “Interrogate” Skill entry in the Unhinged personality table with “Intimidate.”

Page 251, Fear Effects: Replace the second paragraph, second sentence with “On a failed test, the Acolyte suffers the full penalties described, as well as 1 fatigue.”

Replace the third paragraph, first sentence with “The most common effects are described under the Fear trait on page 127”

Page 253, Table 8-6: Mental Trauma: Replace Result 6 “**Wracking Nausea:** This character responds to the traumatic event by doubling over and retching uncontrollably. For the next 1d5 hours, this character suffers 1 Fatigue whenever he uses more than 2 AP in a single turn. At the end of this time, remove this trauma. Stacking: signature mental trauma.”

Replace Result 17 with “**Midnight Visitations:** The character is unable to rest, his mind tormented by the ghosts of the past, present, and dreaded future each time he closes his eyes. When this character rests, he removes all of his fatigue except for an amount equal to his ISb. Stacking: Increase the amount of fatigue the character cannot remove through rest by 1.”

Replace Result 26 with “**Self-Mortification:** This character takes to scourging himself, lacerating his own flesh, or otherwise inflicting significant pain upon himself to atone for what he views as a failure of his faith. Once per day, this character must engage in his particular brand of pain, inflicting a wound on one of his own body parts. Until he does so, he suffers a -10 penalty to all Perception and Willpower tests for the day. Stacking: This character suffers an additional -10 penalty to all Perception and Willpower tests whenever unless he has recently flayed away the impurity of his failed faith.”

Page 256, Table 8-7: Malignancies: Replace Result 6 with “**Bloodlust:** Wrath wells up in this character, causing him to give in to savagery more and more. The first time this character inflicts a wound upon an enemy during a combat encounter, he must make a +0 Willpower test. If he fails, he increases his damage with melee attacks until the end of the encounter by Cb. At the end of the encounter, he gains 1 Corruption if he slew an enemy during the encounter. Stacking: Permanently decrease this character’s Willpower characteristic by 1.”

Replace Result 7 with “**Phantom Malady:** An ineffable illness plagues this character, causing him to weep blood and wracking him when he tries to rest. Permanently this character’s fatigue threshold by his CB. Whenever this character would gain one or more Fatigue, roll 1d10. On a result of his CB or lower, he gains that amount of Fatigue plus 1. Stacking: Permanently this character’s fatigue threshold by 1.”

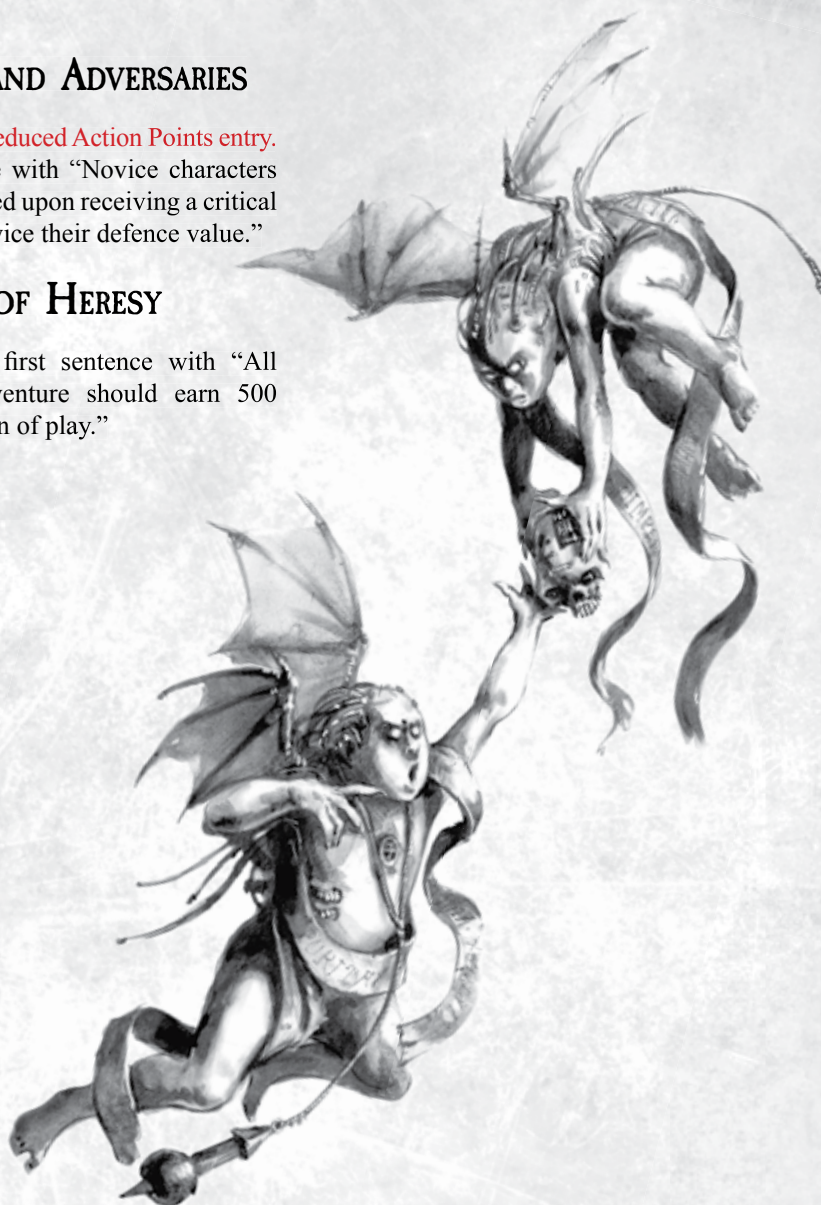
CHAPTER XI: THE GAME MASTER

CHAPTER XII: NPCs AND ADVERSARIES

Page 282, Novice: Remove the **Reduced Action Points** entry. Replace the Spectacular Demise with “Novice characters are instantly killed or incapacitated upon receiving a critical wound or damage greater than twice their defence value.”

CHAPTER XIII: SEEDS OF HERESY

Page 326, Rewards: Replace first sentence with “All Acolytes who survive the adventure should earn 500 experience points for each session of play.”



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TABLE 7-4: ENERGY WOUND EFFECTS - LIMB

RESULT	EFFECT
10 or lower	The shot burns across the target's limb, causing a painful and possibly gruesome burn. The exact narrative severity of this wound is left to the Game Master's discretion, but it has no mechanical effect beyond the wound itself.
11	The shot crackles into the target's limb, wracking him with agony for a moment and leaving a fearsome burn on his skin. If the limb is holding anything, and the attack test scored a number of degrees of success greater than the target's WPb, he drops anything he is holding in that limb. Anything dropped this way scatters 1d10 metres in a randomly determined direction.
12-13	In a flash of energy, the attack sears its way into with the target's limb, shocking him and blasting him off balance. If that limb is supporting the target and the attack test scored a number of degrees of success greater than the target's WPb, he is Immobilised for 1d5 rounds.
14	The strike superheats the armour and skin on the target's limb, burning a long swathe of his flesh and starting to cook the muscle and fat beneath. The target suffers 1 fatigue and suffers Agility Decay (1d10-WPb). If this would result in a value lower than 0, it is treated as 0 instead.
15	The shot fries the majority of the limb, leaving it wreathed in cinders and the smell of cooking meat. The target suffers 1 fatigue and suffers Agility Decay (2d10-WPb). If this would result in a value lower than 0, it is treated as 0 instead.
16	The target's skin blisters and pops as energy seethes and sparks across it the length of his writhing limb, threatening to engulf it completely if he loses his cool and flails about wildly. The target suffers 1 fatigue and must make a Willpower test; if he fails, he gains the Burning (X) condition, where X is equal to his degrees of failure on the test.
17-18	The attack melts the target's flesh and armour where it strikes, digging a deep pit of steaming gristle and pain into the limb. The limb is Crippled for one round and the target must make a -10 Willpower test; if he fails, he gains the Burning (X) condition, where X is equal to his degrees of failure on the test.
19	The target fights to avoid letting loose a shriek as the blaze rips into his limb, incinerating his armour and flaying the limb beneath. The limb is Crippled for 2 rounds and the target must make a -20 Willpower test; if he fails, he gains the Burning (X) condition, where X is equal to his degrees of failure on the test.
20	With the whoosh of oxygen kindling the fire, the target's limb immediately combusts, flames seething out from where the attack landed. The target suffers Agility Decay (2d10-WPb). If this would result in a value lower than 0, it is treated as 0 instead. Further, the target gains the Burning (1d5) condition.
21	The blast of energy punches a hole straight through the target's limb, burning a hole through the muscle and out the other side as it wracks the limb. The target suffers Agility Decay (3d10-WPb). If this would result in a value lower than 0, it is treated as 0 instead. Further, the target gains the Burning (1d5) condition.
22-23	Energy writhes across the target's limb, burning away the skin to reveal the red, spasming mass of muscle and bone beneath. The limb is Crippled until the wound is healed and the target gains the Burning (1d5) condition. Further, the target's Agility characteristic is permanently reduced by 1.
24	The strike collides with the end of the target's limb, burning off a number of digits or other protrusions. 1d5 of the limb's digits are seared off (if it has any). The limb is Crippled until the wound is healed and the target gains the Burning (1d5) condition. Further, the target's Agility characteristic is permanently reduced by 1d5.
25-26	The heat of the attack boils the marrow in the target's limb, exploding shards of burning bone into his shoulder and chest. The limb is Crippled until the wound is healed and the target gains the Burning (1d5) condition. Further, the target's Agility characteristic is permanently reduced by 1d10.
27	The blast consumes the first segment of the target's limb, leaving the target with a smouldering stump and an expression of shock plastered across his face. The target suffers the Lost Limb condition, gains the Burning (1d5) condition, and must make a -30 Willpower test or be Stunned for a number of rounds equal to his degrees of failure.
28	With the terrifying roar of burning air and flesh turning to ash, the strike carbonises half of the limb, ceasing just below the elbow, knee, or other relevant joint. The target suffers the Lost Limb condition, gains the Burning (1d10) condition, and must make a -30 Willpower test or fall Unconscious for a number of rounds equal to his degrees of failure.
29	The ravaging energies of the attack eat away the entire limb and a chunk of his chest to top it off, devouring armour, flesh, muscle, and finally bone as the target screams in incoherent agony. The target suffers the Lost Limb condition, gains the Burning (1d10) condition, and must make a -30 Willpower test or fall Unconscious for a number of rounds equal to his degrees of failure.
30 or higher	With a bonfire's roar, the blazing energy incinerates the target's limb and no small part of his torso, hurling his charred remains to the ground in an ashy heap. The target must make a -30 Willpower test or perish outright. If, by some miracle, he survives, the target suffers the Lost Limb condition, gains the Burning (1d10+5) condition, and becomes Unconscious until the wound is healed. Further, his Agility characteristic is permanently reduced by 2d10.

TABLE 7-5: ENERGY WOUND EFFECTS - BODY

RESULT	EFFECT
10 or lower	The shot blazes into the target's chest, charring a mark of some sort into his flesh. The exact narrative severity of this wound is left to the Game Master's discretion, but it has no mechanical effect beyond the wound itself.
11	The shot strikes the target's chest, shrouding him in a fireball and filling his lungs with smoke before sputtering out. If the attack test scored a number of degrees of success greater than the target's Ab, he is Weakened (1) for 1 round.
12	The blast sears his armour, scorching his skin where it strikes. The target gains 1 fatigue. If the attack test scored a number of degrees of success greater than the target's Ab, he is Weakened (2) for 1 round.
13	The strike rips across the target's chest, charring a vertical line of embers into his armour or skin that threatens to spread to his whole chest. The target suffers Willpower Decay (1d5). He must make an Agility test; if he fails, he gains the Burning (1) condition.
14	The target lets out a grunt of pain as a painful blaze sprouts upon his chest, burning his armour and blistering his skin where it passes. The target suffers Willpower Decay (1d5+1). He must make a -10 Agility test; if he fails, he gains the Burning (X) condition, where X is equal to his degrees of failure on the test.
15	The scent of charred skin and burning fat wafts up from where the blast burned through the target's armour to cook the skin from his chest beneath. The target suffers Willpower Decay (1d5+2). He must make a -20 Agility test; if he fails, he gains the Burning (X) condition, where X is equal to his degrees of failure on the test.
16	His chest set ablaze by the strike, the target staggers backward, attempting to prevent the fire from spreading. The target suffers Willpower Decay (1d5+3). He must make a -30 Agility test; if he fails, he gains the Burning (X) condition, where X is equal to his degrees of failure on the test.
17	Flames ripple out from where the shot strikes the target, hungrily seeking to turn his torso into a blazing pyre. The target suffers Willpower Decay (1d10). He must make a -30 Agility test; if he fails, he gains the Burning (X) condition, where X is equal to his degrees of failure on the test.
18	The attack washes over the target, superheating his armour and igniting the skin beneath. The target gains the Burning (1d5) condition.
19	The target screams and claws at his smoking flesh where the blaze struck him, flailing madly as the tormenting fire spreads up his chest. The target gains the Burning (1d10) condition.
20	Energy sears across the target's chest, melting a gaping hole in his armour and frying the exposed skin underneath. The target gains the Burning (1d10+1) condition. The armour on his body location has its AP reduced by 1 until it is repaired.
21	Every nerve in the flesh of the target's torso screams out in agony as the energy greedily laps at his flesh, burning away all skin it touches. The target gains the Burning (1d10+2) condition. The armour on his body location has its AP reduced by 2 until it is repaired.
22	The strike plunges deep into the target's chest, turning his skin to ash and igniting the raw muscle and bone beneath. The target gains the Burning (1d10+4) condition and must make a -30 Agility test or fall Unconscious for 1 round. Further, his Willpower characteristic is permanently reduced by 1d5.
23	The blistering shot slams into the target's ribcage, superheating it and partially cooking the organs beneath. The target is set on fire. The target gains the Burning (1d10+4) condition and must make a -30 Agility test or fall Unconscious for a number of rounds equal to his degree of failure. Further, his Willpower characteristic is permanently reduced by 1d5+1.
24	Energy surges into the target's abdomen, and acrid smoke billows forth from the burning crater that once contained vital organs. The target gains the Burning (1d10+5) condition and must make a -30 Agility test or fall Unconscious for a number of rounds equal to his degree of failure. He suffers the Lost Internal Organ condition. Further, his Willpower characteristic is permanently reduced by 1d5+2.
25	The shot burns a hole in target's chest, incinerating several important organs and passing clean out the other side. The target gains the Burning (1d10+5) condition and falls unconscious until the wound is healed. He suffers the Lost Internal Organ condition for 1d5 of his major organs. Further, his Willpower characteristic is permanently reduced by 1d10.
26-27	Most of the target's chest is burned away by the attack, his organs and bones sputtering and popping as the heat violently boils the blood and marrow within. The target is slain instantly in this foul manner.
28	The target's whole torso vanishes in a hiss of energy and a cloud of boiling red mist, his ignited body parts dispersing in random directions and colliding with those nearby. Obviously, the target perishes. Anyone within 1d5 metres must make a +20 Evade (A) test or be struck with a chunk of burning limb or skull and gain the Burning (1) condition.
29 or higher	The target is entirely carbonised by the attack, his melting flesh briefly falling from his crumbling bones before the whole of his mortal shell collapses in a ashen heap. The target extremely dead, and anyone within 1d10 metres must make a +0 Evade (A) test; if a character fails, he gains the Burning (1d5) condition as he is splattered in flaming charnel. Those who witness this terrible demise must make a +10 Fear (Fleeing, Mania) test.

TABLE 7-6: ENERGY WOUND EFFECTS - HEAD

RESULT	EFFECT
10 or lower	The shot catches the target's head, leaving an agonising and potentially grisly burn behind. The exact narrative severity of this wound is left to the Game Master's discretion, but it has no mechanical effect beyond the wound itself.
11	In a roar of ignited air, the rushing energy collides with the target's forehead, where it painfully scorches a patch of flesh and then disperses in a blinding flash. The target is Blinded for 1 round. If the attack test scored a number of degrees of success greater than the target's WPb, he is Dazed for 1 round and falls Prone.
12	The target tries desperately to shields his eyes an instant before the shot strikes him in the forehead, knocking him off balance and temporarily blinding him. The target suffers Fellowship Decay (1d5). He must make a Willpower test; if he fails, he is Blinded for a number of rounds equal to his degree of failure.
13	The scent of burning and skin hair fills the air as the target slaps at his scorched head, attempting to prevent the fire from swallowing him. The target suffers Fellowship Decay (1d5). He must make a Willpower test; if he fails, he gains the Burning (1) condition.
14-15	The blaze smashes square into the target's nose, energy rippling across his face and robbing him of his senses for a harrowing moment. The target suffers Fellowship Decay (1d10). He must make a -10 Willpower test; if he fails, he is Blinded for a number of rounds equal to his degree of failure and gains the Burning (1) condition.
16	The target rocks backwards as the shot careens into his forehead, his vision briefly muddled by the blistering display. The target suffers Fellowship Decay (1d10). He must make a -20 Willpower test; if he fails, he is Blinded for a number of rounds equal to his degree of failure and gains the Burning (X) condition, where X is equal to his degree of failure.
17-18	The wave of energy crashes on the target's jaw, leaving an enflamed and ugly set of burns across his neck. The target suffers Fellowship Decay (1d10). He must make a -30 Willpower test; if he fails, he is Blinded for a number of rounds equal to his degree of failure and gains the Burning (X) condition, where X is equal to his degree of failure.
19	Acrid smoke wafts upward as sparks pour from the target's head where the attack struck him, choking him. The target suffers Fellowship Decay (2d10) and gains the Burning (1) condition.
20	Deadly energy incinerates most of the target's hair and causes his scalp to blister into a splotchy red patchwork of painful abscesses. The target suffers Fellowship Decay (2d10) and gains the Burning (1d5) condition.
21	The target collapses, clutching his scorched and swollen face, which now bears a scarred patch just beneath the eyes. The target suffers Fellowship Decay (2d10) and gains the Burning (1d5+1) condition. He is Dazed for 1d5-Pb rounds (to a minimum of 0).
22	The attack roars past the target, narrowly missing his skull, but charring his skin. The target is Stunned for 2 rounds and gains the Burning (1d5+2) condition. Further, the target's Fellowship characteristic is permanently reduced by 1.
23	The target clasps his face and cries out, holding the newly scorched flesh on one side of his face that surrounds one eye. The target is Stunned for 3 rounds and gains the Burning (1d5+3) condition. He suffers the Eye Crippled condition until the wound is healed. Further, the target's Fellowship characteristic is permanently reduced by 1d5.
24	The strike burns a scorching path into the target's eye. The target clutches his face and reels, blood and other fluids from his incinerated eye weeping out of the blistered socket. The target is Stunned for 3 rounds and gains the Burning (1d10) condition. He suffers the Lost Eye condition. Further, the target's Fellowship characteristic is permanently reduced by 1d5.
25-26	The target lets out a bloodcurdling scream as fire devours half his face, instantly burning away one of his eyes and ears, and much of his nose. The target is Blinded until the wound is healed and gains the Burning (1d10+1) condition. He suffers the Lost Eye condition. Further, the target's Fellowship characteristic is permanently reduced by 1d10.
27	With a sickening series of pops, the target's eyes burst and his flesh boils as an inferno fully envelops his face. The target is suffers the Burning (1d10+2) condition. He suffers the Lost Eye Condition for both (or all, if he has more than two) of his eyes. Further, the target's Fellowship characteristic is permanently reduced by 2d10+5.
28	A roaring spout of energy consumes the target's head, blasting it to fleshy shards. When the surge of power finally passes, the target's now-headless, smouldering corpse collapses to the ground. Unless he has a spare head, experience is lethal.
29	The strike catches the target full in the face, his flesh sloughing away before his skull ignites. Screaming wordlessly, he stumbles forward for several seconds before expiring. The character dies in horrific agony, and his corpse stumbles 1d5 metres in a randomly chosen direction (see the Scatter Diagram on page 205). If he collides with any other characters during this movement, that character must make a +20 Fear (Fleeing, Mania) test.
30 or higher	A wave of energy strikes the target's skull, burning its way inside before splattering his ignited brain-matter across anyone unfortunate enough to be nearby. Obviously, he has departed this mortal coil (in a gruesomely spectacular fashion). Each character within 1d5 metres must make a +0 Evasion (A) test; if a character fails, he gains the Burning (1) condition, ignited by the blazing chunks of cranial tissue. Further, any who witness this horrendous display of misfortune must make a +10 Fear (Fleeing, Mania) test.

TABLE 7-7: IMPACT WOUND EFFECTS - LIMB

RESULT	EFFECT
10 or lower	The impact mashes into the appendage, smashing or piercing the flesh and leaving a nasty injury. The exact narrative severity of this wound is left to the Game Master's discretion, but it has no mechanical effect beyond the wound itself.
11	The target staggers as the attack catches a nerve in the limb, sending pain shooting through the extremity. If the limb is supporting the target and the attack scored a number of degrees of success greater than the target's Agb, the target is Slowed for 1d5 rounds and is knocked Prone.
12	With a crunch, the blow slams into the limb near where it connects to the body, leaving it deadened from the impact. The target must make an Agility test; if he fails, the limb is Crippled for a number of rounds equal to his degrees of failure.
13	The shot punches deep into the muscle of the limb, straining it and causing the target excruciating pain where it struck. The target must make a -10 Agility test. If he fails and the limb is one that supports him, he is Slowed for a number of rounds equal to his degree of failure; if he fails and the limb is one he uses to attack, the limb is Crippled for a number of rounds equal to his degree of failure.
14	The blow pounds the limb, causing it to twist well beyond its limits and tearing the muscles and ligaments within. The target must make a -20 Agility test. If he fails and the limb is one that supports him, he is Slowed for a number of rounds equal to his degree of failure; if he fails and the limb is one he uses to attack, the limb is Crippled for a number of rounds equal to his degree of failure.
15	The strike resounds with a meaty thump that carries throughout the target's entire body and causes the limb to fall limply at his side. The target suffers Ballistic Skill Decay (1d5). The limb is Crippled for 1d5 rounds.
16	The target lets out an involuntary cry as the impact causes the muscles in the limb to spasm uncontrollably. The target suffers Ballistic Skill Decay (1d10) and the limb is Crippled for 1d5+1 rounds.
17	The shot fractures the largest bone in the target's limb and rips the attached muscles, causing the target severe pain any time he moves. The target suffers Ballistic Skill Decay (1d10) and the limb is Crippled for 1d5+2 rounds.
18-19	The strike enters the limb and punches out the other side, snapping the bone and carrying a chunk of muscle out in a small spray of gore. The target suffers 1 fatigue and the limb is Crippled until the wound is healed.
20	The shot punctures the limb, shattering the bone into several jagged pieces and driving it through the target's straining muscle. The target suffers Blood Loss (1) and the limb is Crippled until the wound is healed.
21	The blow tears open one of the target's limbs or joints and wrenches it to a new and inventive angle it was never meant to reach. The target is knocked Prone and suffers Blood Loss (1), and the limb is Crippled until the wound is healed.
22	The target suddenly finds himself airborne as the shot punches into him, fracturing one of his limbs and lifting him off of the ground before gravity drags him back down. The target is knocked Prone and suffers Blood Loss (2), and the limb is Crippled until the wound is healed.
23-24	The attack bashes into the target and smashes its way deep into his flesh, bowling him over and smashing the limb it struck to pieces. The target suffers Blood Loss (3) and Ballistic Skill Decay (1d10+5). Further, he must make a -30 Agility test. If he succeeds, the limb is Crippled until the wound is healed. If he fails, he suffers the Lost Limb condition.
25	Pain overwhelms the target for a moment as his very bones snap like twigs under the force of the blow. The target is Stunned for 1 round. He suffers Blood Loss (3). Further, he must make a -30 Agility test. If he succeeds, the limb is Crippled until the wound is healed. If he fails, he suffers the Lost Limb condition.
26	The sickening sound of bone splintering reverberates from the impact as the limb is turned into a bloody, unusable ruin. The target suffers Blood Loss (4) and is Stunned for 2 rounds. Further, he suffers the Lost Limb condition, and his Ballistic Skill characteristic is permanently reduced by 1d5.
27	With a violent snap, the target's bones are shattered, emerging as jagged, broken spears from the pulverised limb as the target collapses under the brutal strike. The target suffers Blood Loss (5), is hurled 1d5 metres away from the source of the attack, and is knocked Unconscious for 1d5+2 rounds. Further, the target suffers the Lost Limb condition and his Ballistic Skill characteristic is permanently reduced by 1d5.
28-29	In a shower of blood and gore, the target is permanently and messily parted from his limb. The target suffers Blood Loss (6), is hurled 1d10 metres away from the source of the attack, and is knocked Unconscious for 1d5+3 rounds. Further, the target suffers the Lost Limb condition and his Ballistic Skill characteristic is permanently reduced by 1d10.
30 or higher	With the horrendous and wet echo of muscle, tendon, and bone being torn asunder, the attack rips into the target's limb and threatens to continue on into more vital parts in his chest. The target must make a -30 Agility test or die (in indescribable agony) as the attack messily tears his limb off and pierces his heart. If, by some miracle, he avoids being slain, he suffers Blood Loss (12), is hurled 1d10 metres away from the source of the attack, and is knocked Unconscious until the wound is healed. Further, he suffers the Lost Limb condition and his Ballistic Skill characteristic is permanently reduced by 1d10+5.

TABLE 7-8: IMPACT WOUND EFFECTS - BODY

RESULT	EFFECT
10 or lower	The shot hammers into the target's chest with a vengeance, pulping his flesh, bruising his ribs, or inflicting another suitably ghastly blemish upon him. The exact narrative severity of this wound is left to the Game Master's discretion, but it has no mechanical effect beyond the wound itself.
11	The brutal strike smashes into the target's solar plexus, causing him to double over in pain and leaving him vulnerable for a moment. The target suffers 1 fatigue. If the attack scored a number of degrees of success greater than the target's Sb, the target is Dazed for 1 round
12	The target's stance and focus shatter as the blow hammers into him, and he stumbles and coughs. The target is Dazed for 1 round, and must make a Strength test or be pushed 1 metre away from the source of the attack per degree of failure.
13	The attack slams into the target with such force that it sends him reeling. The target is Dazed for 2 rounds, and must make a -10 Strength test or be pushed 1 metre away from the source of the attack per degree of failure and fall Prone.
14	Muscles strain and ribs creak as the shot pummels the target's chest, crushing the air from his lungs as they rapidly collapse. The target gains 1 fatigue and is Dazed for 1d5-Sb rounds (to a minimum of 0).
15	The target's chest caves slightly as the impact plows into him. He staggers before retching up something unpleasant and flecked with blood. The target gains 1 fatigue and is Dazed and Weakened (2) for 1d5-Sb (to a minimum of 0) rounds.
16	The strike thuds loudly against the target's midsection, violently rearranging his internal organs. The target gains 1 fatigue and is Dazed and Weakened (2) for 1d10-Sb (to a minimum of 0) rounds.
17-18	The sudden blow catches the target in his side, denting his armour, rattling his ribs, and hurling him to the ground. The armour on the target's body location suffers 1 level of damage (see page 131). The target is knocked Prone and must make a -10 Strength test or be Dazed for a number of rounds equal to his degrees of failure.
19	A thump echoes out from the target's chest as the blow pounds into him, cracking his armour and punching a shallow wound into his flesh. The armour on the target's body location suffers 2 levels of damage (see page 131). The target is knocked Prone, and must make a -20 Strength test or be Dazed for a number of rounds equal to his degrees of failure.
20	A sizable hole opens in the target's armour and rapidly fills with seeping blood. The armour on the target's body location suffers 3 levels of damage (see page 131). The target is Stunned for 1d5-Sb rounds (to a minimum of 0) and suffers Blood Loss (1).
21	With a solid crunch, the strike plows into a soft spot, forcing the target to double over in pain and hacking up a surge of blood. The target suffers Toughness Decay (1d5) and Blood Loss (1).
22	The strike perforates the target, passing through muscles and organs with a terrible squelch and a wailing shriek. The target suffers Toughness Decay (1d5+1) and Blood Loss (2).
23	The attack bashes into the target and crushes deep into his flesh, bowling him over and snapping several of his ribs in the process. The target suffers Toughness Decay (1d5+2) and Blood Loss (3). He is Weakened (1) until the wound is healed.
24	With a grunt, the target drops to one knee and grits his teeth against the pain, struggling to stay conscious as he rasps for breath. The target suffers Toughness Decay (1d5+3) and is Weakened (2) until the wound is healed. He must make -30 Strength test or be Stunned for a number of rounds equal to his degrees of failure.
25	Pain overwhelms the target for a moment as he feels his ribs snap under the weight of the blow and stab painfully into the organs they once protected. The target suffers Toughness Decay (1d10) and is Weakened (3) until the wound is healed. He must make -30 Strength test or fall Unconscious for a number of rounds equal to his degrees of failure.
26	The target collapses in a heap of tangled limbs and protruding ribs as the blow bowls into him like an enraged grox . He suffers Toughness Decay (2d10) and Blood Loss (4), and falls Unconscious for 1d5 rounds.
27-28	The strike impales the target, piercing one of his lungs and causing him to violently cough up a pool of his own blood and then collapsing into it. The target suffers Blood Loss (5) and falls Unconscious for 1d5+2 rounds. Further, the target's Toughness characteristic is permanently reduced by 1d5 and he suffers the Lost Internal Organ condition.
29	The shot impacts with the target's abdomen, passing through his organs and exploding out of his back, followed by a torrent of viscera and screams. The target suffers Blood Loss (6) and falls Unconscious for 1d10+5 rounds. Further, the target's Toughness characteristic is permanently reduced by 1d10 and he suffers the Lost Internal Organ condition.
30	The target lets out a guttural cry of pain as the attack perforates his armour, smashes his ribs to pieces, and directly pierces into his heart. The target suffers Blood Loss (12) and falls Unconscious until the wound is healed. Further, the target's Toughness characteristic is permanently reduced by 1d10+5 and he suffers the Lost Internal Organ condition for 1d5 of his major organs.
31 or higher	The target lets out a shriek as he is torn limb from limb, the attack blasts the target apart completely. His head and appendages fly off in all directions like so much bloody shrapnel. Characters within 1d10 metres must make a +10 Evade (A) test or be struck with a chunk of flesh that inflicts a single hit for 1d10 Impact damage to a randomly selected location (with penetration of 0 and number of degrees of success equal to the character's degrees of failure on the test). Anyone struck by one of these gruesome missiles must also make a +0 Fear (Cowering) test.

TABLE 7-9: IMPACT WOUND EFFECTS - HEAD

RESULT	EFFECT
10 or lower	The shot strikes the target's head with an dolorous thump, deflecting off of his skull but perhaps inflicting a dreadful abrasion, gash, or fracture in the process. The exact narrative severity of this wound is left to the Game Master's discretion, but it has no mechanical effect beyond the wound itself.
11	With a crunch, the blow slams into the target's temple, causing him to reel backward as searing spots of light fill his vision. The target suffers 1 fatigue. If the attack scored a number of degrees of success greater than the target's Tb, he is Stunned for 1 round.
12	The strike clangs off the target's skull, rattling his brain and leaving his ears ringing. The target suffers 1 fatigue. He must make a Toughness test; if he fails, he is Deafened for a number of rounds equal to his degrees of failure.
13	The target staggers and fights for concentration as the attack smashes into the bridge of his nose, shattering the cartilage and shaking his skull. The target suffers 1 fatigue and must make a -10 Toughness test; if he fails, he is Dazed for a number of rounds equal to his degrees of failure.
14-15	The blow cracks into the target's jaw, knocking out several of his teeth. The target spits out 1d5 of his teeth. He suffers 2 fatigue and must make a -20 Toughness test; if he fails, he is Dazed for a number of rounds equal to his degrees of failure.
16	A resounding thump echoes through the target's skull as the shot catches him in the back of the head, the pain blinding him for several seconds of horrendous agony. The target suffers Intelligence Decay (1d5). He must make a -20 Toughness test; if he fails, he is Blinded for a number of rounds equal to his degrees of failure.
17	The shot smashes into the target's forehead and his skull creaks under the pressure. The target suffers 2 fatigue and Intelligence Decay (1d5+1). He must make a -20 Toughness test; if he fails, he is Stunned for a number of rounds equal to his degrees of failure.
18-19	With a sickening crack, the blow puts a hairline fracture in the target's skull, the intense pressure briefly shutting down his optic nerves. The target suffers Intelligence Decay (1d5+2) and is Blinded for 1d5 rounds.
20	The shot punches the target's temple, cracking his skull on that side and leaving him vulnerable as his mind scrabbles to right itself. The target suffers Intelligence Decay (1d10) and becomes Stunned and Helpless for 1 round.
21	With a crunch and the wet ripping of flesh, the strike slams into the target's ear, crushing the delicate organ or tearing it off entirely. The target loses the ear in question, suffers Blood Loss (3), and must make a -30 Toughness test or become Unconscious for 1 round. Further, the target is Deafened until the wound is healed.
22	The blow robs the target of his sight temporarily, shattering the back of his skull and disrupting the optic nerve. The target Blood Loss (4) and must make a -30 Toughness test or become Unconscious for a number of rounds equal to his degrees of failure. Further, the target is Blinded until the wound is healed.
23	The shot pummels the target's forehead, shredding away the skin and smashing a shallow rut in the bone beneath, stopping just before it would enter his brain. The target suffers Blood Loss (5) and becomes Unconscious for 1d5+2 rounds. He is also Dazed until the wound is healed.
24-25	The strike pierces into one of the target's eyes, gouging it out and cracking the socket with the force of the impact. The target suffers Blood Loss (6) and becomes Unconscious for 3 rounds. Further, the target suffers the Lost Eye condition.
26	The bridge of the target's nose shatters under the weight of the blow, pulverising his nose and hurling piercing spurs of bone up into his skull. The target becomes Unconscious until the wound is healed. Further, his Intelligence characteristic is permanently reduced by 1d5.
27	The shot hammers into the target's jaw just beneath his ear, the force of the impact breaking his jaw and causing blood to spurt from both of his ears. The target suffers Blood Loss (7). He becomes Unconscious until the wound is healed. Further, his Intelligence characteristic is permanently reduced by 1d10 and he becomes permanently Deafened.
28	The shot punctures the target's skull, sending bits of bone and chunks of brain-matter flying in all directions. The target suffers Blood Loss (12). He becomes Unconscious until the wound is healed. Further, his Intelligence characteristic is permanently reduced by 1d10 and he becomes permanently Blinded.
29	The impact pierces the target's skull, smashing directly into his brain and pulping it. The target is slain instantly.
30 or higher	The impact obliterates his skull, spraying brains and bits of bone onto anyone nearby as his recently-headless corpse staggers for a moment before collapsing. Characters within 1d5 metres must make a +0 Evade (A) test or be struck by this skull shrapnel, which inflicts a single hit for 1d5+2 Rending damage to a randomly selected location (with penetration of 1 and number of degrees of success equal to the character's degrees of failure on the test). Any character who witness his awful demise must make a +10 Fear (Cowering, Mania) test.

TABLE 7-10: RENDING WOUND EFFECTS - LIMB

RESULT	EFFECT
10 or lower	The stroke hacks into the target, leaving a bloody welt or agonizing gash that mercifully misses the target's arteries. The exact narrative severity of this wound is left to the Game Master's discretion, but it has no mechanical effect beyond the wound itself.
11-12	The blow hews into the target's limb, nicking the tendons as it passes. The target suffers Blood Loss (1). If the limb is supporting the target, and the attack test scored a number of degrees of success greater than the target's Sb, he is Slowed for 2 rounds and falls Prone.
13	The downward stroke gouges through the meat of the limb, ripping apart the muscle in its path and creating a long, bloody gash. The target suffers Blood Loss (1). He must make a Strength test. If he fails, and the limb is one he uses to attack, he suffers Weapon Skill Decay (X), where X is equal to his degrees of failure. If he fails, and the limb is supporting him, he is Slowed for a number of rounds equal to his degrees of failure.
14-15	The target grunts a ragged breath through his teeth and retreats as the blow rends the limb and smashes into the bone beneath, fracturing it. The target suffers Blood Loss (2). He must make a -10 Strength test. If he fails, the limb becomes Crippled for a number of rounds equal to his degrees of failure.
16	The weapon's edge flicks out and a trail of crimson spurts up where it passes, severing veins and cutting a long gash in the muscle of the limb. The target suffers Blood Loss (3). He must make a -20 Strength test; if he fails, the limb becomes Crippled for a number of rounds equal to his degrees of failure.
17-18	A deep cut emerges near where the limb joins the body, passing through a chunk of muscle and perilously near to a vital artery. The target suffers Blood Loss (3). He must make a -30 Strength test. If he fails, the limb becomes Crippled for a number of rounds equal to his degrees of failure.
19	The blow severs one of the target's digits (fingers, toes, or just the end of the limb if it lacks these). The target suffers Blood Loss (4), Ballistic Skill Decay (1d5), and Weapon Skill Decay (1d5). The limb becomes Crippled for 1d5+2 rounds.
20	The target lets out an involuntary cry as the slash cuts a bloody path through the major tendons of the limb, leaving the limb to sag useless at his side. The target suffers Blood Loss (4). The limb becomes Crippled until the wound is healed.
21	The attack bites deep into the limb and the target staggers back, a scream ripping its way past his lips as he grips the slashed appendage. The target suffers Blood Loss (5) and Weapon Skill Decay (1d5+1). The limb becomes Crippled until the wound is healed.
22	The tip of the limb fly into the air, severed from the shrieking target. The target loses 1d5 digits from the limb (fingers, toes, or just the tip of the limb if it lacks these). The target suffers Blood Loss (5) and Weapon Skill Decay (1d10). The limb becomes Crippled until the wound is healed.
23	The stroke rends the limb near where it attaches to the body, slashing flesh and fracturing the bones at the joint. The target is Dazed for 1d5 rounds and suffers Blood Loss (6). The limb becomes Crippled until the wound is healed.
24-25	The attack severs the last segment of the limb, leaving the target staring in agonised wonderment at the red river flowing from his bloody stump. The target is Stunned for 1d5 rounds and suffers Blood Loss (6). Further, the target suffers the Lost Limb condition.
26	The stroke neatly bisects the limb and the severed half drops to the ground and lands twitching in a pool of the target's blood. The target is Stunned for 1d5+2 rounds and suffers Blood Loss (7). Further, the target suffers the Lost Limb condition and his Weapon Skill characteristic is permanently reduced by 1d5.
27-29	With the sickening splatter of muscle and bone part before steel, the target is parted from his limb near where it joins the body. The target is Stunned for 1d10+2 rounds and suffers Blood Loss (8). Further, the target suffers the Lost Limb condition and his Weapon Skill characteristic is permanently reduced by 1d10.
30 or higher	The slash hacks off the limb entirely and passes through, heading towards the target's torso. An arterial jet spews forth from the dismembered individual, coating the area around him in slick, crimson blood, and he collapses. The target must make a -30 Strength test to avoid being completely bisected after the attack cleaves through his limb; if he fails, he is slain instantly. If the God-Emperor smiles upon him and he survives, the target suffers Blood Loss (16) and is knocked Unconscious until the wound is healed. Further, he suffers Lost Limb condition and his Weapon Skill characteristic is permanently reduced by 1d10+5. The 1d10 metres around the target are sprayed in blood and is considered difficult terrain until the end of the encounter (see page 204).

TABLE 7-11: RENDING WOUND EFFECTS - BODY

RESULT	EFFECT
10 or lower	The slash rips into the target and cuts a deep furrow or hacks off a chunk of his flesh. The exact narrative severity of this wound is left to the Game Master's discretion, but it has no mechanical effect beyond the wound itself.
11	Scarlet agony flares from the target's side as the attack slices a shallow gash across his flank. If the attack test scored a number of degrees of success greater than the target's Sb, he suffers Blood Loss (2).
12	The strike lacerates the target's side, cutting just beneath his ribs and tossing a plume of blood into the air. The target suffers Blood Loss (3). He must make a Toughness test; if he fails, he suffers Strength Decay (X), where X is equal to his degrees of failure.
13	The blade whistles through the air before squelching into the target's shoulder, tracing the line of his collarbone with its cruel edge. The target suffers Blood Loss (3). He must make a -10 Toughness test; if he fails, he suffers Strength Decay (X), where X is equal to his degrees of failure.
14	The strike impales the target through the shoulder before withdrawing in a spurt of blood. The target suffers Blood Loss (3). He must make a -30 Toughness test; if he fails, he suffers Strength Decay (X), where X is equal to his degrees of failure.
15	The slash parts the flesh of the target's neck, narrowly missing an artery. The target is Dazed for 1 round. He must make a -10 Toughness test. If he fails, he suffers Blood Loss (X), where X is equal to his degrees of failure.
16	The target recoils in agony as the blade hacks into his side, spilling gouts of his blood. The target is Dazed for 2 rounds. He must make a -20 Toughness test. If he fails, he suffers Blood Loss (X), where X is equal to his degrees of failure.
17	A grinding crunch reverberates from the target's chest as the blade cuts directly into the target's sternum and sticks for a moment before being wrenched out. The target is Dazed for 3 rounds. He must make a -30 Toughness test. If he fails, he suffers Blood Loss (X), where X is equal to his degrees of failure.
18-19	With a bloody squelch that immediately sours all but the most deranged of appetites, the cruel strike opens a vicious rent in the target's abdomen. The target is Weakened (1) and Dazed for 1d5+2 rounds and suffers Blood Loss (5).
20	The slash hews into the target's flesh and nicks one of his lungs, leaving him to painfully hack up blood as it slowly drains into the breach. The target is Weakened (1) and Dazed for 1d5+3 rounds and suffers Blood Loss (6).
21	The target finds himself contemplating the copious amounts of blood on his hands, wondering for a moment of sanguine reverie if it is his own before the pain seizes his mind and alerts him of the spurting gash in his chest. The target is Weakened (1) and Dazed for 1d5+3 rounds and suffers Blood Loss (6).
22-23	The slash contemptuously shreds the target's armour and slides under his arm and into his chest, gutting him painfully, if perhaps not (yet) fatally. The target is Weakened (2) and Dazed for 1d10 rounds and suffers Blood Loss (7).
24	With the clop of a cleaver severing meat and bone, the slash parts several of the target's ribs, causing him to spurt blood, convulse, and stagger screaming. The target suffers Blood Loss (7) and must make a -30 Toughness test or fall Prone. He is Weakened (1) until the wound is healed.
25-26	A flood of blood, viscera, and excruciating pain spills forth as the brutal cut opens the way through target's abdomen, leaving him doubled over in pain and scrambling for his guts. The target suffers Blood Loss (8) and must make a -30 Toughness test or fall Prone. He is Weakened (2) and Dazed until the wound is healed. Further, his Strength characteristic is permanently reduced by 1.
26	The upward slash hews through the target's armour and underbelly. The target suffers Blood Loss (9) and falls Prone. He is Weakened (2) and Dazed until the wound is healed. Further, his Strength characteristic is permanently reduced by 1d5, and he must make a -30 Toughness test; if he fails, he suffers the Lost Internal Organ condition.
28-29	The target lets out an involuntary and blood-curdling shriek of agony as the strike cuts him stem to stern. Blood sprays from the red canyon that was once his chest and leaves his still-beating heart exposed. The target suffers Blood Loss (10) and falls Unconscious for 1d5+2 rounds. Further, he suffers the Lost Internal Organ condition and his Strength characteristic is permanently reduced by 1d10+5.
30	The spine-severing stroke halves the target's organs and parts the target's vertebrae permanently, leaving his two halves attached by what seems comically little flesh. The target suffers Blood Loss (20) and falls Unconscious until the wound is healed. If he survives the initial effects of the wound, the target suffers the Lost Internal Organ condition and the Lost Limb condition for any organs and limbs below the waist, and his Strength characteristic is permanently reduced by 2d10+5. Additionally, blood sprays out 1d10 metres around him, making this area difficult terrain (see page 204) for the remainder of the encounter.
31 or higher	The target is shorn completely in half by the ferocity of the slash, eviscerated beyond any hope of repair. The target is dead, and the 1d10 metres around him are bathed in a veritable sea of gore. Anyone within this area is sprayed with blood and viscera and must make a +10 Fear (Mania) test. This area is considered difficult terrain for the remainder of the encounter (see page 204).

TABLE 7-12: RENDING WOUND EFFECTS - HEAD

RESULT	EFFECT
10 or lower	The stroke cuts across the target's face or slashes his skull, shearing a suitably dramatic and gruesome laceration into his head. The exact narrative severity of this wound is left to the Game Master's discretion, but it has no mechanical effect beyond the wound itself.
11	The target is left with a gash that divides his ear in half as the vicious blow shears down the side of his head. The target suffers Blood Loss (1). If the attack scored a number of degrees of success greater than the target's Pb, he suffers Perception Decay (1).
12	The slash rips open the target's eyelid and cuts a notch in his brow, narrowly missing his eye itself but filling the socket with blood. The target suffers Blood Loss (2). He must make an Agility test or suffer Perception Decay (X), where X is equal to his degrees of failure.
13-14	The blow cuts a bloody path just under the target's eyes. It slices through the bridge of his nose and disrupts his balance, leaving him vulnerable to following attack. The target suffers Blood Loss (3). He must make a -10 Agility test or suffer Perception Decay (X), where X is equal to his degrees of failure.
15	With a resounding crack, the blow fractures the target's skull and cuts a chunk out of his forehead. The target is Dazed for 1d5 rounds and suffers Blood Loss (3).
16	The slash swipes across the target's skull and shears off a great deal of his hair, leaving a bloody rent in his scalp that gushes into his eyes and ears. The target is Blinded for 1d5+1 rounds and suffers Blood Loss (4).
17	The hit flays open the target's face, opening a line from above his eye to his jaw, the force of the blow resounding in his skull. The target is Dazed for 1d5+2 rounds and suffers Blood Loss (4).
18	The target stumbles backward, his hands clutching the sizeable gash now dividing his nose and the red waterfall spilling forth from it. The target is Stunned for 1 round and suffers Blood Loss (5).
19-20	The slash opens a bloody furrow in the target's brow just above his eyes, shearing away part of his skull and flooding him in agony. The target is Blinded for 1d5+3 rounds and suffers Blood Loss (5). Further, his Perception characteristic is permanently reduced by 1d5.
21	The downward stroke catches in the target's scalp and scrapes roughly down the side of his skull, peeling off one of his ears and some of the flesh from his jaw. The target is Dazed for 1d5+3 rounds and suffers Blood Loss (6). Further, his Perception characteristic is permanently reduced by 1d5+1.
22	The attack catches at the edge of the target's eye socket, fracturing his skull and threatening to flay the delicate organ within. The target is Blinded for 1d10 rounds and suffers Blood Loss (6). Further, he must make a -30 Agility test; if he fails, he suffers the Lost Eye condition.
23-24	The stroke slices through the target's eye socket and gouges out his eye, ruining the eye and leaving him thrashing in agony with his hands covering his eyes. The target suffers Blood Loss (7). He is Blinded until the wound is healed. Further, he suffers the Lost Eye condition.
25	The target is wracked with pain as the blow shears through his jaw on one side, leaving it to hang agape as blood and silent shrieks both pour forth from his ragged throat. The target suffers Blood Loss (7). He is Dazed until the wound is healed. He also suffers the Lost Internal Organ condition for his vocal cords.
26-27	The slash robs the target of his sight, cleaving through both of his eyes and the nerves behind them in a single bloody sweep that dashes the front of his skull. The target suffers Blood Loss (8), is Stunned for 1d5+2 rounds. Further, he suffers the Lost Eye condition for both eyes and his Perception characteristic is permanently reduced by 1d10.
28	The swing gouges through the target's neck with disconcerting ease, sliding through his trachea with a hollow thwack followed by a gurgling, bloody scream. The target suffers Blood Loss (20) and falls Unconscious until the wound is healed. If by some harsh miracle he survives, the character suffers the Lost Internal Organ condition for his vocal cords.
29	The top of the target's head flies off, blood pooling around his brains (or at least the half that remain). The target is slain instantly by the attack, but remains standing for a moment before his muscles go slack and he collapses for the last time. Anyone within 5 metres who witnesses his gruesome demise must make a +20 Fear (Mania) test.
30 or higher	With a wet, hacking sound, the blade slices through the target's neck and lops his head clean off. The target dies instantly, and a geyser of scarlet gushes forth from where his head once rested, coating an area of 1d10 metres around him in slick, red blood. Anyone within this area is sprayed with blood and must make a +10 Fear (Mania) test. This area is now considered difficult terrain (see page 204) for the remainder of the encounter.