Dark Heresy 2nd Edition Version Two Beta Update #1

This document contains all of the changes for the first week of the Dark Heresy 2nd Edition Beta (Version Two). Items in red indicate new changes added to the beta in this update.

Chapter I: Playing the Game

Chapter II: Character Creation

Page 23, Hive World Rules: Replace the Home World Bonus with “Teeming Masses in Metal Mountains: Hive world characters do not count crowds as difficult terrain, and when running or charging amidst them do not suffer any penalties on Agility tests to keep on their feet. When in enclosed spaces they also gain a +20 bonus to Navigate (Surface) tests.”

Page 29, Adeptus Administratum Rules: Replace Background Bonus with “Master of Paperwork: Adeptus Administratum characters count the availability of all items as 1 level more available (Very Rare items count as Rare, Average items become Common, etc.).” Replace Starting Skills with “Commerce or Medicae, Common Lore (Adeptus Administratum), Linguistics (High Gothic), Logic, Scholastic Lore (Bureaucracy)”

Page 30, Adeptus Arbites Rules: Replace Starting Equipment with “Shotgun or shock maul, enforcer light carapace armour or carapace chestplate, 3 doses of stimm, manacles, 12 lho sticks” Replace Background Aptitude with “Offence or Defence”

Page 32, Adeptus Astra Telepathica: Replace Starting Skills with “Awareness, Common Lore (Adeptus Astra Telepathica), Deceive or Interrogation, Forbidden Lore (the Warp), Psyniscience or Scrutiny”

Page 33, Adeptus Mechanicus Rules: Replace Background Bonus with “Replace the Weak Flesh: Adeptus Mechanicus characters count the availability of all cybernetics as 2 levels more available (Rare items count as Average, Very Rare items are Scarce, etc.).” Replace Starting Skills with “Awareness or Operate (Pick One), Common Lore (Adeptus Mechanicus), Logic, Security, Tech-Use” Add “Starting Trait: Mechanicus Implants (see page 105)”

Page 35, Adeptus Ministorum Rules: Replace Starting Skills with “Charm, Command, Common Lore (Adeptus Ministorum), Inquiry or Scrutiny, Linguistics (High Gothic)”

Replace Stating Talents with “Weapon Training (Flame or Low-Tech) and Weapon Training (Solid Projectile)”

Page 36, Imperial Guard Rules: Replace Starting Skills with “Athletics, Command, Common Lore (Imperial Guard), Medicae or Operate (Surface), Navigate (Surface)” Replace Background Bonus with “Training Endures: Imperial Guard characters can ready or stow a Basic weapon as a Free Action.”

Page 45, Mystic Rules: Delete “Psyker” from the Role Aptitudes.

Page 49, Warrior Special Rules: Replace Role Bonus with “Expert at Violence: In addition to the normal uses of Fate points (see page 245), after making a successful attack test, but before determining hits, Warrior characters can choose to spend one Fate point to substitute their Weapon Skill (for melee) or Ballistic Skill (for ranged) bonus for the degrees of success scored on the attack test.”

Page 52, Table 2–5: Skill Aptitudes: Replace “Knowledge” as the Common Lore Aptitude 2 with “General.”

Page 57, Table 2–9: Divinations: Replace the Effect for results 68–71 with “This character increases his Perception characteristic by 2. Should the situation call for a test, he can reroll his Awareness test to avoid Surprise.”

Page 62, Psyker Special Rules: Under Unlocked Advances, replace the last paragraph with “Characters with the Psyker elite advance can also purchase psy rating advances to increase their psy rating. When a character purchases an advance in his psy rating, he increases his psy rating by 1. To do this, the character spends an amount of experience equal to 200 multiplied by his new psy rating value. For example, to increase a character’s psy rating from 2 to 3 would cost 600xp (3x200).”

Chapter III: Skills

Page 101, Two-Weapon Wielder: Remove the last sentence.

Page 105, Trait: Mechanicus Implants: Remove Respirator Unit.

Page 107, Table 4–6: Size: Change the name for Size (3) from “Weedy” to “Scrawny”

Chapter IV: Talents and Traits
Chapter V: Armoury

Page 113, Force: Replace the last sentence with “Using these weapons does not involve selecting a psychic strength level and cannot generate Psychic Phenomena. Force weapons cannot be destroyed by weapons with the Power Field quality.”

Page 133, Table 5–14: Clothing and Personal Gear: Replace the Availability for Recoil Glove with Rare.

Page 145, Respirator Filter Implants: Replace the description with “These are implanted inside the lungs or involve masses of tubes, wires, vox-grills, or other augmetic parts replacing the neck and upper chest. The implant sifts out most toxic gases; inhaled particulate matter is also filtered, making breathing easier in heavily polluted atmospheres. This implant grants the user a +20 bonus to resist inhaled poisons, gas weapons, or atmospheric toxins.

Page 146, Memorance Implant: Remove the last sentence.

Page 151, Glassteed: Add “Wounds: 12”

Chapter VI: Psychic Powers

Page 154, Psychic Disciplines: Remove the sentence “In addition, each discipline has a unique table the psyker rolls on to determine any psychic phenomena triggered while using the power.”

Page 166, Fiery Form: Replace the description with “Unnatural flame engulfs the psyker's entire body. He is cloaked in sheets of fire that somehow do not harm him, but burns any nearby.”

Chapter VII: Combat

Chapter VIII: Narrative Tools

Page 245, Using Fate Points: Replace the first usage with “Re-roll a test once. The results of the re-roll are final.”

Page 248, Deathwatch Marine: Replace Astartes Bolt Pistol damage with 1d10+5, and replace Astartes Chainsword damage with 1d10+18.

Page 249, Eversor Assassin: Replace total defence value for all hit locations with 10.

Chapter XI: The Game Master

Chapter XII: NPCs and Adversaries

Chapter XIII: Seeds of Heresy

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