

CHAPTER III: FIGURES OF LEGEND

"Give me one hundred Space Marines, or failing that, a thousand of any other trooper."

—Rogal Dorn, Primarch of the Imperial Fists

The Battle-Brothers of the Adeptus Astartes are, arguably, the finest and most deadly warriors ever to stride across a battlefield. Even the most junior Battle-Brother of the tenth company, fresh from his indoctrination, is more than a match for any ten other soldiers. Competent in arms and tactics, experienced Space Marines consistently outmanoeuvre, outthink, and outfight the enemies of the Imperium on battlefields throughout the galaxy. They keep His people safe from the mind-bending horrors and flesh-hungry xenos that stalk the dark places of the galaxy, and carry on their mighty shoulders the burden of the hopes and fears of countless trillions of Imperial citizens. There are some Space Marines, veterans of innumerable campaigns, who are more than the rank and file Battle-Brother, however. They are more experienced, more cunning, more knowledgeable, more skilled, and indeed more deadly than nearly any other warrior in the galaxy. These Battle-Brothers, these veterans of long campaigns, are giants among their fellows, and embody traits and attributes to which every Space Marine aspires. They have decades or even centuries of combat experience, and they are nothing less than the wrath of the Emperor made flesh.

The following chapter outlines a set of new rules for creating Heroic Legacies for veteran Battle-Brothers of the Deathwatch of the Jericho Reach. Heroic Legacies are jointly-purchased packages of combat roles and manoeuvres that an experienced Kill-team can use to increase their battlefield effectiveness, better bringing the wrath of the Emperor to the enemies of Him on Earth in the Jericho Reach. These various packages expand on and upgrade the standard Squad Mode abilities presented in the **DEATHWATCH** Core Rulebook. They provide numerous bonuses and special abilities that give individual members and the Kill-team as a whole more tactical flexibility on the battlefield and allow them to react quickly and effectively to the constantly shifting needs of combat in the 41st Millennium.

HEROIC LEGACIES

"What makes a hero is not only his actions on the battlefield. A Space Marine is judged by his Battle-Brothers and by the Emperor Himself, both for the strength of his arm and the strength of his purpose."

—Brother-Captain Longinus of the White Consuls

As mentioned above, Heroic Legacies are a system with which **DEATHWATCH** players can represent playing an experienced, well-trained, and cohesive Kill-team. The **Heroic Legacy** rules are an addendum to the basic rules from the **DEATHWATCH** Core Rulebook. A Heroic Legacy Package contains a mixture of **Roles**, **Formations**, and **Manoeuvres** that enhance the way Battle-Brothers work together on the battlefield. A Kill-team can purchase these packages to increase the Battle-Brothers' efficacy in combat and mark themselves as a truly powerful and experienced Kill-team. When purchasing a Heroic Legacy, the players collectively agree to and enter into it as a whole and, similar to the Squad Mode abilities which it supersedes, uses cooperative resources like Cohesion to activate the abilities associated with it.

There are eight Heroic Legacies presented in this book, located at the end of this chapter. The eight packages represent eight different archetypal Kill-teams, and each Package offers a mix of Roles and Manoeuvres unique to that archetype's particular tactical sensibilities and play style.

ACQUIRING A HEROIC LEGACY PACKAGE

Purchasing a Heroic Legacy Package requires that the Kill-team spend a collective amount of Experience Points. These Experience Points are spent in the same way as when a player purchases an Advance from one of his character's Advancement Tables. As with purchasing Advances, the amount of xp required to purchase access to the Heroic Legacy Package must be spent all at once, but unlike purchasing other Advances, buying into a Heroic Legacy Package requires that the *each player* spend the requisite amount.

Example: A Heroic Legacy Package that costs 1,000 xp requires that each player spend 1,000 of his own xp, so a group of four players buying this Package would have to spend a total of 4,000 xp. While the Heroic Legacy is bought cooperatively by the Kill-team as a whole, each Battle-Brother's portion of the Experience cost must be paid for, wholly with his own xp.

Heroic Legacy Packages are not presented on any Advancement Tables, but all of them are available to all **DEATHWATCH** Kill-teams. Some Packages may require that the Kill-team meet certain prerequisites before its members can purchase it, and these prerequisites are discussed in each Package's entry. When a Kill-team purchases any Heroic Legacy Package, they unlock the **Oath of Legacy**.

THE OATH OF LEGACY

The Oath of Legacy is chosen at the beginning of a mission like any other Oath, and is required for the activation of a Kill-team's Heroic Legacy. Choosing the Oath of Legacy provides the Kill-team with all the benefits and special abilities of their Heroic Legacy. Those Kill-teams who have purchased a Heroic Legacy may choose not to take the Oath of Legacy, preferring one of the other Oaths depending on the mission at hand. However, in doing so, they lose access to the benefits and special abilities provided by their Heroic Legacy and must rely on those provided by their chosen Oath.

USING HEROIC LEGACY PACKAGES

During the preparation stage of a mission in which the Kill-team chooses to use their Heroic Legacy Package, the Kill-team must first select a Squad Leader per the rules listed on page 228 of the **DEATHWATCH** Core Rulebook. This Battle-Brother acts as the Squad Leader for purposes of the Kill-team's Heroic Legacy for the duration of the mission, and is responsible for executing the special Manoeuvres contained in the Heroic Legacy Package as determined by the Kill-team's Cohesion. If the chosen Squad

Leader dies or is otherwise incapacitated, the Kill-team's Heroic Legacy remains active, but the Kill-team cannot make use of the Manoeuvres associated with it until they can elect a new Squad Leader—an action they can only take when out of combat. When a Squad Leader is chosen, either during the preparation stage of the mission or during the mission if an impromptu Squad Leader must be chosen, the Kill-team generates its Cohesion score as normal. An active Heroic Legacy supersedes all Squad Mode rules entirely. Player Characters may still use Solo Mode, though doing so has its consequences, as detailed below.

HEROIC LEGACY AND ROLES

While the Kill-team's Heroic Legacy is active, each Battle-Brother in the Kill-team fills one of the available Roles in the Package. Each Role has a number of prerequisites, typically Skill and Talent requirements, that a Battle-Brother must meet to fill that Role. While a Battle-Brother fills a given Role, he gains the listed narrative and statistical benefits associated with it. He also contributes to the Kill-team's Formation by occupying a Role that is either Offensive or Defensive.

