

MANOEUVRES

“The strength of the Adeptus Astartes lies not only in the strength of our arms or the truth of our purpose, but also in the confidence that arises from knowing your Battle-Brothers stand beside you.”

—Brother Laird, driver of the *Skyfall*, Vindicator siege tank of the Storm Wardens 3rd Company

Each Heroic Legacy Package contains six Manoeuvres. Manoeuvres are unique abilities that the Squad Leader executes that allow all members of the Kill-team to take out-of-Turn Actions on the Squad Leader’s Turn. These Manoeuvres are divided between the three Formations listed on page 81: four each of Offensive, Tactical, and Defensive Manoeuvres. Each Manoeuvre can only be used when the Kill-team is in its corresponding Formation. For example, Offensive Manoeuvres can only be used when the Kill-team is in Offensive Formation.

Executing a Manoeuvre requires a Half Action on the part of the Battle-Brother acting as Squad Leader. To execute a Manoeuvre, the Squad Leader must make an **Execution Test** as a Half Action during his Turn. An Execution Test is either a Command Test, a Lore: Scholastic (Codex Astartes) Test, or a Tactics Skill Test using an appropriate sub-Skill. Each Manoeuvre lists the difficulty of the Execution Test required to execute the Manoeuvre. If the Squad Leader succeeds on the Execution Test, the Manoeuvre provide all participating members of the Kill-team within Support Range of the Squad Leader (see page 213 of the **DEATHWATCH** Core Rulebook) with out-of-Turn Actions that they can perform immediately upon being executed. Once each Battle-Brother in the Kill-team has resolved his out-of-Turn Actions, the Manoeuvre has been completed. Once the Manoeuvre is completed, all of its benefits are lost until it is executed again. A Squad Leader can participate in Manoeuvres in the same manner as his Battle-Brothers, and the out-of-Turn Actions he takes during a Manoeuvre do not expend his allotment of Actions, even though they are technically happening during his Turn. A Squad Leader can only attempt to execute one Manoeuvre per Round.

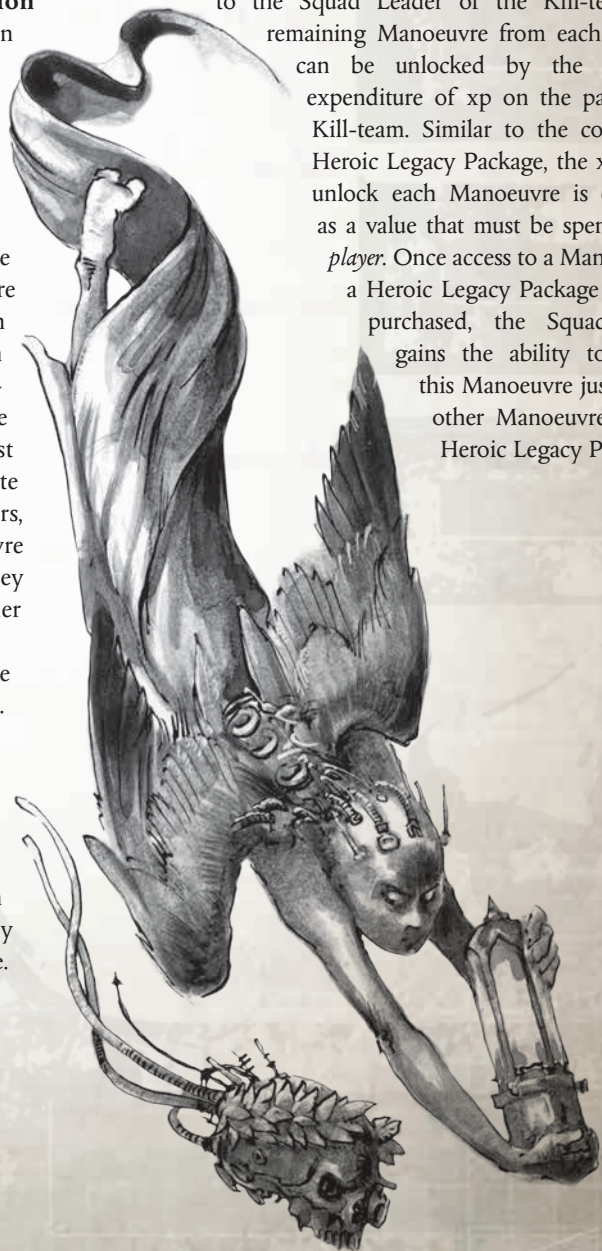
All Manoeuvres have two requirements that must be fulfilled in order for the Squad Leader to execute them. The first of these prerequisites is the Formation, as described above. The second prerequisite is the Cohesion Threshold. A Squad Leader cannot execute a Manoeuvre unless the Kill-team’s current Cohesion total is equal to or higher than the Manoeuvre’s Cohesion Threshold. Note that this requirement is not a cost. The Kill-Team does not spend Cohesion to execute Manoeuvres. Any other requirements are listed in the individual Manoeuvre.

Manoeuvres are presented in the following manner, and are listed under their required formation:

- **Title:** The name of the Manoeuvre.
- **Cohesion Threshold:** The amount of Cohesion the Kill-team must possess in order for the Squad Leader to execute the Manoeuvre. Note that this requirement is not a cost. The Kill-team does not spend Cohesion to execute Manoeuvres.
- **Execution Test:** The Difficulty of the Execution Test taken by the Squad Leader to execute the Manoeuvre.
- **Requirements:** A list of narrative and situational prerequisites needed to execute the Manoeuvre.
- **Effects:** A detailed description of the Manoeuvre and its effects, and how the Kill-team can execute and benefit from it.

UNLOCKING MANOEUVRES

When a Kill-team first purchases a Heroic Legacy Package, only one of the associated Manoeuvres from each category—Offensive, Defensive, and Tactical—is immediately available to the Squad Leader of the Kill-team. The remaining Manoeuvre from each category can be unlocked by the collective expenditure of xp on the part of the Kill-team. Similar to the cost of the Heroic Legacy Package, the xp cost to unlock each Manoeuvre is expressed as a value that must be spent by *each player*. Once access to a Manoeuvre in a Heroic Legacy Package has been purchased, the Squad Leader gains the ability to execute this Manoeuvre just like the other Manoeuvres in that Heroic Legacy Package.



OFFENSIVE MANOEUVRES

"Precise application of unspeakable violence can pierce any defence or reduce any fortification to rubble."

—Brother-Sergeant Maxim Leronov,
Fourth Company, Imperial Fists

The following four Manoeuvres are Offensive Manoeuvres. Each one contains a number of abilities and modifiers which increase a Kill-team's effectiveness in direct and frontal combat. They lack the degree of subtlety of Tactical Manoeuvres, sacrifice defence for sheer killing power, and are typically used for lightning attacks and shock strikes. Each Offensive Manoeuvre has a Cohesion Threshold, the amount of Cohesion the Kill-team must possess to execute the Manoeuvre, and a number of narrative or mission related requirements that the Kill-team must fulfill before it can execute the Manoeuvre.

ASSAULT ENTRY

It is often the case during the course of a Kill-team's mission that they must move quickly from one area to another without the convenience of a doorway, hatch, or passage. This is typically true in situations that require fast response and the element of surprise, such as urban warfare in the crowded streets of a hive city or boarding a ship in space before it can escape or muster a response. In the Jericho Reach, the Battle-Brothers of the Deathwatch have ample opportunity to practice their breaching skills, and few obstacles can impede the progress of a properly equipped Kill-team adept at shattering them.

The Assault Entry Manoeuvre allows a Deathwatch Kill-team that has cut or blasted through a wall, bulkhead, or sealed door to move into the space beyond and deal with any opponents therein. Whether entering a room, a corridor, a ship's compartment, or a corrupt Land Raider in the service of a Traitor Legion, the process for breaching and the tools required remain largely the same.

Cohesion Threshold: 7

Execution Test: Challenging (+0) Demolitions Test *or* Difficult (–10) Tactics (Assault Doctrine) Test.

Requirements: The Kill-team must be equipped with one tool or weapon, such as a melta gun, breaching charge, or bulkhead shears, specifically designed to breach obstacles. The Kill-team must have just used such tools or ordinance to forcibly enter the target structure.

Effects: When performing the Assault Entry Manoeuvre, assuming the breach actually penetrates the vehicle, bulkhead, or sealed door, the Squad Leader then makes his Execution Test. If he succeeds, each member of the Kill-team can immediately make a single out-of-Turn Half Action Move and a single out-of-Turn Standard Attack. After these actions have been resolved, the combat begins and Initiative is determined. The Kill-team has the element of surprise and any enemies within are caught unawares per the rules for Surprise on page 234 of the **DEATHWATCH** Core Rulebook. In addition, if the breach was made with an explosion of some kind—a melta bomb or breaching charge, for example—any enemies on the other side of the obstacle breached must make a **Challenging (+0) Toughness Test** or suffer a –10 penalty to all Tests for 1d10 rounds. If the Squad Leader fails the Execution Test, the combat proceeds as normal from the moment of the breach.

ENFILADING FIRE

Enfilading Fire is the simple act of positioning a Kill-team, heavy weapon emplacement, or armoured vehicle where its fire can be directed along the longest axis of an enemy formation from a flanking position. Enfilading Fire is used to pin down enemy forces, provide support to allied forces engaged with the enemy's front line elements, and cause as much damage to an enemy as efficiently as possible. It is murderously effective against packed infantry formations, hordes, and even armoured columns where both direct and indirect-fire weapons have a greater chance of striking multiple targets as the bolts, blasts, and explosions travel through the enemy formation.

Cohesion Threshold: 10

Execution Test: Difficult (–10) Tactics (Assault Doctrine) Test *or* Hard (–20) Lore: Scholastic (Codex Astartes) Test.

Requirements: The Squad Leader must designate a group of enemies as the Target Foe. The target of the Manoeuvre must be a group of enemies at least ten-strong with no more than ten metres between any two individuals, or any Horde of enemies. Each Battle-Brother participating in the Manoeuvre must be wielding a weapon capable of Full Auto fire, a thrown grenade, or grenade or missile launcher. Each Battle-Brother participating in the Manoeuvre must be in a flanking position, coinciding with the enemy's narrowest axis. As forces in the 41st millennium rarely conform to ranked formations, whether or not a Kill-team has a flanking position should be determined cooperatively between the GM and the players.

Effects: Once in position, the Squad Leader may designate a Target Foe as a Free Action during his Turn. After the Target Foe has been designated, the Squad Leader may make the Execution Test for this Manoeuvre. If successful, each participating member of the Kill-team either makes an out-of-Turn Full Auto Burst Action with weapons capable of such an attack, or an out-of-Turn Standard Attack with grenades or launchers targeting the Target Foe. Battle-Brothers who do not have a weapon capable of Full Auto Burst, a grenade, or a launcher cannot participate in this Manoeuvre. Due to the saturation of weapons fire and the superior positioning of the attackers, attempts to Dodge successful hits resulting from this Manoeuvre suffer a –20 penalty.

