

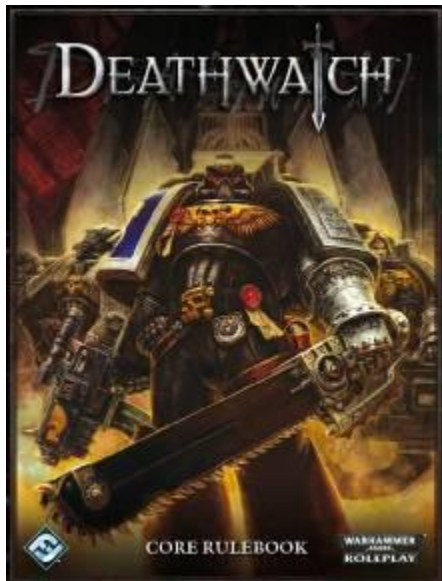


# Dragon's Lair

Comics & Fantasy®

## DEATHWATCH PLAY TEST

DRAGON'S LAIR COMICS & FANTASY® SAN ANTONIO



*Deathwatch* is a roleplaying game in which you take on the role of a member of the Adeptus Astartes - the devout, bio-engineered super-soldiers also known as Space Marines. After many years of exemplary service within your own chapter, you have been singled out and selected to join one of the most unique and specialized collectives of Space Marines - the Deathwatch. *Deathwatch* is due out in stores on September 7<sup>th</sup>!

Dragon's Lair Comics & Fantasy® San Antonio had the opportunity to play test this game during July and August over the course of two sessions with the Free RPG Day offering of "Final Sanction."

Players used pre-generated characters provided by the adventure and, with the help of Citadel miniatures and terrain, we brought the game to life!

**FIG 1:** *The adventure begins as the Astartes Drop pod crashes into a cathedral defended by beleaguered PDF on the world of Avalos.*



Having been dispatched to Lordsholm the capital of the agri-world Avalos to aid an Inquisitor to stop a Genestealer infestation, the Battle-brothers discover that things have gone from bad to worse, and Avalos is sliding into full-scale war. The PCs find themselves in the middle of a Tyranid Invasion.

The game itself works on the FFG/Black Industries Dark Heresy engine with advanced rules to cover the super-human-ness of the Space Marines. Unlike Dark Heresy though, the players are elite, “Big Damn Heroes” (if you will) instead of lowly acolytes of the Inquisition. Basically, the Deathwatch Battle-brothers are the equivalent of Rogue Trader and Ascension Acolytes with 14,000 xp (about 10<sup>th</sup> level).

Some new rules include not just the gear that Space Marines wear but also rules for Hordes...mobs of enemy that you can throw at your Adeptus Astartes, and Demeanors that define the characteristics of the Space Marine based on his chapter and personal preferences. These can be called upon to gain extra bonuses during the course of the game.

**FIG 2:** *Space Marines mow down elements of the Genestealer Cultist forces from a distance (upper left) and in close combat (lower right). While each Space Marine mini represents a single character, the other minis represent 5 Magnitude of Horde or scores of foes.*



**FIG 3:** *Securing the planetary governor was one of the Kill team's missions. When they arrived to rescue the nobility however, genestealers were waiting for them....*



Players can originate from one of several chapters seconded to the Deathwatch: Black Templars, Blood Angels, Dark Angels, Space Wolves, Storm Wardens, and Ultramarines. There are products in the pipeline that will introduce other iconic Space Marine Chapters and help a GM construct his own.

There are also Specialties that exist that help the Deathwatch Kill team have a diversity in order to complete their mission. These choices are Apothecary, Assault Marine, Devastator Marine, Librarian, Tactical Marine, and Tech-marine. In the demo we had an Ultramarine Apothecary, Dark Angels Assault Marine, Blood Angels Devastator Marine, and three Tactical Marines – two from the Space Wolves and one from the Blood Angels.

**FIG 4:** *The Kill team takes the high ground to scout out their next objective.*



**FIG 5-6:** *After being ambushed by genestealers and nearly defeated, the heroic Kill Team tracks the boordlord to its lair. Of course, this was part of the foul xeno's plan all along as genestealers 'herd' the Astartes to their doom.*



All -n-all the players had a great time over the two sessions we took to play the game and are excited about the prospects of running a campaign. The default location is a section of the galaxy called the Jericho Reach, accessed through a warp gate on the opposite side of the galaxy. There an ongoing Crusade to hold the gate against myriad forces – Chaos cultists, Tyranids, Tau – sets the stage for the campaign.