Deathwatch

First Founding

AN ANCIENT LEGACY OF
HONOUR AND GLORY

Warhammer 40,000 Roleplay

DEATHWATCH™
FIRST FOUNDING™

ROLEPLAYING IN THE GRIM
DARKNESS OF THE 41ST MILLENNIUM

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Introduction

The First Founding Legions were crafted by the Emperor himself in the image of his twenty Primarchs. They forged the Imperium in bloody combat as they waged the Great Crusade across the galaxy. Many Space Marines fell to the maligned seduction of Chaos during the Horus Heresy, but those that stayed loyal formed the base from which all Space Marine Chapters would be created. Those Chapters that still hold the loyalist Legions' names and colours are the oldest and the most revered of all the Adeptus Astartes.

The strong heritage of the First Founding Chapters is important for those Battle-Brothers who have been seconded to the service of the illustrious Deathwatch. For them, as with all Space Marines, there is little distinction between the identity of self, and that of the Chapter. A Space Marine's Chapter is their family, their heritage, and their home. As they serve the Deathwatch, Battle-Brothers leave their right shoulder pad with its Chapter markings, proudly displaying the colours of their home Chapter. Even the mysterious Black Shields, who have forsaken their Chapter's identity by blacking out their right shoulder pad—leaving no identifying marks as to their progenitor Chapter, are still inheritors of its gene-seed and everything it entails.

Those Space Marines seconded to the Deathwatch in the Jericho Reach have many opportunities to fight alongside Battle-Brothers of other First Founding Chapters, as well as their progenitors, and demonstrate what makes each Chapter unique. From the martial prowess of the Ravenwing of the Dark Angels Chapter to the wisdom of the Wolf Priest of the Space Wolves, the fighting traditions of each brotherhood of Space Marines come together to make the Deathwatch stronger.

WHAT'S IN THIS BOOK?

First Founding goes into detail on the nine Chapters directly formed from the loyalist Space Marine Legions, detailing new rules from solo modes to new advanced specialities. It also explores the background of the nine Traitor Legions and their fall to the seduction of the Ruinous Powers. Later chapters provide new wargear and rules for Battle-Brothers to have followers, ensuring that the players' Kill-team is extremely diverse and prepared to take on the fiercest foes the Jericho Reach has to offer.

Chapter I: Honour the Chapter

This chapter explores the final four Chapters from the First Founding not discussed in previous **Deathwatch** Rulebooks. Here you will find the cold and calculating Iron Hands, the guileful Raven Guard, the dutiful Salamanders, and the savage White Scars. This section provides new rules for players to create a Battle-Brother from one of these celebrated Chapters.

Chapter II: Chapters of the Deathwatch

Delving deeper into the other First Founding Chapters originally outlined in the **Deathwatch** core Rulebook and **Rites of Battle**, this chapter provides greater details on their compelling pasts as well as new Advanced Specialities for characters of those Chapters to better hunt the vile xenos. From Wolf Scouts to Librarian Dreadnoughts, players will find a plethora of new options for their Battle-Brothers.

Chapter III: The Traitor Legions

This chapter explores the tumultuous pasts of the Space Marine Legions that betrayed The Emperor during the Horus Heresy and turned to the Ruinous powers of Chaos. Here you will find background information on the nine Traitor Legions and profiles for their more powerful members operating in the Jericho Reach.

Chapter IV: Wargear

Providing players with access to new and varied Chapter Wargear, this chapter guarantees that each Battle-Brother will be fully equipped and prepared to represent his Chapter amongst the ranks of the Deathwatch. This chapter also describes followers—loyal servants and warriors that accompany the Battle-Brothers on their mission, lending their unique aid to the Kill-team. With these rules, players can build up an entire retinue under their command to lead into the field as they embark on dangerous missions in the Reach.

Chapter V: The Chapter is All

This chapter delves into the complex relationship between Chapters and the Deathwatch, as well as exploring intra-Chapter relationships within the Jericho Reach. This chapter provides details for the GM to craft Chapter-related plot hooks and missions to explore the heritage of individual Battle-Brothers. These details and plots add a greater sense of depth to any campaign.

Chapter VI: Traitor's Dawn

This book includes an engaging adventure on the world of Rheelas. The Kill-team must deal with the conflicting interests of three different Chapters operating over the planet. This adventure provides GMs with a great opportunity to explore the varying philosophies of the Chapters, throwing the Kill-team into a mysterious conflict for the fate of of an entire world.

I
HONOUR THE CHAPTER
DEATHWATCH
IRON HANDS
•
RAVEN GUARD
•
SALAMANDERS
•
WHITE SCARS

Chapter I: Honour the Chapter

"Children of Vulkan, you fight not just for the Emperor and the Primarch, but for the Battle-Brothers that have come before you. May your deeds today honour their names and echo down through the millennia."

–Sergeant Kal'ir of the Salamanders

The nine loyalist Space Marine Legions are soldiers of legend, heroes who waged epic wars that decided the fate of the entire galaxy. Every Space Marine who bears the name of one of these Legions carries the legend with him as he serves alongside his Battle-Brothers in the Deathwatch. He is an example not only to his fellow First Founding chapters, but to the Chapters that have inherited their gene-seed. This makes the swearing of the Apocryphon Oath an monumental responsibility, for the Battle-Brother doesn't just represent his Chapter, but its entire legacy forged over millennia.

In this part of **First Founding**, the remaining four Space Marine Chapters from the legendary First Founding not covered in previous **Deathwatch** Rulebooks are examined in detail. The Iron Hands, Raven Guard, Salamanders, and White Scars all have their pasts, motivations, and tactics explored, along with a complete set of rules for creating a Battle-Brother from one of these illustrious Chapters.

Without the Dark, there can be no Light,
We have Purpose
Without the Lie, there can be no Truth,
We have Purpose
Without War, there can be no Victory,
We have Purpose
Without Death, there can be no Sacrifice,
We have Purpose
Without Hope, there can be no Future,
We have Purpose
Without Loyalty, there can be no Chapter,
We have Purpose
Without the Emperor, there is nothing…
And we would have no Purpose.

-Ritual and Responses, Tomb of Truths Foretold

Iron Hands

"Only when by the power of our hate we have truly shed the prison of our flesh, shall we be judged worthy to stand at the side of the returned Primarch. Every foe I slay, every stone I cast down, makes my hatred purer, and the day Ferrus Manus is restored to us a day closer."

–Iron Father Klaanu Johar

The Iron Hands were created by the Emperor as the tenth Legion, forged in fire and war to bring the light of humanity to the long lost human worlds scattered across the galaxy. When the Horus Heresy erupted and plunged the nascent Imperium into total war, the Iron Hands Legion was far from Terra and unable to intervene directly. Primarch Ferrus Manus was enraged by the weakness of the other Legions, and by his inability to fight the traitors. He gathered together his most veteran troops and departed for the Istvaan system. It was there that the traitor Primarchs, Warmaster Horus first among them, revealed the full extent of their treachery. They ambushed the Iron Hands, the Raven Guard and the Salamanders, and although the three loyal Legions fought valiantly, Ferrus Manus himself was lost. Their enemies proclaimed the Iron Hands' Primarch dead upon the blasted wastes of Istvaan V, the Chapter refuses to accept this for no body was ever recovered. For 10,000 years, the sons of Ferrus Manus have stoked the unquenchable fires of hatred, drawing strength from their bitterness and awaiting the day of their Primarch's return.

Dark Medusa

The Iron Hands hail from the gloomy, polluted world of Medusa, which lies perilously close to the Eye of Terror. The skies of this planet are dark and ash-choked, and the lands barren and blasted. Great mountain chains rear above the land, the peaks of countless volcanoes so high that they pierce the black clouds and illuminate them from within as if by the fires of hell itself. The poles are cold and savage, and the Land of Shadows is an eerily silent region strewn with alien ruins seemingly as old as the planet itself.

The people of Medusa are truly the product of their home world. Harsh and unforgiving in their nature, the natives of the planet are hardy and fierce and brook no weakness whatsoever in their ranks. Those who are too weak or sick to survive without aid voluntarily surrender themselves to the elements so that they impose no drain on what scant resources exist. The people organise themselves into nomadic clans, and while in times gone by they trudged the land on foot or on the backs of sturdy beasts, now they travel in vast processions of ramshackle tracked vehicles as large as fortresses, the acrid stink of a thousand engines adding to the pollution in the air. It is from these hardy people that the Iron Hands exclusively recruit, for the world, the people, and the Chapter are inseparable.

Iron over Flesh

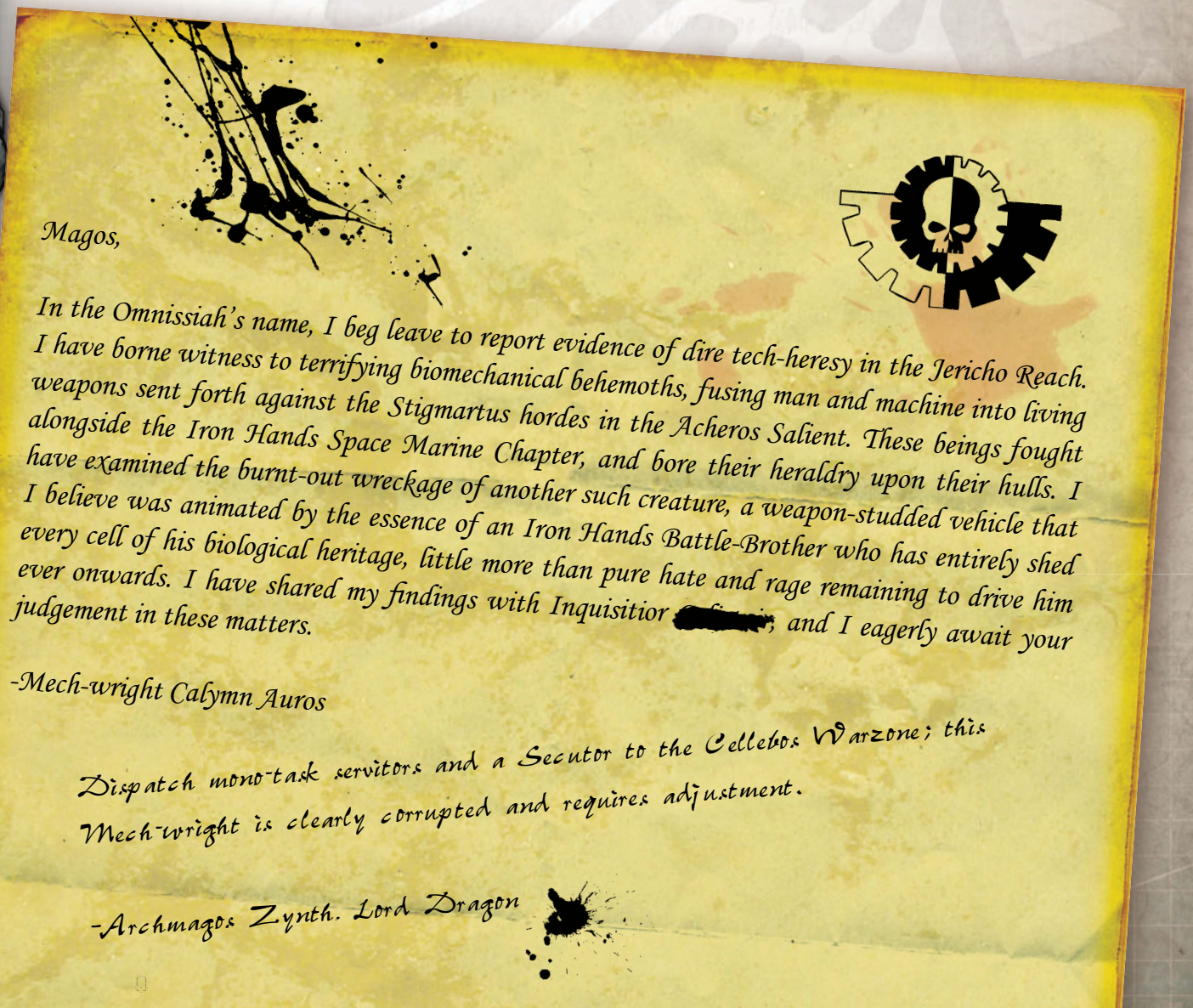
Central to the unique identity of the Iron Hands is their belief that the flesh is inherently weak; subject to decay and temptation, it is a frailty to be purged to the fullest extent. This belief is likely to be rooted in the Chapter's experience of the Horus Heresy, but the character of the peoples of Medusa is undoubtedly a contributing factor.

Following the loss of their Primarch in the Istvaan V massacre the surviving members of the Legion returned to their home world and fanned the embers of a hatred that would endure for ten thousand years. Isolating themselves from many of their fellow Space Marines, the Iron Hands became bitter recluses, cleaving to their anger as the only constant in a universe of weakness and insanity. It soon came to pass that none were immune from their ire. The traitors had renounced their oaths and turned against their brothers, but the loyalists had allowed it to happen, and the Emperor had fallen. The Iron Hands harboured a special resentment for the other loyal Legions present at Istvaan V. They believe that had the Legions been sufficiently strong and fought on instead of retreating, their Primarch would not have been lost, the traitors would have been defeated, and the Heresy would have been crushed.

The Iron Hands' abhorrence of weakness is not limited to the moral however, for they hold that the body itself, even that of a genetically enhanced Space Marine of the Adeptus Astartes, is frail and impermanent and subject to sickness and aging. The Iron Hands are driven to replace the weak biological matter all men are born into with cold, unyielding iron, a practise that begins when a neophyte is initiated into the Chapter as a full Battle-Brother. The initiate's left hand is removed and replaced with a bionic version in a ritual inspired by a tale of the Primarch when his own hands were encased in living metal following a battle with a great metal serpent. Some initiates sever their own hand during the ritual, while others plunge it into the searing hot lava flowing from the mountains of Medusa, bearing the pain and transforming it to hate.

Throughout an Iron Hand's lifetime, he grows ever more bitter towards his foes and ever more resentful of his own flesh. He appears to come to hate himself, or his biological form at least, like a man forcibly garbed in filth-encrusted rags. More of his organs and limbs are replaced with bionic augmetics, each inherently superior to the original. To some outsiders, this is a supreme blasphemy, for many of the organs eventually discarded are those that make a Space Marine what he is, and which are the direct inheritance of the Emperor and the Primarch. Nevertheless, a Battle-Brother of the Iron Hands that has reached several centuries of service is likely to appear almost entirely mechanical, every visible scrap of flesh replaced with gleaming, oiled and burnished steel. A few centuries more and the warrior's biological body might consist of little more than his brain and his major organs. It is said that some Iron Hands, those that survive the rigours of war and their own hate-fuelled self-mutilation, are no more than a brain encased in a ceramite shell.

Because of this drive, many of the Chapter's leaders are entombed within the form of a Dreadnought. These form the Chapter Council, for the Iron Hands have no individual Chapter Master. Each company is an all-but independent body called a Clan Company, which maintains its own mobile Fortress-Monastery that trawls the endless wastes of Medusa guarding against weakness in the people and recruiting the strongest into its ranks. Some claim that the Chapter's hatred of the flesh represents the manifestation of a corruption in its gene seed, and certainly the Iron Hands Legion sired only two known Successor Chapters. Whatever the cause, the Iron Hands' resolution and grim determination are beyond doubt, as many of the Imperium's enemies have discovered.



Magos,

In the Omnissiah's name, I beg leave to report evidence of dire tech-heresy in the Jericho Reach. I have borne witness to terrifying biomechanical behemoths, fusing man and machine into living weapons sent forth against the Stigmartus hordes in the Acheros Salient. These beings fought alongside the Iron Hands Space Marine Chapter, and bore their heraldry upon their hulls. I have examined the burnt-out wreckage of another such creature, a weapon-studded vehicle that I believe was animated by the essence of an Iron Hands Battle-Brother who has entirely shed every cell of his biological heritage, little more than pure hate and rage remaining to drive him ever onwards. I have shared my findings with Inquisitior [redacted]; and I eagerly await your judgement in these matters.

-Mech-wright Calymn Auros

Dispatch mono-task servitors and a Secutor to the Cellebos Warzone; this Mech-wright is clearly corrupted and requires adjustment.

-Archmagos Zynth. Lord Dragon

Iron Hands Characters

Iron Hands characters combine the cold fury of their hatred for the enemy with a disdain for the weaknesses of the flesh. An Iron Hands Space Marine gains the following benefits: +5 Ballistic Skill, +5 Toughness, the Steel Over Flesh Solo Mode Ability (see page 11), and an Exceptional craftsmanship bionic hand (see page 13).

Iron and Hate

Iron and Hate is a Demeanour (see page 32 of the **Deathwatch** Rulebook) unique to Space Marines from the Iron Hands Chapter.

The Battle-Brothers of the Iron Hands appear to many as something of a contradiction, one which grows more extreme as more of their flesh is shorn from their bodies and replaced with cold steel. Those Iron Hands that have undergone many augmetics treatments appear coldly inanimate in their expressions, their voices replaced by monotone vox-casters and their bionic eyes unblinking. Yet, in truth, they see the inside with an anger that grows stronger with age and experience, becoming ever purer as more and more flesh is replaced.

Iron Hands brethren abhor any trace of weakness, even more so than other Chapters. They are extremely puritanical in their drive to identify and purge weakness, and they are damning when they perceive it in others around them. They are quick to anger, even if their anger is sometimes expressed in coldly flat, mechanical tones. They are blunt and uncaring of any offence they might give in their criticisms of others, even the staunchest of allies. When confronted with allies who themselves are quick to anger, it is not unheard of for bitter arguments to erupt, and even for blows to be struck.

In battle, the Iron Hands are coldly resolute, seemingly unmoved by their own losses. They utilise their anger and their hatred of weakness, identifying their enemy's vulnerabilities and exploiting them ruthlessly. While the Iron Hands seek ultimately to purge and militate against what they perceive as their own weakness, they also seek out the weakness in their foes in order to punish it without mercy.

Many Iron Hands Battle-Brothers scourge their flesh, inflicting pain and scarring on themselves as a constant reminder of the weakness of the biological. As more of their bodies are augmented, the areas of available flesh are reduced, until those few that are still visible are a mass of scar tissue. Only when even these last few shreds of the Space Marine's biological inheritance is gone is he truly free of physical pain, for their implants may be sensate, but they can never know hurt.

THE IRON FATHERS

Given the atypical nature of the Iron Hands' Chapter dogma, it is not unsurprising that they espouse a highly divergent form of beliefs. Instead of the conventional Chaplains fielded by most Chapters, the Iron Hands maintain a special cadre known as the Iron Fathers. These individuals combine the qualities of Chaplain and Techmarine, for to the Iron Hands, the duties of both are intricately intertwined. The Iron Fathers oversee the Chapter's spiritual health, but they also guide the Battle-Brothers in their journey from a being of biological weakness to warrior of rage and iron. It is the Iron Fathers who administer and oversee the neophyte's ascension to initiate, and who, along with the Chapter's Apothecaries, conduct the many and escalating surgeries a Battle-Brother undergoes throughout his service. The Iron Fathers are inspirational figures to their charges, shining exemplars of all that the Chapter holds dear. They preach unyielding hatred of the foes of the Emperor, and promise that one day their lost Primarch will return, to bring light to the benighted Imperium as he did to gloomy Medusa over 10,000 years ago.

The Iron Fathers are schooled in the mysteries of the Machine Cult to a far greater degree than the Techmarines of most other Chapters. Like all Techmarines, they undergo a portion of their instruction under the supervision of the Techpriests of the Cult Mechanicus. Yet, while most Techmarines maintain a mutually reserved distance from the Cult of Mars, the Iron Fathers appear to have far closer links, and are schooled in the most obscure of disciplines. Bionics are common place in the Imperium, yet the Iron Fathers are able to reconstruct the bodies of their charges right down to the cellular level, replacing the tiniest of biological functions with far superior mechanical components. It is only by way of the arts of the Iron Fathers and the skills they are taught by the Adeptus Mechanicus that an Iron Hands Space Marine may be transformed from a genetically enhanced warrior to something not far from a pure machine, without losing the essence of what it is to be Adeptus Astartes. A fully mechanised Iron Hands Battle-Brother is far more than an automaton controlled by a scrap of grey matter—he is an unstoppable machine of war fuelled by faith and hatred, and utterly convinced in the purity of the dogma that the flesh is weak, and that iron is strong.

The greatest of all Iron Fathers was Paullian Blantar of the Kaargul Clan Company. This inspirational figure embodied every one of the Chapter's teachings, from the utter certainty that Ferrus Manus would day return, to the hatred of all that is of the flesh. Blantar flayed his own body of the flesh he was born into, until eventually, only his mind remained. This was implanted into the towering frame of a mighty Dreadnought, and some say that in so doing his very soul was ex-loaded into the machine's systems so that not a scrap of biological matter remained. Blantar serves as a permanent member of the Chapter Council, having transcended the limits of his flesh and effectively attained immortality. Should Ferrus Manus ever return, as Chapter dogma asserts he will, it is certain that Paullian Blantar and any others who replicate his feat will be there to greet their Primarch, and to fight at his side in the final battle.

Table 1-1: Iron Hands Pasts

d5 Result	Past
1	**Fall of Shardenus:** The Iron Hands re-conquered the heretic Conqtal sub-sector with swiftness and fury, subduing many planets before any resistance could be formed. That all changed on the capital world of Shardenus, where you fought in the vanguard against foul daemons and warpspawn beyond counting. Your squad took heavy losses, but you helped secure the warp rift so that your Chapter's Librarians could close it.
2	**Siege of Gantor Terentes:** You fought in the savage battles surrounding the hive world of Gantor Terentes, thrust into the breach against wave after wave of heretic cultists. The fighting in this conflict caused many Iron Hands Space Marines to acquire new bionics, including yourself.
3	**Service in the Fleet:** Most Space Marine Chapters maintain a number of strike cruisers, battle-barges, and smaller craft to support their operations on a planet's surface. Having fought many battles amongst the stars, you may have commanded a rapid strike vessel, or perhaps served as an officer aboard a larger ship.
4	**Tank Gunner:** You have served your Chapter as the gunner in one of the Chapter's armoured vehicles, perhaps a Predator or Land Raider. You have fought in the vanguard of several armoured assaults, and the machine-spirits of such vehicles are well-known to you.
5	**Clash of Vengeance:** You have fought face-to-face with Chaos Space Marines of the Emperor's Children Legion. These renegades are bitterly hated by the Iron Hands for their role in the death of Ferrus Manus, the Iron Hands' Primarch, and there is no mercy in any battles between these two forces.

COMBAT DOCTRINE

In battle, the Battle-Brothers of the Iron Hands are at once ferocious and terrifyingly controlled. They advance relentlessly and fight fuelled by 10,000 years of anger, hatred, and bitterness. Yet, they never lose control or become slaves to their emotions. Every blow they strike is made stronger by the anger behind it. Though the same could be said of many Chapters, the Iron Hands are utterly without mercy, slaying the enemies of the Imperium with a cold, mechanical resolve entirely divorced of any sort of doubt or weakness.

All Iron Hands brethren are bionically enhanced in some way, for even the most recently initiated Battle-Brother has had his left hand replaced with the iron gauntlet that marks his acceptance into the ranks of the Chapter. Within a few years of their initiation, most Battle-Brothers sport a burgeoning array of augmentations, many of which stay hidden under their power armour. In many instances these enhancements bolster the Battle-Brother's combat effectiveness in some manner, influencing the tactics he utilises on the battlefield. At the very least, replacing organic flesh with steel increases the body's resistance to physical trauma. Individual Iron Hands brethren utilise a wide range of bionics that afford them capabilities beyond even the superhuman Space Marines, including highly esoteric augur receivers bonded directly to the nervous system, inbuilt weaponry, and even, in some cases, additional limbs granting the Battle-Brother the ability to carry especially cumbersome weaponry.

In the main, the exact nature of the enhancements a Iron Hands Battle-Brother undergoes is unique to himself, a lifelong program coordinated according to the arcane counsel of the Iron Fathers. Even within the ranks of a single squad of Battle-Brothers initiated at around the same time, there is little cohesiveness. On very few recorded occasions, Battle-Brothers with a complementary range of enhancements have been grouped together into a single squad, or else squad-mates have undertaken to coordinate their surgeries. Such squads rarely adhere to any particular pattern or standard doctrine and their composition may never be repeated again. For example, when an Iron Hands strike force assaulted a fortress in the Cellebos Warzone garrisoned by the Stigmartus Covenant, a single Devastator Squad whose bodies had been heavily enhanced, led the assault into the teeth of the traitors' guns. Each Battle-Brother's frame had been augmented with heavy pneumatic bracing that allowed him to carry two heavy weapons, in this case multi-meltas, as well as reinforced frontal blast shielding to protect them from enemy fire. The squad created a breach in the previously impregnable curtain walls, and held it while conventional forces were moved up to exploit the hole, capturing the entire fortress within ten hours. It was not simply the bionic enhancements of the squad's members that made such a feat possible, for without the cold anger to fuel them onwards under such a terrifying weight of fire, no force would have been able to achieve such a victory.

Table 1-2: Iron Hands Names

d10 Result	Name
1	Kheres
2	Paullian
3	Pelles
4	Bannus
5	Dozeph
6	Ashmon
7	Galmech
8	Courras
9	Sarlock
10	Vaylund

IRON HANDS PASTS

The Chapter background provides a good basis for defining your character's past, but **Table 1–1: Iron Hands Pasts** provides additional inspiration and a means of swiftly generating a significant past event from your character's background. Either choose which event you feel is most appropriate for your vision of your character, or roll 1d5 to generate one at random. The events presented can be expanded upon as you see fit, and can provide inspiration for many future adventures.

IRON HANDS PRIMARCH'S CURSE: STEEL OVER FLESH

It is said that the bitter rage of the Iron Hands was born in the fires of betrayal upon Istvaan V. The most horrific loss in that battle was the loss of Ferrus Manus, the Iron Hands Primarch. He disappeared during the massacre, and his body was never found or recovered. Rather than fall into despair, the Iron Hands took refuge in their hate, and they have used that hatred to eliminate any perceived weakness so that they may remain strong. By removing the dangerous failings of the flesh, the Iron Hands believe that they are eradicating any threats to the eventual dominance of Humanity over the galaxy.

Level 1 (A Disdain for Flesh): The Battle-Brother perceives his own flesh as a hindrance. Scarring or punishing the biological portions of his body is the only way to sooth his anger. The Battle-Brother suffers a –20 penalty to all Interaction Skill Tests (this penalty does not apply when dealing with the Adeptus Mechanicus or other Iron Hands). This penalty is reduced to –10 if the Battle-Brother has three or more cybernetic implants, and the penalty is removed completely if the Battle-Brother has five or more cybernetic implants (The Flesh Is Weak Talent counts its level towards these requirements).

Level 2 (Cold Fury): The ruthlessness of the Iron Hands manifests more strongly in the Battle-Brother, making him prone to aggression. The Battle-Brother must take a **Challenging (+0) Willpower Test** when confronted by an enemy or by something he considers "weak;" failure means that the Battle-Brother's fury is released in some way, most likely causing a feud, confrontation, or (if he fails by three degrees or more) escalating into open violence.

Level 3 (Zero Tolerance): All Iron Hands abhor weakness, but the Battle-Brother has taken this attitude to an extreme. The Battle-Brother will seek to remove any perceived source of weakness, to the point of refusing to fight alongside allied forces such as the Imperial Guard—in extreme cases, even entering into open conflict with an allied force. In addition, if any member of the Kill-team fails a Challenging (+0) or easier Skill or Characteristic Test, the Iron Hands Battle-Brother may not benefit from any Squad Mode abilities from the rest of the Kill-team until the end of the mission. If the Iron Hands Battle-Brother is the Leader, the Kill-team reduces its Cohesion by 1d5.

Iron Hands Solo Mode Ability

Suffer No Weakness is a new Solo Mode Ability that is available to Battle-Brothers of the Iron Hands Chapter. See page 215 of the **Deathwatch** Rulebook for details on using Solo Mode Abilities.

Iron Hands Solo Mode Ability: Suffer No Weakness

Type: Passive
Required Rank: 1
Effects: Space Marines of the Iron Hands Chapter find strength in bolstering their bodies with augmetics and bionics. Harnessing cold fury and hatred into their assaults, the Iron Hands are powerful warriors. Once per combat, the Battle-Brother may select a single enemy. For the duration of the combat, the Battle-Brother gains the Hatred Talent against his chosen foe and gains a bonus to Damage equal to one-half (rounding up) of his unmodified Intelligence Bonus.
Improvements: At Rank 3, the Battle-Brother gains the Sturdy Trait; the Battle-Brother must possess at least 4 cybernetics. At Rank 5, all Interaction Skill Tests used against the Battle-Brother suffer a –30 penalty; the Battle-Brother must possess at least 5 cybernetics. At Rank 7, the Battle-Brother gains the Undying Trait; the Battle-Brother must possess at least 6 cybernetics.
Note: For this Solo Mode Ability, The Flesh Is Weak Talent counts its level as an equal number of cybernetics. Thus, a Space Marine with The Flesh Is Weak 3 and 2 cybernetics would count as having 5 cybernetics for the purposes of this Solo Mode Ability.

Iron Hands Squad Mode Abilities

The following Squad Mode abilities are unique to characters drawn from the Iron Hands Chapter. The use of Squad Mode Abilities is described on page 219 of the **Deathwatch** Rulebook.

Iron Hands Attack Pattern: Ruthless Advance

Action: Half Action
Cost: 2
Sustained: No
Effects: The Iron Hands are renowned for their implacable methods of war, able to capture and hold ground in the face of superior numbers or inhospitable terrain. The Battle-Brother and those within Support Range may spend their Reactions to make a Full Move. This movement must be made towards the nearest enemy. The Space Marines using this ability are immune to pinning until the beginning of their next Turn.
Improvement: If the Battle-Brother is Rank 4 or more, activating this ability becomes a Free Action.

Iron Hands Defensive Stance: Strength of Iron

Action: Half Action
Cost: 2
Sustained: No
Effects: The cold fury of the Iron Hands Space Marine Chapter makes them exceptionally good at holding ground, particularly in the face of enemy fire. The Battle-Brother and those in Support Range of him gain a +10 bonus to resist Fear and Cohesion Damage and add +2 to their Toughness Bonus when reducing Damage from ranged attacks.
Improvement: If the Battle-Brother is rank 4 or more, the bonus to resist Fear and Cohesion Damage increases to +20, and the additional Toughness Bonus increases to +4.

Table 1-3: Iron Hands Chapter Advances

Advance	Cost	Type	Prerequisites
Forbidden Lore (Adeptus Mechanicus)	300	Skill	
Forbidden Lore (Adeptus Mechanicus) +10	400	Skill	Forbidden Lore (Adeptus Mechanicus)
Forbidden Lore (Adeptus Mechanicus) +20	500	Skill	Forbidden Lore (Adeptus Mechanicus) +10
Tech-Use	300	Skill	
Tech-Use +10	400	Skill	Tech-Use
Tech-Use +20	500	Skill	Tech-Use +10
Hatred (any)	200	Talent	—
Peer (Adeptus Mechanicus)	500	Talent	Fel 30†
Good Reputation (Adeptus Mechanicus)	500	Talent	Fel 50†, Peer (Adeptus Mechanicus)
The Flesh is Weak 1	500	Talent	Mechanicus Implants
The Flesh is Weak 2	500	Talent	Mechanicus Implants, The Flesh is Weak 1
The Flesh is Weak 3	500	Talent	Mechanicus Implants, The Flesh is Weak 2

†Iron Hands characters may substitute Intelligence for Fellowship to qualify for the pre-requisites of Peer and Good Reputation with the Adeptus Mechanicus.

IRON HANDS PSYCHIC POWERS

The following section presents a set of Psychic Powers unique to the Librarians of the Iron Hands Chapter. Details of how to use Psychic Powers may be found on page 189 of the **Deathwatch** Rulebook.

Only Iron Hands Librarians have access to Iron Hands Psychic Powers. These powers may be purchased with Experience Points, provided the Librarian meets the power's Prerequisites and XP Cost as detailed on **Table 1–4: Iron Hands Psychic Powers**.

Table 1-4: Iron Hands Psychic Powers

Power	XP Cost	Prerequisites
Deus Ex Ferrum	1000	WP 40+
Betrayal of the Flesh	500	
Punish the Weak	1000	WP 50+

Deus Ex Ferrum

Action: Full
Opposed: No
Range: 1 metre radius x PR
Sustained: Yes
Description: The Iron Hands Librarian focuses his mind and links his iron will to the strength of his augmetics, bolstering himself and his allies. The Librarian and a number of Battle-Brothers equal to his Psy Rating within a number of metres of the Librarian equal to his Psy Rating gain a +10 bonus to both Strength and Toughness. This bonus is increased by +5 for every cybernetic possessed by the affected Space Marine (The Flesh Is Weak Talent counts its level towards these requirements). If used at the Unfettered Level, this Power is a Half Action. If used at the Push Level, this Power is a Free Action.

Betrayal of Flesh

Action: Half
Opposed: No
Range:10 metres x PR
Sustained: No
Description: Harnessing his hatred for weakness, the Iron Hands Librarian sunders the flesh of his enemies with a blast of psychic power, reducing his enemies to dust. This power must be targeted at a single creature. However, it may affect others nearby, depending on its strength. The Librarian does not need to make a BS Test to hit the target. However, his Focus Power Test is modified as if he was making a ranged attack (using bonuses and penalties for range, lighting, and so forth). This power deals 1d10 Energy Damage x PR with a Penetration equal to PR and the Felling (1) Quality to the targeted creature, as well as any creatures within 1 metre x PR. If used against a Horde at the Push Level, this power inflicts a number of hits equal to the Librarian's Psy Rating +1d10 instead of its normal effects. This power has no effect against a target with the Daemonic or Machine Traits.

Punish the Weak

Action: Full
Opposed: No
Range: 1 metre radius x PR
Sustained: Yes
Description: After fighting alongside his Iron Hands Battle-Brothers for countless battles, the Librarian has learned how to spare their mechanical bodies while assailing his enemies. He summons forth a roiling tornado of force around himself, harshly tearing at the flesh of anyone not strong enough to stand against its assault. This power affects all creatures within 1 metre x PR of the Librarian, tearing at their weak flesh. The effected area blocks normal vision (Traits such as Dark Sight, Sonar Sense, or Unnatural Senses are needed to see clearly). Creatures within the area must succeed at a **Hard (–20) Toughness Test** or suffer 1d5 x PR Energy Damage, ignoring Armour and Toughness Bonus.

IRON HANDS CHAPTER TRAPPINGS

Iron Hands do not normally begin the game with a Chapter Trapping. Instead, Iron Hands Space Marines replace their left hand with an Exceptional craftsmanship bionic hand. Iron Hands Space Marines count as possessing Mechanicus Implants for the purposes of satisfying the prerequisites of a Talent (but not for wargear or any other purpose).

Bionic Hand

The Bionic Hand follows the rules for cybernetics on pages 176–178 of the **Deathwatch** Rulebook. The hand is a frequent choice among Techmarines and other Space Marines who voluntarily give a part of themselves over to the Omnissiah. A Common craftsmanship bionic hand functions identically to the replaced appendage. Those of Exceptional craftsmanship provide the same +10 bonus to fine manipulation tests as a bionic arm, but not the Strength bonus.

Raven Guard

"In the darkness all men are equal, save those that embrace it."

–Shadow Captain Kayvaan Shrike

The Raven Guard are the scions of the old nineteenth Legion, whose Primarch Corax was said to have skin as white as ivory and eyes as black as night. The Legion suffered such devastating losses early in the Horus Heresy that its ability to influence the outcome of the calamitous galactic civil war was gravely limited. The cost of the Warmaster's treachery would remain with the Raven Guard for millennia to come, shaping their doctrines, beliefs and their very destiny. The Raven Guard and their Successors are masters of infiltration and subterfuge, able to defeat an enemy of the Imperium with a precisely aimed and overwhelming assault in the manner of their Primarch, whose loss they mourn to this very day.

The Raven Guard were one of the three Legions assigned to the first wave of the drop assault against the traitors at Istvaan V, the defining battle of the opening phase of the Horus Heresy. Falling prey to the Warmaster's perfidy, the Legion was devastated, and along with the Salamanders and the Iron Hands forced to fall back to the loyalists' drop zone where it could consolidate with the second wave of the assault and renew the attack on the Traitors. As history records, the Legions of the second wave were already in the sway of Horus, and the Raven Guard and their brothers were massacred. In a single battle, the Legion was reduced from their tens of thousands to a tiny fraction of their original numbers. The survivors were forced to return to the Legion's home world of Deliverance in order to rebuild their desperately reduced numbers.

Upon his return to his home world, Corax is said to have brooded for countless days and nights, ordering that the most ancient texts concerning the processes the Emperor used to create the Space Marines be laid before him. Studying tomes not consulted in centuries, Corax found a way of saving his Legion from extinction, though he would hate himself for all time for the choice he was forced to make. By accelerating gene-seed replication and implantation in a manner not attempted since the wars in which the Emperor conquered Terra, the Legion's numbers could be restored. But the ancient texts had been placed under seals so dire that only a Primarch or the Emperor himself could have bypassed them, and with good reason. They warned of the consequences of accelerating the implantation process, consequences that Corax and his Legion were soon to witness first hand.

No records remain of the results of Corax's experimentation, but there are legends that have been passed down through the generations. They speak of slavering monsters, some so hideously twisted they could not even hold a boltgun. All were insane, their minds as blasted as their bodies by the rapid changes wrought upon them by the forbidden processes. The Raven Guard never speak of these times, but secondary sources describe these mutated warriors as rabid, drooling creatures with distended limbs and impossibly overgrown musculature and skeletal structure, herded into battle by grim-faced, dark-eyed custodians.

In the wake of the Horus Heresy, the nineteenth Legion had only the numbers to form a handful of Chapters according to the dictates of the Codex Astartes. Depending on the source, the Legion is said to have sired the Raptors, the Revilers and the Black Guard in addition to the Raven Guard Chapter itself. It is said that by this time, Corax was all but consumed by the deeds he had allowed to be done to ensure his Legion's survival, and brooded upon the matter for an entire year, locked away in the highest chamber of his Fortress-Monastery. None heard from the Primarch during that time, before he emerged gaunt and pale, and departed for the Eye of Terror never to be seen again.

DELIVERANCE

The home world of the Raven Guard Chapter is the moon of Deliverance, known in ages passed as Lycaeus. Deliverance is a polluted wasteland, its settlements protected from the cold vacuum of its surface by energy domes. The surface is riven with the open sores of millennia of strip mining and the substrata is laced with countless tunnels and mine shafts. Before Corax led the uprising that overthrew the Tech-Guilds, the world was a prison populated by slave labourers, and the towering spire of natural rock from which the overseers once ruled is now the Fortress of the Raven Guard. Known as the Ravenspire, this dark spike of cold rock towers kilometres into the air, the empty chamber in which Corax meditated for an entire year at its peak and existing in exactly the state he left it many millennia ago. The people of Deliverance look to the Ravenspire with a mixture of adoration and dread, and are blessed as few peoples are by living close to their Space Marine masters. The population of Deliverance no longer lives in slavery, but life is hard nonetheless.

Deliverance is the satellite of the world of Kiavahr, and in the system's distant past it was the Tech-Guilds of this heavily industrialised planet that consigned its criminals to serve as slaves on its moon. In the 41st Millennium, Kiavahr's manufactory output rivals that of many Forge Worlds, a constant stream of container vessels hauling raw materials from Deliverance to the surface to feed the incessant hunger of its countless foundries. Kiavahr is the armoury of the Raven Guard, producing every resource from Land Raiders to bolt shells, and its surplus is exported to warzones across the entire sector.

Brothers no More

Many Space Marine Chapters have existed for millennia, with those of the First Founding having their roots in the original Legions created to prosecute the conquests of the Emperor's Great Crusade. With histories stretching back into the dawn of the Age of Imperium, it is perhaps inevitable that Chapters should come to blows, both metaphorically and at times literally. There are many instances of rivalries, and some of outright hostilities. The deep-rooted and mutual antagonism between the Space Wolves and the Dark Angels is well known, but there are many more examples. One example of such rivalry can be found in the case of the Raven Guard and the White Scars, who have harboured a mutual mistrust dating back centuries. In truth, there may be no single cause of the bad blood between the two Chapters, but the mere mentioning of several battles are sure to raise the ire of Raven Guard and White Scar alike. The Assault on Hive Lin-Mei is one such conflict, as is the Last March on the Sapphire Worlds. Most acrimonious of all is Operation Chronos, in which a venerated Raven Guard Chaplain fell to Enslaver domination in circumstances where a nearby White Scars force might have been able to intervene. The ill will created by these and numerous other incidents has led to the two Chapters regarding one another with barely contained loathing, a situation that none can see an end to any time soon.

THE CURSE OF THE RAVEN

The acceleration of the gene-seed implantation and replication process instigated in the wake of the Istvaan Drop Site Massacres had implications for the Raven Guard Chapter's genetic inheritance with which they would grapple for millennia. The Chapter has rarely been able to field the full ten companies mandated by the Codex Astartes, and particularly gruelling campaigns have resulted in the Chapter operating at perilously under-strength levels for extended periods or being forced to withdraw for decades at a stretch to rebuild. Over time the gene-seed has become perilously unstable: minor mutations in the Melanchromic Organ resulted in gradual changes in skin, hair and eye colouration, so that after several decades of service a Battle-Brother has ivory white skin, his eyes are gleaming black orbs, and his hair is the colour of a raven's feathers. In addition, it has become impossible to culture new Mucranoid and Betchers Gland organs from the harvesting of a Raven Guard's Progenoid, forcing the Chapter to fall back on the stocks maintained by the Adeptus Mechanicus on Terra. Without recourse to these ancient archives of genetic material tithed in ages passed, the Chapter's initiates would be without several elements of their genetic inheritance. As it is, replication of existing gene-stock takes far longer amongst the Raven Guard than it does in other Chapters, forcing ever more reliance on the gene-tithe stocks of the Adeptus Mechanicus, a reliance that few Space Marine Chapters would be comfortable with given the differences in outlook between the two bodies.

COMBAT DOCTRINE

The Raven Guard are masters of stealth, infiltration and sabotage, a trait with its roots in the earliest days of the Primarch's life. The moon on which Corax grew up was little more than a slave-labour camp, the population forced to mine the moon's resources to provide raw material for the Tech-Guilds of the world of Kiawahr around which it orbited. When the young Primarch came to the moon, the other prisoners secreted him away, teaching him all they knew of survival and secrecy, and upon attaining his maturity and coming fully into his powers, Corax led a rebellion against the Tech-Guild overseers and took control of the moon. In the battles of the uprising, no mercy was possible, and the overseers granted no quarter. Corax and his fellow prisoners were utterly ruthless, executing those who had inflicted countless generations of misery on their population.

Having taken his place in the ranks of the Primarchs and been granted command of his own Legion, Corax passed on the skills he had mastered in the dark mines of his home world. As the Great Crusade reached its peak, the Raven Guard attained the pinnacle of their art, and numerous worlds were brought to compliance by the subtle machinations of Corax's Legion. Small forces were inserted deep behind enemy lines, operating alone for extended periods until ready to strike. When the order was given, these strike teams of Raven Guard would launch themselves from the shadows to descend upon an utterly unprepared foe. Stunned by the

Raven Guard Characters

Raven Guard characters are skilled at the arts of stealth and surprise tactics. A Raven Guard Space Marine gains the following benefits: +5 Agility, +5 Perception and the Master of Shadows Solo Mode Ability (see page 17).

Son of Night

Son of Night is a Demeanour (see page 32 of the **Deathwatch** rulebook) unique to Space Marines from the Raven Guard Chapter.

The Battle-Brothers of the Raven Guard are known as dark and brooding, often surly and recalcitrant. The Raven Guard are not given to unnecessary conversation, preferring instead to watch and to listen, waiting for events to unfold to their advantage before acting. Some have described their habit of withholding all comment despite repeated questioning to be quite infuriating.

The Raven Guard are extremely patient, biding their time and never acting rashly. They appear to be motivated by some inner darkness and to shun the light, metaphorically and often literally. While they do fight alongside other Space Marine Chapters they have often been accused of failing to share the full extent of their plans with their allies, leading to disagreement and overt conflict on numerous occasions. When fighting in the same theatre of operations as conventional forces such as Imperial Guard and local militia units, the Raven Guard have been known to use their allies as bait in elaborate traps, launching ambushes against common foes, but not always before the unknowing bait has been taken. On numerous such occasions, a furious Imperial Guard Colonel or defence force marshal has lodged the strongest of objections with the Chapter, to be met by nothing but a cold, black-eyed gaze, if even that.

sudden, overwhelming attack, few worlds could resist. When the main bulk of an expeditionary fleet arrived to demand compliance, it invariably found a world all too ready to offer fealty to the Emperor.

In the millennia that followed the Horus Heresy, the Raven Guard honed their skills still further, and perfected additional aspects of their particular style of warfare. With their numbers low due to the state of their gene-stock, the Raven Guard now avoid frontal assaults, though they are not averse to sacrifice when called for. Instead, Raven Guard strike forces specialise in deploying to a war zone unseen by friend and foe alike, and in launching ambushes and assassinations on key enemy facilities and personnel. On many occasions, the Raven Guard have coordinated their attacks so that when other Imperial forces arrive the enemy is faced with two opponents, at which point the Raven Guard strike the killing blow. It is not uncommon for the Raven Guard to deliberately keep the main force ignorant of their presence, even when the main force are also Adeptus Astartes, causing friction with allies resentful of the Raven Guards' secrecy.

Quite apart from the methods taught to the Legion by the Primarch and passed down through the ages, the Raven Guard also fight in a manner unique to their particular character. They strike without mercy, appearing cold and uncaring to their allies and inhumanly terrifying to their foes. It has been observed that the Raven Guard make war as an assassin delivers the killing shot or blow. They approach unseen and unheralded, and invariably from an unanticipated quarter. They bide their time, when required, preparing the ground by sowing weakness and confusion in the enemy's ranks. When ready, and at a time of their own choosing, they strike hard and fast, with such ferocity that the enemy has scant time to even realise his doom, let alone mount any sort of defence. And then, the Raven Guard are gone, no effort made to cover their activities and no clue as to their next target revealed, to friend or foe alike.

Tactically, the Raven Guard favour the use of highly mobile forces, such as Assault Squads, and they utilise their Scouts in far more crucial mission roles than many other Chapters. Their focus on guerilla warfare and cover operations makes the use of large numbers of slow armoured vehicles undesirable, leading to the Chapter preferring the use of Drop Pods and Land Speeders in all but the most conventional missions. In line with their focus on rapid and merciless assault, many Raven Guard warriors favour the use of lightning claws as personal weapons, using them to strike their foe down from an unanticipated quarter with cold, hard efficiency.

Table 1-5: Raven Guard Names

d10 Roll	Name
1	Wal'dron
2	Korbin
3	Ren'shaw
4	Kraai
5	Ingram
6	Cornix
7	Adivarius
8	Yiraka
9	Kerith
10	Validus

RAVEN GUARD PASTS

The Chapter background provides a good basis for defining your character's past, but **Table 1–6: Raven Guard Pasts** provides additional inspiration and a means of swiftly generating a significant past event from your character's background. Either choose which event you feel is most appropriate for your vision of your character, or roll 1d5 to generate one at random. The events presented can be expanded upon as you see fit, and can provide inspiration for many future adventures.

RAVEN GUARD PRIMARCH'S CURSE: LURE OF THE SHADOWS

The Raven Guard's demeanour heavily reflects their combat doctrine. Generally reserved, Raven Guard stay in the shadows until the right time to speak. When they do pitch in they tend to be very recalcitrant and terse, often condemning the more direct tactics of their fellow Chapters. As they become unstable, they begin to mimic the sullen nature of their Primarch before his mysterious disappearance.

Level 1: The Battle-Brother is used to working in his small Raven Guard strike team, and finds the direct tactics used by other members of his Kill-team to be brutish and ineffective. When commanded into a direct attack that he finds foolhardy, the Battle-Brother is resistant, almost to the level of disobedience.

Level 2: Becoming increasingly intractable, the Battle-Brother is quiet and brooding. In mission briefings he stays in the shadows, only speaking when absolutely necessary. The fellow members of the Kill-Team feel uneasy around the moody Battle-Brother, tending to avoid him when possible. The Battle-Brother doesn't benefit from the effects of non-Raven Guard characters using the Command or Charm (Inspire) Skills.

Level 3: The Battle-Brother despises the tactics of his fellow Battle-Brothers, knowing that his more intelligent approach is the best way to victory. The Battle-Brother doesn't benefit from the effects of non-Raven Guard Squad Mode Abilities.

RAVEN GUARD SOLO MODE ABILITY

Master of the Shadows is a new Solo Mode Ability that is available to Battle-Brothers of the Raven Guard Chapter. See page 215 of the **Deathwatch** Rulebook for details on using Solo Mode Abilities.

Raven Guard Solo Mode Ability: Master of the Shadows

Type: Passive
Required Rank: 1
Effects: The Raven Guard excel at covert operations, opting for the more subtle approach over an all-out assault. Millennia of training and refining their guerilla tactics have made them masters of blending into the shadows and striking when their opponent least expects it. When the Battle-Brother is in solo mode, he may re-roll any failed Concealment, Shadowing and Silent Move Tests.
Improvement: At Rank 3 or above, all attacks made by the Battle-Brother against surprised targets gain a +2 to Armour Penetration. At Rank 5 or above, the Battle-Brother gains a +20 bonus to Concealment, Shadowing and Silent Move Tests. At Rank 7 or above, all attacks made by the Battle-Brother against surprised targets gain a +4 to Armour Penetration.

Table 1-6: Raven Guard Pasts

d5 Result	Past
1	**Targus VIII:** You served under Captain Kayvaan Shrike during the assault on Targus VIII. Your extraction Thunderhawk was destroyed in orbit and you were stranded on Targus VIII for nearly two years. Performing guerilla raids on the Waaagh! wherever it showed weakness, you and the rest of Shrike's men were hailed as heroes upon your extraction. While the rest of your company went on to fight Waaagh! Skullkrak, you were recommended for secondment to the Deathwatch for your valorous efforts behind enemy lines.
2	**Operation Chronos:** You were part of the Raven Guard troops deployed during Operation Chronos. You watched in horror as your Battle-Brothers were dominated by the nightmarish Enslavers, turned into mindless zombies bending to their will. You hold a bitter grudge against the White Scars chapter, who had an opportunity to act and save your brothers, but did nothing.
3	**Covert Strike:** You led a small assault team of Raven Guard deep behind enemy lines with great success. During a particularly drawn out siege, where the Imperial Fists were garrisoned against an unending onslaught of Orks, your team was called in. Within days you struck down the Ork Warboss and broke the siege, and both the Imperial Fists commander and your own captain recommended you as an excellent candidate for secondment to the Deathwatch.
4	**The Fall of Voldorius:** You participated in the siege on Mankarra in the final hours of the hunt for the daemon prince Voldorius. You fought and bled side-by-side with White Scars Battle-Brothers to win the day. While many of your fellow Raven Guard still cling to the rivalry with the White Scars chapter you consider them worthy allies.
5	**Survivor:** You were part of a covert team dropped into a heavily contested warzone. The enemy knew you were coming, and your drop site was obliterated by artillery fire. Every single Battle-Brother you dropped with that day was killed in the hail of fire, but you miraculously made it out alive. You carry around a memento of your fallen brothers, honouring their memory with every battle.

Table 1-7: Raven Guard Chapter Advances

Advance	Cost	Type	Prerequisites
Concealment	200	Skill	
Concealment +10	300	Skill	Concealment
Concealment +20	300	Skill	Concealment +10
Silent Move	200	Skill	
Silent Move +10	300	Skill	Silent Move
Silent Move +20	300	Skill	Silent Move +10
Tactics (Recon and Stealth)	200	Skill	
Tactics (Recon and Stealth) +10	300	Skill	Tactics (Recon and Stealth)
Tactics (Recon and Stealth) +20	300	Skill	Tactics (Recon and Stealth) +10
Guerilla Training	400	Talent	
Hatred (Traitor Legions)	200	Talent	—
Hard Target	500	Talent	AG 40
Sure Strike	500	Talent	WS 30

RAVEN GUARD SQUAD MODE ABILITIES

The following Squad Mode abilities are unique to characters drawn from the Raven Guard Chapter. The use of Squad Mode Abilities is described on page 219 of the **Deathwatch** Rulebook.

Raven Guard Attack Pattern: Exploit Weakness

Action: Half Action
Cost: 4
Sustained: No
Effects: The Raven Guard use precise application of force to cripple their enemy. The squad works in concert to exploit the foe's weaknesses and deliver potent, strategic blows. As a Half Action, any Battle-Brother in Support Range may single out an enemy. Until the beginning of that Battle-Brother's next turn, all members of the Kill-team may re-roll damage rolls against that target (the second result must be taken). Only one target may be singled out at a time.
Improvement: At Rank 5, singling out a target becomes a Free Action.

New Talent: Guerilla Training

Left with an incredibly low number of men after the massacre at Istvaan V, the Raven Guard had to become masters of rapid deployment, stealth, and guerilla tactics. Each Battle-Brother was expertly trained in covert operations to help them deal with their incredibly low numbers. This training and tradition has carried on through the millennia, and members of the Raven Guard chapter are still revered for their ability to operate secretively and silently, even in their bulky power armour. The Battle-Brother does not take the penalties to Silent Move and Concealment normally inflicted by power armour.

Raven Guard Defensive Stance: Evasive Manoeuvres

Action: Full Action
Cost: 3
Sustained: Yes
Effects: Battle-Brothers of the Raven Guard favour agilely avoiding their opponent's main attack over a stalwart defence. All Battle-Brothers in Support Range no longer trigger the effects of Overwatch from an enemy. In addition, Battle-Brothers in Support Range gain a +20 bonus to all tests to avoid Pinning.
Improvement: At Rank 3, all Battle-Brothers in Support Range are immune to the effects of Pinning.

RAVEN GUARD PSYCHIC POWERS

The following section presents a set of Psychic Powers unique to the Librarians of the Raven Guard Chapter. Details of how to use Psychic Powers may be found on page 189 of the **Deathwatch** Rulebook.

Only Raven Guard Librarians have access to Raven Guard Psychic Powers. These powers may be purchased with Experience Points, provided the Librarian meets the power's Prerequisites and XP Cost as detailed on **Table 1–8: Raven Guard Psychic Powers**.

Table 1-8: Raven Guard Psychic Powers

Power	XP Cost	Prerequisites
Corax's Ingenuity	1000	WP 40+
Curse of the Raven	500	
The Unkindness of Deliverance	1000	WP 50+

Corax's Ingenuity
Action: Full
Opposed: No
Range: 5 metres radius x PR
Sustained: No
Description: The Librarian plunges his mind into the Warp, harnessing its power. He is infused with power, embodying the pure ideals of Corax, and emanating his power to those around him. All Battle-Brothers in range may take an immediate half-action for which all enemies count as surprised. The Librarian may only use this power once per combat at the fettered level, to use this power again he must cast it at the push level.

Curse of the Raven
Action: Half
Opposed: Yes
Range: 10 metres x PR
Sustained: Yes
Description: The Librarian curses an opponent, condemning him to death at the hands of the Emperor's champions. Warp energies eat at the target's mind, and reveal weaknesses in his defences that the Battle-Brothers can exploit. This power only works on a single target. While the power is sustained, all attacks against the cursed target gain additional Penetration equal to the Librarian's PR.

The Unkindness of Deliverance
Action: Full
Opposed: Yes
Range: 10 metres x PR
Sustained: No
Description: The Librarian manifests his psychic power as an unkindness of ravens. Black as night, these ferocious birds swarm over his opponents. The Librarian can either have the ravens target one individual, dealing 1d10 x PR Rending Damage, or swarm a number of opponents equal to the Librarian's PR, blinding them until the end of the Librarian's next turn.

RAVEN GUARD CHAPTER TRAPPINGS

The following items are Chapter Trappings that may be taken by Battle-Brothers of the Raven Guard Chapter.

Sable Heraldry
The shadows have always been the greatest ally of the Raven Guard, from their brooding demeanour and pale complexion, to their stealth tactics and guerilla warfare. Born out of necessity, the Raven Guard stick to the shadows out of a need to survive to maintain their constantly limited numbers. This inclination is greatly reflected in their jet black armour and symbols of the black bird that is their namesake.

- **The Ravenclaw:** Commonly placed on the right shoulder of veteran Raven Guard Battle-Brothers, the black Ravenclaw is painted upon a white shoulder pad and is reserved for those with long and venerated service to their Chapter. These Battle-Brothers are practiced in the art of guerilla warfare, they react fluidly to changes on the battlefield and are constantly aware of the their surroundings. Add +3 to Perception (after all other modifiers).
- **Raven Calvaria:** Taking the form of a bird's skull, the Calvaria is a decoration worn by many Battle-Brothers across the Chapter. It is commonly worn hanging from a chain around Space Marine's neck or strung from their right shoulder pad. Add +2 to Agility (after all modifiers).

Helmet Picter
The Raven Guard take an incredibly thorough approach to battle, planning out every angle prior to the engagement, and analysing every manoeuvre afterwards. They use data recorded during battle compiled by the Chapter's warriors to hold post-action sermons to analyse the performance of the Chapter, helping improve their effectiveness in combat. Raven Guard Battle-Brothers serving in the Deathwatch often try to maintain this tradition during their secondment. Using a helmet-mounted picter they can personally review the events of the mission, and better prepare themselves, and the rest of the Kill-team, for future engagements. At the end of each mission, the Battle-Brother may take a **Challenging (+0) Tactics Test**. Every member of the Kill-team gains an additional 50 experience points per degree of success.

Salamanders

"Into the fires of battle! Unto the anvil of war!"

–Battle cry of the Salamanders Chapter

The story of the Salamanders and the legend of how their Primarch Vulkan was reunited with the Emperor is one of the few stories from the time of the Great Crusade told in a coherent form across many different worlds of the Imperium. How much of the so-called Promethean Opus is factually accurate is unknown, and in many ways unimportant. The fact that the Salamanders have stood for ten thousand years as paragons of strength, honour and resolution is the true legacy of their Primarch, and one that endures into the dark epoch of the late 41st Millennium.

The Salamanders hail from a world wracked by constant volcanic instability, but possessing the very rarest kinds of mineral resources. The violence of the cyclic volcanic activity creates and churns up minerals highly prized by the Adeptus Mechanicus, yet the planet has been occupied by Mankind since long before the Age of Imperium. When the infant Vulkan appeared on Nocturne, he was discovered by the smith of one of the seven main settlements, a master-craftsman who soon taught the infant all he knew. Within a few short years Vulkan had developed into a hulk of a man, his mind as powerful as his body. Soon, Vulkan was teaching the master-smiths of Nocturne metalworking techniques lost to them since the darkest days of the Age of Strife. When Vulkan defeated one of the regular and highly costly Eldar raids, he was unanimously acknowledged as their leader.

When the Emperor came to Nocturne to be reunited with his lost son, he chose not to do so with great ceremony as he had in several other cases, and he did not announce his identity, hiding behind an obscuring glamour. Instead, he came as a stranger during the festival to celebrate Vulkan's great victory. By tradition, such celebrations included numerous contests and trials of strength, and so the stranger challenged Vulkan, declaring that the winner of their contest would kneel before the other and declare his eternal fealty. The resulting challenge saw the stranger and the Primarch perform such deeds that no mortal could replicate, culminating in a hunt to slay the largest salamander and return to the settlement with its body.

During this final challenge, Vulkan slew a gargantuan beast, but upon his return journey the ground opened up beneath him and a torrent lava surged up to engulf him. With one hand clinging to a rock and the other gripping the tail of his huge prize, Vulkan hung perilously over the surging lava, his mighty strength seeping away after days of trials. Only by abandoning his trophy could Vulkan save himself, yet he refused to do so, even in the face of death. Then, the stranger appeared before him, but his path was blocked by yet another lava channel. Vulkan saw that the stranger dragged behind him a prize even greater than his own, the body of the largest salamander ever seen, which he cast into the lava to form a bridge. A moment later, the stranger took Vulkan's hand and lifted the Primarch and his prize straight up, saving him from death. Upon their return to the settlement the elders declared Vulkan the winner of the contest, for the stranger had returned from the hunt empty handed. But it was not the stranger who declared his eternal fealty, but the Primarch who did so, going down on one knee and declaring that a man who valued another's life over his own victory was a man worth serving. In that moment, the stranger cast off his disguise and all could see him for what he truly was, the Master of Mankind, come to Nocturne to find his son and to reunite the people with Humanity.

Vulkan assumed the mantle of Primarch of the XVIIIth Legion, called the Salamanders. Recruiting from the hardy men of Nocturne, the Legion soon became known for the strength, courage, and honour of its Battle-Brothers, as well as the skills with which they fashioned their weapons of war. But the age of glory was not to last long, for along with the Iron Hands and the Raven Guard, the Salamanders were deceived by Horus into taking their place amongst the doomed first wave at Istvaan V, where they were decimated first by the traitor's defences and then by the treachery of the Legions forming the second wave.

The Salamanders are known to have suffered tragic losses at Istvaan, though sufficient numbers escaped to save the Legion from extinction. Records of this age are incomplete at best, and little of the Salamanders' actions or the deeds of their Primarch are preserved. The events immediately following the galactic civil war are even more obscured and perhaps known only to the taciturn masters of the Salamanders Librarius. The XVIIIth Legion appears to have sired no immediate Successors, and it is likely that their numbers were so depleted by the events of the Istvaan Drop Site Massacres that it was not possible to divide it into Chapters. Several Chapters created much later in subsequent Foundings may share the inheritance of the Salamanders, but no evidence exists of any Second Founding Successor Chapters having been sired. The extent to which the dictates of the Codex Astartes were adhered to in the aftermath of the break up of the old Legions varied much, and the Salamanders appear to have obeyed it in some respects, while ignoring it in others. The fielding of only seven, over-strength Companies is one example of this, though in other respects the Chapter is largely compliant with Guilliman's tome.

The ultimate fate of the Salamanders' Primarch is a matter of much conjecture, for he disappeared many years after the Horus Heresy. Some sources state that Vulkan led his Chapter for three entire millennia before he departed on some mission he never declared to the Imperium at large, though scant evidence of any of his deeds throughout that age remain. The tale is made all the more mysterious by the fact that Vulkan appeared to have left behind him a text, called the Tome of Fire, within which is locked the nature and location of seven artefacts the Primarch willed to his Chapter. Only when all of these artefacts are recovered, as five now have been, will Vulkan judge the Salamanders sufficiently tempered to have passed the ultimate contest. Then, so the legend states, he shall return to lead the Salamanders in the final war against the enemies of Humanity.

Nocturne and Prometheus

The Salamanders hail from a dual system, and it is the impossibly complex and unpredictable interaction between the world of Nocturne and its huge satellite Prometheus that are the cause of the continuous volcanic activity on the home world. The surface of Nocturne is a twisted mass of black volcanic rock, crossed by an ever shifting web of lava channels. There are scant few regions that are stable enough to support long term settlement, but seven of these are host to sizeable communities, around which the structure of the Salamanders Chapter is built. The people of Nocturne mine the rare minerals and exotic gases thrown to the surface by the intense volcanic activity, and ship materials to the Imperium for the manufacture of highly specialised machine systems in return for livestock, refined materials and the few items they themselves cannot manufacture in their own smithies.

The Mark of the Hero

The thousand or so Chapters of the Adeptus Astartes utilise a staggering array of highly idiosyncratic traditions, often the result of the ways of their home world, Chapter history, or a hybrid of both. Many societies practice ritual scarification or branding for example, and not only the more technologically primitive ones. The Salamanders have inherited from the people of Nocturne the practise of "honour-branding." Each Battle-Brother has a brander-priest apply brands to his skin to celebrate particular victories or to memorialise fallen squad mates.

The Chapter's Fortress-Monastery is not on Nocturne, but on its unpopulated satellite of Prometheus. Unlike most other Chapters, the Salamanders do not reside in their fortified home base, which is little more than a huge spaceport with fleet facilities stationed high overhead. When not engaged on operations or training for them, the Salamanders live amongst their people, and each is the headman of a smaller community of families. The people of Nocturne therefore grow up in the company of god-like warriors, to whom they themselves are related, and they aspire above all else to join their ranks and fight for the Emperor. As every Salamander practises the trade of the smith, so many take young apprentices into their service, the best of these being judged worthy to become aspirants and undertake the trials to join the Chapter as neophytes. The trials are like those fought between the Emperor and the Primarch, though no man alive could perform such mighty deeds as were seen in that epic undertaking. Nonetheless, the Salamanders are uniquely blessed by their close ties to their kith and kin, and the people uniquely honoured in turn.

Each of the seven main settlements form the basis of one of the Chapter's seven main line companies. The Salamanders are unusual in this regard, fielding seven companies of around twelve squads each, instead of the usual ten companies of ten squads each. In addition to this number, the Chapter maintains a Scout Company, but given the Chapter's unconventional means of recruiting aspirants, this body is smaller than most Chapters, generally having around six squads of Scouts in the final stages of their training. In addition to this organisation, the Captain of the 1st Company, known as the Firedrakes, also serves as the Chapter's Master. This station is regarded as a regency, held in trust until such time as the Primarch returns and reclaims his rightful command of the Salamanders.

Genetic Inheritance

The Salamanders possess a most unusual genetic inheritance, the result of interactions between exotic forms of radiation given off by the rare minerals unearthed from the surface of Nocturne and their own gene-seed implants. This produces what could be thought of as a mutation, but is in fact a simple by-product of the Space Marines' unique physiology. Every Battle-Brother of the Salamanders has skin as black as coal, and eyes that are solid, blood-like red. It is unknown if Vulkan himself had this appearance or if it is an effect that has only slowly set in as

the millennia have passed and the gene-seed has become more rarefied and distilled. It is thought that the interaction between the specific types of radiation and the Space Marine gene-seed is all but unique to Nocturne. The change comes upon a neophyte in the very earliest implantation procedures, though it appears not to be associated with any single organ. By the time the neophyte is judged worthy of serving in the Scout Company, his skin has darkened to ebony black and his eyes burning red. The Salamanders appear to some as infernal creatures from nightmare, their appearance even more intimidating to regular men than is usual for the mighty Space Marines. To their enemies, the effect is utterly horrifying, causing many to quit the field at the first sign of the Salamanders.

COMBAT DOCTRINE

The Salamanders utilise the combat doctrines used by all Space Marine Chapters, from armoured assault to zero-grav boarding actions, from sieges to lightning orbital drops, yet their inheritance and traditions lends their operations a unique character.

The Chapter fields relatively few anti-grav vehicles such as Land Speeders, though it is capable of doing so when needed. This is thought to be the result of the wildly fluctuating gravity on Nocturne, the vast tidal forces exerted upon it by the moon Prometheus make the operation of such vehicles all but impossible. As a result, the Chapter relies less on such modes of transport, preferring instead the sure tread of heavy, armoured vehicles.

The Chapter is capable of maintaining a large number of armoured vehicles, because the smithies of Nocturne are adept at producing the very finest of war machines. While many Chapters rely on the heavy foundries of the Forge Worlds of the Adeptus Mechanicus to produce much of their materiel, the Salamanders produce most of their requirements themselves, and as each Salamander is a craftsman of one type or another, everything created for and by them is of the very highest standard. As far as possible, the Salamanders follow the example of their Primarch in forging their own weapons, and while most Battle-Brothers are skilled enough to create a finely-wrought combat blade, the most experienced take great pride in hand-crafting their

Salamanders Characters

Salamanders characters are renowned for their unwavering endurance, their considered wisdom and their skill with metalwork and technology. A Salamander Space Marine gains the following benefits: +5 Toughness, +5 Intelligence and the Fire-Born Solo Mode Ability (see page 24). Salamanders characters gain the Promethean Cult Demeanour.

Bonus Talent: Salamanders characters begin play with the Resistance (Heat) Talent.

The Promethean Cult

The Promethean Cult is a Demeanour (see page 32 of the **Deathwatch** rulebook) unique to Space Marines from the Salamanders Chapter.

The body of wisdom by which the people of Nocturne and by extension the Salamanders live is known as the Promethean Cult. Salamanders Battle-Brothers are the product of a unique combination of genetics and tradition; the result is the perfect warrior.

This perfect example of the Promethean Warrior embodies many principles. One of the most important is self-reliance, for the people of Nocturne lived on their savage world for countless generations before the coming of the Emperor. Even then, they never succumbed to the temptation to tame their cruel environment for they knew it made them stronger.

Another major principle of the Promethean Cult is that a warrior must never give up, whatever the odds. While all Space Marines are stubborn and resolute in pursuing their objectives, the Salamanders display this trait to the point of obstinacy. Vulkan himself would not abandon his kill when competing with the Emperor in disguise, even though it could have cost him his life, and all of the Salamanders are equally intransigent. They are stubborn in defence and relentless in attack, though this sometimes leads to them taking disproportionate casualties when others would have withdrawn to pursue alternative tactics.

In addition to these essential qualities of the Promethean Warrior, the Salamanders are extremely sturdy, and their favoured fighting styles promote toughness and the ability to stand in the face of overwhelming odds over those of speed or manoeuvrability. They train their bodies relentlessly, building constitution and muscle density in favour of reaction time.

In temperament, the Promethean Warrior is level-headed and wise, seeking excellence in all he undertakes. Though he never makes a decision rashly, he rarely changes it once his mind is made up, though others may counsel him to do so. He believes that hardship and adversity are inevitable, and a price worth paying if the body and the soul are to be tempered so that both can withstand the inevitable final confrontation. Salamanders are also loyal to a fault, holding personal honour above all else. It has been noted on numerous occasions that the Salamanders, unlike almost all other Chapters, show compassion for ordinary humans. Perhaps because they maintain family and community ties even after their initiation into the Chapter, the Salamanders often prove themselves to be far more human than many, despite their fearsome appearance. Above all else, the Salamanders believe that their Primarch will one day return, and that all of Humanity will benefit from their shining example.

Table 1-9: Salamanders Pasts

1d5 Result	Past Experiences
1	**The Cleansing of Ymgarl:** You were part of the force charged with purging the Genestealer menace from the moons of Ymgarl. In almost two years of brutal tunnel-fighting against mutated blade-limbed monstrosities, you saw many Battle-Brothers slain, but you did not falter until the purge was complete. In the decades since, you have not lost your loathing for the vile Tyranids.
2	**The Primarch's Legacy:** Your squad stood, with many others, beside the Forgefather in his quest to uncover the nine artefacts left behind by Vulkan. You and your brethren fought hard against the pirate warband of Iath Bloodreaver until the Eldar were burnt and broken, so that Captain He'stan could claim the fabled Gauntlet of the Forge.
3	**By Thine Own Hands:** All Salamanders are taught the ways of the forge and the furnace, and instructed in the methods by which weapons are created. Your wargear is testament to that, with much of it constructed or artificed through your own skill. Your weapons and armour bear intricate designs of serpents and flame, and the tiniest details of their function are such that they are a perfect fit for you.
4	**The Time of Trials:** Alongside many of your brethren, you stood in defence of your people during the last great upheaval of Nocturne, guarding the nomads from predators as they retreated to one of the Sanctuary Cities. Your Time of Trials was particularly tumultuous, and you slew a great many beasts during the march.
5	**The Burning Walk:** You allowed doubt to creep into your mind and impair your ability to serve the Imperium, and as a result, chose to walk with only a staff and nomad's robe into the ash dunes of Nocturne until those doubts were resolved. You are one of the few to ever have returned from the Burning Walk, against all expectations, and your purpose reaffirmed in the crucible of so deadly an undertaking. What doubt you may have once been plagued by, you do not speak of, but when you returned from the Burning Walk, you immediately petitioned to join the Deathwatch.

own ammunition on the eve of battle, blessing each and every round with the Rites of Battle.

When it comes to weaponry, the Salamanders favour above all else the application of heat and flame. What may have started as a symbolic honouring of the volcanic nature of Nocturne and the fire-breathing beasts that live amongst the basalt-formed mountains has evolved into a lethal specialisation. The Salamanders utilise a high proportion of flame and melta type weaponry and are masters in its use in a range of tactical applications.

Regardless of any other influences on their combat doctrine, the most powerful is that of the Chapter's Primarch himself. Vulkan was a fiercely loyal and deeply honourable being, who held in high esteem many of the human values that other Chapters have come to forget. The Salamanders are resolute in all they do, willing and able to make all sacrifices for the mission and for their Battle-Brothers. They are slow to anger, a trait that some detractors have claimed makes them slow to react to danger and take the initiative, but in truth the Salamanders are considered and wise, as befits master craftsmen. They know that no objective worth obtaining is easily taken, and consider themselves permanently being tested in the crucible of battle. Only when they are tempered by countless campaigns and judged worthy will Vulkan return, and lead them to ultimate victory over the foes of Mankind.

SALAMANDERS PASTS

Every Salamander Space Marine remembers keenly the battles of the past, indelibly marked as they are upon his flesh by means of ritual branding. The Chapter background provides a good basis for defining your character's past, but **Table 1–9: Salamanders Pasts** provides additional inspiration and a means of swiftly generating a significant past event from your character's background. Either choose which event you feel is most appropriate for your vision of your character, or roll 1d5 to generate one at random. The events presented can be expanded upon as you see fit, and can provide inspiration for many future adventures.

Table 1-10: Salamanders Names

1d10 Roll	Name
1	Agatone
2	Dak'ir
3	Fugis
4	He'stan
5	Kadai
6	N'keln
7	Pyriel
8	Tsu'gan
9	Vel'cona
10	Xavier

Salamanders Primarch's Curse: Unyielding

With a culture that emphasises endurance and self-sacrifice, the Salamanders are renowned for their stubborn nature. The Salamanders are not swift to determine a course of action, and slower still to change their minds once they have decided. However, it is a fine line between determination and obstinacy, and Battle-Brothers must be watchful that their stubbornness does not grow.

Level 1 (Unrelenting): The Battle-Brother cannot easily change his mind once he has decided upon something. Having weighed the facts of the situation, he sees his current course of action as the best one, and cannot easily consider alternatives. When the Battle-Brother attempts to reconsider his situation or otherwise change his mind about something, he must pass a **Routine (+10) Willpower Test** or be forced to remain with his previous decision.

Level 2 (Intransigent): The Battle-Brother is unwilling to compromise and is difficult to reason with. His stubborn nature prevents him from regarding any alternatives to his point of view. Unable to reconcile with the rest of the Kill-Team, the Battle-Brother chooses only to rely on himself, reducing the Kill-Team's Cohesion by 2.

Level 3 (Obstinate): The Battle-Brother is slow to decide and is unlikely ever to change his views on any matter, and will die before relenting in any situation. The Willpower Test required from Level 1 of this Primarch's Curse is now **Hard (–20)** rather than **Routine (+10)**. In addition, he cannot benefit from any Squad Mode abilities activated by any other character in the Kill-Team, as he will not listen to their advice or instructions.

New Talent: Artificer

The people of Nocturne and the Salamanders alike hold great respect for artisans and other skilled craftsmen, and every Battle-Brother of the Salamanders is trained to some degree in the skills of the smith. As a result, many Salamanders Space Marines carry into battle items of wargear which have been crafted by their own hands, or at least refined and embellished, and their arms and armour are often further refined over the long decades of the Battle-Brother's service. When this Talent is purchased, select a single item of the Battle-Brother's standard issue wargear, or an item that he has gained permanently from Signature Wargear Talents. That item is upgraded to Exceptional craftsmanship, or becomes Master-Crafted if it was already of Exceptional craftsmanship. The Battle-Brother must still possess the normal Renown Requirement to possess an item of higher craftsmanship. This Talent can be purchased multiple times, as limited by its availability in the advance scheme, and may be applied to the same item multiple times.

Salamanders Solo Mode Ability

Fire-Born is a new Solo Mode Ability that is available to Battle-Brothers of the Salamanders Chapter. See page 215 of the **Deathwatch** Rulebook for details on using Solo Mode Abilities.

Fire-Born

Type: Passive
Required Rank: 1
Effects: The Salamanders speak of themselves as Fire-Born, referring not only to their volcanic home world but also to their skill with the crafts of forge and furnace. The Salamanders hold that all battle is a test of their skill, determination, and endurance: a crucible within which the strong are forged and the weak are annihilated. The Battle-Brother may either add the Proven (2) Quality (see page 96) to, or remove one of the Unreliable, Unbalanced, or Unwieldy qualities from any one weapon he possesses either as Standard Issue or as an item of Signature Wargear, due to his skill at creating and maintaining his wargear.
Improvement: At Rank 3 and above, the Battle-Brother's stoicism grants him an increased resistance to fire, he no longer suffers the effects of being lit on fire. At Rank 5 and above, the Battle-Brother becomes so self-reliant that his Kill-Team does not suffer any loss of Cohesion from any attack, effect, or event that affects him. At Rank 7 and above, all enemies successfully set on fire by an attack by the Battle-Brother take 2d10 Damage (with no reduction from armour) per round instead of the normal amount for being set on fire.

Salamanders Squad Mode Abilities

The following Squad Mode abilities are unique to characters drawn from the Salamanders Chapter. The use of Squad Mode Abilities is described on page 219 of the **Deathwatch** Rulebook.

Salamanders Attack Pattern: Into the Fires of Battle

Action: Free Action
Cost: 3
Sustained: No
Effects: The Salamanders are relentless on the attack, pushing forward inexorably to crush their foes. When the Battle-Brother uses this ability, both he and those in Support Range may make an immediate Half Move and two Standard Attacks with any ranged weapon.
Improvements: If the Battle-Brother is Rank 3 or more, then both Standard Attacks may be exchanged for a single Semi Auto Burst or Full Auto Burst.

Table 1-11: Salamanders Advances

Advance	Cost	Type	Prerequisites
Lore: Common (Tech)	200	Skill	–
Lore: Common (Tech) +10	200	Skill	Lore: Common (Tech)
Lore: Common (Tech) +20	200	Skill	Lore: Common (Tech) +10
Tech-Use	600	Skill	–
Tech-Use +10	800	Skill	Tech-Use
Tech-Use +20	800	Skill	Tech-Use +10
Cleanse and Purify	400	Talent	–
Duty Unto Death	800	Talent	WP 45
Good Reputation (any)	800	Talent	Fel 50, Peer (same group)
Hammer Blow	500	Talent	–
Hatred (Dark Eldar)	500	Talent	–
Artificer (x3)	800	Talent	Trade (Armourer) +10
Peer (any)	500	Talent	Fel 30
Signature Wargear	500	Talent	–
Talented (Intimidate)	500	Talent	–
Talented (Trade [Armourer])	500	Talent	–

Salamanders Defensive Stance: Unto the Anvil of War

Action: Full Action
Cost: 3
Sustained: Yes
Effects: A squad of Salamanders Space Marines in defence is an immovable object, standing resolute in the face of any foe or peril. Shoulder to shoulder, they are as unyielding as the adamantium anvils that sit in the hearts of their forges. While this ability is in effect, the Battle-Brother and those in Support Range of him gain a +2 Toughness bonus, though all those affected by this ability count their Agility Bonus as half its normal value (rounding up) for the purposes of movement.
Improvements: If the Battle-Brother is Rank 5 or more, then the Battle-Brother and those in Support Range are also immune to Fear, Pinning and Stunning, and their movement rate is no longer reduced.

SALAMANDERS PSYCHIC POWERS

The following section presents a set of Psychic Powers unique to the Librarians of the Salamanders Chapter. Details of how to use Psychic Powers may be found on page 189 of the Deathwatch Rulebook.

Only Salamanders Librarians have access to Salamanders Psychic Powers. These powers may be purchased with Experience Points, provided the Librarian meets the power's Prerequisites and XP Cost as detailed on **Table 1–12: Salamanders Psychic Powers**.

Table 1-12: Salamanders Psychic Powers

Power	XP Cost	Prerequisites
Fury of the Salamander	1000	WP 40+
Heat of the Furnace	500	–
Nocturne's Fire	2500	Rank 5, WP 50+
Vulkan's Anvil	1500	Rank 3, WP 45+

Fury of the Salamander

Action: Half
Opposed: No
Range: 2d10 metres x PR
Sustained: No
Description: The Librarian conjures the flame and fury of his home world and the terrible lizards that dwell upon it, and drives it towards his enemies. The roiling flames twist and writhe into the form of an ancient and powerful drake, its malevolent visage inspiring dread. This power conjures a 1 metre wide line out to its maximum range which strikes everything along its path. Any creature, friend or foe, or object struck by this power takes 3d10+5 Energy Damage with a Pen equal to the Librarian's Psy Rating, unless they spend their reaction and pass a **Challenging (+0) Dodge Test**. In addition, any creature or horde damaged but not killed/destroyed by this power must take a Fear Test as if exposed to a Fear (1) Creature.

Heat of the Furnace
Action: Half
Opposed: No
Range: Self
Sustained: Yes
Description: The searing heat of the forge runs through the veins of the Salamanders, and the Librarian can turn that heat outwards, wreathing himself in flame that enemies cannot bear to be near, and which causes flesh to burn and blister at his touch. Any creature, friend or foe, within 1 x PR metres of the Librarian, must pass a **Challenging (+0) Toughness Test** or gain a level of Fatigue. In addition, the Librarian's melee attacks deal additional damage equal to his Psy Rating, and any struck by those melee attacks must pass an Agility Test or catch on fire (see page 260 of the Deathwatch Rulebook).

Nocturne's Fire
Action: Full
Opposed: No
Range: 5 metres x PR
Sustained: Yes (but see text)
Description: The volcanic fury of Nocturne is a deep and powerful force, and terrifying when fully unleashed. Salamanders are reluctant to use this power unless absolutely necessary, for it can be difficult to control once unleashed. The area around the Librarian is suddenly engulfed in a raging inferno which few things can withstand. All creatures, friend or foe, within the area suffer 1d10 x PR Energy Damage with a Pen of 4, and must pass a Difficult (–10) Agility Test or catch light (see page 260 of the Deathwatch Rulebook). The Librarian remains unharmed, but cannot move while this power is being sustained. Every turn this power is sustained, increase the effective Psy Rating by +1 (increasing the damage and range), and then compare the total damage rolled to the Librarian's Willpower score—if the damage roll is higher, then the power must be sustained next turn, as its energies rage on uncontrolled.

Vulkan's Anvil
Action: Full
Opposed: No
Range: Self
Sustained: Yes
Description: The Librarian draws upon the unyielding endurance that the Salamanders are legendary for, becoming an anvil against the attacks of his enemies. There is little that can strike a Librarian down when he manifests this power. The Librarian gains a Force Field (see page 166 of the Deathwatch Rulebook) with a protection rating equal to 5 x Psy Rating. This force field cannot overload.

Salamanders Chapter Trappings

The following items are Chapter Trappings that may be taken by Battle-Brothers of the Salamanders Chapter.

Promethean Sigils
The Promethean Cult defines the Salamanders, teaching them the virtues that make them warriors worthy of Vulkan's example. The symbols associated with the cult—the hammer and anvil, the flame, and the scales and visages of the powerful lizards who stalk the ash-choked landscape of Nocturne—are recurring features on the wargear, banners, heraldry and personal affectations of Salamanders Battle-Brothers, particularly the veteran Firedrakes, who commonly wear great mantles of drake-hide to signify their status in battle. Listed here are some representative sigils, most of which will have been crafted by their owner's own hand:

- **The Flame:** Sometimes painted or carved onto armour, sometimes intricately plated with polished pseudo-gold, or carried as metallic emblems upon chains or cords, the flame signifies both creation and destruction, representing both the potency of the forge and the desolation of a raging inferno. Those who bear the flame are passionate and decisive, a tendency that is sometimes at odds with the considered and careful nature of the Salamanders. Add +2 to Initiative rolls.
- **Tools of the Forge:** Whether appearing as crossed hammers or a stylised anvil, or any other arrangement, this symbol is a common affectation for those who excel at forge-craft, the intricacy of the design itself a testament to the bearer's own talent. Add +3 to Tech-Use Tests.
- **Wyrm-hide:** The powerful lizards that roam Nocturne are dangerous predators and a source of food and materials for the world's people. They are also a source of great sport and challenge for the Salamanders, who hunt the larger breeds as tests of prowess and rites of passage, culminating in the Firedrake hunt that gives the First Company their moniker. To have claimed the hide of one of these great beasts is a sign of tenacity, might and fortitude. Add +2 to Strength (after all other modifiers).

Vigil Brazier
Amongst those who swear the Apocryphon Oath, the familiarity of the Promethean Cult is a solitary matter, for the Battle-Brothers upon the Vigil are isolated from the Chaplains and Brander-Priests who serve the Chapter. Solitude is not an unfamiliar thing to the Salamanders, for whom isolation is a natural part of the Promethean Cult's practices, but the honour-branding that they use to mark their accomplishments is not so easily practiced alone. Nonetheless, many Salamanders upon the Vigil take with them a small, ritually-prepared brazier, an assortment of tools, and the training necessary to brand themselves in the wake of triumphant victories. At the end of any successful mission, roll a d10 for every point of Renown earned during that mission; for each roll of a 10, the Battle-Brother gains an additional point of Renown.

White Scars

"If you can see us, we are dangerous indeed. But that is as nothing to the peril you face if you cannot see us, and all you can hear is our laughter."

–White Scars proverb

The fierce, honour-scarred Battle-Brothers of the White Scars Chapter are the inheritors of the Fifth Legion. Recruited from the most savage nomad tribes of the Feral world of Chogoris, the White Scars fight in the manner of the warriors of the steppes. Mounting lightning assaults utilising the fastest of vehicles, the White Scars descend upon their foes in an unstoppable torrent, their hearts filled with savage joy and the battle cry "For the Emperor and the Khan!" on their lips.

The Primarch of the White Scars was the mighty Jaghatai Khan, the first and only warrior to have risen to such power that he could unite every one of the wild tribes of the Chogorian steppes into a single body. He achieved all this before the time when the Great Crusade reached Chogoris and the Primarch was re-united with his father. The young Jaghatai rose quickly to command the tribe that had adopted him, and by the strength of his rhetoric as well as his arm, he united the clans against their murderous city-dwelling oppressors. The steppes are said to have run red with blood as warriors united under Jaghatai's black horsehair banner and avenged every wrong ever done to them. The cities were destroyed and their armies set to the sword, until finally, all of Chogoris belonged to the tribes of the steppes. Mere months later, the Great Crusade reached Jaghatai's kingdom, and upon setting eyes upon his father he knew that here was a man who shared his vision. Jaghatai understood that a far greater prize than any he could have imagined lay before him—the reunification of the entirety of Mankind.

The ranks of the Fifth Legion were swelled by the intake of warriors inducted from Jaghatai Khan's fierce army, the Legion inheriting the traditions of the Chogorian steppes nomads. Soon, the savagery of the tribes had bred itself into the Legion's gene-seed too, but it was tempered by the fierce sense of honour and justice embodied so perfectly by the Legion's Primarch.

The White Scars fought with valour and determination throughout the Great Crusade, though the years immediately preceding the Horus Heresy were spent mired in a campaign against an Ork Empire centred on the Chondax System. It was at the climax of this gruelling war that word arrived of the Warmaster's treachery, and Rogal Dorn bade his brother Jaghatai to join with the Space Wolves of Leman Russ and return to Terra in preparation for the traitors' assault. Anticipating such a move, the Warmaster dispatched the Alpha Legion to engage the Space Wolves. Jaghatai was faced with the dilemma of aiding his brother Russ or answering Dorn's request. Forced to choose between his duty to his brother and duty to the Imperium, Jaghatai chose the latter, though the choice was far from easily made. The White Scars arrived at Terra in time to stand before the traitors, countless of their number gave their lives to thwart he who would undo the great work of the Father of Mankind. History recorded little of the Great Khan's actions during the Siege of Terra, but it is known that his legion ranged the once-proud thoroughfares of Terra engaging the traitors in punishing hit-and-run strikes, and that when the end finally came, the White Scars emerged from the fires of galactic civil war bloodied, but alive. They must surely have been at the forefront of the Legions that pursued the defeated traitors to the Eye of Terror, for the White Scars rarely allow a defeated foe to slip away once their blood is up.

Savage Sons of Chogoris

The White Scars are every bit the product of the wild steppes of Chogoris. As with many Space Marine home worlds, the people there remain in the state that made them such a perfect recruitment source, and the warring tribes have never been properly united since the time of the Great Khan. The tribes live exactly as they have for countless generations, roaming the steppes following great herds of gargantuan grazers as dictated by the cycle of the seasons. Prior to the coming of Jaghatai Khan, the Chogorians were a divided people, the planet subject to the oppressive rule of the city-dwellers. Though these were conquered by the young Primarch, he saw that to establish his people in those same cities would ultimately lead to the end of all that made them what they were. Instead, only one city was left standing—Quan Zhou—a glittering palace of marble high atop the Khum Karta mountains. This city is the abode of the White Scars, and it is said that within its towering stone walls is an entire forest teeming with game.

The Fate of the Great Khan

Though Jaghatai Khan survived the tumultuous battles of the Horus Heresy, like so many of his brother Primarchs, he was cruelly taken from Humanity in the years that followed. Legend tells that while the Great Khan was engaged in the battles of the Emperor's Great Crusade, outcast Eldar descended upon the tribes of Chogoris. Though the people fought as hard as they ever had during Jaghatai's wars of unification, their weapons were no match for those of the perfidious xenos. Thousands were cut down, and thousands more enslaved, carried off through the secret passages of the webway to meet a fate no mortal man can imagine. It was only when the Great Khan and his companions returned to Chogoris after the Horus Heresy that he discovered what had befallen his people, and ordered what may have been the very first Hunt, the object of which was to recover the enslaved Chogorians or to avenge their deaths.

Only legends remain of the battles that followed, for all but a few that witnessed them first hand were lost at the same time as the Primarch himself. At the height of the bloody Battle of Corusil V, Jaghatai and his companions pursued an Eldar leader through a portal and into the depths of the webway itself. The portal closed before the remainder of the White Scars could follow the Great Khan, and the Primarch was lost, and has been ever since that day. Thus it is that the White Scars harbour a special hatred for the dark kin of the Eldar, even their legendary discipline and judgement slipping occasionally when facing these vile foes in battle. None can say what befell the Primarch, or if he still hunts his prey through the labyrinthine tunnels of the webway of the Eldar and the nightmare sub-realities in which their dark kin lurk. Perhaps, when his hunt is complete, Jaghatai Khan will return to his people, or maybe he is lost for all time.

Ever since the Great Khan's hunt, it has passed into Chapter tradition that one Battle-Brother should be declared Master of the Hunt, and charged with tracking down those enemies of the Chapter who have somehow escaped its retribution. Every quarter century, the Chaplains preside over the Rites of Howling, where the names and deeds of each nemesis of the White Scars are recounted. The Chapter Master then announces which of these foes shall be punished next. The Master of the Hunt may be the captain of a Brotherhood, and in addition to his normal tasks he must make every effort to bring the object of the hunt to heel, to claim his head, and to return it to Chogoris. There, the skull is flensed and masked in silver. Accompanied by much feasting, the grim trophy is set upon a stake along the road that leads through the Khum Karta mountains towards the Palace of Quan Zhou, the mighty, marble-walled Fortress Monastery of the proud and savage White Scars Chapter of the Adeptus Astartes.

The White Scars live apart from their people, descending only once a decade to observe the wars between the tribes and to choose potential recruits. The constant warring ensures that the people remain strong, though the White Scars have to be vigilant that such feuds are not retained as aspirants become neophytes and neophytes initiates. Another manner in which aspirants are chosen is by way of the tradition of youngsters entering the mountains to pay homage at the tomb of a fallen White Scar. Such pilgrimages are perilous in the extreme, and simply surviving one is a great deed in itself that may, if the pilgrim is deemed worthy, grant a place in the ranks of aspirants.

Because the tribes from which the White Scars recruit are so attuned to the land and the seasons, the Chapter's Battle-Brothers have an intrinsic empathy with their environment. Wherever they go, they are able to read the soil beneath their feet and the air in their lungs and gain an instant understanding of how best to fight in such places. Though Chogoris is a land of wide-open steppes punctuated by mighty forests and towering mountains, the enhanced physiology of the Adeptus Astartes multiplies the Chogorians' deep-seated understanding of the land and turns it into an all but preternatural awareness. As a result, the White Scars can use every element of any natural environment as an ally, whether speeding over a sparse desert expanse or tracking a foe through the vine-choked glades of an alien death world. It has been observed that many White Scars are ill at ease amongst entirely manufactured environments such as Hive cities and space stations, yearning to breathe natural air and feel earth beneath their feet, but as Space Marines, this is simply a matter of preference and no detriment to their fearsome battlefield capabilities.

INITIATIONS

The White Scars gene-seed is known to be relatively stable, and the Fifth Legion sired a number of Successors when it was split into Chapters. Most sources agree that these Chapters are the Rampagers, Marauders, Destroyers and Storm Lords, all of whom share the qualities of the Legion and adhere to the teachings of the Great Khan. Some have observed the occasional tendency to exceed the wild ferocity of Chogorian heritage and to cross the line into outright bloodlust. The teachings of Jaghatai Khan state that each warrior must face this trial at some point in his service, and learn to master the savagery within. Only when he has done so can a warrior truly know himself, and do his duty. What has been observed by some as a precursor to genetic instability is regarded by others as a positive trait, and one vital to the White Scars' countless battle honours.

The Chapter utilises a variety of trials to select neophytes, many of which are intrinsic to the way of life of the warrior nomads of the steppes. The constant warring between tribes ensures that the bloodline remains strong, and the leaders of the various nomad communities know that every generation one of the mighty ones descends from the mountains to observe their battles. Although the White Scars remain apart from the tribes, they do not hide their presence when observing a battle, for it inspires the combatants to fight all

the harder in the knowledge that the living legends of their world are looking on and judging their conduct. Upon the completion of a battle, one or sometimes several warriors are led away by silent, grim-faced White Scars, never to be seen again unless they too one day return to witness the fight and choose the next generation of Space Marines.

THE BROTHERHOODS

The White Scars draw their recruits from throughout the tribes of Chogoris, many of whom are engaged in fierce internecine blood feuds that date back countless generations. While psycho-conditioning during the gene-seed implantation process could be used to wipe such feuds from the neophyte's mind, to do so would risk diluting much of what makes him a desirable candidate in the first place. In order to overcome the feuding, the White Scars ensure that Battle-Brothers from the same tribe serve in different squads, making each unit a product of many different tribes. Intermingled in such a manner, old feuds become largely irrelevant, and without squad mates from the same tribe to reinforce a grudge such matters are quickly forgotten. Nonetheless, the folk-memories of the tribes of Chogoris are long indeed, and occasionally some slight thought long ago set aside flares up and Battle-Brothers clash. While unruliness and brawling is unheard of amongst the White Scars, the Chapter's traditions make allowance for genuine instances of bad blood, and the aggrieved must submit their grievance to their company's Khan, or if sufficiently dire, to the Chapter Master himself. So strong is their discipline and loyalty to the Khan that his word of judgement is invariably final. The nature of that judgement depends on circumstances, and may result in a one or both brethren being punished in some way or, in the most extreme of cases, ordered to fight one another in ritual combat to settle the matter once and for all.

The White Scars often refer to their companies as "Brotherhoods," each of which is slightly smaller than the Codex Astartes dictates. Each company maintains a large stock of vehicles, in particular transports and bikes, and every Battle-Brother is cross-trained in the operation of them all. It is said that the nomads of Chogoris are born in the saddle, and the White Scars are certainly most at ease fighting on, in, or from a mount of some kind.

In the time of the Primarch, the Brotherhoods strove for the honour of being declared "First" in the attack, competing in every manner to lead the assault. This practise largely disappeared when the Codex Astartes was applied to the Chapter's organisation and the Legion broken up into

White Scars Characters

White Scars characters are renowned for their skill at lightning assaults, their tenacity as hunters, and their strong sense of honour and duty. A White Scars Space Marine gains the following benefits: +5 Agility, +5 Willpower and the As Swift As The Wind Solo Mode Ability (see page 31). White Scars gain the Son of the Steppes Demeanour.

Son of the Steppes

Son of the Steppes is a Demeanour (see page 32 of the **Deathwatch** rulebook) unique to Space Marines from the White Scars Chapter.

Some have made the error of assuming the savage sons of the wild steppes to be crude in manners or unsophisticated in temperament, but this perception could not be further from the truth (and voicing it would be unwise in any case). White Scars Battle-Brothers are complex individuals, and the product of a heady cocktail of their environment, tribal tradition and Adeptus Astartes doctrine, training and genetic engineering. Many regard the trappings of civilisation with a measure of suspicion. They would far prefer to commit the wisdom of the ancients to mighty stone tablets than within crystal data-stacks for example. Many of the teachings of the Primarch are set down in this way, the permanence of marble far outweighing the convenience of mass storage. When confined for long periods in an entirely artificial environment, many White Scars become short tempered. The older and more experienced, however, have mastered themselves to such a degree that they can enter a restorative trance and meditate for days on end on the wildness of Chogoris and emerge at peace once more.

In character, the White Scars display a finely balanced mix of wildness and discipline. They are often dour, even severe, and suffer fools with poor grace, yet they are supremely honourable and have a highly developed sense of justice and tradition. Once at ease, a White Scars Battle-Brother reveals himself to be capable of humour and kindness. They are thorough and considered in planning any deed, and when the time comes to unleash the fires of battle they do so with savage abandon.

At some point in his life, every White Scar must face and master the full implications of his own power. The wildness within, when combined with the potency granted by the Space Marines' genetically enhanced physiology is a fearsome weapon indeed, and one that can be as harmful to the subject as to his enemies. Each time he draws upon his ferocity in the heat of battle, the White Scar takes a step closer to the precipice, beyond which lies the damnation of bloodlust and killing for the sheer sake of it. Worse, the line is invisible until almost crossed, and so the Battle-Brother must exercise prodigious willpower not to exceed it inadvertently. While the vast majority recognise the line when finally it becomes visible and in so doing gain unprecedented mastery of themselves, some do not. Of these, the White Scars never speak, and their names are hewn from the tablets for all time. It is one of the tasks of the White Scars Librarians, whom the Chapter calls Stormseers, to guide the Battle-Brothers in this journey, whatever its destination.

Chapters, but it does still resurface when several Brotherhoods fight together. In such instances, the Chapter Master declares which Brotherhood is called "First," as well as the order of attack of the rest of the force. The Brotherhoods keep tally of each battle in which they have been declared First, for the Battle-Brothers know that their deeds will be recounted for all time and their names never forgotten. To be First is such an honour that all tribal feuds are forgotten, the bonds of brotherhood far stronger than those of tribe.

COMBAT DOCTRINE

Though wild and savage, the warrior-nomads of the Chogorian steppes are highly intelligent tacticians and masters of field craft. They draw on their savagery not as a mindless berserker, but as a finely balanced weapon delivered with focused precision. The nomads fight almost exclusively on horseback, utilising shortbow-armed light cavalry to make relentless hit and run attacks that bleed the enemy white. The nobles amongst the tribes sometimes carry priceless black powder firearms handed down from generation to generation, but these are the most advanced weapons the White Scars allow to enter service. Lance-armed riders deliver the killing blow, their charge sufficient to rout most foes before even striking home. Though they specialise in hitting the enemy hard and fast, the Chogorians are never reckless, reconnoitring their target in depth and formulating detailed plans and contingencies. Furthermore, their discipline is legendary, the most trivial of crimes being met with brutal punishments. In truth, life on Chogoris is so difficult that such discipline is accepted as essential, and punishments rarely need to be enforced.

The combat doctrines of the White Scars Chapter reflect those of the Chogorian nomads, though expanded to encompass every type of warfare. The White Scars are as capable of mounting sieges (as were the nomads in the Great Khan's time) as they are boarding actions, but it is in the field of manoeuvre warfare and fast assault that they truly excel. Evoking the nomad cavalry, the White Scars conduct lightning attacks, vehicle-borne infantry squads preceded by a wave of bike squadrons. These are often split into two groups. The first includes the heavy-weapon carrying Attack Bikes, who, just like the bow-armed light cavalry of Chogoris, bear down upon their foe and unleash a fearsome torrent of close range fire before rapidly re-deploying to attack again from a different quarter. The second group is armed with heavy power lances, the curved blades shimmering with energy and able to cut through the thickest of armour.

The White Scars are capable of fielding the full range of Adeptus Astartes resources, though it has been observed that their favoured mission profile often leads to them utilising fewer Devastators than other Chapters. The only major point of divergence is in the fielding of Dreadnoughts. To the White Scars, the thought of spending an eternity sealed with the ceramite sarcophagus of a Dreadnought is a horrifying notion, for they believe that the soul of the departed warrior

Table 1-13: White Scars Pasts

1d5 Result	Past Experiences
1	**First:** Your Brotherhood was granted the honour of leading an assault against a powerful enemy, and you rode at the forefront, the first to draw blood upon that alien world. Though there have been many battles since, the glory of that day has not faded in your recollection.
2	**Damocles Gulf Crusade:** You were one of the few to strike deep into the heart of the Tau Empire during the Damocles Gulf Crusade, amongst the first in the Imperium to truly war against the technologically-advanced Xenos. You saw many of your honoured brothers—of the White Scars and other Chapters—fall to the Tau on Dal'yth. The Tau proved to be capable and honourable warriors in their own way, and to this day you retain a grudging respect for their capabilities.
3	**The Hunt:** You served in the third Brotherhood under the Master of the Hunt, and fought in his decade-long campaign to slay the Eldar Pirate Lord Varaliel. The battles between Xenos Corsairs and White Scars forces were brief, bloody and exceedingly swift, a string of lightning raids across two dozen worlds before the Eldar were finally defeated. Though you lost many brothers to the deceitful Eldar, the swiftness and savagery of the conflict honed your skills and drew the attentions of the Deathwatch to you.
4	**Bad Blood:** The feud between the White Scars and Raven Guard shows no signs of abating, and you personally have not helped the matter, having come to blows with one of Corax's sons during an encounter over a decade ago. The resentment is still strong, but now you hear that the Raven Guard Space Marine you clashed with all those years ago has also taken the Apocryphon Oath. How you will react should you encounter this Space Marine is a matter that continues to haunt your thoughts—will you honour the Vigil, or stand for the honour of your Chapter?
5	**Savagery Unbound:** One of your Battle-Brothers stood on the precipice, on the very edge of damnation, and fell to bloodlust and savagery. In his ferocious outburst, he gravely wounded several others of your squad before he could be restrained and taken away by a Stormseer. What fate awaited him, you do not know, but to see the unchained ferocity within the soul of a Brother made you terribly aware of your own potential for such rampant destruction. You do not feel fear as mortals do, but you are disquieted by the notion of what you could become.

returns to the steppes to roam there forever. Very few White Scars have ever entered service in a Dreadnought, and only in the direst of circumstances.

WHITE SCARS PASTS

As with the Space Marines of the Chapters described in the **Deathwatch** Rulebook, a White Scars character has been shaped by his past. The Chapter background provides plenty of ideas for the kind of events that defined the character's life before he took the Apocryphon Oath and began his Vigil, but **Table 1–13: White Scars Pasts** provides several more examples, and a means of swiftly generating a significant past event from your character's background. Either choose which event you feel is most appropriate for your vision of your character, or roll 1d5 to generate one at random. The events presented can be expanded upon as you see fit, and can provide inspiration for many future adventures.

WHITE SCARS PRIMARCH'S CURSE: CHOGORIAN SAVAGERY

It is unknown whether the controlled savagery of the White Scars came originally from Jaghatai Khan, or from the wild and fierce people of Chogoris themselves, or even some combination of the two, but whatever the cause, there is a ferocity within their hearts and their blood that grants them great power, but which also threatens to consume all that they are and damn them. All White Scars are watchful for this necessary yet insidious savagery, and it is only with great discipline, humble introspection and often the watchfulness of their Battle-Brothers that they can hope to master themselves.

Level 1 (A Moment Unrestrained): The Battle-Brother's discipline begins to slip and falter, allowing brief moments of untamed ferocity to emerge in the heat of battle. Often, the Battle-Brother will not even know that he is succumbing to this savagery, and it requires the presence of his Brothers to warn him of his failure. When Charging an enemy, the Battle-Brother must pass an **Ordinary (+10) Willpower Test** or become consumed by a reckless fury, taking unnecessary risks and pursuing the enemy until they are slain. If the Battle-Brother is in Squad Mode when he succumbs to this fury, another member of the Kill-team may spend a point of Cohesion to take a **Challenging (+0) Fellowship Test** calm the enraged White Scars Space Marine down.

Level 2 (Suppressed Rage): Within the darkest reaches of the Battle-Brother's mind lurks the shadow of his rage and fury, seeking any opportunity to emerge, and causing the Battle-Brother to become belligerent and quick to anger. This imposes a –10 penalty on all Fellowship based tests the Battle-Brother attempts, and requires that he take a **Challenging (+0) Willpower Test** when challenged, confronted or opposed by an ally; failure means that the Battle-Brother's anger boils up and is released in some way, from an enraged outburst, the beginnings of a feud, or, if the test was failed by 3 or more degrees, physical violence.

Level 3 (Uncontrolled Battle-lust): All White Scars revel in the glory of battle to some degree or another, but this Battle-Brother is incapable of suppressing or redirecting that lust for combat, and can only think of ways to sate that desire. The Battle-Brother will seek combat at every opportunity, and become restless and ill-tempered when there is no battle to be found. The Willpower Tests to resist the 1st and 2nd level of the Primarch's Curse suffer an additional –20 penalty.

Table 1-14: White Scars Names

1d10 Roll	Name
1	Akhutai
2	Degei
3	Husun
4	Kor'sarro
5	Narin
6	Ogedei
7	Qaja
8	Sarik
9	Temur
10	Yegu

WHITE SCARS SOLO MODE ABILITY

As Swift As The Wind is a new Solo Mode Ability that is available to Battle-Brothers of the White Scars Chapter. See page 215 of the **Deathwatch** Rulebook for details on using Solo Mode Abilities.

As Swift As The Wind

Type: Active
Required Rank: 1
Effects: The White Scars are renowned for their lightning assaults, their attacks delivered with precise timing and intense focus, unleashing their fury against the enemy and then withdrawing to prepare for another attack from a different direction. After making a ranged attack, a successful **Challenging (+0) Agility Test** (or Drive or Pilot Test, if operating a vehicle) allows the Battle-Brother to make a standard Half Move (or move half his vehicle's Tactical Speed, rounding up) as a Free Action. The character may only make this move once per Round.

Improvements: At Rank 3 and above, the Battle-Brother's swift and sudden attacks grant him an additional +10 to hit and +2 damage against Surprised or Unaware enemies. At Rank 5 and above, the White Scar maintains a swift pace at all times, counting his Agility Bonus as 1 higher for the purposes of movement and increasing the Tactical Speed of any vehicle he uses by 1m (this bonus to movement speed remains active even when the Battle-Brother is not in Solo Mode). At Rank 7 and above, the Battle-Brother may make a Full Move, or move his vehicle's full Tactical Speed, after making a ranged attack.

Table 1-15: White Scars Advances

Advance	Cost	Type	Prerequisites
Navigation (Surface)	300	Skill	
Navigation (Surface) +10	500	Skill	Navigation (Surface)
Navigation (Surface) +20	500	Skill	Navigation (Surface) +10
Survival	200	Skill	–
Survival +10	300	Skill	Survival
Survival +20	400	Skill	Survival +10
Tactics (Assault Doctrine)	300	Skill	–
Tactics (Assault Doctrine) +10	400	Skill	Tactics (Assault Doctrine)
Tactics (Assault Doctrine) +20	400	Skill	Tactics (Assault Doctrine) +10
Berserk Charge	600	Talent	–
Born in the Saddle	1000	Talent	–
Foresight	500	Talent	Int 30
Hatred (Dark Eldar)	500	Talent	–
Hipshooting	500	Talent	Ag 40, BS 40
Sprint	600	Talent	–
Talented (Drive [Ground Vehicle])	500	Talent	–
Wisdom of the Ancients	1500	Talent	Int 40

WHITE SCARS SQUAD MODE ABILITIES

The following Squad Mode abilities are unique to characters drawn from the White Scars Chapter. The use of Squad Mode Abilities is described on page 219 of the Deathwatch Rulebook.

White Scars Attack Pattern: Swift Assault

Action: Free Action
Cost: 3
Sustained: Yes
Effects: When attacking, the White Scars are swift and deadly, advancing quickly and manoeuvring deftly around their enemies, harassing them at range before closing to deal the killing blow. While this ability is in effect, the Battle-Brother and those in support range of him gain a bonus Half Action each Round, so long as at least one of the actions they perform has the Movement sub-type (with the exception of the Dodge Reaction, but including any vehicle movement actions). If a character does not perform an action with the Movement sub-type, they do not get the additional Half Action. A character may still not perform the same action twice in the same turn.
Improvements: If the Battle-Brother is Rank 4 or more, then enemies attacked by the Battle-Brother or any other member of the Kill-Team in Support Range suffer a –10 penalty on Dodge and Parry Tests, as they struggle to defend themselves against the fast-moving Astartes.

White Scars Defensive Stance: Sudden Withdrawal

Action: Full Action
Cost: 2
Sustained: No
Effects: The White Scars are quick to withdraw their forces, their sudden attacks typically followed by an equally sudden disappearance as the Battle-Brothers retreat to prepare for another attack elsewhere. The Battle-Brother may call for a Sudden Withdrawal, nominating either himself or another member of the Kill-Team within Support Range to perform a Suppressing Fire Action. Once this action is complete, all remaining members of the Kill-Team within Support Range may immediately move up to twice their Agility Bonus away from the enemy, just as if they had made a Full Move Action.
Improvements: If the Battle-Brother is Rank 5 or more, he may call for a Sudden Withdrawal as a Half Action instead of a Full Action.

New Talent: Born in the Saddle

The White Scars are legendarily skilled at fighting whilst mounted upon bikes, their metal steeds serving more as an extension to the rider's body than as a distinct object. A White Scars Space Marine mounted on a Bike or Attack Bike does not suffer any penalty for the vehicle's size when performing the Dodge Reaction, and may attempt to turn up to 180 degrees in any direction (instead of the normal 90 degrees) by increasing the difficulty of any Drive Test by one degree, or attempting a **Challenging (+0) Drive Test** if none would normally be required.

White Scars Psychic Powers

The following section presents a set of Psychic Powers unique to the Librarians—known as Stormseers—of the White Scars Chapter. Details of how to use Psychic Powers may be found on page 189 of the **Deathwatch** Rulebook.

Only White Scars Librarians have access to White Scars Psychic Powers. These powers may be purchased with Experience Points, provided the Librarian meets the power's Prerequisites and XP Cost as details on **Table 1–16: White Scars Psychic Powers**.

Table 1-16: White Scars Psychic Powers

Power	XP Cost	Prerequisites
Heart of the Khan	1500	Rank 3, WP 50+
Spirits of the Steppes	2000	Rank 5, WP 50+
Stormlance	1000	WP 40+
The Howling Wind	500	–

Heart of the Khan

Action: Full
Opposed: No
Range: 1 metre x PR
Sustained: Yes
Description: The Stormseer reaches deep into the legacy of Jaghatai Khan, and brings forth the legendary swiftness and ferocity of the White Scars' Primarch. While this power is in effect, the Librarian or a target of his choosing (who must be a White Scars Space Marine, or from a White Scars Successor Chapter) increases his WS and Ag by +5 x PR (to a maximum of 95), with any corresponding increase to his Agility Bonus.

Spirits of the Steppes

Action: Full
Opposed: No
Range: 50 metres x PR
Sustained: Yes
Description: The Stormseer calls upon the spirits of the land, air, and the souls of long-dead warriors to bring some fragment of the harsh steppes of Chogoris to the battlefield he walks upon. It is said that so long as these forces of nature fight alongside them, the White Scars will always be victorious. The Librarian and all his allies within range gain a bonus to all tests equal to 2xPR, while all enemies within that range suffer the same value as a penalty. In addition, every turn the Librarian spends an action to sustain this power, he may summon a single bolt of lightning against any single enemy within range, dealing 2d10+PR damage with a Pen of 4 and the Shocking quality, though the target may attempt to dodge this attack.

Stormlance
Action: Half
Opposed: No
Range: Self or 10 metres x PR
Sustained: No
Description: The Stormseer calls upon the lightning that embodies his Chapter's way of war, and brings it to bear against his enemies. If he is in melee when this power is used, he gains a bonus to damage equal to his Psy Rating, and adds the Shocking quality to a single melee weapon he is wielding, until the start of his next turn. Otherwise, he hurls a bolt of lightning in a straight line out to its maximum range, striking everything in its path. Any creature, friend or foe, that the lightning passes through, suffers 1d10 x PR Energy damage with a Pen of 5 and the Shocking quality.

The Howling Wind
Action: Free
Opposed: No
Range: 5 metres x PR
Sustained: No
Description: The Stormseer gathers the powerful winds of the Chogorian steppes, driving them forwards to cast aside the enemy. This power generates a 30 degree cone out to its maximum range, and all creatures within that area must take a Strength Test, with a penalty equal to –5 x PR. Failure means that they are pushed back a number of metres equal to their Degrees of Failure and knocked prone.

WHITE SCARS CHAPTER TRAPPINGS

The following items are Chapter Trappings that may be taken by Battle-Brothers of the White Scars Chapter.

Honour Gift
The ancient traditions of fealty and honour amongst the people of Chogoris are many and complex, woven as they are between many tribes once unified under the Great Khan. Amongst these many traditions is that of honour gifts, where the spoils of a glorious hunt or battle are given to a trusted comrade to make stronger the ties that unite them, a ritual that dates back to the Khan's days when tribes fought as one against their oppressors. These gifts take many forms, from pelts taken from the great plains-dwelling beasts of Chogoris, to shards of shattered armour taken from enemy vehicles or combatants, to tusks, fangs and claws from beasts or monstrous Xenos foes. Several examples are given below:

- **Torandor Pelt:** The Torandor is a massive, hardy breed of plains-dwelling herbivore, often the target of great hunts that last for days, as individual beasts are singled out and brought down by hundreds of spears and arrows. To triumph in such a hunt is the work of an entire tribe, or a few Astartes, and requires great patience and endurance. Clumped and matted tufts of Torandor hair are divided amongst the triumphant hunters, who gift them to deserving comrades, whose fortitude matches that of these great beasts. A Torandor Pelt grants the owner a +2 bonus to all Toughness Tests.
- **Fragment of Foes Defeated:** As befits warriors of their legendary prowess and accomplishments, many battles the White Scars fight result in the shattered detritus of enemy forces, the broken pieces of armour and vehicles, littering the battlefield. Proud White Scars may be inclined to take fragments that signify their kills, gifting them to their brothers that they might remember the glories of that conflict. The memory of that war allows the bearer to choose one Tactics Skill and gain a +3 bonus to all Tests on it.
- **Savage Totem:** Monstrous foes like the Orks and Tyranids, and bloodthirsty predators on many worlds, are common enemies for the White Scars, and just as they may claim scraps of armour from technologically-advanced foes, the talons and fangs of such creatures are common trophies taken from battles and hunts alike, and passed along to comrades who are as ferocious as the beasts they were taken from. The bearer gains an additional +2 bonus to WS when charging.

Duelling Tulwar
Ritual duels between comrades are common between Chogorian tribesmen, and while the feuds that inspire many such duels are rare amongst the White Scars, the practice of duelling to resolve personal disputes, to hone skills, or even simply for the love of a challenge, remains strong. Many White Scars have special curved blades, patterned upon the Tulwars used by the Chogorian people, created for duelling and battle alike, carrying them in anticipation of the inevitable close combat that many battles culminate in. The particular shape and balance of these weapons, allows them to be wielded swiftly and deftly, moving from defence to attack at lightning speed. They are carried either in addition to, or in lieu of, a combat knife, depending on the individual's preferences. The rules for a Duelling Tulwar can be found in Chapter 3.

II

Chapter's Due

Blood Angels
•
Dark Angels
•
Imperial Fists
•
Space Wolves
•
Ultramarines

Chapter II: Chapter's Due

"Vigilance is the cost of existence."

–Chaplain Duras

The **Deathwatch** rulebook and **Rites of Battle** present detailed information on five of the First Founding Space Marine Chapters—the Blood Angels, Dark Angels, Imperial Fists, Space Wolves, and Ultramarines, along with sufficient background information to allow players whose characters are drawn from any these Chapters to get to grips with their Battle-Brother. Chapter 2 of **First Founding** provides players of these five Chapters with even more information and options, allowing them to dig deeper into their character's background and to roleplay him even better.

Each Chapter entry contains a number of key elements. The first element is a closer look at some major part of what forms the Chapter's character, such the Ultramarines' adherence to duty, honour, and the Codex Astartes, or the nature of the Blood Angels' mysterious red thirst. Each entry goes on to provide hooks for players to roleplay their characters with more depth. The next section discusses the Chapter in relation to its activities in the Jericho Reach—for some Chapters are highly active, while others have departed the region entirely. This is useful information for players and GMs alike, especially when it comes to joint operations alongside conventional Space Marine forces. The last background element provided in each entry discusses the nature of service within the Deathwatch. After all, Space Marines of different Chapters bring different things to the long watch, and interact with one another in a number of very different ways.

New Chapter Pasts

The **Deathwatch** Rulebook presents players with a set of Chapter-specific background hooks, simple ideas of what events a Battle-Brother might have experienced before he joined the Deathwatch. An additional set is included in this Chapter, each based around an experience in the Jericho Reach. Past events can be chosen or rolled at random, and serve to flesh out a character's past and to provide inspiration for future encounters and character development. For example, an Ultramarines Battle-Brother who was present at the Battle for Macragge might harbour a special hatred of the Tyranids, which he must keep under control in order to remain an effective member of a Kill-team. Players are free to use these tables instead of, or in addition to, those in the **Deathwatch** Rulebook, as best befits their vision for their character.

New Advanced Specialities

Many Space Marine Chapters field troop types unique to themselves, warriors that exemplify something about the Chapter's character. When a Battle-Brother joins the Deathwatch he may be a member of a Battle Company, in which case he is likely to serve as a Tactical, Assault or Devastator Marine. But some come to the Deathwatch from other branches of a Chapter's fighting force, such as the Space Wolves Wolf Scouts or the Ultramarines Honour Guard. Each Chapter entry contains two new Advanced Specialities unique to it, which players can select.

In Our Darkest Hour

It is important to note that the Advanced Speciality options presented in this chapter represent extremely rare and unusual circumstances; the presence of Deathwing Veterans and Sanguinary Priests (just as an example) among the Deathwatch is almost unheard-of, and constitutes a near-unique occurrence.

However, these Advanced Specialities and character options also represent very iconic elements for each individual Chapter, and therefore are ideal for a player who truly desires to create a Battle-Brother taking on one of the roles presented here.

The Game Master should carefully consider allowing a player to select any of the options and Advanced Specialities from this Chapter. All of the choices presented here are exceptionally atypical amongst the Deathwatch. However, player character groups in **Deathwatch** often embody the unique and unusual, and the GM should not dismiss these options due to their rarity.

Gaining Advanced Specialities

Many Advanced Specialties have a Rank requirement that excludes a normal starting **Deathwatch** character. If a player wishes to take one of these Advanced Specialities, the nature of the Deathwatch's organisation means that it often makes sense that the Battle-Brother was either seconded to the Deathwatch already possessing the Advanced Speciality or having returned to his home Chapter to begin the Advanced Speciality as a special honour or award.

At the GM's discretion, new **Deathwatch** characters (or replacement Battle-Brothers for a character having fallen in battle) may be created at a higher Rank, qualifying for these Advanced Specialities. Alternately, the GM may provide in-game opportunities for the Battle-Brother to either contact members of his Chapter already present in the Reach or return to his home Chapter (either to a planet or fleet, if the Chapter is fleet-based).

Alternate Solo Mode Abilities

Some of the options presented in this book allow a Battle-Brother to select a new Solo Mode Ability. A Deathwatch character may select from any available Solo Mode Abilities, provided he meets the requirements. At the GM's discretion, certain Solo Mode Abilities may be unavailable based on the Battle-Brother's service or location. A Battle-Brother may possess more than one Solo Mode Ability at a time, provided he meets the requirements

Legion	Primarch	World	Second Founding Chapters
Dark Angels	*Lion El'Jonson*	*Caliban*	*Angels of Absolution, Angels of Redemption, Angels of Vengeance*

All Records Expunged from Library... Order Origination: UNKOWN

Emperor's Children	*Fulgrim*	*Chemos*	*Excommunicate Traitoris*
Iron Warriors	*Peturabo*	*Olympia*	*Excommunicate Traitoris*
White Scars	*Jaghatai Khan*	*Mundus Planus*	*Marauders, Rampagers, Destroyers, Storm Lords*
Space Wolves	*Leman Russ*	*Fenris*	*Wolf Brothers*
Imperial Fists	*Rogal Dorn*	*Terra*	*Black Templars, Crimson Fists*
Night Lords	*Konrad Curze*	*Nostramo*	*Excommunicate Traitoris*
Blood Angels	*Sanguinius*	*Baal*	*Angels Encarmine, Angels Sanguine, Angels Vermilion, Blood Drunkers, Flesh Tearers*
Iron Hands	*Ferrus Manus*	*Medusa*	*Red Talons, Brazen Claws*

All Records Expunged from Library... Order Origination: UNKOWN

World Eaters	*Angron*	*No Record*	*Excommunicate Traitoris*
Ultramarines	*Roboute Guilliman*	*Macragge*	*Novamarines, Patriarchs of Ulixis, White Consuls, Black Consuls, Libators, Inceptors, Praetors of Orpheus, Genesis Chapter*
Death Guard	*Mortarion*	*Barbarus*	*Excommunicate Traitoris*
Thousand Sons	*Magnus the Red*	*Prospero*	*Excommunicate Traitoris*
Luna Wolves	*Horus*	*Cthonia*	*Excommunicate Traitoris*
Word Bearers	*Lorgar*	*Colchis*	*Excommunicate Traitoris*
Salamanders	*Vulkan*	*Nocturne*	*None Known*
Raven Guard	*Corax*	*Deliverance*	*Black Guard, Revilers, Raptors*
Alpha Legion	*Alpharius*	*No Record*	*Excommunicate Traitoris*

Blood Angels

"For every tear I have shed for my Primarch, his enemies have bled a single drop of blood. Yet still I can weep, and they can bleed…"

–Brother Corbulo of the Blood Angels

The beatific Sons of Sanguinius are known and celebrated across the Imperium, representations of the greatest heroes of the Blood Angels carved in marble, painted in oils, and sewn in tapestries in a million cloisters and more. Their angel-winged Primarch is an object of veneration on countless worlds, his perfect visage gazing down on the faithful with a mixture of benevolence and pity.

The Blood Angels are the inheritors of Sanguinius, and they bring death from above to the enemies of the Emperor. The Chapter seeks the beauty of perfection in all it does, and in one particular field of warfare surpasses all other practitioners. While all Chapters of the Adeptus Astartes are masters of the drop pod and Thunderhawk assault, the Blood Angels have become synonymous with the flawless execution of the aerial assault. They employ an entirely new pattern of vehicle of mysterious origins: the Stormraven Gunship. This vessel appears as a lighter cousin of the Thunderhawk, and while its smaller size means it carries less weaponry and a smaller troop capacity, it greatly makes up for this in speed and manoeuvrability. While the Adeptus Mechanicus took several centuries to examine and debate the Standard Template Construct imprint of the gunship, the Blood Angels saw its worth immediately, and set about introducing it into their armoury. Lately, the Chapter's Forge has been able to perfect its fabrication methods to such an extent that the gunship is now being used throughout the entire force. While the gunship is only just beginning to enter service in the Deathwatch, the Blood Angels are already masters of its use, and they have refined methods of aerial assault others are just beginning to learn.

The doctrine of aerial assault culminates in savage close combat. Whether they are delivered into battle by Thunderhawk or Stormraven Gunship, or in the troop bay of an armoured transport such as a Rhino, Razorback or Land Raider, the Blood Angels are all but peerless in their mastery of close assault. This is in part because the gene-seed of Sanguinius grants his sons an incredibly long life span even for Space Marines, during which endless hours of practise and countless battles hone their skills to perfection. Yet, the Blood Angels are not driven towards the fury of close assault by tactical necessity or battlefield doctrine alone. The Chapter's reliance on blood and the need to cleanse it to keep the Flaw at bay exerts a strange and all but irresistible hold on the Blood Angels. In battle, the Blood Angels are drawn to spill the blood of their foes, and their ordinarily noble countenance can occasionally transforming into twisted, rage-fuelled masks of savagery. This is referred to as the Red Thirst, and it is something that every Blood Angel experiences. For many, the Red Thirst is prelude to the ultimate expression of the Flaw, the Black Rage, in which the state becomes permanent and all consuming.

Champions of Sanguinius

The Blood Angels and their Successors are unique in that their gene-seed imposes an unusual, and ultimately tragic, flaw upon each Battle-Brother. For most Chapters, service begins as a Neophyte, with the Initiate becoming ever more senior the more battles he survives until the few that remain are granted command of a company, become a specialist such as a Chaplain, or even become master of the Chapter itself. The Blood Angels experience an entirely different journey, though few outside of their ranks ever learn of it.

The Blood Angels possess an almost supernaturally noble, almost saintly countenance, their features handsome and pure. This is all the more amazing because the Chapter recruits from the short and stunted men of the tribes of Baal, riddled with stigmata, lesions, and carcinoma. Their dramatic transformation into the saintly Neophytes is only made possible by arcane blood-

rites. Over a lifespan far longer than that of the average Adeptus Astartes, the Blood Angel hones his skills, yet with each battle he experiences something more of the Flaw, the urge to spill the hot, steaming blood of his foes growing ever stronger. As it does so, the Battle-Brother is driven to spend longer periods of time purging his own bloodstream within the crimson embrace of his transfusion casket. After several centuries of service he must spend long hours within it, having every drop of his own blood scrubbed clean. At some point, the Blood Angel is likely to feel the stirrings of something deeper, the rage descending not at the culmination of battle but before it. These are the first echoes of the Black Rage, and while most Blood Angels fall in combat long before succumbing to it, those who cannot hold it at bay are forced to enter the Death Company.

BLOOD ANGELS IN THE JERICHO REACH

The Blood Angels were not present at the outset of the Achilus Crusade. They had been petitioned, though not in person, to contribute forces to it. A meme-locked Master Astropath was tasked with transmitting a high priority message for the attention of the Blood Angels Chapter Master, Commander Dante, seeking his aid in the coming offensive. It is believed that at the time the bulk of the of the Chapter was engaged in a series of suppression actions near the galactic core regions, and the three companies that might have been spared were re-tasked in the face of the Tyranids' attack on Ultramar.

However, it appears that one or more of the Blood Angels Successor Chapters may have intercepted the message, or else had it passed on to them, for a company of the Angels Vermillion arrived at the muster point unheralded mere weeks before the first assault, followed just a day before the opening of hostilities by two companies of the Flesh Tearers Chapter, another Blood Angels Successor. Though kin, the forces of these two Chapters fought entirely separately and no interaction between them was ever witnessed. Just before the arrival of the Tyranids in the Reach, both Chapters withdrew from the warzone without further communication, but soon after, the leading elements of a Blood Angels Strike Force put in at Hethgard. The force's leader was Veteran Sergeant Tobius, who in addressing the crusade's high command told how his squads had stood with their brother Chapters at the Battle of Macragge. While many of the veterans of that great battle had returned to Baal, this strike force had determined to follow the splinters of Hive Fleet Behemoth, and Tobius claimed that their mission had brought them to the Jericho Reach on the tail of Hive Fleet Dagon.

Since their arrival in the Reach, the Battle-Brothers of the Blood Angels Chapter have fought many bold actions, some at the behest of Lord Tetrarchus and others according to their own agenda. Some have been conducted in concert with the Deathwatch, and Veteran Sergeant Tobius has attended the Chamber of Vigilance on several occasions. It is notable that the Blood Angels are well represented amongst the Deathwatch of Watch Fortress Erioch, many drawn in by the chance to work under the venerated Watch Commander Mordigael.

BLOOD ANGELS IN THE DEATHWATCH

Perhaps because there are many Battle-Brothers of the Blood Angels serving in the ranks of the Deathwatch of the Jericho Reach, Watch Fortress Erioch has many warriors well versed in operations based around the Stormraven Gunship. In fact, it is believed that like the Grey Knights, the Deathwatch in the Jericho Reach has had access to the Stormraven Gunship for quite some time, for its compact size, weapons configuration, and agility make it an ideal insertion and fire support vehicle for the small, self-contained Kill-teams of the Deathwatch.

When serving as Deathwatch Battle-Brothers, Blood Angels hold themselves and all around them to high standards of conduct and skill. They demand perfection in all they do, and this extends to their expectations of their peers. When selected as Kill-team leader or ascended to the rank of Watch Captain or Watch Commander, Blood Angels are hard task masters indeed, yet completely competent in all they do. The tragedy is that behind the mask, the exemplar of perfection is wracked by the effects of the dreadful Flaw. By night, he slumbers fitfully in his sarcophagus, his blood being filtered by the arcane machineries so that the Flaw might be cleansed away. None save his fellow Sons of Sanguinius will ever know of these afflictions, and even amongst themselves, such Battle-Brothers rarely acknowledge it openly, preferring instead to suffer in dignity, until their Apocryphon Oath is discharged and they can return to the bosom of their Chapter.

LIBRARIAN DREADNOUGHT

The Blood Angels Chapter is blessed with some of the most ancient Dreadnoughts in the entire Imperium, several of them bearing scars said to have been earned during the epic defence of the Emperor's Palace at the height of the Siege of Terra. Though they slumber for centuries at a time, the warriors entombed within the sarcophagi of these ancient lumbering war machines can recount tales of heroes many regard as legends, and when they awaken their every utterance is recorded for posterity. Many of the Dreadnoughts possessed by the Blood Angels and by many of their Successors conform to a special pattern codified as "Furioso," which features twin power claws with integrated assault weapons most suited to the Blood Angels' favoured applications of the arts of war. Furioso Dreadnoughts are often seen spearheading a Blood Angels assault, smashing through enemy fortifications, wading through hordes of impotent foes and tearing apart enemy battle tanks with their power claws. As sons of Sanguinius, the warriors encased within the ceramite sarcophagi are every bit as noble as their brethren, seeking utter perfection in all they undertake, and they are virtually unstoppable on the field of battle.

To be entombed within the armoured sarcophagus of a Dreadnought is the greatest honour a Space Marine can be afforded, for even though his body may have been broken, his mind and spirit remains in the service of the Chapter, the Primarch, and the Emperor. Most of those who are entombed in such a manner are veterans, line officers or company captains,

warriors who fell at the front line. Very occasionally, another type of warrior may be interred—a Librarian, whose fearsome psychic potential remains even after his body is ruined.

Librarian Dreadnoughts combine the firepower and armour of a Furioso, enhanced by the abilities of the Librarian entombed within. The Librarian's mind is a terrible weapon in itself, able to unleash fearsome blasts of raw warp energy, seething arcs of etheric power and waves of dread that blast the enemy's morale to ashes. Some Librarian Dreadnoughts substitute one of their power claws for a force blade, a large weapon laced with a network of psycho-conductive material through which they are able to focus their psychic powers. The point of impact is torn asunder as the bonds of reality are severed by the force of the Librarian's mind and his mastery of the warp, and few types of armour are proof against such a potent and arcane weapon. Librarian Dreadnoughts are amongst the most revered of all the Chapter's ancients, and even the most experienced Company Captain heeds their words of counsel.

It is nearly unheard of for Blood Angels Librarian Dreadnoughts to serve in the Deathwatch. This has only occurred under nearly unique circumstances, notably when a Librarian has fallen while standing the Long Watch and a suit has been available in which to inter his ruined remains. Most Battle-Brothers who fall in such a manner are of course returned to their Chapters, but on a handful of extremely rare occasions the Librarian has insisted he remain at the Watch Fortress, his wishes expressed not through burned and bloodied lips, but through mind speech communicated directly to his brethren. The spirits of such warriors are invariably so indomitable and mighty that not even the Watch Commander would gainsay their wishes, and the wounded hero is interred with a Dreadnought so that he may continue to stand his Vigil until it is over and his remains may be returned to his home world. Some choose to remain long after their Vigil is completed and their Apocryphon Oath discharged, slumbering for centuries on end within the stasis-sealed vaults at the heart of the Watch Station until such times as they are required to fight once more.

Becoming a Furioso Dreadnought

Requirements: 0 Fate Points, WS 60+, Renown 80+, Must have performed a great deed, must be a Blood Angel

Cost: 6000xp

Honour and Duty Beyond Death

To be granted one of the ancient and revered Furioso chassis is the highest of honours the Blood Angels can bestow upon a crippled or dying Battle-Brother, entombing them within an ancient relic many thousands of years old, a few of which lay within the stasis-vault armouries of the Deathwatch. When a Battle-Brother becomes a Furioso Dreadnought, the following effects apply:

The Space Marine is now entombed within a massive armoured shell, and he now follows the game rules for Dreadnoughts (pages 110-113 of **Rites of Battle**) and Vehicles (**Rites of Battle**, page 164), with the changes listed here. The Space Marine's Strength and Agility are adjusted to match the Dreadnought he is placed into—in the case of a Furioso Dreadnought, this is typically 70 Strength and 35 Agility.

Dreadnought Armour and Weapons

Dreadnoughts cannot use normal armour and weapons like other Battle-Brothers. When a Dreadnought is created it is sealed in armour plates that take the place of his power armour and each of his arms becomes a hard point which may mount a weapon. A Furioso Dreadnought is typically armed with a pair of Bloodfists, both of which are fitted with an under-slung Storm Bolter, Meltagun, or Heavy Flamer. However, many variants exist, with an assortment of different weapons:

- Both Bloodfists may be replaced by Blood Talons, though the under-slung weapons remain unchanged.
- Replace one Bloodfist, and its under-slung weapon, with a Frag Cannon.
- One Bloodfist or Blood Talon may be mounted as a Magna-Grapple.

Table 2-1: Furioso Dreadnought Advances

Advance	Cost	Type	Prerequisites
Lore: Common (any)	600	Skill	–
Lore: Forbidden (any)	600	Skill	–
Lore: Scholastic (any)	600	Skill	–
Tactics (any)	600	Skill	–
Berserk Charge	1,000	Talent	–
Cleanse and Purify	1,000	Talent	–
Crushing Blow	1,000	Talent	–
Disturbing Voice	500	Talent	–
Ferocious Assault	1,500	Talent	–
Good Reputation (Adeptus Astartes)	500	Talent	Peer (Adeptus Astartes)
Hatred (any)	500	Talent	–
Swift Attack	1,500	Talent	–
Lightning Attack	1,500	Talent	Swift Attack
Thunder Charge	2,000	Talent	–
Whirlwind of Death	2,000	Talent	–
Flesh Render	1,000	Talent	–
Two-Weapon Wielder (Melee)	1,000	Talent	–
Two-Weapon Wielder (Ballistic)	1,000	Talent	–
Fearless	1,000	Talent	–
Frenzy	1,000	Talent	–

Adeptus Astartes

Furioso Dreadnought

Furioso Dreadnoughts are amongst the most ancient and venerable of all Dreadnoughts, many dating back to the Horus Heresy and bearing scars earned during the Siege of Terra, more than ten millennia before. Every Furioso is a living relic, a grand testament to the Blood Angels' history and traditions. Each Furioso contains a mighty warrior, an experienced and renowned Battle-Brother, whose insights into the ways of war are greatly valued by even the wisest of commanders.

A Furioso is typically armed with a pair of crushing clawed fists known as Bloodfists, but an assortment of other variants are known to exist, which are described on page 42.

Type: Walker
Tactical Speed: 7m
Cruising Speed: 10 kph
Manoeuvrability: –
Structural Integrity: 35
Size: Enormous
Armour: Front 43, Side 37, Rear 20
Carrying Capacity: None
Crew: One Blood Angels Space Marine Hero
Renown: Hero

Furioso Dreadnought Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
*	*	(14) 70	—	35	*	*	*	*

* *Uses Pilot Stats*

Special Rules

Walker: Walkers are able to ignore penalties for moving through difficult terrain, and negotiate obstacles such as rock slides, tank traps, fallen trees, and shattered buildings without penalty.

Combat Walker: Dreadnoughts always have a Basic Melee Attack (representing their ability to charge, batter, and smash targets): Melee, 1d10+14 I; Pen 0; Unwieldy

Reinforced Hull: When a vehicle with a Reinforced Hull, receives a Critical Hit, halve the results, rounding up. This does not affect rolls on the Critical Hit chart generated by Righteous Fury.

Living Relic: A Furioso Dreadnought is an ancient and venerated engine of destruction, a reminder of the millennia of ignominious defeats and glorious victories. A Furioso Dreadnought grants all loyal Space Marines within 50m a +10 bonus on all Tests to resist Fear, Pinning and Cohesion Damage.

Dreadnought: Furioso Dreadnoughts follow all the rules for Dreadnoughts on pages 181 and 182 of **Rites of Battle**.

Bloodfist

A unique variation on the traditional dreadnought close combat weapon, the Bloodfist is unique to Blood Angels and their successors, mounting longer "fingers" and designed to rip and tear more swiftly through flesh, bone and armour.

Blood Talon

Replacing the normal armoured Bloodfist with long, crackling talons reminiscent of a lightning claw, Blood Talons are only ever mounted in pairs upon Furioso Dreadnoughts. When a Dreadnought is equipped with Blood Talons, it does an additional 2 points of damage per Degree of Success on the Attack Roll.

Table 2-2: Furioso Dreadnought Weapons

Name	Class	Range	RoF	Dmg	Pen	Clip	Special
Bloodfist	Melee	–	–	2d10+10 E	6	–	Power Field, Tearing
Blood Talon	Melee	–	–	2d10+5 E	6	–	Devastating (2), Power Field, Tearing
Dreadnought Force Halberd	Melee	–	–	2d10+2 R	4	–	Balanced, Special
Frag Cannon	Mounted	20m	S/2/–	3d10+5 R	4	40	Blast (3), Razor-Sharp, Scatter

Dreadnought Force Weapon

These long-hafted, long-bladed weapons are only ever employed by Furioso Dreadnoughts carrying Librarians, and in such "hands" (though technically, the weapon is mounted upon a multi-directional hard point), they are deadly and powerful tools. A Dreadnought Force Weapon follows all the normal rules for Force Weapons, as described on page 155 of the **Deathwatch** rulebook.

Frag Cannon

Used as a close assault weapon on Furioso Dreadnoughts, Frag Cannons are loaded with specially-manufactured hollow adamantium shells, which fracture at the moment of firing. The resultant hail of razor-sharp shrapnel is deadly to unarmoured and armoured targets alike.

Magna-Grapple

Mounted on the top of the Dreadnought's chasis, the Magna-Grapple is fitted with heavy gauge adamantium chains and powerful magnetic and gravitic field generators, allowing it to be hurled short distances to grab and reel in enemy armour. A Magna-Grapple can be fired at an enemy up to 20m away, requiring a **Difficult (–10) Ballistic Skill Test** to hit the target. If the target is hit, it takes damage equal to the Dreadnought's melee weapon's normal damage, and if the target is Hulking or larger, may be grabbed at the Dreadnought's option. The Dreadnought may attempt a Strength Test, suffering a penalty equal to the target's size modifier (so a Hulking target imposes a –10 penalty, while a Massive one imposes a –30, and so forth), with success dragging the target towards the Dreadnought 1d5 metres, +1 metre for every Degree of Success. Once grabbed, the Dreadnought may spend a Half Action each turn continuing to drag the target, attempting a Strength Test as above each time. The Dreadnought may release the grapple and withdraw it at any point.

Dreadnoughts and Advancements

In addition to the Dreadnought-specific advance table above, Furioso Dreadnoughts can benefit from the Skills and Talents on **Table 2–6: Applicable General Advances for Dreadnoughts** on page 113 of **Rites of Battle**, with one addition: the unique armament of a Furioso Dreadnought and particular inclinations of the Blood Angels means that they can also benefit from the Flesh Render Talent.

If a Dreadnought attempts to use a Skill (or Talent) that is not listed on the above-mentioned table, the Dreadnought automatically fails any associated Tests.

A Furioso Dreadnought may only purchase new Skills and Talents from **Table 2–1: Furioso Dreadnought Advances**, and may purchase advances from the General Space Marine Advances tables (pages 60-63 of the **Deathwatch** rulebook) provided they are on **Table 2–6: Applicable General Advances for Dreadnoughts** in **Rites of Battle**. In addition, he may purchase Characteristic Advances, except those for Strength, Toughness and Agility (which are only permissible at GM's discretion on a case-by-case basis).

Librarian Dreadnoughts

A tiny number of Furioso Dreadnoughts house crippled Librarians, creating something terrifying and powerful, towering mechanical warriors wreathed in actinic lightning and wielding deadly weaponry.

For a Librarian to be interred within a Furioso Dreadnought, there are additional requirements above and beyond those for any other Blood Angels Space Marine—only the strongest-willed and most capable of Librarians can endure the struggles of interment within a Dreadnought sarcophagus, and few are worthy of such an honourable and challenging duty.

Playing a Librarian Dreadnought

Requirements: 0 Fate Points, WS 60+, Renown 80+, must have performed a great deed, must be a Blood Angel, Psy Rating 6, WP 60+
Cost: 8000xp

Librarian Dreadnought Wargear

A Furioso Librarian Dreadnought is armed as standard with the following equipment: a Bloodfist with under slung Storm Bolter, Heavy Flamer or Meltagun, a Dreadnought Force Halberd, and a Psychic Hood. These weapons may be upgraded as with the armament of any Furioso Dreadnought.

Librarian Dreadnought Advances

Unlike most Dreadnoughts, Librarian Dreadnoughts may continue to purchase advances from their Speciality advance schemes (in this case, the Deathwatch Librarian advance scheme), but such is the Dreadnought's disconnect between the world of the living and his current state of being that all advances purchased from that advance scheme cost twice the normal amount of xp. In addition, such is the concentration necessary to wield the powers of the warp that the Dreadnought suffers a –20 penalty on all Focus Power Tests, due to the difficulty Dreadnoughts have attempting to focus upon the world.

SANGUINARY PRIEST

The Sanguinary Priests are a cadre of specialists unique to the Blood Angels Chapter and its Successors, performing the duties of Apothecaries as well as other services peculiar to the inheritance of Sanguinius. While the Apothecaries of other Chapters monitor their charges for genetic purity, the duties of the Sanguinary Priests transcend this mundane medical need. Sanguinary Priests are both medics and mystics, for they are called upon to counsel the Battle-Brothers of their Chapter in regards to the Flaw, to preach how it might be overcome, or, when needed, harnessed. While it is the task of the Blood Angels Chaplains to guard for the onset of the Black Rage, it is the duty of the Sanguinary Priests to guide the brethren through the worst excesses of the Red Thirst, and to remain noble and pure throughout.

It is said that the Sanguinary Priests were established on the express orders of the Chapter's Primarch himself, for Sanguinius foresaw the darkness that would manifest itself in his children, and knew that it must be guarded against. The Sanguinary Priests therefore keep a vigilant watch upon the genetic and spiritual well-being of their charges, and counsel them through the darkness of the Flaw.

The Sanguinary Priests have as the symbol of their office a gold-wrought cup called a Blood Chalice, a vessel into which it is said a portion of the blood of Sanguinius himself was once poured. The greatest of these is the Red Grail, into which the blood of the slain Primarch was poured, but every Blood Chalice is a relic of the utmost reverence. In the 41st Millennium, there are more Sanguinary Priests than there are Blood Chalices, for the capricious ebb and flow of galactic war has led to some being lost or destroyed. Yet, the Blood Chalice is such a potent symbol of the Chapter's inheritance that those Sanguinary Priests whom are considered worthy bear one into battle in order to inspire their fellow Space Marines. Even Battle-Brothers not of the Blood Angels' line cannot help but feel inspired by the proximity of such a relic, for the blood of the Primarch is a potent essence to all of the Adeptus Astartes. Should such a holy relic be lost upon the field of battle, or its bearer fall to enemy fire, the Blood Angels and their allies will fight as savage animals to recover it or to avenge its loss. Entire campaigns have been launched to recover a lost Blood Chalice, and the mere rumour that one has been identified is sufficient to drive the Blood Angels to the edges of the galaxy and beyond to retrieve it.

A rare few Sanguinary Priests come to take the Apocryphon Oath and serve a Vigil of the Long Watch. When doing so, they perform all of the usual duties of an Apothecary: monitoring genetic purity, healing wounds, and recovering the Progenoids of the fallen. In addition, they are highly gifted in oratory, the very best of them able to inspire not only the Sons of Sanguinius but any Space Marines they serve alongside.

However, there is one duty above all others that a Sanguinary Priest serving in the Deathwatch must attend to, and that is the counselling and monitoring of others of his kin serving in the same Watch Station. Should he detect any sign of the Black Rage, he must act for the good of all, and ensure that his lost Battle-Brother is returned to the Chapter, or that his suffering is ended.

Table 2-3: Sanguinary Priest Advances

Advance	Cost	Type	Prerequisites
Charm	300	Skill	–
Command	300	Skill	–
Lore: Forbidden (Adeptus Astartes)	400	Skill	–
Lore: Forbidden (Mutants)	400	Skill	–
Lore: Scholastic (Legend)	500	Skill	–
Scrutiny	400	Skill	–
Duty Unto Death	800	Talent	WP 45
Exemplar of Honour	800	Talent	–

Playing a Sanguinary Priest

Requirements: Blood Angels only, Apothecaries only, Rank 1 only.
Cost: 500xp

Sanguinary Priest Wargear

Sanguinary Priests have an Astartes Chainsword, an Exsanguinator (see page 102) and a Reductor as their standard issue wargear. This replaces the Deathwatch Apothecary standard issue wargear listed on page 28 of the Deathwatch rulebook.

Sanguinary Priest Special Ability: Scion of Sanguinius

Within the veins of every Sanguinary Priest runs the blood of Sanguinius, so that they might continue to Insanguinate the Chapter's Aspirants—the process by which the gene-seed is activated—in the absence of their Primarch. As befits so potent and blessed a legacy, there are few Sanguinary Priests who do not in some way share the tiniest fraction of their Primarch's legendary grace. The presence of a Sanguinary Priest is heartening for all those who descend from blessed Sanguinius, and few Astartes can deny the presence of a Primarch's blood.

The Apothecary increases his Fellowship by +5, and may enter a Frenzied state (if he has the Frenzy Talent) as a Free Action. In addition, any Blood Angel (or Successor) within Support Range of the Sanguinary Priest may also enter a Frenzied state as a Free Action. A Sanguinary Priest possesses this ability in addition to the three Apothecary Special Abilities listed on page 69 of the Deathwatch rulebook.

However, so vital to the Blood Angels are the Sanguinary Priests that it does not bode well if one is permitted to fall in battle and be abandoned. If a Sanguinary Priest is slain, and his body and wargear not recovered, the dishonour of such an act reduces the Renown of every surviving member of the Kill-Team that are Blood Angels (or Successors) by 1d5.

ADDITIONAL RULES

The Blood Angels have been at the forefront of countless conflicts across the Imperium since the days of the Great Crusade, fighting against innumerable xenos species, traitors and daemons, and clashing with former Brothers during the dark years of the Horus Heresy. It is little surprise, then, that the Sons of Sanguinius have a great weight of ancient strategic and tactical doctrine accumulated over more than ten millennia of warfare. In this section are a few additional rules to help represent some of that legacy of warfare.

Blood Angels Solo Mode Ability: Descent of Angels

This is a new Solo Mode Ability available to Battle-Brothers of the Blood Angels Chapter. See page 217 of the Deathwatch rulebook for details of using Solo Mode Abilities.
Type: Active
Required Rank: 3
Effects: Since their founding, the Blood Angels have employed attack craft like the Thunderhawk and Stormraven, and equipment like Jump Packs, to strike their foes from above. In emulation of their winged Primarch, they excel at airborne assaults, striving to perfect this form of warfare. Once per game session, a Blood Angel with a Jump Pack may declare that he is performing a Descent of Angels at the start of a combat. For a number of rounds equal to the Battle-Brother's Rank, he gains the Flyer (18) Trait, and counts as having rolled a 10 for his Initiative roll for the duration of the combat.
Improvements: At Rank 5 and above, the Battle-Brother's first attack during the combat causes the target to be Stunned for 1 Round if the attack roll passes by 2 or more Degrees. At Rank 7 and above, on any round in which the Blood Angel has moved using his Jump Pack, enemies suffer a –20 penalty on all Attack Rolls against him.

Blood Angels Squad Mode Abilities

The following Squad Mode abilities are unique to characters drawn from the Blood Angels Chapter. The use of Squad Mode Abilities is described on page 219 of the Deathwatch rulebook.

Blood Angels Attack Pattern: Crimson Tide

Action: Full Action
Cost: 3
Sustained: Yes
Effects: Since the Great Crusade, the Blood Angels have had a reputation as fearsome shock troops, using a combination of speed, controlled fury and intimidation to crush enemy after enemy. This reputation itself is part of their strategy, employing the fear of their prowess as just another weapon in their arsenal. A Blood Angels assault is a swift and terrible thing, driving enemies back in terror even as their comrades fall to the blades of Sanguinius' Sons. While this ability remains in effect, the Battle-Brother and those in Support Range gain the Fear (1) Trait (or, if they already have the Fear Trait, increase it by 1, to a maximum of Fear (3)) whenever they perform a Charge action.
Improvements: If the Battle-Brother is Rank 4 or above, then the Charge Move of the Battle-Brother and those in Support Range increases to 4 x Agility Bonus, instead of the normal 3 x Agility Bonus.

Blood Angels Defensive Stance: Conviction

Action: Free Action
Cost: 2
Sustained: Yes
Effects: Sanguinius shared the Emperor's vision for the future of Mankind, and even knowing his own fate, stood to defend it with his final breath. The Blood Angels aspire to emulate Sanguinius' sacrifice and his dream of hope for Mankind's future, and will not shirk from the necessary sacrifices that a warrior must make to secure victory. The Battle-Brother moves to the fore, standing as a challenge to those who would act against the Imperium, and while this ability remains in

Table 2-4: Blood Angels Additional Pasts

1d5 Result	Past Experience
1	**Perils of the Black Rage:** You are a member of Veteran Sergeant Tobius' own squad, and have fought at his side for decades. The Tyrannic War saw your squad decimated during the desperate battles against Hive Fleet Behemoth, and brought you close to the verge of the Black Rage. So bitter is your hatred of the horrific xenos that you have taken the Apocryphon Oath and left your sergeant's squad. Tobius has sanctioned your oath to the Long Watch, but cautioned you against the fleeing from the Black Rage. Should you feel its grip tighten, he has warned, you must return to the bosom of your Chapter without hesitation, regardless of your oath to the Deathwatch.
2	**Side by Side:** You took the Apocryphon Oath some time ago, and came to the Jericho Reach to stand vigil against the horrors lurking in its depths. The coming of Tobius' force was exciting for you: they told you countless stories of their glorious battle against the Tyranids of Hive Fleet Behemoth. However, you were not at Macragge, and there exists a gulf between those Blood Angels who have met the great devourer in combat and those, like you, who did not. Perhaps the coming of Hive Fleet Dagon will offer the chance to bridge that gulf, and allow you to stand side by side with fellow Sons of Sanguinius and fight the slavering beasts yourself.
3	**All Tomorrow's Battles:** Whilst fighting the forces of the Stigmartus Covenant in the vicinity of the Hadex Anomaly, you witnessed a mind-wrenching spectacle that almost led to your descent into madness. The roiling energies of the anomaly swelled in the skies overhead and reality itself warped and twisted. Under a mental assault that would have reduced most mortal warriors to gibbering husks, you heard the death-screams of warriors not yet even born and witnessed the guttering of the brightest of stars. In amongst the blurred anarchy and the encroaching madness you thought you caught sight of your beloved Primarch, but it could not have been, for he sits at the side of the Emperor. Upon regaining your wits, you found that several members of your squad had succumbed to the Black Rage, and you took the Apocryphon Oath that you might avenge them of whatever, or whoever it was that caused their loss that day.
4	**In the Footsteps of the Primarch:** You have walked amongst the crumbling ruins of the forbidden world of Jove's Descent, a planet thought to have been visited by the Great Crusade ten thousand years ago. Whatever alien empire had risen on Jove's Descent was long gone, cast down by the armies of Humanity in that distant age of glory and hope. As you walked, you could have sworn you caught echoes of that ancient battle, and felt a presence both familiar and awesome. Could it have been that your Primarch trod these very avenues, long before their stones were scorched and choked with vines? Could the Emperor himself have passed this way? You may never know, but your pilgrimage renewed your faith and fuelled the fires within you, redoubling your desire to face and to defeat the enemies of Humanity, wherever they may be found.
5	**Terrors of the Blood:** You came to the Jericho Reach in the aftermath of the arrival of Hive Fleet Dagon, taking the Apocryphon Oath and swearing to cast the xenos swarms back into the cold void of intergalactic space. Already, you have participated in a number of boarding actions against the gargantuan bio-ships of the hive fleet, and witnessed such horrors within that you may never sleep peacefully again. Each night you purge your blood in the warm embrace of your sanguinary casket, its arcane systems cleansing your blood and soothing your spirit so that you may face each day with the dignity and nobility for which the Sons of Sanguinius are known the galaxy over.

effect, all enemy ranged attacks against any member of the Kill-Team except the Battle-Brother suffer a –20 penalty.

Improvements: If the Battle-Brother is Rank 4 or above, enemies attempting to charge a member of the Kill-Team must pass a **Challenging (+0) Willpower Test** or be forced to select the Battle-Brother as their target.

New Oath: Oath of Hope

This Oath may be selected by a Kill-Team which has selected a Battle-Brother of the Blood Angels Chapter to be their leader. Oath-taking is described on page 228 of the Deathwatch rulebook.

The Blood Angels, like their Primarch, believe absolutely in the promise of a better future for Mankind, citing their transformation from wretched wasteland dwellers to beings of angelic mien as an example of this. Blood Angels Space Marines strive to protect that hope, even if it takes the final breath of the very last Son of Sanguinius to bring about that future.

Prerequisite: Any Battle-Brother of the Blood Angels Chapter

Effect: Those that take the Oath of Hope stand as paragons of humanity and avatars of the Emperor's grace, and few true servants of the Imperium can help but feel inspired by so powerful a presence. A Kill-Team which takes this oath gains a +20 bonus to all Tests to resist Fear and Pinning, as do any other servants of the Imperium within 100m of the Kill-Team.

Squad Mode Abilities: Bolter Assault, Furious Charge, Squad Advance

Dark Angels

"Vengeance tempers the soul, keeps the blade of our hatred keen and reminds us that none are beyond suspicion."

–Introit, Thirty-third Book of Admonitions

The Dark Angels hold more battle honours than almost any other Chapter, its only equals are its own Successors. The Chapter has fought the length and breadth of the Imperium and beyond; against every foe that has ever beset Mankind. Dark Angels have held Ork Waaaghs! at bay, crushed planetary uprisings, and saved entire systems from the incursions of the Ruinous Powers. They have fought across searing deserts, in the cold void of space, in dense carnivorous alien jungles, and in the depths of the wildest underhives. Yet, while Chapters such as the Blood Angels and the Ultramarines are lauded wherever they fight, the Dark Angels shun laurels and turn their backs upon adulation. Even though the Chapter has stood side by side with every major arm of the Imperium's military, it has always maintained a distance and aloofness that sets its brethren further apart from the bulk of Humanity, and even from other Space Marines.

When the Dark Angels join a larger force to execute a great war or crusade, they do so according to their own, unfathomable goals. When a Dark Angels force is committed to such a conflict, it invariably remains aloof. Its officers keep their own counsel on matters of tactics and strategy, and prefer to maintain their own lines of communication and supply sources. Even when dealing with the Battle-Brothers of other Adeptus Astartes Chapters, the Dark Angels often remain sullenly quiet at the Space Marine command councils and tactical briefings, though that is not to suggest that they are any less effective on the battlefield.

When the Dark Angels do undertake joint operations alongside other Chapters, it is quite common for them to do so with others amongst the so-called "Unforgiven"—the Successors of the original Dark Angels Legion. The Successors of the Legion maintain especially close relations, their officers all being members of the Inner Circle. This mysterious body provides a ready-made command network that the Unforgiven Chapters can utilise to great effect when coordinating their activities. There is no presumption that the leaders of the Dark Angels have any inherent superiority over those of the other Unforgiven Chapters. Rather, the leaders work together closely, and if needed elect one of their number as nominal commander for the duration of the campaign.

In one matter, however, the officers of the Dark Angels have superiority over those of the other Unforgiven Chapters, through the workings of the Inner Circle—the Hunt for the Fallen. When hunting those turncoat Dark Angels who escaped the Fall of Caliban, the Unforgiven operate under the auspices of the highest ranked of the Inner Circle, and the very highest of these is the Supreme Grand Master himself—the Chapter Master of the Dark Angels.

Through the machinations of the Unforgiven's Inner Circle, its members are eternally vigilant, never resting in the hunt for the Fallen. Even though knowledge of the Fallen is withheld from the majority of the brethren, the results of post-battle debriefings and psi-induced stress-purges are fed back to the Inner Circle and any sign of the presence of a Fallen Dark Angel analysed. In addition, the Dark Angels' Chaplains are permanently attached to a company, and this allows them to hear the confessions of their Brothers and to keep a close watch for signs of the Fallen. When such traces are discovered, the Inner Circle moves without hesitation, redeploying Unforgiven forces wherever they happen to be and re-tasking them with their new target. In most cases, it is the Ravenwing that locates such activity and the Deathwing that delivers the killing blow, but on occasion, entire Dark Angels strike forces have been recalled from campaigns and committed to engage an enemy that only the highest-ranked of its officers have any true knowledge of.

CHAMPIONS OF THE LION

While a great deal of the Unforgiven's efforts and resources are committed to the Hunt for the Fallen, the majority of the brethren have no knowledge of the matter. Rather, the Dark Angels and their Successors are constantly warned against the words of the heretic and their Chapter dogma extols the virtues of the eternal hunt for those who would foreswear the most powerful of oaths. The Company Chaplains preach sermons that tell of legendary figures betrayed by their own, often having fought in battles far from home. Numerous such tales exist, and each is revealed as part of a slow, deliberate pattern, the brethren monitored all the while for their reaction. Only upon his ascension to the Inner Circle is a Battle-Brother told anything approaching the truth, and even then, there are some secrets known only at the very highest tiers.

How much of the shame of the Dark Angels a Battle-Brother knows depends upon his station within the Chapter and how far the agents of the Inner Circle trust him. He may have fought the Fallen unwittingly, believing his foe yet another vile traitor worthy only of death. Perhaps his Sergeant knew more, certainly his Captain did, but he himself almost certainly would not. Conversely, there are some higher-ranked brethren who despite exemplary service are never inducted into the Inner Circle. Perhaps the Company Chaplains harbour some small doubt or have reason to believe the individual would not be able to bear the terrible truth of what occurred at during the Horus Heresy. Such warriors are unlikely to progress much further, for at the highest levels of authority the Chapter is ever engaged upon the Hunt for the Fallen.

DARK ANGELS IN THE JERICHO REACH

To date, the Unforgiven's involvement in the Achilus Crusade has been limited to the Consecrators, Angels of Redemption and Angels of Absolution Chapters, with the Dark Angels themselves only represented in the region by those Battle-Brothers serving in the ranks of the Deathwatch. However, several reports of small forces of Dark Angels operating outside of the crusade's chain of command in and around the Cellebos Warzone have been logged, and a Ravenwing detachment has been witnessed operating independently in the vicinity of Khazant. When nearby Imperial forces attempted hail these Dark Angels units, no response was forthcoming. In fact, on at least two separate occasions the Dark Angels have locked sights on the witness, forcing them to withdraw lest the encounter become a violent confrontation.

DARK ANGELS IN THE DEATHWATCH

The Dark Angels have been committing Battle-Brothers to the Deathwatch for millennia, and Watch Station Erioch has several of the Chapter's brethren occupying senior appointments, including the lost Watch Captain Ramiel. As one of the greatest of Adeptus Astartes Chapters, the Dark Angels have fought against every foe, and often bring huge reserves of experience and wisdom to the Deathwatch upon taking their Apocryphon Oath. In addition, Dark Angels are known for their resolute devotion to duty, undertaking the most arduous of missions with solemn dedication.

It is also whispered that the Dark Angels are not always wholly altruistic in seconding Battle-Brothers to the Deathwatch, and it is undeniable that doing so greatly aids the Unforgiven's ongoing hunt for the Fallen. Most Deathwatch Kill-teams are made up of but a handful of Battle-Brothers, sent alone into the far reaches of the void to pursue objectives unknown to even the highest tiers of the Imperium's government. The net is cast wide, and several Fallen are believed to have been captured by the Inner Circle following reports passed on by a Dark Angel serving in the Deathwatch. Yet, the Dark Angels must observe the Apocryphon Oath or risk bringing dishonour to their Chapter and earning the wrath of the Deathwatch, and the Inquisition. Dark Angels often remain aloof from their Kill-team Battle-Brothers, yet in time, they learn that the Deathwatch has its own secrets, many every bit as damning as those kept by the Unforgiven.

Ravenwing Veteran

The 2nd Company of the Dark Angels Chapter and most of its Successors is a specialist formation trained and equipped for reconnaissance and fast attack. Each Battle-Brother is a masterful biker, pilot and gunner, and is supremely skilled in every nuance of the art of scouting and tracking. The company is equipped with all manner of speeders and bikes, which are substantially augmented with augur and sensorium gear almost unknown outside of the Unforgiven.

Ordinarily, the Ravenwing provide a highly focused reconnaissance force for their Chapter, individual squadrons ranging far ahead of the main army to locate the foe. Having done so, the Ravenwing call in the enemy's position, and if needed spearhead or support the ensuring assault. One tactic honed to a lethal degree over the millennia sees the Ravenwing penetrate deep into the enemy's positions before triggering a teleport homer, by which the Terminator squads of the Deathwing are deployed with pinpoint accuracy. No foe can possibly withstand such a deadly combination of finesse and brutality.

Yet, the Ravenwing has a secret mission which, whatever task it is engaged upon, is never forgotten. The Ravenwing are responsible for tracking down any trace of the Fallen, and of spearheading rapid assaults against them. Only the most senior members of the company, those inducted into the Inner Circle, know the nature of those the Ravenwing hunt, but all know them as heretics and traitors of the very worst kind. In addition to their prodigious skills as trackers, scouts, pilots and gunners, the members of the Ravenwing are trained to remain untouched by the heresies and lies spouted by those they hunt, ensuring that the taint that poisoned the Fallen does not spread. Nonetheless, the Chaplains of the 2nd Company must be ever vigilant against the lies spoken by the Fallen, lest a single one of the Battle-Brothers know the agony of doubt.

Very rarely, members of the 2nd Company partake of the Apocryphon Oath and take up their Vigil of the Long Watch. Such Battle-Brothers are highly valued by the Deathwatch, for their skills make them effective and versatile members of their Kill-teams. They are as adept at tracking alien infiltrators as they are the Fallen, and their expertise as pilots and gunners is of use when the Kill-team is operating from a Land Speeder Storm or similar vehicle. Of course, as a member of the Unforgiven, the hunt for the Fallen is never truly out of mind, and so members of the Ravenwing seconded to the Deathwatch remain alert for any sign of their enemy's presence. Many Fallen have fled to the dark void beyond the Imperium's borders, sometimes establishing themselves

Table 2-5: Ravenwing Veteran Advances

Advance	Cost	Type	Prerequisites
Awareness +10	200	Skill	Awareness
Awareness +20	500	Skill	Awareness +10
Drive (Ground Vehicle) +10	500	Skill	Drive (Ground Vehicle)
Drive (Ground Vehicle) +20	500	Skill	Drive (Ground Vehicle) +10
Drive (Skimmer)	500	Skill	–
Drive (Skimmer) +10	500	Skill	Drive (Skimmer)
Drive (Skimmer) +20	500	Skill	Drive (Skimmer) +10
Tactics (Recon and Stealth)	400	Skill	–
Tactics (Recon and Stealth) +10	400	Skill	Tactics (Recon and Stealth)
Tactics (Recon and Stealth) +20	400	Skill	Tactics (Recon and Stealth) +10
Mental Fortitude	800	Talent	–
Lightning Reflexes	500	Talent	–
Talented (Drive (Skimmer))	500	Talent	–
Orthoproxy	500	Talent	–

as masters of petty empires, other times enslaving entire species of aliens to their will. A number of Fallen have been located by Ravenwing Veterans serving in the Deathwatch, their secret transmission leading to the deployment of an Unforgiven strike force.

Playing a Ravenwing Veteran

Requirements: Dark Angels only, Ag 45+, Per 35+, WP 35+, Rank 1 only
Cost: 1,000xp

Ravenwing Veteran Wargear

Ravenwing Veterans may select a Deathwatch Bike (a Space Marine Bike (see **Rites of Battle**, page 176) fitted with a Teleport Homer) as standard issue (see page 28 of the **Deathwatch** rulebook).

Ravenwing Veteran Special Ability: Skilled Rider

The Ravenwing are amongst the finest bikers and pilots of any Astartes, a match for the legendary skills of the White Scars, able to ride with great speed, finesse and agility. A Ravenwing Veteran never suffers a penalty of greater than –10 for dangerous terrain or other hazards, and may perform the Evasive Manoeuvring action as a Half Action instead of a Full Action.

Ravenwing Veteran Special Ability: Advanced Reconnaissance

The Ravenwing excel at roaming ahead of their allies and seeking out their foes, only to ride back and re-join their Brothers for the true assault. Their skills are such that they seldom suffer those who cannot keep up with their advance, and the Dark Angels intractable nature is turned to the completion of their mission rather than the holding of ground. While mounted upon a Bike, Attack Bike or some variety of Land Speeder, a Ravenwing Veteran cannot enter Squad Mode except with those who are similarly mounted, and he may not use the Stoic Defence Solo Mode Ability. These restrictions are waived as soon as the Battle-Brother dismounts.

New Talent: Mental Fortitude

The Ravenwing are required to possess absolute strength of character, unclouded by doubt or disloyalty and untroubled by spiritual turmoil or corruption. Each and every Battle-Brother of the Ravenwing must have exceptional mental fortitude, even by the high standards of the Astartes. The Battle-Brother gains a +20 bonus on all Tests to resist gaining Corruption or Insanity Points, and on all Tests to resist any mind-influencing effects (including but not limited to psychic powers) that would subvert, cloud, alter, or control his mind.

Deathwing Terminator

While most other Chapters allow their 1st Company squads to take to the field in a variety of configurations as befits the tactical situation, the entire 1st Company of the Dark Angels Chapter consists of dedicated squads of Terminator armour-clad veterans. This elite company is known as the Deathwing, and has a mission that takes precedence over all others, even though they may be called upon to fight a wide range of foes. The Deathwing are tasked with crushing the enemies of the Unforgiven, and there are no greater enemies than the Fallen. Once the Ravenwing has located the enemy, the Deathwing are deployed to destroy them so utterly that not a single trace remains. In the case of the Fallen, the Deathwing cast down all of their works and grind them to dust beneath their ceramite boots, so that none may ever know of the stain cast upon the Unforgiven's honour by their very existence. The fortunate are destroyed in the unstoppable maelstrom that is a Deathwing assault; the unfortunate are dragged away to the dungeons of the Rock, to suffer the attentions of the Interrogator-Chaplains and to confess their sins in the vain hope of a merciful end.

Members of the Deathwing are indoctrinated into the outermost tiers of the Unforgiven's Inner Circle, and party to the some of the terrible secrets surrounding the existence and nature of the Fallen. Some members of the Deathwing may know the identity of those they fight, while others are unaware they were once loyal Dark Angels, but all members of the Dark Angels 1st Company, and indeed the 1st Company of every Unforgiven Chapter, know that the Fallen are the vilest of heretics and must be persecuted above all others.

On a few, extremely rare occasions, a member of the Deathwing of the Dark Angels or one of its Successors takes the Apocryphon Oath and joins the Long Watch. In doing so, he sets aside his role as executioner of the Inner Circle, but not entirely, for the Unforgiven never tire in the hunt for the Fallen.

Most of the time, the Deathwing Battle-Brother's oaths to the Inner Circle do not interfere with his duties to the Deathwatch, after all, in undertaking the Long Watch he is honouring the purpose for which his very Chapter was created—guarding the Imperium from its enemies. However, there may be times when the Battle-Brother receives a sealed-key transmission, or a message is passed to him from another Battle-Brother of the same Chapter. There may be some task he is expected to undertake, or some enemy he must engage even while his Kill-team's mission is undertaken. It takes great skill on the part of the Deathwing Battle-Brother to ensure his responsibilities do not clash, for were that to happen, the Deathwatch's entire mission in the Jericho Reach might be undermined.

New Talent: Deathwing Assault

The Deathwing favour rapid teleport attacks, appearing literally from nowhere (often collaborating with Ravenwing squadrons to ensure precision) to deliver overwhelming force against an unprepared enemy. Teleportation is the easiest way to strike from nowhere in Terminator Armour, but other methods work as effectively for a veteran of countless wars. Against an enemy who is Surprised or Unaware, the Battle-Brother's attacks gain the Proven (3) quality.

Playing a Deathwing Terminator

Requirements: Dark Angels only, Rank 4 or more, Terminator Honours (the Crux Terminatus)
Cost: 3,000xp

Deathwing Terminator Wargear

Deathwing Terminators gain a suit of Astartes Terminator Armour (see page 28 of the **Deathwatch** Rulebook). The Battle-Brother must select at least two weapons with which to equip the armour, chosen from the Terminator-Compatible Weapons list on page 164 of the **Deathwatch** Rulebook. These may be requisitioned or selected from the Battle-Brother's Signature Wargear (where appropriate) in any combination.

Table 2-6: Deathwing Terminator Advances

Advance	Cost	Type	Prerequisites
Command	200	Skill	–
Command +10	300	Skill	Command
Command +20	400	Skill	Command +10
Lore: Forbidden (Astartes)	300	Skill	–
Lore: Forbidden (Chapter Secrets)	500	Skill	–
Lore: Scholastic (Legend)	300	Skill	–
Lore: Scholastic (Archaic)	200	Skill	–
Survival	200	Skill	–
Survival +10	300	Skill	Survival
Tactics (any)	400	Skill	–
Tactics (any) +10	400	Skill	Tactics (any)
Combat Formation	1,000	Talent	Int 40
Foresight	600	Talent	Int 30
Sound Constitution (x2)	1,000	Talent	–
Bolter Drill	1200	Talent	–
Scourge of Heretics	1,500	Talent	–
Strong-Minded	1,500	Talent	WP 30, Resistance (Psychic Powers)
Deathwing Assault	500	Talent	–
Call to Vengeance	1,000	Talent	Fel 40

Deathwing Terminator Special Ability: Never Forgive, Never Forget

The Dark Angels are known for their stoic and intractable manner, unflinching against even the mightiest of foes. The Deathwing are paragons of stoicism, unwilling to take even a single step away from the enemy when battle is joined, their prowess honed across countless battlefields that they can weather any attack. The Battle-Brother gains the Fearless Talent, and counts his rank as 1 higher for the purposes of Dark Angels Solo and Squad Mode abilities. In addition, the Battle-Brother's long years of experience allow him to select one of the following special abilities during the Preparation stage of each mission, gaining that ability's benefits for the duration of that mission. However, the Battle-Brother must be wearing Terminator Armour to benefit from these abilities.

- **No Mercy:** The Terminator gives no quarter, slaying all who stand against him without hesitation. The Battle-Brother adds +2 to his damage whenever he deals Critical Damage to an enemy, or deals an additional +1d5 Magnitude damage when attacking a Horde. However, his killing instinct cannot easily be restrained once unleashed—the Battle-Brother must pass a **Challenging (+0) Willpower Test** in order to leave an enemy alive.
- **Unending Advance:** The Terminator's advance is unceasing and unstoppable, giving the enemy no opportunity to flee. The Battle-Brother may move-and-fire with Heavy and Mounted weapons on Semi- and Fully-Automatic, in the same way as with Pistol and Basic weapons. In addition, moving-and-firing in this manner imposes no penalties upon the attack roll.
- **Shield of the Righteous:** The Terminator's armoured bulk is a bulwark against the enemies of man, his resilient form enduring the worst of his foes' attacks so that his comrades do not have to. So long as the Battle-Brother is visible to an enemy, enemies must attack the Battle-Brother unless they can pass a **Challenging (+0) Willpower Test**. Hordes that fail the Willpower Test must allocate at least one attack to the Battle-Brother if possible.
- Wrath of the Unforgiven: The Terminator strikes with the fury of one betrayed, leaving no foe alive within his reach. The Battle-Brother's melee attacks gain the Felling (1) and Devastating (1) qualities.

The Deathwing and Tactical Dreadnought Armour

Deathwing Terminators are renowned for always taking to the field in their bone-white Terminator armour. However, the nature of the vigil influences the tactics and choices of even the most tradition-bound of Astartes, and many Deathwing who have taken the Apocryphon Oath have chosen to set aside their Terminator Armour when its effect upon the mission would be more detrimental than advantageous. These Battle-Brothers honour the traditions of the Deathwing by taking the bone heraldry and broken sword emblem of their order upon the the right shoulder of their Power Armour in place of the Dark Angel emblem.

A Deathwing Terminator must choose to wear either his Terminator Armour or his Power Armour at the start of a mission, and cannot change that choice at any point during the mission.

Additional Rules

The Dark Angels have been at the forefront of countless wars in their history, with a proud legacy overshadowed by foul betrayal. They fought at the forefront of the Great Crusade, achieving a great tally of victories before brother turned against brother. In the millennia since, the Unforgiven have waged an endless war, unceasing in its ferocity and unmatched in its wrath, for no foe is so reviled as the one who was once a Brother. Even when not directly pursuing their ancient enemies, the Dark Angels fight with virtually unrivalled determination, unwilling to falter lest they be found wanting in the Emperor's estimation. Below are a few additional abilities to help represent some of the ancient traditions of the Unforgiven.

Dark Angels Solo Mode Ability: Storm of Vengeance

This is a new Solo Mode Ability available to Battle-Brothers of the Dark Angels Chapter. See page 215 of the **Deathwatch** rulebook for details of using Solo Mode Abilities.

Type: Active

Required Rank: 3

Effects: While the Dark Angels adhere to the tenets of the Codex Astartes (for the most part) and are capable of utilising a wide range of tactics, a withering hail of bolter fire is a time-honoured tradition and one frequently used by the Dark Angels. Once per combat, the Battle-Brother may unleash a Storm of Vengeance when making a Semi-auto Burst, Full-Auto Burst, Overwatch or Suppressing Fire action. If the attack hits, the Battle-Brother gains two bonus Degrees of Success on the attack roll.

Improvements: At Rank 5 and above, all attempts to Dodge a Storm of Vengeance attack suffer a –20 penalty. At Rank 7 and above, the number of bonus Degrees of Success increases to three.

Table 2-7: Dark Angels Additional Pasts

1d5 Result	Past Experience
1	**Silent and Watchful:** You came to the Jericho Reach having taken the Apocryphon Oath, and have served the Deathwatch with great distinction, even managing to fight alongside members of the Space Wolves Chapter. You are disturbed by talk of sightings of a Ravenwing detachment operating in the Reach, but well enough schooled in the ways of your Chapter not to question such things. Despite your own ability to remain silent on matters that do not concern you, you cannot help but be concerned when others not of your Chapter show an interest or question you on the matter, especially when those doing the questioning are of your rival Chapter, the Space Wolves.
2	**A Message from the Inner Circle:** Having served the Deathwatch with distinction for several years, you have been contacted in secret by a member of your Chapter who has recently arrived at the Watch Fortress. This mysterious Battle-Brother has passed on a communication from your Chapter's highest authorities, bidding you to report back to them in secret should you learn anything of the cult known as the Most Sanctified Host of the Young God, a body operating out of Meniscus in the Outer Reach. The message is clear in that you must allow no others to learn of your interest in this matter, but you are expected to remain vigilant and to report back any information you learn.
3	**A Dish Best Served Cold:** Many years ago, long before you took the Apocryphon Oath, you fought a ritual duel against a Battle-Brother of the Space Wolves Chapter. To your eternal shame, you lost that duel, and have seethed with the desire to avenge yourself ever since. Recently, that very same braggart son of Russ joined the Deathwatch (perhaps even your own Kill-team). Will you take the opportunity to rebalance the score, or will your duty to the Deathwatch overcome your resentment?
4	**Search for the Lost:** You came to the Jericho Reach on detachment from your Chapter, tasked with accompanying the Angels of Absolution, a fellow Unforgiven Chapter in its mission to the Slinnar Drift. Somewhere deep within the roiling clouds and barren worlds of that cluster is a force from the Consecrators Chapter, another Dark Angels Successor Chapter, lost to an Ork Kill Kroozer ambush but thought to remain operational. Your search has seen you face numerous barbaric greenskins in the lawless Outer Reach, and ultimately led you to Watch Station Erioch, where you have taken the Apocryphon Oath so that you may fight them all the better. But the search for your lost Battle-Brothers is not at an end, and you will never entirely rest until they are found.
5	**The Trail Runs Cold:** You were part of a Dark Angels strike force operating rimward of the Calixis Sector, and although not senior enough to be party to the details of the force's mission, you knew that your Brothers were seeking enemies of the Chapter thought to be operating in the halo zones beyond that region. Your search took a detour as you picked up a trail leading through the warp gate and out of the Well of Night, to the other side of the galaxy. Ultimately, the trail ran cold and your small force was recalled, but you choose to remain in the Jericho Reach and take up the Long Watch at Erioch.

Dark Angels Squad Mode Abilities

The following Squad Mode abilities are unique to characters drawn from the Dark Angels Chapter. The use of Squad Mode Abilities is described on page 219 of the **Deathwatch** rulebook.

Dark Angels Attack Pattern: Angel's Wrath

Action: Full Action
Cost: 2
Sustained: Yes
Effects: The Dark Angels' righteous disdain for their foes and their urgent fervour to demonstrate their devotion and loyalty to the Emperor makes them decisive and ruthless in battle. There are few things that can stand before so driven and focussed an assault. While this ability remains in effect, all attempts to Dodge or Parry the attacks of the Battle-Brother and those in Support Range suffer a –10 penalty.
Improvements: If the Battle-Brother is Rank 4 or above, the penalty to Dodge and Parry Tests increases to –20.

Dark Angels Defensive Stance: With Every Last Breath

Action: Free Action
Cost: 2
Sustained: Yes
Effects: While even a single Dark Angel still stands in defence of the Imperium, no enemy of Man shall be suffered to live. So resolute are they that even the most grievous of injuries will not cause them to falter. While this ability remains in effect, the Battle-Brother and those in Support Range may ignore the effects of Fatigue and cannot be Stunned.
Improvements: If the Battle-Brother is Rank 5 or above, he and those in Support Range may also ignore the effects of any Critical Hit which does not cause gross physical trauma (loss of an eye or limb) or death.

New Oath: Oath of Vengeance

This Oath may be selected by a Kill-Team which has selected a Battle-Brother of the Dark Angels Chapter to be their leader. Oath-taking is described on page 228 of the **Deathwatch** rulebook.

The Dark Angels do not suffer those who stand against Mankind, or those who rebel or betray. Many are the litanies of retribution and declarations of hatred intoned upon the eve of battle by the Dark Angels, but all have a singular purpose—to incite the servants of the Emperor to wrath and retribution. A Dark Angel enacts vengeance not only for the acts already committed against Mankind, but is also vigilant for all those misdeeds yet to come, and by swearing this oath, exhorts his allies to do likewise.

Prerequisite: Any Battle-Brother of the Dark Angels Chapter.
Effect: Those that take the Oath of Vengeance contemplate the wrongs done to them and the masses of Humanity by heretics, aliens and daemons, hardening themselves for the battles to come. A Kill-Team which takes this Oath gains +1 Cohesion when any member of the Kill-Team takes any Test to resist Cohesion Damage and passes by 2 or more Degrees of Success, as their determination is strengthened by the attacks of their foes.
Squad Mode Abilities: Fire Support, Dig In, Strongpoint

Imperial Fists

"Pain is the wine of communion with heroes."

-The Teachings of Rhetoricus

The Imperial Fists are the inheritors of the proud traditions of their Primarch Rogal Dorn, his name venerated by countless trillions across the entire Imperium. History does not clearly record the details of the world on which the infant Dorn was cast when the Primarchs were scattered to the corners of the galaxy. What is known is that he presented himself to the Emperor as the Great Crusade reached the Ice Hives of Inwit, offering one of the mightiest space going vessels ever constructed as a sign of his fealty. The Emperor welcomed his long lost son into the ranks of the Primarchs and granted him primacy over the Imperial Fists Legion. The Master of Mankind returned Dorn's vessel—called *Phalanx*—to the Primarch, and it became the base from which Dorn, and sometimes the Emperor himself, commanded some of the most glorious campaigns of the entire Great Crusade.

Dorn and his Legion proved the masters of every aspect of warfare, but in particular the Imperial Fists excelled at siege craft, whether on the attack or the defence. This propelled them into a bitter rivalry with the Iron Warriors Legion and their jealous Primarch Perturabo, the flames of which were wantonly fanned by Fulgrim, the Primarch of the Emperor's Children. Fulgrim is said to have asked Dorn if a fortification of his design could withstand an assault by the Iron Warriors, and Dorn is said to have answered that it could. Perturabo took the answer as a boastful sleight, and the seeds of a hatred that would only grow more bitter as the millennia passed were sown.

As fate would have it, Dorn's prediction was put tragically to the test when, at the height of the Siege of Terra, the fortifications he had added to the Emperor's Palace were sorely tested by the Traitor Legions. Though the World Eaters are said to have forced a breach, by sheer bloody savagery rather than any genuine skill at the siegemaster's craft, the Warmaster fell in combat to the Emperor before the matter could be truly decided. It was only when the Imperial Fists and the Iron Warriors confronted one another in the hateful battle known as the Iron Cage that both were able to give full vent to their rivalry. Accounts of what took place within the Iron Cage differ, and to this day, both the Iron Warriors and the Imperial Fists claim to have come away from it the victor.

Though Rogal Dorn was lost to the Imperium subsequent to the war torn age of the Horus Heresy, his legacy remains one of the strongest of all of the Primarchs. The Imperial Fists sired three Chapters—the Imperial Fists themselves, the Crimson Fists and the Black Templars. Between them, these three Chapters hold as many battle honours as dozens of later created formations, and their Brethren have served with skill and distinction on countless thousands of battlefields across the galaxy.

IMPERIAL FISTS IN THE JERICHO REACH

The Imperial Fists have been operating in the Jericho Reach since the earliest days of the Acheros Crusade, though they are not thought to have been present for the initial push through the Jericho-Maw Warp Gate. Rather, the Chapter was petitioned later on, once the crusade had ground to a halt in the face of the unanticipated opposition from the worlds surrounding the Hadex Anomaly. The crusade was much in need of reinforcements, in particular those with the skills to prosecute the gruelling assaults that lay ahead in the battles to take the recalcitrant worlds along the Acheros Salient. When the crusade was divided into the three salients, the Imperial Fists marched at the head of the mighty assault, and almost every one of the precious few successes earned in the opening phase of the salient's advance were, many have said, the result of the Imperial Fists' skill and dedication.

Yet, despite the victories won by the Imperial Fists, the Acheros Salient met with far greater resistance than any imagined possible. Senior figures in the salient's command structure clashed, and when the Imperial Fists discovered that crucial intelligence provided by the Deathwatch had not been passed on to them, matters came to a head. Disgusted by the salient command's ineptitude, the Imperial Fists removed themselves from the line, embarking on a series of actions coordinated directly with Watch Station Erioch and beyond the influence of the crusade's high command.

Following this unilateral redeployment, the Imperial Fists have taken part in numerous battles across the Acheros Salient and beyond. On several occasions they have fought at company strength, and in other instances they have pooled their resources with other Chapters or with the Deathwatch. The Chapter has not been seen in anything larger than demi-company size for several years however, and it is assumed by some among the crusade's Officio Tacticae cadre that pressures elsewhere have necessitated the near total redeployment of the Chapter's assets in the Jericho Reach.

IMPERIAL FISTS IN THE DEATHWATCH

The Imperial Fists as a Chapter might have largely withdrawn from the Jericho Reach, but they are well represented in the ranks of the Deathwatch. The sons of Dorn are known to have contributed Battle-Brothers to the Deathwatch since its earliest days, and given the Chapter's reputation and character it is hardly surprising that this should be so. Many of those standing their Vigil at Watch Station Erioch took the Apocryphon Oath as their Chapter began redeploying to other warzones, choosing to remain and complete the obligations that had brought the Imperial Fists to the region in the first instance.

One such individual is Chaplain Magno Stoan, who served as a Chaplain to the Imperial Fists 3rd Company for the best part of two centuries before the deployment of five of its squads to the Jericho Reach in 801.M41. Chaplain Stoan was present at numerous great victories, including the fall of Fort Crimson, the breaching of the 48th Parallel, and was instrumental in the destruction of the Space Hulk *Scion of Vehemence*.

It was during a mission into the Slinnar Drift that Chaplain Stoan encountered a new and deadly foe—the Dark Eldar. Despite the ferocity of the Imperial Fists' defence, they found themselves surrounded and impossibly far from any hope of reinforcement. The details of the battle are known only to Chaplain Stoan himself, for no others survive to describe it. Stoan has vowed to keep his own counsel on the matter, but it is known that he was taken alive, having been struck by dozens upon dozens of toxic projectiles, his superhuman constitution finally overcome by the xenos poisons. Dragged back to the Dark Eldar's fell domains, Stoan was tortured and prepared to fight in the gladiatorial arenas of the Wych Cult for the entertainment of the bloodthirsty masses. Though he has never recounted how, Chaplain Stoan not only resisted the tortures his captives inflicted upon his flesh, wounds he still bears the scars of to this day, but he broke his bonds and escaped, capturing one of his tormentors in the process. At length, Stoan made it back to the Jericho Reach, his captive in tow.

Making straight for Watch Station Erioch, Chaplain Stoan presented his prize to the Deathwatch and declared that he would take the Apocryphon Oath. This he did, and while the captive withered and died within a matter of weeks, Stoan and the Deathwatch learned much from it before it met its end. The Chaplain stands his Vigil to this day, ministering to the spiritual needs of his Battle-Brothers, regardless of which Chapter they hail from. It is also said that he harbours a special

hatred for the Dark Eldar, and that he has tutored numerous brethren in the mental and spiritual disciplines required to resist their torments. This is perhaps Chaplain Stoan and the Imperial Fists' greatest legacy to the Deathwatch of the Jericho Reach, for thanks to the suffering of one man, all are ultimately made stronger.

ADDITIONAL RULES

The following additional rules are available to Imperial Fists characters. For more details on creating a Battle-Brother from the Imperial Fists Chapter, see the **Rites of Battle** supplement.

Imperial Fists Solo Mode Ability: Indomitable Defense

This is a new Solo Mode Ability available to Battle-Brothers of the Imperial Fists Chapter. See page 215 of the **Deathwatch** rulebook for details of using Solo Mode Abilities.

Type: Active

Required Rank: 3

Effects: The Imperial Fists are known for their determination and their ability to stand in stalwart defense against even the most vicious of assaults. Once per game session, a Battle-Brother may call upon his Indomitable Defense. This is a Free Action that can be done at the start of any of his Turns. For a number of rounds equal to his Rank, the Battle-Brother effectively

increases his Unnatural Toughness Trait (see page 136 of the **Deathwatch** Rulebook) by one level, so for instance Unnatural Toughness x2 becomes Unnatural Toughness x3.
Improvements: At Rank 5 and above, Indomitable Defense also grants an additional +10 to all Tests to Dodge and Parry while active. At Rank 7 and above, Indomitable Defense increases the character's Unnatural Toughness by two levels.

Imperial Fists Squad Mode Abilities

The following Squad Mode abilities are unique to characters drawn from the Imperial Fists Chapter. The use of Squad Mode Abilities is described on page 219 of the **Deathwatch** rulebook.

Squad Mode Defensive Stance: Exemplar of Stoicism

Action: Free Action
Cost: 1
Sustained: No
Effects: In holding the line against seemingly impossible odds, the character assumes the mantle of an exemplar of duty, stoicism and sacrifice. In shrugging off wounds that would cripple even a mighty Space Marine, he inspires others to do the same. This Defensive Stance may be used by an Imperial Fists character that has sustained Critical Damage and kept on fighting. With this ability in effect, the Battle-Brother and those in Support Range may reduce the effects of any roll on any Critical Effects table by the Rank of the Imperial Fists character, to a minimum of 1. For example, if a Battle-Brother suffers result of 9 on **Table 8-9: Energy Critical Effects – Body**, a result which would kill him quite spectacularly, and the Imperial Fists character has a Rank of 3, his injury would be reduced to a result of 6, a serious, but survivable effect.
Improvements: This ability cannot be improved.

Squad Mode Attack Pattern: Unto the Breach

Action: Full Action
Cost: 3
Sustained: Yes
Effects: For the Imperial Fists, a siege is not simply a military operation. It is the supreme test of courage, skill and resolve, the ultimate crucible of war. The veteran of a siege has tested himself in the fires of war and emerged an exemplar, a leader whose brethren will follow him into the most desperate of assaults, certain that by heeding his example they will emerge victorious. Unto the Breach may be used when the Kill-team is assaulting a fortified position held by an enemy, and may be activated as the Battle-Brothers close on the enemy position. With this ability in effect, the Battle-Brother and those in Support Range are entirely immune to the effects of Fear, and reduce the effects of any negative movement modifiers incurred during their charge by one level.
Improvements: If the Battle-Brother is Rank 5 or more, he and all members of the Kill-team within Support Range also gain one "free" Fate Point for the duration of their assault on the enemy position (as determined by the GM).

New Oath: Masters of the Craft

In addition to having overcome the challenges of siege warfare, many Imperial Fists veterans are masters of its technical aspects. These masters of the art of siegecraft seek to pass on their expertise to those around them.
Prerequisite: Imperial Fist Tactical Marine, Assault Marine, Chaplain, Devastator or Librarian.
Effect: By the application of insight, experience and logic, the Imperial Fist team leader instils his Battle-Brothers with an understanding of siegecraft. A Kill-team which takes this oath before a Mission may add +20 to all Tactics (Assault Doctrine) and Tactic (Defence Doctrine) Skill tests.
Squad Mode Abilities: Furious Charge, Squad Advance, Dig In, Strongpoint.

Space Wolves

"The Space Wolves revere the Emperor as the greatest warrior of all time, the only being ever to have bested Leman Russ in hand-to-hand combat. When Space Wolves call upon Russ or the Emperor in battle, it is to witness the deeds of men and to judge the fallen."

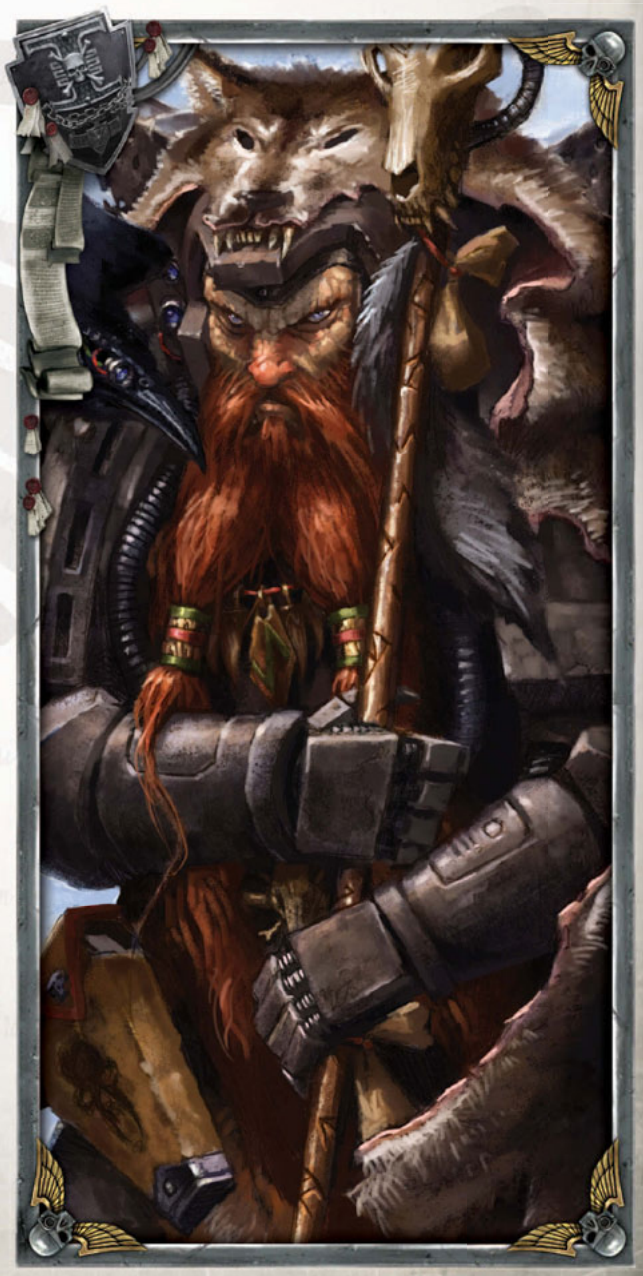
–Hengyr Whitemane, Meditations upon the Fang

The legends of the Space Wolves Chapter are told on countless thousands of worlds, and like the greatest of their fellow First Founding kin, they hold so many battle-honours that it would take a battle-scribe an entire lifetime to commit them all to parchment. The manner in which such laurels are won and recounted amongst the Space Wolves is very different to how such things are achieved amongst other Chapters. The Space Wolves are savage and proud, and they seek glory in all they do. Some, especially the Dark Angels, regard the Sons of Russ as braggarts and glory-hounds, finding their methods crude and their desire to make a name for themselves vainglorious. In truth, every Space Wolves Battle-Brother longs for his story—his saga—to be recounted by his kin long after he has fallen, and for his name to be spoken in the same breath as the Primarch himself.

The Space Wolves deviate from the Codex Astartes and the essential nature of what it is to be a Space Marine about as far as is possible. Their genetic inheritance is at once a blessing and a curse, for although each Space Wolf is gifted of the superhuman senses of Russ himself, their enhanced physiologies can be overcome by the change and mutation can occur. In organisation, the Chapter has never paid any regard to the dictates of Roboute Guilliman's Codex Astartes, stubbornly cleaving to the structure that saw it through the wars at the dawn of the Age of Imperium. In appearance, the Space Wolves are savage and wild, adorning their armour with a combination of finely-wrought talismans and skins, bones, and teeth taken as trophies from beasts they have slain in single combat. Even in their manners, the Battle-Brothers of the Space Wolves differ from most other Space Marines, for they are competitive and headstrong, and at once individualistic and fiercely loyal to their "pack."

Space Wolves seek to write their saga with every deed they perform and every battle they fight, and perhaps more than any other Chapter, their service is an epic in itself. The rites of initiation that a Space Wolf must undergo in order to be accepted as a Neophyte are amongst the most harsh of any Chapter. Often he must actually fall in combat having slain all of his foes first, a guttering spark of life remaining. His deeds witnessed by a so-called "Chooser of the Slain," the young warrior awakens far from his tribe. But this is only the beginning, for so potent is the gene-stock of Russ that most who receive it are overcome, their bodies ravaged by mutation as they transform into savage beasts. Those who can contain this animal potency are judged fit to proceed, and after countless more trials may be accepted into the ranks of the Blood Claw Assault Packs. At this stage in his life, a Space Wolf is likely to be a headstrong berserker competing with his peers for the approval of his superiors. He is also full of the disdain and reckless overconfidence of youth, convinced that his methods are correct and the older warriors are simply stuck in their ways. Only as he matures with experience, faces more foes and suffers the cathartic tragedy of losing beloved Battle-Brothers does he change, and progress to join the Grey Hunters packs. Later in life, having faced every foe and seen all there is to be seen, the Space Wolf and his few surviving peers might form a Long Fangs pack, where their hard-fought experience and wisdom affords them the ability to provide fire support to the rest of the force, and to act as an immovable island in the seething ocean of battle.

Throughout his service, the Space Wolf compiles his great saga, not in words, but in deeds. He seeks out the most powerful of enemies and faces the most arduous of tasks. Every Adeptus Astartes Chapter is a cadre of heroes, and the Space Wolves even more so than most, so to earn a special place in the annals of his Chapter, a Space Wolf must perform truly epic deeds and face such foes as would give even the mightiest of figures pause. As a result of these deeds, each Space Wolf carries within him unparalleled expertise, and wears the scars to prove it.



Lone Wolves

Within the Space Wolves Chapter there exists a class of warrior apart from their fellows, warriors who have lost all and are consumed by the need to exact vengeance. These are the Lone Wolves, Battle-Brothers who have suffered the tragedy of being the sole survivor of their pack after total defeat. Ordinarily, such warriors might have taken their place in the ranks of the Wolf Guard, but the Lone Wolves are those who have yet to attain such a distinction. Over the broken bodies of his fallen Battle-Brothers, the lone survivor swears vengeance, promising he will carve his saga in the bloody flesh of his enemies so that he might one day join his kin in the great feasting halls of the beyond, and tell them the deeds he has done in their names. The Lone Wolves are tragic figures, all the joy gone from their souls. They remain apart from the bulk of their Great Company, perhaps confiding in the Wolf Priests, but shunning the companionship of others. In battle, the Lone Wolves fight by themselves, seeking the mightiest of enemies so that they might complete their oath, or, more likely, earn such a death that even the dead will be jealous.

Occasionally, a Lone Wolf joins the Deathwatch, his quest for death and vengeance in many ways compatible with the Apocryphon Oath. Yet, few Watch Commanders would willingly take on the services of one pledged to die in battle, for in so doing he may compromise a mission or endanger the lives of his Kill-team. More often, the Lone Wolf assumes the mantle of the Black Shield, obscuring his origins and compelling the Watch Commander to accept his service as tradition dictates.

CHAMPIONS OF FENRIS

Perhaps more than any other Chapter, the character of a Space Wolves Battle-Brother is defined by his age. Perhaps the changes wrought within him by the Canis Helix grant him something of the essence of the Primarch, a potent nature the Battle-Brother must struggle to control. Leman Russ was known as a being of wild humours and often contradictory drives. One moment he was jovial, the next sullen. At the conclusion of one battle he might have ordered clemency and mercy, and at another brooked no quarter. To the Space Wolves, there is no contradiction, for the very world that birthed them is subject to such extremes. One season the land of ice and fire is cold and snow swept, the next the skies blacken with ash and lava flows dissect the plains.

Thus, the nature and character of a Space Wolf depends very much upon his stage in life. The youngest are headstrong and cocksure, seemingly determined to get themselves killed charging headlong into battle. The Grey Hunters are more mature, knowing the constraints of their abilities but confident of their skills. The Long Fangs are the oldest and the wisest, affably disapproving of the antics of the youngsters but ever ready with words of advice. The most skilled in battle and leadership serve as Wolf Guard, the guardians of the Chapter's mightiest heroes. Whatever his station, a Space Wolf knows that he travels a glorious path, and that thousands of great warriors have trod it before him.

SPACE WOLVES IN THE JERICHO REACH

The Space Wolves have seen considerable service in the Jericho Reach as a conventional Chapter force. The Great Company of Gunnar Red Moon had been active along the Eastern Fringe for several years, and at the opening of the Achilus Crusade, a detachment was sent to bolster Space Marine numbers for the opening battles. The squads of this force took part in dozens of operations over the course of three years, before being recalled to their Great Company to counter Chaos incursions coreward of the Calixis Sector. Though the Space Wolves are not currently present in the Achilus Crusade in large numbers, small forces have been dispatched to the region on several occasions, the Chapter regarding itself as honour bound to participate in the ongoing wars along the three great salients. It has been said many times that the presence of but a single Space Wolves squad has turned the tide of battle, and their appearance is a cause of great celebration amongst the embattled troops of the Achilus Crusade.

SPACE WOLVES IN THE DEATHWATCH

For some Space Wolves, service in the Deathwatch offers a unique opportunity to compile new passages in the ongoing saga of their life. In the ranks of the Deathwatch, the Space Wolf travels to undreamed of places to battle against enemies from nightmare. Often, such enemies are entirely unknown to the Imperium and to his home Chapter, and he may therefore be the only Space Wolf ever to face one, a proud boast to tell in the mead-halls of the Fang on his return to Fenris. Though many great heroes of the Deathwatch have been drawn from the Space Wolves, it takes a special type of Battle-Brother to leave the extremely close-knit pack to serve alongside strangers from other Chapters. It is not uncommon therefore for two or more Space Wolves to join a Watch Fortress together, so that they might witness one another's deeds and one tell the other's tale should he fall in battle. Space Wolves being extremely gregarious, if somewhat uncouth to some, they soon come to regard the members of their Kill-team as brothers, treating them as if they too were born of the savage tribes of Fenris. Most learn to accept the Space Wolves' rough ways, and some even acquire a taste for the Fenrisian ale invariably brought along. The presence of one or more Space Wolves in the compliment of a Watch Fortress can be discerned by the sound of raucous feasting and drinking on the eve of battle, savagely joyous boasts and bold oaths echoing down the usually silent passageways and cloisters. Some find such displays disruptive, but most Watch

Commanders soon learn to let the matter be, for Kill-teams including Space Wolves amongst them often become the most effective and coordinated squads the Deathwatch can field.

Wolf Scout

The Space Wolves do not field their neophytes as 10th Company Scouts, instead massing them into Blood Claw packs so that the hot-headed youngsters can prove themselves in the maelstrom of battle and in so doing weed out those not strong enough to prevail. The Sons of Russ still field scouts, but in a very different form to most other Chapters. In the Space Wolves Chapter, those who perform the role of reconnaissance and infiltration are known as Wolf Scouts, and far from the inexperienced Neophytes of Codex Chapters, the Wolf Scouts are grizzled veterans and masters of all the arts of war.

Wolf Scouts are Battle-Brothers touched by the Canis Helix—the genetic inheritance of Leman Russ—in an unusual way. Most Space Wolves are gregarious and boisterous, yet some are said to be touched by Lokyar, the Great Lone Wolf, and are ill at ease even in the company of their Battle-Brothers. These individuals are grim and individualistic, and possess a disdain for civility and its trappings that makes other Space Wolves appear positively well-mannered in comparison. Those touched in this way are identified by the Wolf Priests and taken from their Grey Hunter Packs, though many are singled out long before then, and watched from afar until the time is right to mark them out for their special role. Only when the individual has proven his worthiness in the Grey Hunters is he granted a place amongst the Wolf Scouts, for there, he will need every ounce of the skills he has learned thus far.

Alongside others of a like disposition, the Wolf Scout learns the arts of stealth, patience, infiltration, and assassination. Alone or in loose packs, they range ahead of Space Wolves battle forces, tracking the foe, disrupting his movements and reporting strengths and deployments back to the main force. As the strike force closes, the Wolf Scouts strike at the enemy's rear, cutting off his escape, severing his supply chain and disrupting his ability to react. Thus pinned by the Wolf Scouts, it is the enemy's fate to be torn asunder by the savage Space Wolves battle force.

Occasionally, a Wolf Scout grows so far apart even from his fellow outcasts that he feels the need to wander not miles from his Chapter, but light years from it. He yearns to tread the wild, far-flung places beyond the frontiers of the Imperium, to discover and defeat enemies for which Mankind yet has no name. Fortunately, the Wolf Priests are able to recognise such a condition, and recommend the Wolf Scout for service in the Deathwatch.

Undertaking the Long Watch is an appropriate duty for some Wolf Scouts, for their finely honed tracking skills are well-suited to a Kill-team. In addition, the Wolf Scout's immediate peers are limited to the handful of Battle-Brothers in his Kill-team, and he rarely has need to interact with others if he chooses not to. Most Wolf Scouts are well able to serve in such conditions, and while they may never display any affection for their peers, will gladly lay down their lives to protect them.

Table 2-8: Wolf Scout Characteristic Advances

Level	Simple	Intermediate	Trained	Expert
Weapon Skill	500	1,000	1,500	2,000
Ballistic Skill	500	1,000	1,500	2,000
Strength	500	1,000	1,500	2,000
Toughness	500	1,000	1,500	2,000
Agility	200	500	1,000	1,500
Intelligence	500	1,000	1,500	2,000
Perception	200	500	1,000	1,500
Willpower	200	500	1,000	1,500
Fellowship	750	1,500	2,000	5,000

Playing a Wolf Scout

Requirements: Space Wolves only, Rank 1 only, Tactical Marines only
Cost: 200xp

Wolf Scout Wargear

Wolf Scouts gain a suit of Astartes Scout Armour as standard issue wargear (see page 28 of the **Deathwatch** rulebook). In addition, the Battle-Brother's Astartes Bolt Pistol is replaced by a Stalker pattern Silenced Bolt Pistol (see sidebar).

Wolf Scout Special Ability: Behind Enemy Lines

In contrast to the boisterous and gregarious attitudes of most Space Wolves, Wolf Scouts are taciturn and brooding individuals. Their distant, vicious demeanour is one well-suited to a life alone or with a small group of like-minded hunters, rather than the loud camaraderie of a normal pack.

The Battle-Brother reduces his Fellowship by 5, representing his quiet and distant manner, but his familiarity with stealth tactics increases his Agility by 5. In addition, the Battle-Brother uses **Table 2–9: Wolf Scout Characteristic Advances** in place of the normal Deathwatch Tactical Marine Characteristic Advances, and is Trained in the Shadowing Skill instead of the Command Skill. However, he may not purchase any Talents that have a Fellowship-based Skill, or a particular value in the Fellowship Characteristic, as a prerequisite. This Special Ability must be taken instead of either of the normal Deathwatch Tactical Marine Special Abilities.

New Talent: Patient Hunter

The Battle-Brother understands well that stealth is not merely a matter of silence and shadow, but of timing and awareness, and he can elude the gaze of his enemies simply by understanding what they can see and hear, and always being where they aren't looking.

The Battle-Brother may treat the Concealment, Shadowing and Silent Move Skills as if they were Perception-based Skills. This means that they will, for example, benefit from the Wolf Senses Solo Mode Ability. The effects of this talent do not apply if the Battle-Brother is wearing Terminator Armour.

New Talent: Sudden Attack

The Battle-Brother is well-versed in the arts of surprise and disruption, and can stall large numbers of enemies with careful planning and cunning. When attacking a Horde which is unaware of his presence, using ranged weapons or placed explosives, the Battle-Brother deals an additional 1d10 damage to the Horde's Magnitude, and the Horde must make a **Hard (–20) Pinning Test** or become Pinned (see page 248 of the **Deathwatch** rulebook).

Table 2-9: Wolf Scout Advances

Advance	Cost	Type	Prerequisites
Survival	200	Skill	–
Survival +10	300	Skill	Survival
Demolition	400	Skill	–
Tactics (Recon and Stealth)	400	Skill	–
Tactics (Recon and Stealth) +10	400	Skill	Tactics (Recon and Stealth)
Tactics (Recon and Stealth) +20	600	Skill	Tactics (Recon and Stealth) +10
Tracking +10	400	Skill	Tracking
Tracking +20	500	Skill	Tracking +10
Demolition +10	500	Skill	Demolition
Shadowing	500	Skill	–
Concealment +10	800	Skill	Concealment
Shadowing +10	800	Skill	Shadowing
Silent Move +10	800	Skill	Silent Move
Concealment +20	1,000	Skill	Concealment +10
Shadowing +20	1,000	Skill	Shadowing +10
Silent Move +20	1,000	Skill	Silent Move +10
Sure Strike	500	Talent	WS 30
Swift Attack	500	Talent	WS 35
Crippling Strike	800	Talent	WS 50
Precise Blow	800	Talent	WS 40, Sure Strike
Sprint	800	Talent	–
Lightning Attack	1,000	Talent	Swift Attack
Patient Hunter	1,000	Talent	–
Sudden Attack	1,500	Talent	–

Stalker Pattern Silenced Bolt Pistol

The bolt pistols used by Wolf Scouts are a modified version of the common Godwyn pattern in use by Astartes across the Imperium. Fitted with a suppressor unit to dampen its sound and muzzle flash, and an optical sight to augment the user's aim, the Stalker pattern Bolt Pistol is intended for the sort of covert operations performed by Scouts.

A Stalker pattern Bolt Pistol is identical to a normal Astartes Bolt Pistol with the following changes: the weapon gains the Accurate quality, and Awareness Tests to hear shots made with a Stalker pattern Bolt Pistol suffer an additional –30 penalty and can only be attempted at half the normal range. Additionally, a Stalker pattern Bolt Pistol loaded with Stalker Rounds suffers no reduction in damage and no Tests to detect the shot are possible, in the same manner as with a Stalker pattern Bolter. Stalker Pattern Silenced Bolt Pistols have a requisition value of 10.

Raiment of the Silent Wolf

Under most circumstances, Wolf Scouts eschew their power armour in favour of the carapace armour and duracloth panoply commonly used by Scouts and neophytes in other Chapters. However, the rites and rituals of the Deathwatch, and the diverse missions that a Kill-Team may be called upon to perform, do sometimes require the potency of Astartes warplate. As a result, a Wolf Scout is considered to keep his power armour, and may choose between that and his Scout Armour at the beginning of every mission. In most cases, a Wolf Scout is better suited to roaming ahead of his team, performing recon, sabotage and assassination work while they engage heavier targets and work to achieve more overt objectives.

Wolf Priest

The Wolf Priests are the most revered of Space Wolves leaders, holding such authority that even the proudest of Wolf Lords step aside at their passing. They are the guardians of the Chapter's heritage—genetic, spiritual and physical. The Wolf Priests choose who is worthy to undergo the transformation into a Space Wolf, and take responsibility for the Brethrens' progress through the ranks from Blood Claw to Long Fang and beyond. They monitor their charges for signs of the Curse of the Wulfen, and administer the last rites over a Battle-Brother's remains should he fall in battle. In essence, the Wolf Priests combine the roles and responsibilities carried out in other Chapters by Chaplains and Apothecaries, yet the rank is far more than the sum of these two parts. To the Space Wolves, the Canis Helix is the direct inheritance of their Primarch, his blood pumping through their veins as his spirit and courage swells their savage souls. The Wolf Priests administer to body and soul as a whole, for to them, both are one and the same.

In battle, the Wolf Priests serve as living embodiments of all their Chapter stands for: black-armoured incarnations of death whose very presence drives their charges onwards to ever-greater feats. Their battle cries resound across the battlefield, filling the hearts of the Space Wolves with savage joy and those of the enemy with unfettered terror. Should a Space Wolf fall, a Wolf Priest is there at his side, the Fang of Morkai ready to extract his progenoid so that his legacy is secured.

Given their role as wards of the bodily and spiritual health of the Space Wolves, it is a rare thing indeed for a Wolf Priest to join the ranks of the Deathwatch. Yet, the Chapter was present at the Conclave of Orphite IV, and the Apocryphon Oath means as much to the Sons of Russ as to any other of the Chapters that ratified the conclave. Space Wolves have been undertaking the Long Watch for millennia, so how might a Wolf Priest instruct and guide his charges if he too has not done so? A rare few Wolf Priests take the Apocryphon Oath, often early in their careers, in order that they might become adept at fighting the many foes the Deathwatch must face. In the ranks of the Deathwatch, the Wolf Priest faces enemies he might never otherwise have encountered, and in so doing earns great wisdom to pass on to his charges on his return to his Chapter. In accepting a Wolf Priest into his Watch Fortress, a Watch Commander gains the services of an individual of unique skill and ability. His knowledge of both the apothecary's arts and the duties of the Chaplain are of course valuable, but there is far more to it than that. The greatest of Wolf Priests are able to extend their ministrations to all of the Battle-Brothers they serve alongside, inspiring each and every one to epic deeds of courage worthy of the greatest heroes of the Space Wolves and of the Adeptus Astartes as a whole.

Playing a Wolf Priest

Requirements: Space Wolves only, Rank 4 or more, Willpower 45+, Fellowship 45+, Intelligence 45+, cannot be a Librarian or Techmarine

Cost: 4,000xp

Wolf Priest Wargear

Wolf Priests gain a Crozius Arcanum, a Wolf Skull Helm, a Wolf Amulet and a Fang of Morkai as standard issue wargear (see page 28 of the **Deathwatch** rulebook).

Wolf Priest Special Ability: Morkai's Chosen

Wolf Priests are a fearsome sight on the battlefield, clad in black and bone and the fur of beasts and leading his brethren from the front, his grim example spurring other Space Wolves to action. However, their duty is not merely to lead with snarled oaths and ferocious charges; their role is a solemn one as well, for it is their task to gather the gene-seed of the fallen and administer the final rites upon the dying. A Wolf Priest sees all facets of a Space Wolf's life, from their earliest days as young aspirants, to their violent lives within the Chapter, to their final breath and the legacy they leave behind.

A Wolf Priest is trained in the Medicae Skill, and gains the Fearless, Hatred (choose one) and Litany of Hate Talents. In addition, his presence grants a bonus point of Cohesion to the Kill-Team. Finally, if the Wolf Priest is chosen as Squad Leader, he may perform a special Oath, the Oath of War.

Table 2-10: Wolf Priest Advances

Advance	Cost	Type	Prerequisites
Command	200	Skill	–
Command +10	200	Skill	Command
Deceive	200	Skill	–
Intimidate	200	Skill	–
Intimidate +10	400	Skill	Intimidate
Intimidate +20	400	Skill	Intimidate +10
Lore: Common (Adeptus Astartes)	200	Skill	–
Lore: Forbidden (Adeptus Astartes)	400	Skill	–
Lore: Forbidden (Adeptus Astartes) +10	400	Skill	Lore: Forbidden (Adeptus Astartes)
Lore: Forbidden (Adeptus Astartes) +20	400	Skill	Lore: Forbidden (Adeptus Astartes) +10
Lore: Forbidden (Mutants)	400	Skill	–
Lore: Forbidden (Mutants) +10	400	Skill	Lore: Forbidden (Mutants)
Lore: Forbidden (The Primarchs)	400	Skill	–
Lore: Forbidden (The Primarchs) +10	400	Skill	Lore: Forbidden (The Primarchs)
Lore: Forbidden (The Primarchs) +20	400	Skill	Lore: Forbidden (The Primarchs) +10
Lore: Scholastic (Beasts)	200	Skill	–
Lore: Scholastic (Beasts) +10	200	Skill	Lore: Scholastic (Beasts)
Medicae	200	Skill	–
Medicae +10	400	Skill	Medicae
Medicae +20	600	Skill	Medicae +10
Scrutiny	200	Skill	–
Scrutiny +10	400	Skill	Scrutiny
Scrutiny +20	400	Skill	Scrutiny +10
Air of Authority	800	Talent	Fel 30
Call to Vengeance	800	Talent	Fel 40
Crippling Strike	1,000	Talent	WS 50
Crushing Blow	500	Talent	S 40
Good Reputation (Adeptus Astartes)	200	Talent	Fel 50, Peer (Adeptus Astartes)
Hatred (any)	500	Talent	–
Lightning Attack	1,000	Talent	Swift Attack
Mentor	1,000	Talent	–
Peer (Adeptus Astartes)	500	Talent	Fel 30
Scourge of Heretics	1,500	Talent	–
Swift Attack	500	Talent	WS 35

Oath of War

This Oath may be selected by a Kill-Team which has selected Wolf Priest to be their leader. Oath-taking is described on page 228 of the **Deathwatch** rulebook.

Wolf Priests embody the cycle of life and death, and for the Wolves of Fenris, the purest expression of this cycle is warfare. War is the formalised act of survival, the moment where the survival of one being or species is anathema to the survival of another, and few understand the harsh necessities of survival better than those who have endured the brutality of Fenris.

Prerequisite: Any Wolf Priest of the Space Wolves Chapter.

Effect: Those who take this Oath feast and drink in the days before battle is joined, celebrating the lives they have led and the victories they have won, for soon they may die—to sleep upon the red snow, as the Fenrisians say—and it is better that one has no regrets when one's thread is cut. All Battle-Brothers within Support Range of the Wolf Priest gain the Fearless Talent, and the Kill-Team may nominate a single type of enemy (such as Tyranid Genestealers, Tau Fire Warriors, etc); against this enemy, all members of the Kill-Team gain +10 to hit and +2 to damage with all weapons and attacks.

Squad Mode Abilities: Furious Charge, Squad Advance, Tactical Spacing

New Talent: Mentor

The Wolf Priest has seen much and learned much, and now passes that hard-won insight to his Battle-Brothers. Many of the oldest Wolf Priests have seen the lives of heroes pass before them, and given guidance to virtually peerless warriors during their youth.

While in Squad Mode, all of those in Support Range of the Wolf Priest add +10 to all Tests made with any Skill which the Wolf Priest is trained in. Additionally, the Wolf

Priest may spend a Fate Point on behalf of any other member of the Kill-Team within Support Range, granting one of the normal benefits of spending a Fate Point to that character.

ADDITIONAL RULES

The Space Wolves have a long and colourful history, and are as frequently revered as glorious heroes as they are reviled for their savage and animalistic nature. It is said that the Wolves of Fenris revel in the shock and horror with which their atavistic nature is regarded, for to be thought of as little more than barbarians means that they will be underestimated. As it has been since the Great Crusade, the Space Wolves are cunning indeed, employing fear and misconception as weapons no less lethal than bolter and chainsword. Presented in this section is an array of abilities intended to represent some of the many facets and strategies of the Space Wolves.

Space Wolves Solo Mode Ability: Hero's Saga

This is a new Solo Mode Ability available to Battle-Brothers of the Space Wolves Chapter. See page 215 of the **Deathwatch** rulebook for details of using Solo Mode Abilities.

Type: Varies; see below

Required Rank: 3

Effects: The people of Fenris have a long and proud tradition of storytelling, recounting their history in the tales of their heroes, and the Space Wolves are no different, with every Battle-Brother seeking to forge a great saga of triumph, honour, and heroism over the course of their long lives.

When taking an Oath with his Kill-Team, the Battle-Brother may swear his own oath, a promise of his future accomplishments and the saga that comes from them. While under this oath, the Battle-Brother will strive all the harder to achieve his personal goal. The sagas that the Battle-Brother could aspire towards are listed below—one, and only one, should be chosen before each mission. Each oath grants a benefit, but also comes with a requirement, and if this is not fulfilled, the Battle-Brother's honour and skill will be in question, tarring his reputation and reducing his Renown by 1d5 at the end of the mission.

Improvements: This ability does not improve with rank.

Saga of the Bear

The Battle-Brother has the determination and endurance of the great Ice Bears of Fenris; even the mightiest of blows cannot lay him low. A number of times during the mission equal to half the Battle-Brother's rank (rounding up), he may reduce the amount of damage suffered from a single hit, after deductions from Toughness Bonus and Armour, by half, rounding up.

Visit Fury Upon The Evil Ones: The might of the Sons of Russ must be demonstrated for all to see; during the mission, the Battle-Brother must deal the killing blow to a single Master creature, or slay single-handed three Elite creatures.

Raiment of the Wolf Priest

The armament of a Wolf Priest is more than an assortment of practical tools; each item represents some spiritual or traditional facet of Fenrisian culture or the Chapter Cult of the Space Wolves. These items are described below.

Crozius Arcanum

Fundamentally identical to the same weapons carried by Chaplains in other Chapters, the Crozius Arcanum is a heavy maul wreathed in a crackling disruption field, and more importantly a symbol of the bearer's status as spiritual guardian of his Battle-Brothers. A Crozius Arcanum is a one-handed melee power weapon dealing 1d10+7 Energy damage with a Pen of 7 and the Balanced and Power Field qualities. In addition, if the Wolf Priest with the Crozius has the Hatred Talent against a foe he is engaged with in melee, that foe may not take the Defensive Stance action against him.

Wolf Skull Helm

These grotesque helms represent the cycle of life and death, the cycle that the Wolf Priests represent to the people of Fenris and the Space Wolves. These helms act as normal power armour helms, granting 9 AP to the Head. In addition, the wearer gains a +10 bonus to all Intimidate Tests, and may freely use his Wolf Senses Solo Mode ability while still gaining the benefit of the power armour's auto-senses.

Wolf Amulet

Similar in purpose to the Rosarius amulets worn by Chaplains and high-ranking members of the Ecclesiarchy, these amulets contain potent force field generators capable of turning aside mighty blows and ravening energies. A Wolf Amulet is a force field (see page 166 of the **Deathwatch** rulebook) with a rating of 50.

Fang of Morkai

As much as they are the spiritual guardians of the Space Wolves, Wolf Priests also guard over the physical wellbeing and genetic legacy of their brethren, and require tools necessary for that vital role. Unlike the Apothecaries of other Chapters, Wolf Priests do not carry complex Narthecium arrays, but prefer instead to bear an assortment of potions, balms and herbal cures and a vicious-looking multi-bladed tool known as the Fang of Morkai. The Fang of Morkai functions exactly as a Reductor (page 175 of the **Deathwatch** rulebook), while the assorted medicines are sufficient to remove any penalty for attempting a Medicae Test without appropriate tools.

Table 2-11: Space Wolves Additional Pasts

1d5 Result	Past Experience
1	**Lone Wolf:** You came to the Reach as part of Gunnar Red Moon's Great Company, and took part in the opening battles of the Achilus Crusade. But that was decades ago and the ebb and flow of war has brought many reversals in the crusade's fortunes since those days of glory. While most of your Great Company has departed the region to bolster the war effort against the forces of Chaos on the other side of the galaxy, you have remained to stand Vigil on the Long Watch. The decision to stay while your pack-mates departed was perhaps the hardest you have ever made, but you do not regret it. For several decades now, your Kill-team has been your pack, and you have educated many Battle-Brothers in the proper ways of fighting and living.
2	**On the Trail of the Lost:** It was not the Achilus Crusade that brought you to the Jericho Reach, but reports that one of the Lost Companies of the Space Wolves might have been active in the region long ago. With the Reach sealed off for so long by the seething warp storms, it was never possible to investigate such tales, but when the Jericho-Maw warp gate was discovered, the Great Wolf decided that a force of Space Wolves should be despatched. Your force spent several years operating in the region, but no solid evidence that a Lost Company had passed through was ever found. Nonetheless, your senses are acute and you are convinced that your long lost brothers have been here at some point. When your brethren returned to Fenris, you chose to remain and serve the Deathwatch, and in so doing fight the enemies of the Emperor and keep watch for the return of the Lost.
3	**Last of the Pack:** You were part of a small force despatched to the Jericho Reach to maintain the Space Wolves presence in the region. You have fought in many great battles in every warzone, against Tau, Traitor and Tyranid. It was during a battle against the latter that disaster struck, and your entire squad was cut off, surrounded and overrun. Though you fought until your bolter ran dry of ammunition and your chainsword was clogged with xenos gore, you were struck down, and when you awoke you were in the troop bay of a Thunderhawk Gunship being attended by an Apothecary of the Deathwatch Chapter. Upon being informed that your pack mates had all fallen and you were the only survivor, you volunteered to take the Apocryphon Oath, and were accepted in the ranks of the Deathwatch. Though you may never again know the joy of battle alongside fellow Sons of Russ, you will never forget your pack-brothers, and never rest until Hive Fleet Dagon is destroyed.
4	**Defence of Hethgard:** You were part of a Space Wolves battle force tasked with representing your Chapter in the region, and having served for several years and fought in dozens of glorious battles you and your pack-brothers were mustered at Hethgard in preparation for the return to Fenris. Mere hours before your due departure, the Tyranids struck, the skies turning black as xenos-spores rained from the heavens. Your squad's orders were to return to Fenris, but all agreed that duty demanded your pack remained to aid in the defence of Hethgard, for to depart in the shadow of the Hive Fleet could bring nothing but dishonour. Torn between the Great Wolf's orders and the demands of the moment, it was decided that you alone of your pack would remain to assist in the defence, and with a heavy heart you took the Apocryphon Oath and bid your pack-brothers farewell. You know not what has befallen your kin since that day, but you hope to meet them again and hear of their exploits, once your own duties in the Jericho Reach are discharged.
5	**Ancient History:** Long ago, at the outset of a glorious campaign in which your Great Company stood side by side with your brother Chapter the Dark Angels, you fought a ritual duel against one of the Sons of the Lion, as demanded by the ancient traditions of both Chapters. You won that duel, pulling a blow that all your pack agreed would have knocked the head clean off your opponent. Recently, the Battle-Brother you fought against has taken the Apocryphon Oath and now stands the Long Watch at your side. Upon seeing his grim face, you flung your arms wide and welcomed him as a long lost brother, but he rejected your friendship and spurns your company. Will you attempt to win him around, or must you re-fight old battles in order that the matter be settled once and for all?

Saga of the Warrior Born

The Battle-Brother slays with unrelenting fury, the blood coating his blade only inspiring greater ferocity. A number of times equal to the Battle-Brother's rank, he may gain a +10 bonus to hit in Melee for every enemy he slew in the previous turn, and/or a +1 bonus to hit for every point of Magnitude he removed from an enemy Horde.

Reap a Great Tally: Many foes must fall to the Battle-Brother's blade. The Battle-Brother must slay at least 10 individual enemies, or inflict at least 30 points of Magnitude damage (or some combination of the two: 3 magnitude is, in this case, counted as equal to a single enemy slain), and these kills must occur in melee.

Saga of the Beastslayer

Many tales have been told of heroes triumphing against monstrous foes, and many Space Wolves seek out such prey to prove their might. A number of times equal to the Battle-Brother's rank, he may re-roll an attack roll made against a target (creature or vehicle) that is Enormous or larger or which has a Toughness Bonus of 10 or higher. This does not have to be a failed attack roll—the Battle-Brother could re-roll a successful roll in the hopes of scoring more Degrees of Success.

Fear Not the Beast: To demonstrate that he does not fear such mighty foes, the Battle-Brother must deal the killing blow to at least one enemy that is Enormous or larger or which has a Toughness Bonus of 10 or higher.

Space Wolves Squad Mode Abilities

The following Squad Mode abilities are unique to characters drawn from the Space Wolves Chapter. The use of Squad Mode Abilities is described on page 219 of the Deathwatch rulebook.

Space Wolves Attack Pattern: The Hunt

Action: Free Action
Cost: 1
Sustained: No
Effects: The Wolves of Fenris hunt. If nothing else can be said of the Space Wolves' way of war, it is that they hunt. With raw aggression tempered by ruthless cunning and surprising discipline, the Space Wolves are not the savage berserkers many take them to be, but rather circumspect and cruel predators, closing upon their foes intimidatingly, striking only at the moment their foe is at their weakest. The Battle-Brother may call the Hunt at the start of any combat, requiring a Full Action during his first Turn. The Battle-Brother and any of those in Support Range may immediately move up to their Agility Bonus in metres towards the enemy, and make a **Challenging (+0) Intimidate Test**. If one or more of these Tests is passed, any enemies attacked before the start of the Battle-Brother's next turn suffer a penalty on all Dodge and Parry Tests equal to –5x the number of Intimidate Tests passed.
Improvements: If the Battle-Brother is Rank 4 or above, the Battle-Brother and those in support range may move up to twice their Agility Bonus in metres.

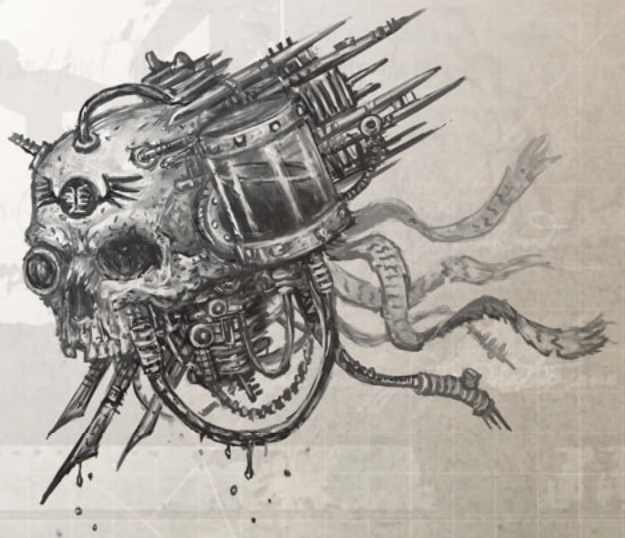
Space Wolves Defensive Stance: Counter-Charge

Action: Reaction
Cost: 3
Sustained: No
Effects: The Space Wolves are not ones to eschew the frenzy of melee, and will often meet an enemy assault with a charge of their own. When an enemy charges a member of the Kill-Team, the Battle-Brother or any of those in Support Range may immediately make a Charge Move and Standard Attack against the charging enemy. The Counter-Charge is resolved before the charging enemy completes their attack.
Improvements: If the Battle-Brother is Rank 5 or above, the charging enemy (if it survives) must pass a **Challenging (+0) Toughness Test** or be Stunned, losing their attack.

New Oath: Oath of the Wolf-King

This Oath may be selected by a Kill-Team which has selected a Battle-Brother of the Space Wolves Chapter to be their leader. Oath-taking is described on page 228 of the Deathwatch rulebook.

The Space Wolves look to the example of their father and master, Leman Russ, the Wolf-King of Fenris, in all aspects of battle. The Wolf-King's cunning and ruthlessness are as legendary as his might and valour, and the Space Wolves seek to emulate this. Once committed to battle, the Wolves know only to see it through, and are unceasing in their pursuit of victory, heedless of peril and inured to doubt.
Prerequisite: Any Battle-Brother of the Space Wolves Chapter.
Effect: Those who take this Oath do not meditate upon the philosophies of war, but rather steel themselves for the brutality of conflict and the necessary atrocities that accompany it. Any Squad Attack Pattern used by a member of this Kill-Team has its cost reduced by 1, to a minimum of 1.
Squad Mode Abilities: Bolter Assault, Fire for Effect, Furious Charge



The Ultramarines

"The warrior who acts out of honour cannot fail. His duty is honour itself. Even his death—if it is honourable—is a reward and can be no failure, for it has come through duty. Seek honour as you act, therefore, and you will know no fear."

-Roboute Guilliman

The Ultramarines are by far the best known and most celebrated Adeptus Astartes Chapter in the long and bloody history of the Imperium of Man. Statues of their Primarch and their greatest heroes rear high above countless plazas and city gates, and images of their myriad victories glow from stained glass windows in the mightiest basilica imperialis. The Ultramarines Legion was the largest of those bodies raised to prosecute the Great Crusade so long ago, and as a result it provided the largest number of Chapters when the Second Founding occurred in the aftermath of the Horus Heresy. In addition, the Chapter's gene-seed is generally held to be the purest of all the Adeptus Astartes, and it is so stable that even 10,000 years after its inception, mutation is well within tolerable limits. For this reason, a majority of Space Marines Chapters extant in the 41st Millennium are thought to be related to the Ultramarines, whether either is aware of it or not, and as such, inheritors of all that made that Legion so great. The Ultramarines Chapter is at once the exemplar of everything a Space Marine aspires to, and the template by which he acts, fights and worships. Every Chapter has its own traditions, histories and battle-honours, but the Ultramarines are the standard by which many others, especially those of their genetic lineage, judge themselves and their peers, whether they acknowledge it or not.

It is through the dictates of the Codex Astartes that the 10,000 years of wisdom and expertise gleaned by the Ultramarines are enshrined. This vast reserve of lore was started by the Ultramarines Primarch, Roboute Guiliman himself, wherein he laid the foundations of the Imperium's rebuilding in the aftermath of the calamitous wars of the Horus Heresy. Guiliman was a leader of prodigious intellect, and not just in the military fields. With the Imperium brought to its knees by galactic civil war, he turned his mind to uniting and codifying the highest echelons of the Imperium's government, imposing order on institutions that had been split asunder by the anarchy of the Heresy. Only a Primarch, a gene-son of the Emperor himself could have conceived such an undertaking, for the scattered worlds that had survived the Heresy were on their knees, riven with plague and famine and rife for rebellion or invasion. The task was gargantuan, and no mere mortal man could have faced it without going mad. Guiliman offered leadership and hope, and he became a figurehead for the reborn Imperium. Countless billions came to know his name, and while he could never replace their beloved Emperor, Guiliman was a firm hand when it was needed most, and the Imperium endured.

In committing his wisdom to the first volumes of the Codex Astartes, Guiliman must have known that he would not see his most cherished ambitions fulfilled. After all, none had ever imagined that a Primarch might know death, but the Heresy had seen several slain or otherwise lost, and in the years that followed more would suffer similar fates. When Guiliman was lost to the Imperium, he left behind him countless works of wisdom and insight, and the greatest of these was the Codex Astartes.

Though the Imperium would again rise to heights rivalling those of the Great Crusade, and descend to depths of despair as dark as the Horus Heresy, Roboute Guilliman's wisdom would prevail. The Ultramarines were and are the guardians of that wisdom, and the exemplars of all their Primarch embodied. The Codex Astartes has become a holy text, a blueprint describing the ideals by which the majority of Chapters organise themselves, fight, recruit, train, and operate.

CHAMPIONS OF ULTRAMAR

The Ultramarines rule over a region of space called Ultramar, an autonomous realm that owes no tithes to the Imperium and looks entirely to its own defence. The peoples of the various worlds of Ultramar look to the Ultramarines as both beneficent rulers and as distant figures of legend. While the vast majority of Humanity will never even see a Space Marine, let alone speak to one, the people of Ultramar are more familiar with these mighty warriors. Some even have the honour of being distantly related to one, perhaps some distant ancestor having been accepted into the Chapter.

The Ultramarines regard it as their sacred duty to rule their domains justly, and to protect them as the source of their recruiting and resources. In this the Ultramarines are continuing the legacy of their Primarch, whose teachings each warrior studies and memorises over the course of his service. The Codex Astartes is such a vast body of wisdom that even the prodigious mental capacity of a Space Marine is taxed with absorbing it all. Yet, the Ultramarines regard it as their duty to do so, and choose to eschew the blunt tool of psycho-conditioning in favour of learning every passage by remorseless study. Each Battle-Brother absorbs and analyses entire chapters of the codex, so that after several centuries of service he is at once a master and a scholar of his chosen area of expertise. With a company, especially a low-numbered one consisting of numerous long-service veterans, it is likely that the entire Codex Astartes will be known by the Battle-Brothers, allowing the Captain to draw upon an enormous pool of wisdom as well as experience. A veteran Ultramarines Battle-Brother is therefore a deeply learned individual, schooled in every nuance of the arts of war and the wisdom of his Primarch.

ULTRAMARINES IN THE JERICHO REACH

In the year 817.M41, the Ultramarines are engaged in another period of rebuilding, for the Battle of Macragge is fresh in their memory and the Chapter sustained grievous losses in defeating Hive Fleet Behemoth. The Ultramarines lost the entirety of their 1st Company in the defence of their home world's polar defence fortresses, and other companies suffered many casualties too. Replacing such losses takes time, especially in the case of the elite 1st Company. The Ultramarines could have resorted to haste in rebuilding their numbers, perhaps accepting neophytes who might otherwise have failed the initiation rites and expediting implantation processes that normally take many years to complete. But the Ultramarines hold themselves to the very highest standards, and they did not hurry the process, preferring to maintain the traditions set down by their Primarch 10,000 years ago. Now, the Chapter approaches full strength once more, the 10th Company producing fully-fledged initiates and the Forge producing steel clad machineries of destruction with renewed vigour. The Jericho Reach is well within the Chapter's gaze, and the vanguard tendrils of Hive Fleet Dagon already being studied. It is likely that the Chamber of Vigilance and the Chapter officers of the Ultramarines are in communication with one another, and that a sizable force has been earmarked for dispatch to the Reach when it attains full combat effectiveness. The Ultramarines have many Battle-Brothers to avenge, and the Tyranids of Hive Fleet Dagon must soon know their wrath.

ULTRAMARINES IN THE DEATHWATCH

Though the Ultramarines have yet to deploy to the Jericho Reach in conventional strengths, the Chapter is well represented in the ranks of the Deathwatch. Ultramarines have been undertaking the Long Watch since the very earliest days of the Vigil in the Jericho Reach, and it is claimed in several archives that the very first Battle-Brother to take the Apocryphon Oath at Orphite IV was of the Chapter. Given their outlook and their knowledge of tactics and every nuance of the operational art, it is perhaps unsurprising that a large proportion of the Deathwatch's leaders in the Jericho Reach are seconded from the Ultramarines. Every single Battle-Brother of the Chapter is steeped in the dictates of the Codex Astartes, well read of every method of warfare ever conceived. But it is not just knowledge that makes Ultramarines such worthy leaders, but the inheritance of Roboute Guiliman himself. Just as the Primarch united the Imperium and the Adeptus Astartes, welding the military might of the greatest stellar empire the galaxy has ever seen into a single, mighty war machine, so the Ultramarines serving in the Deathwatch unite the many and varied warriors serving beneath them. Such officers must ensure that taciturn Dark Angels work alongside hot-headed Space Wolves, that noble Blood Angels stand side by side with morbid Raven Guard. He must address the legitimate concerns of each and ensure the team works together as a seamless whole. He must know every nuance of his warriors' abilities, and their weaknesses too, such that any Adeptus Astartes have, and utilise them as the living weapons they were created to be. It is only by the wisdom of the Codex Astartes and the example of its author that such a feat is possible.

TYRANNIC WAR VETERAN

In the aftermath of the Battle of Macragge, the Ultramarines were faced with the Herculean task of rebuilding their most experienced body of veteran warriors—the 1st Company. Responsibility for this undertaking fell to Chaplain Cassius, whose hatred for the Tyranids and all they had done truly knew no bounds. Under Cassius' leadership, those Battle-Brothers who had fought the hardest against the swarms that assaulted Macragge were elevated and afforded additional duties, until each was eventually judged worthy of joining the ranks of the slowly reconstituted 1st Company. These so-called "Tyrannic War Veterans" serve in every part of the Chapter, often as squad leaders where they can pass on their knowledge to their Battle-Brothers. Under their command, the expertise they gained at such cost during the Battle for Macragge has been passed on and disseminated throughout the ranks. Devastators are taught where to aim their weapons to bring down the mighty warrior beasts of the Tyranids, or how best to use rapid firing heavy weaponry to hold a seemingly endless swarm at bay. Tactical Marines are taught the optimum combination of firepower and manoeuvrability, and which creatures to attack to the disrupt the whole. Assault Marines are taught how to engage this most fearsome of close quarters enemies in the deadly storm of close combat, countering every attack the enemy tries to make and in turn dealing it the killing blow.

While the Tyrannic War Veterans tutor others in their knowledge, they seek also to learn more of the Tyranids. It was the Codex Astartes that provided the inspiration, for had not Roboute Guiliman committed his own wisdom and experience to its pages so that others might learn from his example? Had not he brought to bear the fearsome weight of his intellect to master a thousand and more styles of warfare?

Thus it was that the first of the Tyrannic War Veterans presented himself at Watch Station Erioch and partook of the Apocryphon Oath. His duty is to disseminate what he knows of the Tyranids and their methods, tutoring others, even the elite of the Deathwatch, in how best to counter the hive fleets' advance. By joining the Deathwatch, the Tyrannic War Veterans increase their chances of encountering the Tyranids on the field of battle, and in so doing learn more of their enemy's ways. Finally, what he learns of the Tyranids whilst undertaking his Vigil, a Tyrannic War Veteran can take back with him to his Chapter, and disseminate his hard won knowledge still further. And then, his mission complete, he may take up his place in the 1st Company, and fight alongside his brothers.

Several Tyrannic War Veterans are currently serving the Long Watch in the ranks of the Deathwatch of the Jericho Reach. One, Brother Scelus, is considered likely to be granted the rank of Watch Captain, though whether or not he will accept this honour given his need to return to his Chapter and pass on his knowledge remains to be seen. It was Brother Scelus who mastered the technique of using a cluster of sync-fused krak grenades to slay the very largest of Tyranid monstrosities, and he has passed this unique tactic on to several Battle-Brothers he has served alongside. Other Tyrannic War Veterans have mastered the use of various xenos-keyed poisons, coating their combat blades with deadly venom or delivering them by way of special ammunition. All of the Tyrannic War Veterans are masters of fighting the Tyranids, and to serve in the same Kill-team as such a warrior is to fight alongside both a trusted Battle-Brother and a masterful tutor.

Playing a Tyrannic War Veteran

Requirements: Ultramarines only, Rank 1 only

Cost: 1,000xp

Tyrannic War Veterans gain a clip of Hellfire Rounds as standard issue wargear (see page 28 of the **Deathwatch** rulebook). In addition, an Apothecary or Tactical Marine with this Advanced Speciality gains an Astartes Chainsword, while an Assault Marine gains an Astartes Bolter with shot selector.

Tyrannic War Veteran Special Ability: The Scars of Experience

In the decades since the First Tyrannic War, those who survived have passed on the grim lessons they have learnt to those who have not faced the Great Devourer. It has, since the earliest days of their impromptu brotherhood, been a tradition of the Tyrannic War Veterans to teach as much as to fight, spreading hard-won insight amongst Astartes of every Chapter, and to swear the Apocryphon Oath is one more route for this knowledge to be passed on. A Tyrannic War Veteran in Squad Mode may attempt to impart his knowledge and insight to his squad, his words guiding their deeds. The Battle-Brother may attempt to impart any Talent from the Tyrannic War Veteran Advances list, below, which is listed in *italics* and which the

Table 2-12: Tyrannic War Veteran Advances

Advance	Cost	Type	Prerequisites
Acrobatics	500	Skill	–
Awareness +10	300	Skill	Awareness
Chem-Use	500	Skill	–
Command	300	Skill	–
Dodge +10	600	Skill	Dodge
Forbidden Lore (Xenos)	400	Skill	–
Forbidden Lore (Xenos) +10	600	Skill	Forbidden Lore (Xenos)
Medicae	1,000	Skill	–
Fearless	1,000	Talent	–
Hunter of Aliens	800	Talent	–
Rapid Reaction	600	Talent	Ag 40
Resistance (Poisons)	500	Talent	–
Strong Minded	2,000	Talent	WP 30, Resistance (Psychic Powers)
Tyrannic War Stratagem (x3)	1,000	Talent	–

Battle-Brother has purchased. This requires a Full-Round Action and costs a single point of Cohesion, at which point all those in Support Range of the Battle-Brother count as possessing the Talent until the end of the combat.

In addition, the Battle-Brother gains the Hatred (Tyranids) Talent for free upon entering this Advanced Speciality, and gains 1d10 Renown due to the recent memory of the First Tyrannic War.

New Talent: Tyrannic War Stratagem

Talent Groups: Bulwark, Cleansing Flame, Grenadier, Master of Venoms, Slaughter the Swarm, Withdraw

The Battle-Brother's hard-won experience against the Tyranids has resulted in him mastering, or in some cases even devising, a variety of unusual strategies intended to combat the unique menace of the Great Devourer. The Battle-Brother gains a +10 bonus on all Tactics Tests that relate specifically to combating the Tyranids, and gains a single one of the Stratagems described below. This Talent may be purchased multiple times, each time requiring that a different Stratagem be selected. The bonus to Tactics Tests remains at +10 no matter how many times the Talent is purchased.

Bulwark: The Battle-Brother has stood his ground in the face of endless swarms of Tyranids, a veritable sea of claws, teeth and chitin crashing against him. When fighting against a Horde, the Battle-Brother may attempt to Parry melee attacks, but suffers a penalty equal to half the Horde's Magnitude (rounding up) on the Test, due to the sheer number of creatures attacking.

Cleansing Flame: The agility of many Tyranids is startling, permitting them to evade even the burning jets of promethium produced by Flamer weaponry, but the Battle-Brother is wise to their trickery. Any creature attempting an Agility Test to avoid being hit by a Flame weapon must re-roll successful Tests. Against Hordes of Tyranids, the amount of random Magnitude damage dealt by a Flame weapon may be rolled twice, selecting the highest result.

Grenadier: Amongst the best-known of the stratagems devised by the Tyrannic War Veterans, the use of Krak Grenades to slay monstrous foes in melee is a risky but rewarding tactic. The Battle-Brother may use a Krak Grenade as his chosen weapon for any Charge Attack, Standard Attack or All-Out Attack action, suffering a –20 penalty to hit due to the difficulty of the attack. However, if the attack roll succeeds, the Battle-Brother deals the normal damage of an Astartes Krak Grenade (with its associated Pen value), adding +1 to the Pen for every Degree of Success on the attack roll (to represent the grenade being thrust into vulnerable points in the creature's carapace).

Master of Venoms: Typically, any poison employed against Tyranids will be useless against the following generation of creatures, rendering commonly-used toxins largely irrelevant against the Tyranids. The Battle-Brother may concoct a new toxin during the preparation phase of a mission, which will be effective against the Tyranids for a time. For the duration of the mission, a single non-powered weapon (i.e., not a chainsword, power sword, force weapon, etc) may be given the Toxic quality, and he may requisition special poison-delivery bolter shells for 5 requisition per clip, which deal –2 damage but gain the Toxic quality. All weapons the Battle-Brother wields with the Toxic quality may affect Tyranids in spite of their normal immunity to poisons.

Slaughter the Swarm: The seething, endless tides of lesser Tyranids are a struggle to deal with even using massive firepower, but the Battle-Brother has learned to place his shots for maximum effect. When calculating the number of hits inflicted against a Horde, the Battle-Brother scores a number of bonus hits (after all other modifiers) equal to either his Intelligence Bonus or his Perception Bonus (whichever is higher).

Withdraw: The terrifying onslaught of swift creatures such as Genestealers is deadly even to the Astartes, and many warriors have fallen to the razor-sharp talons of these creatures. Those who survive such attacks learn the value of evasion at all costs, hurling themselves beyond the reach of those deadly claws. The Battle-Brother, if engaged in melee, may attempt to disengage from combat when Dodging by taking a –20 penalty on the Dodge Test. If the Test is successful, the Battle-Brother moves his Agility Bonus in metres and is prone, but no longer in melee.

ULTRAMARINES HONOUR GUARD

Many Chapters maintain a core of the most celebrated and experienced warriors, and field them in battle as an Honour Guard. Most Chapters can only amass a handful of such Battle-Brothers, but the greatest of the Adeptus Astartes, in particular the Ultramarines, can muster as many as two dozen. Each Honour Guard is a veteran of countless campaigns, for whom no enemy in the galaxy presents but the slightest degree of doubt. The warrior has been selected, and has agreed, to become a champion of the Chapter based on his glorious career. In battle, the Honour Guards form a retinue that accompanies the Chapter Master, providing him with a degree of protection that no other force could match. Each Honour Guard bears weapons that are in themselves amongst the most precious relics of the Chapter, and his armour is the finest artificer-wrought war plate dating from the Chapter's earliest days. Though their martial skills are without equal, this is not the only reason the Honour Guards take to the field. So experienced is each Honour Guard that a single word of counsel can turn the tide of battle, and even the Chapter Master knows to heed their words. Perhaps the most sacred of an Honour Guard's duties is to carry and protect the Chapter banner, bearing it aloft so that all may take heart from its colours.

Though countless Battle-Brothers of the Ultramarines Chapter have served in the ranks of the Deathwatch, comparatively few have done so whilst holding the rank of Honour Guard. When individual Ultramarines Honour Guards take the Apocryphon Oath, it is momentous, for it signifies that the Honour Guard is present as a champion and representative of his entire Chapter. The Oath he takes rests not simply on his own honour, but on that of every Ultramarines Battle-Brother. Should he fail in its fulfilment, he has failed not only himself, but every son of Roboute Guiliman ever to have lived.

What situation might cause an Ultramarines Honour Guard to take his leave of his Chapter and join the Deathwatch? Firstly, grave bonds of honour and duty link the two Chapters, and have done so since the earliest days of the Conclave of Orphite IV. The two have fought alongside one another in numerous battles, and in so doing forged unbreakable bonds of kinship. At other times, the Deathwatch has found itself facing a foe which its leaders know to be a figure of special hatred for the Ultramarines, and considered itself honour bound to inform the Chapter. On discovering that some ancient enemy of the Chapter is abroad, the Ultramarines might despatch a strike force to fight alongside the Deathwatch, but if no such force is available, a single Honour Guard is despatched to join the Deathwatch and represent his entire Chapter in the battle ahead. His is the duty and the honour of fighting the final confrontation and striking the last, killing blow, for the glory of the Ultramarines and all their kin.

Most instances of an Ultramarines Honour Guard joining the Deathwatch are relatively short-lived and confined to a particular battle. However, there are a rare handful of other secondments for a longer term. It is likely that the Librarians of both Chapters have foreseen some coming battle in which the Honour Guard will play a pivotal role, or that the masters have decreed that some particular enemy must be brought to justice within a given timeframe. Such instances make it necessary for the Honour Guard to stand the Long Watch alongside other members of the Deathwatch for as long as is needed, whether it be months, years or even decades.

Playing an Honour Guard

Requirements: Ultramarines only, Rank 6+, Renown 80+, WS 50+, must have the Duty Unto Death and Exemplar of Honour Talents, may not be a Librarian, Apothecary or Techmarine.

Cost: 5,000xp

Table 2-13: Honour Guard Advances

Advance	Cost	Type	Prerequisites
Lore: Forbidden (Adeptus Astartes)	300	Skill	–
Lore: Forbidden (Adeptus Astartes) +10	500	Skill	Lore: Forbidden (Adeptus Astartes)
Lore: Forbidden (Adeptus Astartes) +20	500	Skill	Lore: Forbidden (Adeptus Astartes) +10
Lore: Scholastic (any) (x2)	500	Skill	–
Lore: Scholastic (Codex Astartes) +10	400	Skill	Lore: Scholastic (Codex Astartes)
Lore: Scholastic (Codex Astartes) +20	400	Skill	Lore: Scholastic (Codex Astartes) +10
Tactics (any)	400	Skill	–
Tactics (any) +10	400	Skill	Tactics (any)
Tactics (any) +20	400	Skill	Tactics (any) +10
Air of Authority	600	Talent	Fel 30
Combat Master	1,000	Talent	WS 30
Counter Attack	800	Talent	WS 40
Crushing Blow	800	Talent	S 40
Fearless	1,000	Talent	–
Good Reputation (any)	800	Talent	Peer (chosen organisation), Fel 50
Honour or Death	1,500	Talent	–
Lightning Attack	800	Talent	Swift Attack
Peer (any)	500	Talent	Fel 30
Signature Wargear (Hero) (any)	2,000	Talent	–
Sound Constitution (x2)	1,000	Talent	–
Swift Attack	800	Talent	WS 35
Unbowed and Unbroken	1200	Talent	Fel 40
Wall of Steel	800	Talent	Ag 35
Wisdom of the Ancients	800	Talent	Int 40

Honour Guard Wargear

Honour Guard gain Artificer Armour as standard issue wargear (see page 28 of the **Deathwatch** rulebook). In addition, upon taking this Advanced Speciality they may replace any one of their existing weapons (either standard issue or gained through a Signature Wargear Talent) with a Master-Crafted version of the same weapon.

The Honoured Few

The Ultramarines are not the only Chapter to possess an Honour Guard—indeed, there are a great many Chapters who have warriors of this calibre amongst their number, often serving as the personal guard and highest advisors of their Chapter's Master, sometimes as their own unit (such as the Blood Angels' Sanguinary Guard) or sometimes as the greatest of the Chapter's Veteran Company.

At the GM's discretion, the Honour Guard Advanced Speciality may be made available to Astartes of Chapters other than the Ultramarines. In such instances, the GM is encouraged to alter the prerequisites, wargear and some of the available advances to suit the specific themes and inclinations of the Chapter.

Honour Guard Special Ability: Astartes Paragon

The Honour Guard represent the best and brightest of the Chapter, warriors who are amongst the most skilled and experienced of any Ultramarine alive, and who exemplify the virtues espoused by Roboute Guilliman within the Codex Astartes. Few would doubt that they should be counted alongside the Chapter's greatest heroes. Even for Adeptus Astartes of other Chapters, the presence of such paragons of the Adeptus Astartes ideal is inspiring, and their skill and experience makes them a valuable member of any Kill-Team.

An Honour Guard's long service and considerable experience is an asset to any team leader, and means that he is more than capable of leading in his own right. A Kill-Team containing an Honour Guard adds +2 to its Cohesion.

New Talent: Honour or Death

The Battle-Brother is a champion of the Ultramarines and of the Adeptus Astartes as a whole, and stands defiant against the mightiest of foes. It is his duty and his honour to face enemy champions in battle, and often to deal the killing blow against such creatures. Once per combat, when attacking an enemy Elite- or Master-level creature in melee, the Battle-Brother may choose to gain one of the following benefits: his weapon gains the Proven (3) quality, his weapon gains the Felling (1) quality, his weapon gains the Razor-Sharp quality, or he receives an additional +1 Renown (if Elite) or +1d5 Renown (if a Master) if he slays the creature single-handed.

ADDITIONAL RULES

The history of the Ultramarines is a long and glorious one, dating back to the Great Crusade and the earliest days of the Imperium. Always have the Ultramarines stood proudly at the front lines, their strategy and skill-at-arms proving sufficient to overcome any foe upon any battlefield. Many Chapters hold the Ultramarines as an example, and their strategic and tactical acumen is legendary, guided as it is by the vast Codex Astartes. A few additional rules are presented below, to help represent some of that wealth of combat lore and military insight.

Ultramarines Solo Mode Ability: Student of the Codex

This is a new Solo Mode Ability available to Battle-Brothers of the Ultramarines Chapter. See page 215 of the **Deathwatch** rulebook for details of using Solo Mode Abilities.

Type: Passive

Required Rank: 3

Effects: The Battle-Brother is well-versed in the writings of Guilliman and generations of Captains and Chapter Masters, having studied them at length over many years, and knows how best to apply the lessons taught within. The Battle-Brother treats all Tactics Skills as Basic Skills. In addition, at the start of any combat, when rolling for initiative, the Battle-Brother may attempt a Tactics Test (whichever is most appropriate to the combat being fought; the GM's decision is final on this), gaining a number of re-rolls that can be used on Tests during the combat equal to 1+ the number of Degrees of Success he scores if he passes.

Improvements: At Rank 5 and above, the number of re-rolls increases to his Intelligence Bonus plus the number of Degrees of Success scored. At Rank 7 and above, the Battle-Brother may exchange three of those re-rolls to automatically pass a Skill Test during the combat, passing by a number of Degrees of Success equal to his Intelligence Bonus.

Ultramarines Squad Mode Abilities

The following Squad Mode abilities are unique to characters drawn from the Ultramarines Chapter. The use of Squad Mode Abilities is described on page 219 of the **Deathwatch** Rulebook.

Ultramarines Attack Pattern: Coordinated Strike

Action: Free Action

Cost: 2

Sustained: No

Effects: All warriors can fight alone, but it is a point of particular pride amongst the Adeptus Astartes—and the Ultramarines in particular—that a squad is greater than the sum of the warriors who make it up. Their discipline and coordination allow them to slay their enemies with ruthless efficiency, each Battle-Brother cutting down the foes his brothers wound, or selflessly maiming foes for his brothers to slay. The Battle-Brother may call for a Coordinated Strike, which lasts until the beginning of his following turn. During this time, the Battle-Brother and all those within Support Range gain a +2 bonus to all damage rolls when attacking an enemy who has already been hit by a member of the Kill-team during the Coordinated Strike.

Improvements: If the Battle-Brother is Rank 4 or above, the bonus to damage rolls increases to +5.

Ultramarines Attack Pattern: Synchronised Assault

Action: Free Action

Cost: 3

Sustained: No

Effects: The Ultramarines prize fluid tactics and adaptability, understanding that the tides of battle can change at a moment's notice. When rolling for initiative, the Battle-Brother may call for a Synchronised Assault. For the duration of that combat, the Battle-Brother and those in Support Range may exchange initiative rolls freely before the first round begins, choosing amongst themselves the sequence in which they wish to act.

Improvements: If the Battle-Brother is Rank 4 or above, they may exchange initiative rolls freely at the start of each round instead of only at the start of the combat.

Ultramarines Defensive Stance: Tactical Withdrawal

Action: Reaction

Cost: 3

Sustained: No

Effects: Where some Chapters cannot abide the idea of retreating in the face of the enemy, the Ultramarines know better, understanding that taking a step back in the fury of battle can frequently prove the difference between victory and defeat. A momentary withdrawal from the enemy can open up opportunities for allies to exploit, bringing victory more swiftly and decisively than might otherwise have been the case. After being attacked in melee combat, the Battle-Brother may call for a Tactical Withdrawal. The Battle-Brother and those in Support Range may immediately move up to their Agility Bonus in metres directly away from their enemy as if they had performed a Disengage Action.

Improvements: If the Battle-Brother is Rank 5 or above, the distance moved is increased to twice their Agility Bonus in metres.

Ultramarines Defensive Stance: Considered Defence

Action: Full Action

Cost: 3

Sustained: Yes

Effects: The Ultramarines are disinclined to stubborn, costly defence, preferring instead to adapt their stance to the situation at hand, relying on the teachings of the Codex Astartes to judge the shifting tides of battle and adjusting as required. While this ability remains in effect, the Battle-Brother and those in Support Range may gain one of the following benefits, which may be chosen when this ability is activated: +4 Armour Points from Cover, move Agility Bonus

metres as a Free Action, or an additional Reaction. The choice of benefit may be changed as a Half Action.
Improvements: If the Battle-Brother is Rank 3 or above, the choice of benefit may be changed as a Free Action.

New Oath: Oath of Duty

This Oath may be selected by a Kill-Team which has selected a Battle-Brother of the Ultramarines Chapter to be their leader. Oath-taking is described on page 228 of the Deathwatch Rulebook.

Taken upon a volume of the Codex Astartes, the Oath of Duty is an avowal of one's duty, stated for all to hear and its fulfilment is promised upon a sacred tome. The Ultramarines hold that an oath sworn upon something sacred is unbreakable, for to break such a vow would not only be disgraceful, but blasphemous, and few can refute such reasoning.
Prerequisite: Any Battle-Brother of the Ultramarines Chapter.
Effect: Those that take the Oath of Duty meditate upon the task at hand, focussing utterly on the completion of their immediate task, with no consideration of anything irrelevant to their mission. Such focus grants the members of the Kill-Team the freedom to approach the mission's objectives in any way they choose, unfettered by any other considerations. This Oath grants no special ability, but rather grants access to four Squad Mode abilities instead of three.
Squad Mode Abilities: Fire for Effect, Squad Advance, Regroup, Tactical Spacing

"There are those who have made the mistake of assuming that a Space Marine's daily routine consists of killing and waiting around to kill some more. Ironically, few of these fools have lived to repeat their mistake…"

–Inquisitor Vils Andarion

Table 2-14: Ultramarines Additional Pasts

1d5 Result	Past Experience
1	**The Longest Watch:** You have stood the Long Watch for several successive Vigils and you are almost as familiar with the Jericho Reach as you are with the Realm of Ultramar. It will forever be your bitterest regret that during one such Vigil, while you were undertaking the duties of the Deathwatch in the Outer Reach, Hive Fleet Behemoth descended upon the Eastern Fringe. By the time your mission was concluded and you returned to Watch Station Erioch, the Battle for Macragge had already been fought, and so many of your Battle-Brothers lost. Your Watch Captain granted you leave to return to your Chapter, but you have yet to do so, a feeling of unworthiness settling upon your soul. Perhaps you should confess your doubts to the Chaplains, but only those of your own Chapter would understand.
2	**Company of Honour:** Prior to your taking the Apocryphon Oath and coming to Watch-Station Erioch, you stood guard at the very mouth of the Cadian Gate as a member of the Ultramarines Honour Company. This body is made up of squads drawn from your Chapter and many fellow sons of Guiliman, and was formed so that, unlike during the Horus Heresy, the Chapter will have a sufficient force on hand should Chaos raise its head once more in that part of the galaxy. You served with honour, and upon completion of your tour took the oath to undertake the Long Watch, travelling from the Cadian Sector to the Calixis Sector, and onwards through the Jericho-Maw warp gate until you arrived at Erioch.
3	**Crusade of One:** You were at Macragge, and you stood side by side with your Battle-Brothers as the relentless tides of the Tyranid swarms broke against your fortifications. You watched countless of your Battle-Brothers fall under the endless onslaught of the Great Devourer, and the image is forever burned into your memory. You took the Apocryphon Oath partly to avenge your fallen brothers and partly to utilise what you know of fighting the Tyranids where such knowledge will be of use.
4	**Recruit the Messenger:** When news that Hive Fleet Dagon had descended upon the Jericho Reach first reached the Fortress of Hera, your squad was dispatched by rapid strike craft to ascertain its relationship to Hive Fleet Behemoth, and to deliver a sealed communication from Marneus Calgar, your Chapter Master, to Watch Commander Mordigael. Though you were not party to the details of the message, it appears that part of it offered your service to the Deathwatch should it be needed, and Mordigael asked if you would undertake the Long Watch. You accepted, and have served on Watch Station Erioch ever since.
5	**In Memoriam:** You came to Watch Station Erioch on a pilgrimage, to honour the memory of a Battle-Brother revered both by your Chapter and by the Deathwatch. The warrior in question was Watch Captain Prascus, who served eleven Vigils at Erioch, but who fell alongside his Battle-Brothers at the Northern Defence Fortress during the Battle for Macragge. Knowing of the regard in which so many members of the Deathwatch held Prascus, your company nominated you to take the Apocryphon Oath, that Prascus' legacy might continue. Watch Commander Mordigael accepted your oath, and you strive to honour to your predecessor's memory every day of your Vigil.

III

The Traitor Legions

Alpha Legion

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Emperor's Children

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Night Lords

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World Eaters

•

Death Guard

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Thousand Sons

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Word Bearers

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Black Legion

•

Iron Warriors

Chapter III: The Traitor Legions

"The filth of their visage is nothing compared to the filth in their hearts."

-Inquisitor Vandis on the Traitor Legions

Though few save the most senior of the Imperium's masters know it, the Chaos Space Marines of the Traitor Legions were once loyal Adeptus Astartes, created by the Emperor from the genetic inheritance of the superhuman Primarchs. Throughout the Great Crusade, the galaxy-spanning conquest in which the Emperor re-united the scattered remnants of Humanity that had survived the isolation of the Age of Strife, all of the Legiones Astartes fought side by side as brothers in arms. As the crusade progressed, more of the once-lost Primarchs were united with their Legions and the greatest victories ever won by the human race were achieved. At the height of the Great Crusade, the Emperor departed from the head of his all-conquering armies, bequeathing them to his favoured gene-son Horus, who he named Warmaster. Returning to Terra, the Emperor set about the next phase of the establishment of the galaxy-spanning Imperium, consolidating the conquests into the foundations of a stable and prosperous society.

Yet, there were those who could not, or would not accept that the age of unbound glory was all but done. Some raged against what they saw the Imperium becoming, embittered by the rise of bureaucrats and administrators where previously all that had counted was courage and strength. The Ruinous Powers whispered into the hearts of even the best of the Primarchs. Silken words and promises of ultimate power exploited the innate characteristics of each, and soon the taint was spreading through entire Legions. Martial vigour was twisted into bloodlust, perfection into obsession, cunning into guile and resolution into morbidity. Beings that had been created for conquest refused to accept any other existence, and at the very moment of the Emperor's triumph, the nascent Imperium standing at the threshold of a golden age, all was brought crashing down, burned to ashes and trampled beneath the cloven hooves of the fiends of the warp.

Warmaster Horus, once the greatest of the Primarchs, revealed the full extent of his treachery, for half of the Legions had already been tainted by his machinations and the powers of the warp. The galaxy was plunged into civil war, and brother fought brother as the Legiones Astartes clashed across countless warzones. The glories of the Great Crusade were cast aside and the fate not just of the Imperium, but of Humanity itself, hung in the balance. At the last, Horus and the Emperor faced one another aboard the traitor's battle barge in orbit over Terra. Even as war consumed the home world of Mankind, the Emperor struck his gene-son down,

obliterating him utterly, but in the process sustained such wounds as only his ascension to the life-sustaining Golden Throne could fend off his death.

In the aftermath of the Horus Heresy, those who had followed Warmaster Horus were thrown back. Though they had suffered bitter losses, the victors girded themselves for one final exertion, scouring the galaxy of the traitors who had caused the destruction of all they held dear. The Traitor Legions were pursued relentlessly, until finally they fled

where those who had remained loyal to the Emperor could not follow – the Eye of Terror.

Having passed through the Cadian Gate and plunged into the vast warp/real space overlap, the Traitor Legions set about claiming what each could for itself. Where once the warriors had been united under the Warmaster's rule, now the remnants of each Legion split asunder, each loyal only to he who could assert his dominance by strength, cruelty or the favour of the Dark Gods. The legions split into petty warbands, and each fought the next for possession of what territory, for want of a better term, it could claim within the daemon-haunted vortex of the Eye of Terror. Traitor Space Marines fought against the slavering fiends of the warp, the possession of entire Daemon Worlds the prize. At length, each of the surviving traitor Primarchs ascended to become a Daemon Prince, each coming to rule over a vast, twisted and unreal domain within the Eye of Terror. Their servants battled one another for dominance, slaves and resources, but soon they turned bitter eyes upon the hated Imperium they had come so close to destroying.

It was not long before the Traitor Legions, bolstered by hordes of mutants, cultists and Daemons, came crashing through the Cadian Gate and descended upon the worlds of man, bringing untold death and destruction to the Imperium. The greatest and most devastating of these invasions are known as Black Crusades, and the mightiest of these have been led by he who was second to the Warmaster — Abaddon, called the Despoiler. Outside of the Eye of Terror, ten thousand years have passed since the calamitous days of the Horus Heresy, but time flows according to different laws within its twisted depths. For some of the members of the Traitor Legions it has only been a matter of weeks since they entered the Eye of Terror, for others it has been countless millennia. While their ranks have been swelled by successive waves of renegades throwing in their lot with the Ruinous Powers, many of those who prosecute the so-called Long War against the Imperium are those same traitors that pledged their lives to Horus and their souls to Chaos ten thousand years ago. Their hatred truly knows no bounds, and they would sink to any depth to see the Imperium of Man cast down.

Traitor Legion warbands take many varied forms. In many cases, a single Traitor Space Marine has risen to dominance over vast hordes of lesser troops, leading an army of heretics, mutants, and monsters. Some are revered as kings or as prophets of the Ruinous Powers, ruling over entire worlds within the Eye of Terror or other such places subject to their brutal subjugation such as the Screaming Vortex.

In other cases, small groups of veterans of the Long War band together under a powerful leader, forming themselves into a force that bears some small resemblance to the organisation of their Legion before its descent into Chaos. Such warriors fight in squads and make use of military equipment and material, and range in size from a few dozen to several hundred. Even the smallest of these Chaos Space Marine warbands is a dire threat to the Imperium, for each is composed of supremely skilled and determined warriors that harbour such hatred that they will call upon, and be granted, the powers of the warp itself in order to complete their mission.

Of greater danger still are those Chaos Space Marine warlords possessed of such strength or charisma that they are able to bind together a number of warbands into a larger force. These vary enormously in size and composition, and might draw together warriors from the most infamous of Traitor Legions, often bolstered further still by lesser troops and Daemons summoned to the battlefield by unspeakable rituals of binding. The largest of these armies are likely to be able to lay waste to entire worlds, sacrificing or enslaving whole populations for the glory of Chaos.

The greatest threat to the Imperium are the periodic Black Crusades. While most of these invasions spill forth through the Cadian Gate, there are other sources scattered throughout the galaxy. The Eye of Terror is the greatest, but it is not the only region where the raw stuff of the warp spills forth into the galaxy. Wherever warp storms rend and tear at the thin skein of reality, those steeped in Chaos may lurk within. Some such regions appear to be permanent phenomena, such as the Eye of Terror itself, as well as the Maelstrom and the Screaming Vortex. Other regions are more likely to be transitory, forming portals in the depths of the warp through which the Daemons of Chaos may spill forth. Others are impossible to classify, yet they represent a dire peril to real space. These include the Caradryad Warp Fault, the Hadex Anomaly, and whatever it is that lurks within the Perdus Rift. Many of the regions surrounding these features are garrisoned and fortified against potential invasion. In the case of the Hadex Anomaly a huge war is being fought to contain and control the threat. The Perdus Rift is deep within Tau space, yet even these xenos recognise the awful threat and have stationed an entire interdiction fleet to ensure that whatever horrors might emerge from the heart of the rift are halted before reaching the Sept Worlds of the Tau.

However they take to battle, the Traitor Legions represent everything that the Imperium has struggled for ten millennia to defeat. Since they believe that ultimately, the galaxy will be subsumed by the warp, those who have embraced the Ruinous Powers believe they have taken the only viable course and that only they shall survive the inevitable doom of the galaxy. When combined with the eternal hatred in which the Traitor Legions hold their erstwhile brothers, nothing can ultimately stop them. Ten thousand years ago, Warmaster Horus declared that the galaxy shall burn, and as the end times draw near, that order resounds through the ages and is echoed on the frothing lips of those who would see it made a reality.

Alpha Legion

"Alpha-omega, the beginning and the end, light and dark…both, neither, one and the same…"

–Zacharious Cantir of the Alpha Legion

With accounts of the Heresy the purview of the Ordo Malleus and only known to the bulk of Humanity as legend and myth, records of most of the Traitor Legions are very hard to come by. This is even more the case with the Alpha Legion, because the 20th Legion embraced misdirection and stealth as its primary means of conducting war. The Alpha Legion was the last of the Legionnes Astartes to be united with its Primarch, only serving under him for a few decades before the Horus Heresy erupted. The Legion was known as secretive in the extreme, favouring cunning ruses and clandestine deployments, and as such very little is known of its deeds. While most accounts involving the Traitor Legions are unreliable, those that mention the Alpha Legion are regarded by most savants with outright scepticism.

The misinformation surrounding the Alpha Legion even extends to the nature and identity of its Primarch. Known by the cipher "Alpharius," very little is known of the legion's Primarch besides his genius in implementing the most cunning of stratagems and tactics. It is said that Alpharius revelled in fighting in such a manner that his enemies only ever realised they were under attack at the very last moment. Such tactics are said to range from conventional flank attacks timed to strike at the precise moment when they would precipitate the enemy's complete collapse, to extended campaigns of infiltration, exploitation of partisan groups, undermining enemy command and control assets and spreading fear and suspicion through compromised communication networks.

As Space Marines, the Alpha Legion was entirely capable of conducting the full range of military operations normally associated with these elite, super human warriors. However, it appears that Alpharius and his warriors were disposed towards the use of the stealth and guile, preferring such tactics to more mundane approaches to war. This is said to have caused acrimony between Alpharius and Roboute Guiliman when the Alpha Legion was tasked with conquering the world of Tesstra Prime. The 20th Legion executed a masterful campaign in which every possible ruse and stratagem was utilised and the enemy defeated before he even realised he was fighting for his very existence, by which time he had suffered an estimated 90% losses. The Primarch of the Ultramarines declared the campaign a grand waste of time and resources, claiming the target world could have been taken far quicker by conventional means. Alpharius replied that such an approach would have been "too easy," a view that Horus alone shared with him.

The Alpha Legion is known to have taken part in the galaxy-spanning disaster that was the Horus Heresy, though as ever, its exact role is unclear. One thing is for certain, the 20th Legion was present at the Drop Site Massacres at Istvaan V, fighting in the second wave as one of the three Legions that only revealed their true colours when the savagely mauled Raven Guard, Salamanders and Iron Hands were falling back to the drop zone. Aside from this action, the Alpha Legion is largely absent from what accounts of the Horus Heresy remain, only cropping up in a handful of places and often in contradictory fashion. The annals of the Space Wolves and White Scars both record battles against the Alpha Legion, and it appears that Alpharius revelled in the battles he fought against his erstwhile brothers. Yet, at the same time, he pursued his own strategy. Even after Horus was defeated at the Siege of Terra, the Alpha Legion continued fighting, all the while working its way towards the galactic east. As such, the legion was not pursued into the Eye of Terror as so many others were, but became embroiled in a series of bitter confrontations against the Ultramarines, who themselves had been engaged in that region when the Warmaster had attacked Terra.

Battle was joined at Eskrador, where the Ultramarines Primarch Roboute Guiliman proved himself the greatest of strategists when he predicted that the Alpha Legion would believe they could foresee the tactics he would utilise in the coming battle. For perhaps the only time in his life, Guiliman acted contrary to his own firmly held military doctrines, and it was Alpharius who walked into a trap. The two Primarchs faced one another in battle and Alpharius was defeated, precipitating the collapse of the entire Alpha Legion.

Or so it at first appeared. Having burned the traitor Primarch's body on a great pyre, Guiliman led his legion against the remnants of the Alpha Legion, only to discover that far from collapsing, the legion was mounting a series of cunning and often devastating counter-strikes. After days of bitter fighting, Guiliman gave up hope of an honourable victory and departed Eskrador, ordering a massive orbital bombardment to finish the survivors off. Some have claimed that the entire battle was some grand ploy, though to what end none can say. Certainly, the Alpha Legion fought in the manner of the mythical beast that adorns their armour – the hydra – for each time one head is cut off, another moves in to replace it.

Alpha Legion in the Jericho Reach

In the ten millennia since Eskador, the Alpha Legion has engaged in numerous wars and campaigns the galaxy over, and while the Ultramarines have frequently been the target of their ire, none have been spared their cunning and often unfathomable attentions. The Alpha Legion routinely employs or manipulates fifth column elements in the ranks of their foes, moving unseen amongst the population until the time is right to strike. Inevitably, these heretics and fools are sacrificed by their uncaring masters, expended just like any other form of ammunition.

Reports that at least one Alpha Legion warband is operating in the Jericho Reach have yet to be confirmed. It is feared that Alpha Legion Battle-Brothers have on at least one occasion disguised themselves as loyal Space Marines, though to what end is not yet known.

Emperor's Children

"If a man dedicates his life to good deeds and the welfare of others, he will die unthanked and unremembered. If he exercises his genius bringing misery and death to billions, his name will echo down through the millennia for a hundred lifetimes. Infamy is always more preferable to ignominy."

-Fabius Bile of the Emperor's Children

The Emperor's Children Traitor Legion exists for no other purpose but to exceed every extreme and to know every possible sensation. Its warriors are entirely in the thrall of Slaanesh, the Dark Prince of Chaos, but once, the Legion of the Primarch Fulgrim strived for perfection in all they did, and were counted as one of the most dedicated of all of the Emperor's followers.

The infant Primarch of the Emperor's Children grew up upon the bleak, dying world of Chemos, a mining colony long fallen to decay and decline as Old Night claimed the domains of Mankind. Isolated from surrounding systems, the industry of Chemos had fallen silent, the mines replaced by the reclamation plants and vapour extraction facilities that kept the dwindling population from vanishing entirely. Within fifty years of his arrival on Chemos, Fulgrim had risen to become its leader, and it was his dream that the wonders of long lost ages might be rediscovered and rebuilt. However, it was only when the Emperor came to his world that the Primarch could begin to fully realise his vision. By that time, it was not simply his home world that Fulgrim desired to see elevated to glory, but the entirety of Mankind.

When Fulgrim was introduced to the Space Marine Legion that shared his genetic inheritance, he found not a resplendent host as did so many of his brothers, but a mere two hundred Battle-Brothers. An accident had befallen the nascent Legion early in the development of its gene-stock, setting it far behind its fellows. Thus, it was necessary that Fulgrim and his warriors be integrated into the ranks of another Legion until such time as their numbers were sufficiently restored for them to take to battle on their own. The Legion to which Fulgrim and his warriors were assigned was the Lunar Wolves, the Legion of Horus, and Fulgrim could not have had a better companion at whose side to master the arts of warfare.

From the earliest days of its service to the Great Crusade, the nascent Legion was recognised for its drive to attain perfection in all its deeds. It was in recognition of this drive that the Emperor granted the warriors of the Legion the right to bear the Imperial eagle upon their chest armour, a unique honour at that time. In recognition that the Emperor was the very pinnacle of the perfection Fulgrim aspired to, the Legion was named the Emperor's Children, a title it retained even after the calamitous events of the Horus Heresy.

Some would say that it was Fulgrim's impossible desire to attain perfection in all that he did that ultimately led him and his Legion into the service of Slaanesh. The exact circumstances of Fulgrim's fall are all but lost to history, but certainly, Horus must have appealed to his refined sensibilities and stoked the fire of what, in retrospect, was an increasingly disturbing quest to attain otherwise unattainable heights of sensation. Gifted with the physique and intellect of a Primarch, no endeavour was beyond Fulgrim's attainment. Having mastered every strategy and tactic of war, he sought ever more esoteric pursuits, turning his hand to every creative pursuit imaginable, from poetry to sculpture. As his soul was slowly poisoned by the insidious taint of the Prince of Chaos, Fulgrim's passions grew ever darker and his drives ever more extreme. At the last, acting at the behest of Horus, he attempted to persuade his brother Primarch Ferrus Mannus of the Iron Hands Legion that factions within the nascent Imperium were aligning themselves against him and his kin, resulting in a bitter confrontation between erstwhile brothers. Though Ferrus survived the confrontation, the reward for Fulgrim was damnation, setting him well and truly upon the road that led to the Emperor's Children siding with the traitors at Istvaan V, and ultimately to Terra.

Though the Emperor's Children were present at the assault on the home world of Mankind, they were not numbered amongst the formations that assaulted the mighty fortifications erected by Rogal Dorn, Primarch of the Imperial Fists Legion, to defend the Emperor's Palace. While the World Eaters and other Traitor Legions launched assault after assault upon the palace, the Emperor's Children are said to have laid waste to the surrounding city, slaughtering untold

thousands, perhaps even millions, of the Emperor's subjects in an orgy of unfettered cruelty. Some have even suggested that the Emperor's Children were using the unprecedented violence of the Siege of Terra to slay sufficient victims to render their vital fluids into some abominable distillation, a stimulant that would grant them access to previously unheard of heights of sensation. In the end, the Siege of Terra was lifted when the Emperor slew the arch-traitor Horus, and the Emperor's Children were driven from Terra along with the rest of the Traitors. Leaving a trail of desecrated worlds and violated populations, the Emperor's Children joined the ranks of those Legions taking refuge from the Imperium's wrath within the Eye of Terror, beginning a new and devastating series of wars against their erstwhile allies.

AFTER THE HORUS HERESY

The history of the Emperor's Children in the period that followed the defeat of the Traitor Legions at the Siege of Terra is largely obscured from Imperial scholars, for obvious reasons. Perhaps the greatest mystery surrounds the fate of the Primarch Fulgrim himself, for it appears that he disappeared entirely. Some say that the Dark Prince of Chaos granted him apotheosis, and he assumed the mantle of a Daemon Primarch. Others claim that he was already possessed by a powerful warp entity, and so such a fate could not have come about. There are those that claim that Fulgrim has retreated to some Daemon World of his own creation, and rules there still, overseeing such debased extremes of sensation and experience as no mortal can imagine. Some of those who revere Slaanesh regard this mythical place as the holy of holies, and spend entire lifetimes obsessively questing after it.

EMPEROR'S CHILDREN IN THE JERICHO REACH

A number of groups from the Emperor's Children Traitor Legion are known to be operating within the warzones of the Jericho Reach, notably the most fiercely contested battlefields of the Cellebos Warzone. Most accounts agree that the Legion is not present as a coherent force, but in smaller groups attaching themselves to larger Chaos forces. A number of Ordo Malleus Inquisitors have postulated that these groups are not following any set agenda or strategy, but are instead simply seeking out the most extreme sensations to be found when war is unleashed on the scale that has engulfed the Jericho Reach. Who can imagine what abominable extremes the Emperor's Children might find upon battlefields that engulf entire worlds, where millions-strong armies clash and death on a scale rarely seen is a daily occurrence?

Night Lords

"We have come for you…"

-Battle cry of the Night Lords Traitor Legion, often transmitted prior to a full scale planetary assault.

The Night Lords are synonymous with terror and murder, for their favoured mode of warfare is the unfettered application of brutal, overwhelming force. They show no mercy whatsoever, eschewing all subtlety and guile for wanton bloodshed and destruction. While such an approach might appear mindless, at one time it was different. Ten millennia ago, the Night Lords' Primarch Conrad Curze was driven to acts of extreme violence by a deep-rooted desire to punish the guilty and impose order upon the anarchy in which he grew up. Only later, when the doomed Primarch surrendered his soul to the Ruinous Powers was his relentless drive for justice perverted into the form it now takes.

While many of the Primarchs were raised by those peoples they found themselves amongst after the Ruinous Powers scattered them to the corners of the galaxy, Conrad Curze grew to maturity in very different circumstances. The world of Nostromo was a lightless industrial waste, its cities teeming and anarchic and its main export the raw adamantium found beneath the surface. Curze survived as a wild thing, living in the lowest depths of the hives and competing for food with the vermin and scum of the sewers. Like all of the Primarchs, he matured quickly, bearing witness as he did so to the most horrific excesses of Nostromo's corrupt society. Murder was rife and the people lived in constant fear. No natural light lit the alleys and the depths, and all manner of fell criminals lurked within them. Soon, Curze began to prey upon these criminals, mounting their mutilated corpses where all could see and take heed. The terror that stalked the streets exacting vengeance upon the lawless soon became known as the Night Haunter, and so fearful were the people of his judgement that soon all, not just the criminals, locked themselves inside their dwellings, and a peace of sorts was imposed.

As with most of the Primarchs, by the time the Emperor found Conrad Curze he had risen to a position of dominance over his world. Curze' rule was not one of beneficence however, but one of fear and repression. The people of Nostromo had been entirely delivered from the predations of criminals, but not by way of enlightenment or order. Rather, the people knew that even the slightest malfeasance would result in Curze himself visiting death upon the criminal. When the Emperor presented himself to the Primarch, the people believed that a new age had arrived. Yet, when the Emperor took Curze back to Terra, Nostromo was plunged back into anarchy, for no one was left to enforce order.

Despite the brutality of his methods, Conrad Curze' actions appear to have been motivated by a deep, if twisted, sense of justice. In the brutal underworld in which he had matured, the Primarch had learned that only total dominance would suffice and that to show any sign of weakness was to invite treachery. Even when Curze joined

his brothers in the glorious campaigns of the Great Crusade, he appeared to hold to such views, eschewing such notions of hope and optimism which drove others for a believe in the dark realities of the natural order. He remained sullen and introspective, and shunned the companionship of his brothers. He preferred the company of the warriors of his own Legion, the Night Lords whom he indoctrinated into his favoured methods. Even before the outset of the Horus Heresy, the Night Lords were using methods most others would have denounced as brutally unnecessary and cruel. The Night Lords conquered utterly those who did not welcome the coming of the Great Crusade, crushing all opposition in such an overwhelming and brutal fashion that no others would dare resist.

As with so many of the Primarchs who rebelled against the Emperor and all they had been created to stand for, Conrad Curze crossed a line from which there was no return. Having clashed with Rogal Dorn, he was censured by his brothers, who convened a council to consider the matter of their darkling brother. Curze however slew his guards and fled, outrunning his pursuers and returning to Nostromo. There, he enacted his final revenge upon a society that had descended back into the corruption from which he had strived so hard to deliver it. The Night Lords fleet targeted a weak point in the planet's crust and unleashed every weapon in their arsenal, destroying Nostromo and, some would say, damning Conrad Curze for all eternity.

When the Warmaster revealed his treachery and plunged the galaxy into the fires of civil war, Conrad Curze threw himself into a bitter campaign of death and destruction, giving full vent to his most violent urges. It was never sufficient to simply defeat an enemy army. Curze taught his Legion to make an example of those who stood against them, to destroy their enemies' cities, slay their kin and display their broken corpses as a message to all others. His Legion wreaked bloody murder across the galaxy, which continued even after Horus' defeat at the height of the Siege of Terra. Conrad did not fall during the Horus Heresy, and neither did he receive the dark blessing of the Ruinous Powers in the form of apotheosis to Daemonhood. Instead, he met his end at the hand of an assassin of the Callidus Temple. It is known that throughout his life Curze was struck with powerful visions of the worst of all possible futures, and that his last had been a foretelling that he would die at the hand of one such as she. Alone of all the Primarchs, Curze welcomed his death, apparently allowing the assassin to take his life. It is said that in so doing he attained that which he had always craved—vindication. The Primarch's acceptance of his own fate confirmed his bleak worldview, granting him a victory he could never attain under the rule of his father.

NIGHT LORDS IN THE JERICHO REACH

Since the time of Horus Heresy, the Night Lords have spread terror and bloodshed the length and breadth of the galaxy. It is said that some Night Lords sorcerers continue to experience the same bleak visions that plagued their Primarch, foretellings of the worst of all possible futures. It appears that the Night Lords seek to bring about such futures, for they stop at nothing to sow death and destruction with no discernable strategy. Through acts of unspeakable evil, the Night Lords sow dread and despair across entire sectors, the psychological value of their deeds far outweighing the military reality.

The Night Lords are known to be active in the Jericho Reach, a fact that is a grand irony. For it was the Night Lords Legion, alongside the Ultramarines, that first conquered the region for Mankind during the Great Crusade. It is not known whether the Traitors were active there during the long age in which the Reach was isolated from the Imperium, and today they are largely known by the aftermath of their deeds rather than any overt presence. None in the crusade's high command can say for certain if the Night Lords have any strategic objective in mind, or if they are there simply to spread terror and bloodshed in the name of their doomed visionary of a Primarch. Whatever the case, the Deathwatch are sworn to oppose them as they are all other enemies of the Imperium, and will stop at nothing until they are defeated.

World Eaters

"Blood for the Blood God!"

-Battle cry of the World Eaters Traitor Legion

The World Eaters were known from their very inception as the most brutal and direct of assault troops. Their fearsome doctrine very much the result of the early life of their Primarch. Angron was raised on an unnamed world as a slave-warrior, driven by a cranial implant into savage bouts of uncontrollable violence for the entertainment of the masses. But Angron did not remain a slave for long, for he was possessed of the indomitable will of a Primarch, and he rallied his fellow gladiators to break the chains of their bondage, slay their oppressors and escape to freedom.

Having led his army of escaped slave-warriors into the mountains, Angron found himself hunted relentlessly, until only a thousand or so of his companions survived, cornered by five entire armies of the planet's overseers. Determined to sell their lives dearly, Angron and his warriors dug their own graves, a signal to the enemy that no quarter would be asked and the fight would be to the death. But Angron was not to fall the following morning, for it transpired that the Emperor had been observing his deeds from orbit. The Emperor came before his long lost gene-son and told him, as he had the other Primarchs, of the purpose for which he was created. Yet Angron rejected the Emperor's words, determined instead to fight and to die at the side of his fellow slave-warriors.

As the sun rose and the encircling armies closed on Angron's band of warriors, the Emperor saw that not even a mighty Primarch could prevail against such odds. As battle was joined, the Primarch was teleported to the Emperor's vessel, and though he was saved from certain death, he never forgave his gene-father for what he would forever view as a gross betrayal of a warrior's vows to his battle-kin.

Taking his position as Primarch of the World Eaters Legion, Angron instigated a program of replicating the cranial implants he himself had been fitted with as a slave-warrior, knowing that the devices granted such advantages in speed, aggression and strength that no enemy in the galaxy could stand before his Legion once all had received them. Yet, it was soon found that the implants were based on lost technology of which the Mechanicum was ignorant, and while they used Angron's own implant as a template, they were never able to fully recreate it. Nevertheless, the Mechanicum did succeed in creating devices that greatly boosted the abilities of the bearer, making him stronger and even more aggressive than he already was. The World Eaters became the most effective shock troops in the Imperium's armies, proving time and again that none could stand before them. Yet, the glories came at a price, for the aggression unlocked by the implants proved all but impossible to temper once given full reign, and at Ghenna, an entire planetary population was butchered in a single night by World Eaters unable or unwilling to deny the bloodlust unleashed by the implants. Angron was censured, and ordered by the Emperor to cease the practise of implanting his warriors in such a way, yet he continued regardless.

When the Horus Heresy erupted, Angron's Legion was at the very forefront of the bloodshed. Most notably, the World Eaters led the assault upon the walls of the Emperor's palace, taking the breach with no regards to their own losses. By this point, the World Eaters had given full vent to their most destructive urges. While Angron had once been a great man possessed of a fearsome sense of martial pride and honour, now he was a frothing, blood-soaked berserker, as were his warriors. Any reason that had survived the implant process was driven from their minds, replaced with the will of Khorne, the Blood God. It is said that when the Emperor defeated Horus and the hordes of Chaos assaulting Terra were finally routed, the World Eaters were the last of their number to quit the field of battle. None can say how close the World Eaters came to destroying the palace, or whether they would have come face to face with the Emperor himself had not Horus lowered the shields of his battle barge, precipitating the final confrontation in orbit.

Into the Eye of Terror

In the aftermath of the Horus Heresy, the World Eaters descended to new depths of bloodlust and destruction, reaving across the already shattered Imperium before plunging into the twisted depths of the Eye of Terror. None can say exactly what happened within the Eye, but it is apparent that the Legion all but consumed itself in a bitter internecine conflict that saw it fractured into countless smaller warbands. Perhaps the Blood God was pleased with the slaughter, for Angron was raised up to a Daemon Prince, even as his Legion ceased to exist as a coherent whole. Though the Daemon Primarch would periodically gather the disparate warbands into something resembling the glory of the old Legion, the World Eaters were condemned to roam the battlefields of the galaxy in search of war, individual squads and warbands joining other forces and fighting for nothing more than the opportunity to spill blood and take skulls.

World Eaters in the Jericho Reach

The World Eaters are active in the Jericho Reach, though fortunately for the crusade not in huge numbers. More disturbing are reports that one or more warbands of a Traitor Legion are utilising the Chaos-worshipping populations of the systems known as the Blood Trinity to recruit new servants of the Ruinous Powers. What vile oaths and blasphemous practises might raise an already murderous heretic up to a Chaos Space Marine can scarcely be imagined. In a warzone that is almost literally drowning in its own blood, such atrocities and abominations are but one concern amongst countless others, but one that the Chamber of Vigilance will have to address before the number of the World Eaters and other Traitor Legions swell beyond the crusade's ability to counter.

THE HEADSMAN OF CELLEBOS

One of the most brutal of all of the World Eaters known to be active in the Jericho Reach is the individual whose true name is unknown. However, he has earned the dire moniker "Headsman" by the countless bloody deeds he has perpetrated across a hundred battlefields and more.

First witnessed on Khazant, the Headsman has been encountered leading a warband of his fellow Berserkers as well on his own. Of all the bloodthirsty murderers fuelled by the bloody essence of Khorne, the Headsman is feared as the most savage and unrelenting. He wields a mighty two-handed chainaxe, with which he beheads his foes, often a dozen with a single sweep. His features are obscured by an executioner's hood, little more than his baleful eyes visible.

However, it is not just his appearance that has earned the Headsman his title, and it has been noted in the Chamber of Vigilance that his deeds are neither mindless nor random. Rather, the Headsman announces to his followers and all who will listen who his next target will be, and then sets out to slay them at any cost. Such targets are often the leaders or champions of the Imperium's armies, though on occasion they have been spiritual leaders or even high administrators. None can discern any reason in the Headsman's choice of target, but once the name is announced the victim's doom is all but sealed. To date, the Headsman has announced the name of, and subsequently slain, three Space Marine Company Champions, a Chaplain, seven Imperial Guard Colonels, two Adeptus Titanicus Princeps, a Cardinal-Aquilus, and a Commissar-General. The Chamber of Vigilance has received intelligence that the Headsman has recently embarked upon a new hunt, but as yet the identity of the target is unknown. Whose skull shall be heaped at the base of the Blood God's throne next is a question to which several senior Inquisitor Lords of the Ordo Malleus have recently turned their attentions.

Using the Headsman of Cellebos

The Headsman can be used as a leader should the Kill-team encounter a horde of Khorne Berzerkers, details of whom can be found in Mark of the Xenos. However, he is just as likely to be encountered on his own, hunting down his latest victim. Two ways in which he could be used in this instance are either for the Kill-team to be assigned to protect the target, or, if one of them has become sufficiently powerful, to have one of the Battle-Brothers be that target. Depending on how powerful the Kill-team is, the GM might decide to have the Headsman accompanied by other Khorne Berzerkers, presenting a true challenge to the players. Will the Kill-team decide to pre-empt the Headsman and in turn seek him out, or will they only discover that one of their number is to be his latest victim at the very moment he hunts them down?

The Headsman of Cellebos (Master) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
65	45	(10) 50	(10) 50	52	32	45	48	22

Speed: 6/12/18/36 **Wounds:** 40

Skills: Awareness (Per), Command (Fel) +20, Dodge (Ag) +10, Forbidden Lore (Daemons, Warp) (Int), Intimidate (S) +20, Literacy (Int), Scrutiny (Per) +20, Speak Language (Low Gothic) (Int), Survival (Int), Swim (S).

Talents: Ambidextrous, Astartes Weapon Training, Berserk Charge, Combat Master, Crippling Strike, Diehard, Fearless, Frenzy, Furious Assault, Hatred (Loyalist Space Marines) Heightened Senses (Sight, Sound, Smell), Jaded, Lightning Attack, Quick Draw, Rapid Reload, Resistance (psychic powers), Swift Attack, True Grit, Whirlwind of Death.

Traits: Dark Sight, Fear (2) (Frightening), Size (Hulking), Unnatural Strength (x2), Unnatural Toughness (x2).

Armour: Astartes Power Armour (Head 8, Arms 8, Body 10, Legs 8).

Weapons: Astartes Bolt Pistol (30m; S/3/-; 2d10+5 X, Pen 5; Clip 12; Reload Full; Tearing), The Headsman's Chainaxe (2d10+15 R, Pen 5; Tearing).

Gear: 2 bolt pistols magazines, frag grenades.

SPECIAL RULES

The Headsman's Tally: To be named as a target of the Headsman's ire is a truly horrifying prospect, for to date, none who have been so named have escaped their fate. The Headsman may only have one target at a time, and may not announce another until his boast is fulfilled and his victim's skull laid before the Brass Throne of Khorne. When the name becomes known, the Headsman's Fear rating is increased to 3 (Horrifying), while to the actual named target it becomes 4 (Terrifying).

Death Guard

"In the embrace of great Nurgle, I am no longer afraid, for with His pestilential favour I have become that which I once feared: Death."

-Kulvain Hestarius of the Death Guard

The Death Guard are a Traitor Legion entirely steeped in the power of Nurgle, the God of Plagues, their very essence the epitome of all that vile Chaos Power stands for. Their bodies are hives of filth and decay, their flesh eternally rotting away even as it is renewed by the ceaseless process of death and rebirth. Once, however, the Death Guard were the strongest and most resilient of all of the Emperor's Legions, the inheritors of the Primarch Mortarion in whose genetic image they were created.

Mortarion grew to maturity on the world of Barbarus, a planet steeped in a toxic miasma where the human population cowered in the dark lowlands, fearful of the overlords that preyed upon them from their mountaintop keeps deep within the fog. History does not record who or what these beings truly were, but it is certain they were more than, or at least other than, human. For one, they were able to breath the deadly gases that make up the atmosphere, getting ever more deadly the higher the altitude, but they are said to have displayed other abilities too. The abominable masters of Barbarus were somehow able to enslave or dominate the flesh of the dead, and they preyed upon the cringing natives in the valleys below, ever needful of raw material to fuel the endless wars they fought against one another.

The infant Primarch was raised by one such overlord, who taught him the ways of war, yet would not answer his questions regarding the people who dwelled in the lowlands. When Mortarion defied his master and descended through the fog, which as a superhuman Primarch he could breath, he found people, like himself, if weaker and existing in perpetual terror of the overlords who preyed upon them each night. Though they were initially suspicious of him, Mortarion proved himself one of their kind, and moulded them into an army that at first defied the hunting parties of the overlords, and then turned the tables upon them. At length, the only one left was he who had been Mortarion's master, residing so high in the toxic strata that not even Mortarion could pursue him.

When the Emperor came to Barbarus, the people greeted him as their saviour, yet Mortarion was jealous and resentful of the adulation heaped upon this perfect stranger. Though his people could see that the Emperor was the Primarch's sire, he himself saw only the differences. Where the stranger was noble of form and tanned of skin, Mortarion was pale and gaunt. When he refused to join him, the Master of Mankind issued Mortarion a challenge – if the Primarch could defeat the last overlord of Barbarus, the Emperor would depart. If he could not, Mortarion must accept his fate and join the Great Crusade.

Mortarion accepted the Emperor's challenge and ascended into the toxic clouds, higher than he had ever travelled before. At length, he reached the grim keep of his former master and raged for the overlord to face him. Yet, even the Primarch's superhumanly enhanced body could not withstand the toxic atmosphere, but as he succumbed, he saw the golden figure of the Emperor step between him and the overlord, entirely unaffected by the poisonous air. With a single stroke of his mighty blade, the Emperor felled the last overlord, and Mortarion acceded to his fate.

Once the Primarch was united with his Legion, it was found that the Death Guard, as they became known, were amongst the most resolute and resilient of all the Legions. Mortarion's warriors were ever to be found at the centre of the battle line, their strength and determination the inheritance of their Primarch, making them the unbreakable core of any army of conquest. When the Horus Heresy plunged the galaxy into civil war, the warriors of the Death Guard found themselves becalmed in the warp and assailed by warp-born plagues so virulent that not even their legendary resilience could withstand them. Soon, the entire Legion was beset by a sickness that bloated their bellies with corpse gas, caused flesh to slough from their bodies and made these strongest and toughest of warriors into crippled wretches assailed by delirium. Though none can say exactly what forces acted upon the soul of the Primarch of the Death Guard, whether he was already damned or whether he made his pact in some state of fever, he must have called out for deliverance, and his call must have been answered. When finally the Death Guard Legion's fleet emerged from the warp, its vessels and its warriors were entirely changed. The once-gleaming white and grey armour was stained with filth, and the noble warriors were transformed into walking hives of death and abomination. Worse still, the "Plague Marines" of the Death Guard were now hosts for the most virulent afflictions that their new patron, the Plague God Nurgle, could concoct. Condemned to a deathless state of decay, the Death Guard would spread their pestilent diseases the length and breadth of the galaxy for the greater glory of Chaos.

FOR EVER AFTER

With the ending of the Horus Heresy, the Primarch Mortarion led his Legion into the Eye of Terror, and while others had splintered into countless warbands, the Death Guard remained largely whole, thanks in no small part to their legendary strength and resilience. Mortarion led them to a world that would become known simply as the Plague Planet, which he moulded into a new and despicable form, making it a virtual copy of Barbarous.

To this day, Mortarion's Death Guard launch their assaults through the Cadian Gate and into the galaxy beyond, sometimes in large bodies and at others lending strength to allied forces. Wherever they travel they spread the joyful, exuberant poxes of Nurgle, gifting those who would know eternal life with the choicest of the Plague God's blessings. The Death Guard is known to be active in several warzones in the Jericho Reach, though so far only in relatively small numbers and acting as adjuncts to larger forces. There have been numerous occasions when previously unknown plagues have swept the defence lines of otherwise static fronts, followed hours later by an overwhelming enemy advance. Many amongst the crusade's high command ascribe such instances to the Death Guard, and are fearful of what vile diseases they might concoct next.

BLIGHT-MASTER USSAX OF THE DEATH GUARD

Ussax is a veteran of the Death Guard Traitor Legion, and known as one of the Daemon Primarch Mortarion's inner circle of sorcerers. He is well known to the Ordo Malleus and to the Grey Knights, having been responsible for countless millions of deaths throughout the millennia. Ussax is held to be one of the most darkly gifted concoctors of blights, afflictions and plagues serving the Death Guard, and his recent appearance in the warzones of the Jericho Reach, attended by a cadre of Plague Marines, is a cause for much concern amongst those with knowledge of what he is capable of.

According to recent findings presented to the Chamber of Vigilance, Blight-master Ussax has been present in the Reach for around three years, travelling from one warzone to the next. At each battlefield, he gathers up a grim and unspeakable harvest from the dead and the dying, before returning to some as yet undiscovered fastness to concoct his latest ague. This he then unleashes upon the next battlefield he attends, once more harvesting the bodies of the victims. Thus, so it is feared, the Blight-master is in some blasphemous manner refining his plagues, using he raging conflicts of the Jericho Reach as some vile breeding ground.

Psychic Power: Nurgle's Rot

Action: Half Action
Opposed: No
Range: 5 metres + Psy Rating radius
Sustained: Yes
Description: The grandest and most infamous of Nurgle's contagions, Nurgle's Rot is known by many names and has appeared on countless worlds, leaving entire populations desolated by this terrible daemonic pathogen. Nurgle-devoted Sorcerers take on all manner of diseases, serving as host to the creations of the Lord of Plagues. From this seething mass of decay and entropy, these devotees of pestilence summon forth the psychic echo of this paragon of plagues, inflicting it upon those nearby.

The infectious gift of Nurgle is cast outwards to embrace all who stray too near to the Sorcerer. Creatures within range of the Sorcerer while this power remains in effect suffer 1d10 + Psy Rating damage, with the Toxic (1d10) quality. The damage from this power ignores Armour unless it is environmentally sealed.

While this power remains in effect, the air within the power's range is filled with a thick, acrid fog and swarms of massive bloated flies. Any creature within range that is not devoted to Nurgle suffers a –5 penalty to Intelligence, Perception and Fellowship Tests as the foul vapour and buzzing flies hinder their concentration and drive them to distraction. This effect is in addition to any normal Psychic Phenomena.

Using Blight-master Ussax

Ussax can be used as a middle to high ranking enemy Master, and if the GM has access to Mark of the Xenos he may be accompanied by as many Plague Marines as deemed appropriate to the nature of the Kill-team's mission. He can also be used as a figure of doom, with rumours of his appearance in a warzone precipitating a wave of despair amongst Imperial Guard units. The Kill-team might be despatched to investigate such rumours, and if possible locate the base Ussax is using to concoct his ever more pestilent diseases.

Blight-Master Ussax (Master) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	43	(8) 45	(18) 60	42	40	38	52	28

Speed: 5/10/15/30 **Wounds:** 48
Skills: Awareness (Per), Command (Fel) +20, Dodge (Ag), Forbidden Lore (Daemons, Warp) (Int), Intimidate (S) +20, Literacy (Int), Lore: Forbidden (Daemonology, Psykers, The Warp) (Int), Lore: Scholastic (Chymistry, Legend, Numerology, Occult) (Int) +10, Psyniscience (Int) +20, Scrutiny (Per) +20, Speak Language (Low Gothic) (Int), Survival (Int), Swim (S), Trade (Chymist) (Int).
Talents: Astartes Weapon Training, Crippling Strike, Die Hard, Fearless, Hatred (Loyalist Space Marines) Heightened Senses (Sight, Sound, Smell, Touch), Jaded, Quick Draw, Rapid Reload, Swift Attack.
Traits: Dark Sight, Fear (2) (Frightening), Size (Hulking), Stuff of Nightmares, Toxic (1d10), Unnatural Strength (x2), Unnatural Toughness (x3).
Psy Rating: 6
Psychic Powers: Ussax has the Nurgle's Rot Psychic Power (see box).
Armour: Astartes Power Armour (Head 8, Arms 8, Body 10, Legs 8).
Weapons: Astartes Bolt Pistol (30m; S/3/-; 2d10+5 X, Pen 5; Clip 12; Reload Full; Tearing), Plague Knife (1d10+10 R; Pen 2; Toxic 1d10), Force Staff (1d10+10 R, Pen 5; Special)
Gear: Two bolt pistols magazines, Filthy Robes.
Mark of Nurgle: Blight-master Ussax has the Mark of Nurgle (see page 363 of the **Deathwatch** Rulebook), taking the form of numerous lesion-runes etched all over the sloughing flesh of his body.

SPECIAL RULES

Cloud of Corruption: Ussax is surrounded by a thick, black cloud of bloated flies. All those within 30 metres take a –20 penalty to Weapon Skill and Ballistic Skill Tests as an impenetrable cloud of vile flies descends upon them.

Thousand Sons

"The minds of gods are not for mortals to know, or to judge. Accept that Tzeentch has a place for all of us in his grand scheme, and be happy in the part you have to play."

-Proclamation of Magnus the Red

The Thousand Sons are the scions of the Primarch Magnus, the copper-skinned cyclops whose thirst for knowledge in all its forms led ultimately to damnation and an eternity of servitude to Tzeentch, the Chaos God known as the Changer of the Ways.

When the Primarchs were scattered throughout the galaxy, Magnus found himself coming to rest upon the distant, isolated colony world of Prospero. It was perhaps fortunate that a being that many societies would have denounced as a mutant came to such a place. Prospero's only inhabitants were a population of outcast scholars and mystics, who had long since fled the galaxy at large to establish a refuge where they could practise the arts of the psyker. Raised by such scholars, Magnus learned and mastered every one of their arts, soon surpassing them in every regard. The Primarch turned from pupil to master, his fearsomely powerful mind able to manipulate the raw power of the warp in ways no others could.

By the time the Emperor located his long lost son, Magnus was privy to every secret the libraries of Prospero could offer. He yearned to learn more, and in his sire found the only being with more psychic potential than he. Accepting command of the Legion created using his own gene-stock, Magnus took his place in the Great Crusade, and utilised his puissant skills for the good of all Mankind.

But all was not well with this state of affairs, for the Imperium had been envisaged as an end to the superstitions that had benighted the isolated worlds of Mankind for so many long millennia. The worship of deities and fallacious spiritual doctrines was denounced by the Emperor's Iterators, who preached a new age of reason fuelled by the potential of humanity itself. Sorcery had no place in such a society, yet was not the Emperor the greatest of all psykers? A great debate raged in the upper echelons of the nascent Imperium, driven by the need to explain and harness the phenomenon of psychic power whilst putting an end to sorcery and superstition. While still comparatively rare, the number of humans being born with latent psychic powers was increasing, though it was nowhere near so prevalent as it is in the 41st Millennium. The phenomenon proved all but impossible to explain using the empirical reasoning on which the Imperium was being built, and eventually, a great convocation of the highest ranked and wisest counsellors in the Imperium was called.

At the Council of Nikaea, those who denounced the use of psychic powers stated their case, the Emperor himself enthroned in judgement. At length, Magnus came before the council, and gifted as he was of the intellect and charisma of a Primarch, he refuted each of their points. Furthermore, Magnus stated convincingly his belief that no knowledge was in itself forbidden, so long as the scholar used it wisely. Both parties having made their cases and the judgement appearing to hang in the balance, it was a proposal from a group of Space Marine Librarians that broke the impasse. The Emperor heard their compromise proposal, and accepted it. The pursuit of psychic powers would be severely limited and strictly controlled, and any incarnation of ritual, superstition or incantation outlawed entirely. Magnus was furious, for the Emperor's pronouncement severely curtailed his Legion's activities, and denied them the use of their most potent weapons of war.

And so the Great Crusade continued onwards, but it later became apparent that Magnus had not ceased the pursuit of the forbidden arts at all, but rather had continued it beyond the sight of his peers. Most opposed of all his Brother Primarchs was Leman Russ, who regarded any form of guile used to defeat an enemy as a form of cowardice, and even after the pronouncements of Nikaea, a bitter resentment smouldered between the Legions. It was during the opening phase of the Horus Heresy that this resentment exploded into something far worse, with tragic consequences for the Imperium.

On the eve of the Warmaster's treachery, Magnus is said to have experienced a vision in which he saw as no others could the full extent of the civil war to come, and the part each Primarch would come to play in it. He saw brother slaying brother and pacts being sealed with unspeakable beings. He saw the Ultramarines being unknowingly steered far beyond any hope of intervening, and worst of all, he saw what fate awaited the Emperor himself. Yet, the one thing Magnus could not see was his own role in the coming war, but he determined to intervene nonetheless. Magnus knew that in warning his sire of the coming treachery he would be admitting that he had disobeyed the edicts of Nikaea, yet he knew he had no choice, Furthermore, he saw that with events unfolding so fast, the only sure way of warning the Emperor was to project his consciousness across the void, breaching the psychic defences of the Imperial Palace, and to appear before his sire in spirit form. The Primarch of the Thousand Sons issued his warning, but in so doing revealed his crime. To make matters worse, attending the Emperor at that moment was Leman Russ, whose rage at such blatant disobedience was second only to that of the Emperor himself. In a stroke, Magnus was condemned.

The Space Wolves were dispatched to Prospero to call the Thousand Sons to account, yet what followed must surely have been far more destructive than any, even Magnus, could have foreseen. The Space Wolves fell upon Prospero as savage barbarians, unleashing their bestial anger on the Thousand Sons and all of their works. The delicate silver towers of the so-called City of Light were cast down as brother fought brother, savage fought scholar and warrior fought mystic. At the height of the destruction, Russ and Magnus met one another in bitter conflict, and ultimately, Russ proved the stronger of the brother Primarchs. Yet, at the very moment of Russ's triumph, Magnus uttered a word of power and caused himself, and the City of Light, to vanish from the surface of Prospero, disappearing into the warp to reappear later within the depths of the Eye of Terror on what would come to be known as the Planet of Sorcerers.

THE RUBRIC OF AHRIMAN

Given the heritage of their Primarch, it can be no surprise that the Thousand Sons Legion was always prone to mutation. Prior to the Heresy, stringent purity checks and relentless discipline had kept mutation at bay whilst simultaneously developing psychic power. Having steeped themselves in the raw power of Chaos, however, the Thousand Sons fell prey to rampant and uncontrolled mutation, to such an extent that a cabal of the Legion's senior Librarians, led by their chief, Ahriman, determined that something drastic must be done to save the Legion from complete dissolution. With Magnus retired to the highest tower of the City of Light, his mystic, all-seeing gaze cast bitterly upon the dimensions without, Ahriman and his cabal set about enacting a mighty spell that would purge the Legion of mutation and impurity, and leave behind a body of utterly purified warriors.

Ahriman cast his rubric, and the skies over the Planet of Sorcerers erupted in an etheric storm of unprecedented proportions. Bolts of power formed from the raw stuff of the warp arced from the roiling clouds, each striking a Battle-Brother of the Thousand Sons, until all but Magnus in his tower and the cabal of Sorcerers had been scoured by the mighty rubric. But when the storm receded, Ahriman saw the awful truth of what he had wrought. Instead of purging the flesh of ravening mutations, each of the Thousand Sons had been transformed. The seals and joints of their power armour had been welded shut, and the body within turned to ashes. What remained was a suit of animated armour, devoid of mutation, but of all independent will as well. When Magnus the Red saw what Ahriman had done, he turned his back, ascended his tower and turned his gaze upon the Imperium. In that moment he knew that everything he had ever striven towards was now, quite literally, ashes.

Some say that Magnus resides in his Silver Tower still, his baleful gaze sweeping the domains of Mankind in search of the means of enacting his final vengeance. While their Daemon Primarch broods upon the total annihilation of his enemies, the Sorcerers of the Thousand Sons lead their automaton warriors the length and breadth of the galaxy, wielding the power of Tzeentch and enacting the schemes of their master upon the Imperium.

THOUSAND SONS IN THE JERICHO REACH

The extent of Magnus' gaze must be great indeed, for it has even fallen upon the Jericho Reach, the war torn worlds attracting his fell attentions. A number of Thousand Sons Sorcerers have been faced, most notably in the Cellebos Warzone but on numerous worlds surrounding the Hadex Anomaly too. Often, these Sorcerers appear to be present individually, lending their awesome powers to whatever force promises the most in return. In other instances, they have been seen leading squads of Thousand Sons Chaos Space Marines, greatly bolstering their allies' battlefield potential. On at least a dozen battlefields, notably those closest to the Hadex Anomaly, they have been encountered grouped into cabals, pooling their fell powers and enacting rituals that have unleashed unprecedented devastation upon the worlds of the Jericho Reach. Such practises have not escaped the notice of those Battle-Brothers of the Space Wolves Chapter operating in the region, many of whom have vowed that a reckoning is forthcoming. Certainly, the Thousand Sons appear quite prepared to face their ancient rivals once more.

Atum Sum of the Thousand Sons

A sorcerer of prodigious ability, Atum Sum is known to the Inquisition as an acolyte of Ahriman, Chief Librarian of the Thousand Sons Traitor Legion. He is steeped in the power of the warp, and a known master of the Daemonic. It is said that the Daemonic servants of Tzeentch attend him as lesser men command the loyalty of stooping servants, though the veracity of this claim seems unlikely to those versed in the ways of the God of Change. Furthermore, he appears to have an uncanny mastery of the ebb and flow of possibility, manipulating the shifting tides of the warp to appear at any time and place he desires. It is doubtless true that Atum Sum is a dire threat to the Imperium, for his appearance is often seen to precipitate Daemonic Incursions of the most destructive kind.

Needless to say, Atum Sum's appearance in the Jericho Reach is a cause for dread, and several groups within the Inquisition have already set in motion plans to discern his purpose and if possible, oppose it. To date, the sorcerer has been encountered in the warzones surrounding the Hadex Anomaly, leading some to suspect that he is involved in some grand scheme to utilise the weird energies streaming from it. Some have even claimed that Atum Sum has conversed with the Anomaly, or with some vast, unknowable intelligence deep inside and beyond it. Whatever the truth, several Inquisitor Lords of the Ordo Chronos were known to be mustering a coalition to stymie his plans when they disappeared, suggesting that his powers are an order of magnitude greater than any had dared believe.

Atum Sum (Master) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
48	48	(8) 45	(8) 45	45	45	47	55	32

Speed: 5/10/15/30 **Wounds:** 36

Skills: Awareness (Per), Command (Fel) +20, Ciphers (Imperial Codes, Inquisition) (Int), Deceive (Fel) +20, Dodge (Ag) +20, Evaluate (Int) +20, Invocation (Will) +20, Intimidate (S) +20, Logic (Int) +20, Lore: Common (all Skill Groups) (Int), Literacy (Int), Lore: Forbidden (Daemonology, Psykers, The Warp, Xenos) (Int), Lore: Scholastic (Astromancy, Cryptology, Legend, Numerology, Occult) (Int) +10, Psyniscience (Int) +20, Scrutiny (Per) +20, Search (Per) +10, Speak Language (Low Gothic) (Int), Survival (Int), Swim (S).

Talents: Astartes Weapon Training, Bolter Drill, Die Hard, Fearless, Hatred (Loyalist Space Marines) Heightened Senses (Sight, Sound, Smell, Touch), Jaded, Quick Draw, Rapid Reload, Swift Attack, True Grit.

Traits: Dark Sight, Fear (2), Foresight, Size (Hulking), Unnatural Strength (x2), Unnatural Toughness (x2).

Psy Rating: 6

Psychic Powers: Atum Sum has the Warptime Psychic Power (see box)

Mark of Tzeentch: Atum Sum bears the Mark of Tzeentch (see page 363 of the **Deathwatch** Rulebook) carved into his cranium beneath his flesh. When his uses his fearsome powers, the mark glows actinic green as the power of Tzeentch suffuses his mind.

Armour: Astartes Power Armour (Head 8, Arms 8, Body 10, Legs 8).

Weapons: Astartes Bolt Pistol (30m; S/3/-; 2d10+5 X, Pen 5; Clip 12; Reload Full; Tearing), Force Staff (1d10+10 R, Pen 5; Special)

Gear: Two bolt pistol magazines.

Using Atum Sun of the Thousand Sons

Atum Sum is the type of character that the GM can use to confound the players at every turn, and the less they know about his mission or agenda the better. He can be used as an ongoing nemesis who they encounter on numerous occasions whilst pursuing other missions, especially if those missions take them into the space surrounding the Hadex Anomaly.

Psychic Power: Warptime

Action: Half Action
Opposed: No
Range: Self
Sustained: Yes
Description: The timeless nature of the Warp grants the cunning Sorcerer the means to defy the normal limits of time, hastening his movements and reflexes such that his enemies appear to be moving in slow motion.

The Sorcerer surrounds himself with a field of dimensional instability, warping the passage of time. The Sorcerer gains a bonus to his Weapon Skill, Ballistic Skill, and Agility equal to his Psy Rating +10, and he may re-roll one damage dice every Round.

Special Rules

Tides of Time: Atum Sum has the ability to perceive the ebb and flow of the Warp, and in particular to predict and to a degree manipulate the weirdling passage of time within it. He can use this power to disrupt the normal process of cause and effect in real space, seemingly cheating death as he explores one branch of probability to its ultimate conclusion, before tracking back to a previous branch in probability. To this end, his foes find that time and again they believe Atum Sum to have been killed, only for him to reappear at another point in space and time to continue his unknowable mission. While no specific rules are needed to describe this effect, the GM should feel free to place Atum Sun in the Kill-team's path at any time and place, even if he has been slain in a previous mission.

Word Bearers

"Speak the words of Lorgar and you shall live forever in the glory of Chaos. Speak them not and every one of you shall die today."

-Ultimatum made at the gates of Moegh IV.

The Word Bearers are the scions of the Primarch Lorgar, the dark apostle of Chaos and first of the Primarchs to be corrupted by the Ruinous Powers. The Word Bearers sought a being worthy of their veneration, but when the Emperor denounced such practises, they turned to the Warp and the Powers of Chaos within.

Lorgar grew to maturity upon the planet Colchis, a feral world under the sway of a single, all-powerful religious caste known as the Covenant. The priests of this primitive faith preached that one day, a supreme being would come to lead them into a new age. Lorgar was raised within the Covenant's greatest temple, learning all its secret rites and texts and compiling a vast body of his own wisdom that came to be known as "the Word."

When the Emperor finally came to Colchis, the Primarch saw in the Master of Humanity the being spoken of in the ancient prophecy. Taking his place in the Great Crusade, Lorgar led his Legion across the stars, fuelled by a fiery zeal. Wherever the Legion encountered the idols of any god that might rival the Emperor in the devotion of the people, they cast them down and ground them to dust, and in their place erected towering monuments to the glory of the Emperor, forcing the conquered to kneel before them and offer up praises to the new god of Mankind.

Yet, such sentiment ran contrary to the Imperial Truth, as the Emperor denounced the worship of gods and daemons alike. For the Emperor himself to be held as a god was anathema to all that the Imperium stood for, and the Master of Mankind chided Lorgar and his kin for their idolatry. Stunned, the Primarch withdrew for a time, and some have proposed that what followed was the roots of all of the woe that would subsequently befell the Imperium. Exactly what happened can never be known, but it appears that Lorgar underwent first a spiritual crisis, and then an awakening. The Emperor, who the Primarch had counted a god, had denounced his own divinity, denying the tenets of the faith in which Lorgar had been raised. Confronted by the possibility that the word was false, Lorgar may have sought other meanings within it, and other beings that might serve in the place of the god he had believed in. In the Ruinous Powers, Lorgar found such beings, and the truth was revealed to him. The Emperor had been truthful when he had stated that he was no god, but Lorgar saw that the Master of Mankind had told the very worst of lies when he claimed that no such beings existed. The opposite was true, Lorgar discovered, the warp filled with beings whose power was incalculably greater. Such eternal truths as only a Primarch could bear were revealed to Lorgar, including, some say, the awful reality of the Fall of the Eldar. Thus were sown the seeds of the Heresy, and Lorgar determined that in order to avoid the fate that the weakling Eldar had brought upon themselves at the moment of the creation of the Eye of Terror and the birth of Slaanesh, Humanity must embrace Chaos in all its glory. Only then, Lorgar knew, would Humanity ascend to the pinnacle of existence in a universe reshaped in the boundless image of the warp.

Possessed of this new knowledge, Lorgar returned to the Great Crusade. Where previously the Word Bearers had been criticised for their slow progress, enforced by their drive to cast down primitive idols and replace them with those of the Emperor, now their rate of conquest was prodigious. How many cultures brought into compliance in this closing phase of the Great Crusade were in fact turned to the worship of Chaos may never be known, nor the extent to which the pernicious influence of Lorgar's Word was responsible for the corruption of the other Legions. Whatever the truth, the Word Bearers stood by the Warmaster's side when he renounced his loyalty to the Emperor, and they fought at the very forefront of many of the battles of the Horus Heresy.

When battle was truly joined, it was towards the Ultramarines Legion that the Word Bearers turned the greatest extent of their ire. Jealous of the favour they believed the Emperor to have unjustly shown Guilliman's Legion, the Word Bearers set in motion plans laid down years before. At Calth, a world in the Ultramarines' domain of Ultramar, the full fury of the Word Bearers was unleashed, and it was only after much death and destruction that the Legion was repulsed. Though it can never be conclusively proven, it appears that Lorgar's intentions in committing so completely to attacking the Ultramarines was not entirely based on jealousy. In so doing, the Word Bearers tied up the single biggest Legion at a time when it was most needed. When the Warmaster's armies closed upon Terra, the Ultramarines were thousands of light years away and unable to intervene until events were all but decided.

DARK APOSTLES

In the aftermath of the Warmaster's defeat, the Word Bearers retreated to the Eye of Terror, where Lorgar was eventually granted apotheosis and ascension to Daemonhood. A large portion of the Legion took refuge from the vengeful Imperium within the Maelstrom, another region of warp/real space overlap where only those beyond the pale of Humanity dare tread. From these two fastnesses, the Word Bearers plot the corruption of the entire Imperium. The Legion does not venerate any single Chaos Power, but instead draws strength from multiple sources, enacting vile pacts and inviting possession by any power they feel will serve the Word. The Legion remains to this day a relatively coherent grouping, structured after the fashion of a vast, hierarchical religion. Alone of all of the Traitor Legions, the Word Bearers field Chaplains, though these arch heretics preach not the glory of the Emperor but of the Ruinous Powers.

One of the greatest perils the Word Bearers present to the Imperium is the taint they so actively seek to spread. While most other Traitor Legions fight for their own ends or simply to spill blood, the Word Bearers continue the crusade their Primarch began in the aftermath of the Emperor's censure so long ago. They cultivate heresy wherever they travel, subverting the Imperial Creed and utilising cultists as cannon fodder and congregation, often at the same time. Worse still, wherever the Word Bearers tread they order the construction of vast edifices and fanes dedicated to the glory of Chaos, often enslaving their defeated enemies and forcing them to bow down in worship to new, damned gods. By such blasphemies, entire planetary populations are lost to Mankind, in body as well as spirit.

WORD BEARERS IN THE JERICHO REACH

Though the upper echelons of the crusade have yet to fully accept or confirm it, it is supposed by many that the Word Bearers are the dominant Traitor Legion operating within the numerous warzones of the Jericho Reach. Given the massive number of worlds opening enthralled to Chaos, where worship of dark gods is practised on a planet-wide scale, it is perhaps not surprising that the Word Bearers might be drawn to such a place. It has been noted that the Traitor Legion rarely takes to the field as a single body, but instead that individual leaders and squads act as demagogues and even idols to the vast armies of mutants and heretics opposing the advance of the Achilus Crusade. It appears that under the dominance of even a single dark apostle of the Word Bearers Traitor Legion, countless thousands, even millions of cultists, heretics, mutants and abominations will throw themselves upon the swords, or before the guns of their enemies, the unfettered devotions of Chaos frothing from their lips. Whether or not there exists a single lord of the Word Bearers ready to step forward as some form of dark messiah to the defiant worlds of the Jericho Reach remains to be seen. Numerous factions within the Crusade, most notably Deathwatch Battle-Brothers drawn from the Ultramarines Chapter, are keen to prepare for such a turn of events, and oppose it to the end should it transpire.

Black Legion

"Let the galaxy burn!"

-Warmaster Horus

The Black Legion are at once the inheritors of the most glorious legacies of the Great Crusade, and the vilest treacheries of the Horus Heresy. Their Primarch was the Warmaster Horus himself, once celebrated as the greatest of the sons of the Emperor, and later despised as the basest of traitors.

Of all the infant Primarchs scattered to the corners of the galaxy before the process of their creation was completed, Horus grew up closest to Terra. The world of Cthonia had been settled in the very earliest days of Mankind's exploration of the stars, its hugely rich natural resources ruthlessly exploited until they were all but played out. Thus, Horus grew to maturity amongst the anarchic gangers that populated the post-industrial nightmare of a world honeycombed with long-extinct mines and dominated by decaying hive spires. It was from the hyper violent gang-scum of Cthonia that many of the earliest inductees into the Space Marine Legions were taken, and it was there that the Emperor found the first of his lost sons.

For thirty years, the Emperor and Horus fought the opening campaigns of the Great Crusade side by side, the Primarch learning at the foot of his sire. When at length the Emperor detected that another of the Primarchs was close at hand and departed to locate him, Horus was left at the head of his master's hosts, entrusted with the command of the conquering armies. Horus was well suited to the task, and the lessons he had learned in the previous three decades served him well. As one by one the Primarchs were united with their sire and their brothers, Horus came increasingly to be regarded as the greatest of their number, the first among equals. While many of his brothers and the Legions created in their image were gifted in particular fields of military endeavour, Horus was a natural leader, his greatest genius his ability to meld seemingly divergent allies into a coherent whole. This skill was not only of use on the battlefield, for it carried over into contacts with the peoples the Great Crusade met. It was Horus' way to treat with the populations of newly-contacted worlds according to the traditions of each, and this highly successful doctrine was repeated in each of the expeditionary fleets. Tragically, it might also have been the cause of the Primarch's fall, and with him fully half of the Space Marine Legions.

FALL FROM GRACE

In the aftermath of the greatest of the nascent Imperium's victories to date, the defeat of the largest Ork empire ever encountered, Horus was granted the title "Warmaster", commander-in-chief of all the Emperor's armies. So great was the victory that his Legion, originally called the Lunar Wolves, was renamed the Sons of Horus. The Emperor returned to Terra to oversee the next phase of the creation of his stellar empire, but on the feral world of Davin, Horus was struck down by some malady sufficiently virulent to affect even a superhumanly resilient Primarchs. At some point during his treatment or recovery, Horus was inducted

into one of Davin's warrior lodges, and it is likely that during that process, he was corrupted in some manner that would lead to his eventual downfall. Horus emerged from his illness changed, and the practise of establishing warrior lodges spread throughout the Legions. With it, apparently, spread whatever taint had corrupted the Warmaster, and the fate of the galaxy was sealed.

As the pre-eminent Primarch, Horus had always enjoyed the confidence of his brothers, even when internecine rivalries had caused disputes. It appears that through a masterful series of manipulations and deceptions, Horus subverted the loyalties of those Primarchs closest to him, whilst simultaneously diverting or undermining those others, such as Rogal Dorn, Roboute Guilliman and Sanguinius. The Warmaster's plans were impossibly well coordinated, each of the Primarchs experiencing a turn of fate or a precipitating incident that determined which side they would take in the ensuing civil war. Scholars have long debated how many and which of these events were directly brought about by the Warmaster's machinations and which were sheer coincidence. Others still must surely have been the work of the Ruinous Powers themselves, turning their unknowable attentions upon the domains beyond the Empyrean and exerting their will upon them. Whatever the case, events reached a head according to the Warmaster's strategy when he virus bombed the world of Istvaan III, an act so dire that five entire Legions were dispatched to call him to account for his apparent rejection of all the Great Crusade stood for.

It was at Istvaan V that the Warmaster finally revealed his true colours. The first wave of the Legions sent to confront Horus made planetfall, only to discover themselves in the midst of treachery. Faced with overwhelming odds, the Salamanders, Raven Guard and Iron Hands attempted to link up with the second wave, only for the true extent of the Warmaster's treachery to be fully realised. The second wave, consisting of the Word Bearers, Iron Warriors, Alpha Legion, and World Eaters turned upon their embattled brothers, and the result was the infamous Dropsite Massacre, one of the darkest moments not only of the Horus Heresy, but of the entire history of Mankind.

The ensuing civil war pitched the whole Imperium into anarchy and chaos. It was not only the Legions aligned to Horus that rebelled, for the warrior lodges and the taint in general had spread far and wide by the time of the Dropsite Massacre. The Imperial army was split almost in half, regiment fighting regiment and fleet fighting fleet. The Titan Legions of the Mechanicum, the ancestors of the Adeptus Mechanicus were equally affected, and soon fully half of the Emperor's hosts were engaged in bitter conflict with the other. Barely a single world was untouched by a war that accounted for countless billions of lives and that culminated in the Warmaster's assault on Terra itself.

As events neared their tragic conclusion, those Legions not committed to the defence of Terra raced through the warp, converging on the home world of Mankind in such numbers that the Traitors, massed to assault the Imperial Palace, would be defeated. At the last, Horus lowered the shields of his battle barge, effectively inviting the Emperor to teleport aboard and confront his treacherous gene-son. In the battle that followed, Horus was slain at the hand of his sire, his soul annihilated so that not a shred of its essence remained. But in defeating the Primarch, the Emperor had suffered such wounds that only his ascension to the life-sustaining Golden Throne could keep death at bay.

Even as Rogal Dorn carried the Emperor's body from the Warmaster's battle barge, the Traitor hosts began their fighting withdrawal, and in the anarchy and confusion Horus' body was recovered by his Legion. Having fought their way clear of the Sol System and fled for the Eye of Terror, the Sons of Horus established a world that was at once the tomb of their lost Primarch and a fortress, from which they would launch further attacks both upon their fellow Traitor Legions and against the smouldering Imperium. Bereft of their glorious Primarch, the Legion floundered, and in desperation turned to each of the Chaos Gods in turn in their search for renewed power, inviting possession and the ever more costly blessings of the warp. All the while, the Legion suffered the jealous attacks of their former allies. At length one such rival, the remnants of the Emperor's Children, stole the body of the slain Primarch from the heart of its tomb and spirited it away, some say with the purpose of cloning it in order to create a new and still greater Warmaster.

The salvation of the Sons of Horus came when one of its greatest captains, Abaddon, led an attack on the Emperor's Children that destroyed the body of the Primarch and in so doing ushered in a new age for the Legion. The Traitors changed their name once more, this time in reference to the fact that their armour was now adorned black, calling themselves the Black Legion. Through his actions, Abaddon re-invigorated the Legion, reviving the old notion that none could stand in their way and that they would one day inherit the galaxy itself. When the warbands of the Black Legion gather under the wrathful banner of Abaddon the Despoiler, the words of Horus are ever heard upon their lips—let the galaxy burn.

BLACK LEGION IN THE JERICHO REACH

Several warbands drawn from the Black Legion have been sighted operating in the Jericho Reach, most in and around the Acheros Salient. One, thus far unidentified, group of Black Legion warriors has been sighted on at least twelve separate occasions operating deep within the Outer Reach, notably in the vicinity of the Slinnar Drift.

Iron Warriors

"Iron within, iron without."

-Credo of the Iron Warriors Traitor Legion

The Iron Warriors were the Emperor's finest siege troops and their Primarch, Perturabo was the equal of Rogal Dorn in the arts of fortification and strategy. Yet, Perturabo felt himself side-lined by his brother Primarch, whose every proud boast was, to the master of the Iron Warriors, a barbed insult. When the Horus Heresy came, it was perhaps inevitable that the two Primarchs should find themselves on opposite sides of the galactic civil war.

Perturabo grew up upon the world of Olympia, a mountainous planet divided into constantly warring city-states. The infant was found by the servants of Dammekos, the so-called Tyrant of Lochos, and raised by him as his own. The young Primarch never fully accepted his lot, and became cold and mistrustful of others. Despite his aloof demeanour, Perturabo learned from the culture in which he found himself the arts of a the siege, for Olympia's warring city-states afforded plenty of opportunity to study both the theory and the practise of this highly specialised branch of warfare. When the Great Crusade finally reached Olympia and the Emperor told Perturabo of his place in the wider galaxy, the Primarch pledged his devotion to the fledgling Imperium, and assumed the mantle of Primarch of the Iron Warriors Legion. According to established practise, the Primarch was declared lord of the world on which he had been raised, effectively deposing his adopted father, and the Legion began the process of inducting new recruits from the most able candidates amongst its peoples.

In the campaigns that followed, the Iron Warriors proved themselves amongst the most able siege troops in the Emperor's armies. Perturabo was possessed of a keen, cold, and calculating mind well–suited to the highly technical aspects of such a style of warfare. Furthermore, he was gifted with an affinity with technology, and able to debate the finer points of the most esoteric arts with the highest placed adepts of the Mechanicum. The Iron Warriors received cross training on Mars, further refining the specialisation, until only the Imperial Fists of Rogal Dorn could equal their expertise. World after world that rejected the future espoused by the Emperor's Iterators capitulated when confronted with the prospect of a protracted siege by the Iron Warriors, and countless worlds were brought to compliance that would otherwise have been devastated in bitter, and ultimately pointless wars.

Yet, Perturabo appears to have grown ever more resentful of his role within the Great Crusade, and perhaps in an effort to prove his superiority over Dorn and others amongst his brother Primarchs, he accepted ever more arduous missions on behalf of his Legion. Worlds considered by others as unbreakable were cracked open by the methodical application of overwhelming force, yet this approach to war took a remorseless toll even on the superhuman Space Marines. Gruelling preparation culminated in brief but extreme violence, and soon the Iron Warriors came to prefer a besieged defender to defy them rather than to surrender, so that the pent–up pressure of siege warfare could be released in the moment of his total defeat. To make matters worse, the Iron Warriors came to be utilised as garrison troops, small forces detached from the Legion and tasked with guarding the worlds they had worked so hard to bring to compliance. While other Primarchs refused point-blank to see their Legions used in such a way, Perturabo acceded, though with ever-poorer grace.

As the tragic outbreak of the Horus Heresy grew closer, it appears that Perturabo was put under ever increasing pressure, and as a result the fires of his bitterness were stoked to a raging inferno. Some have postulated that it was the Warmaster himself who, time after time, engineered events and adjusted deployments to the Primarch's detriment. Whatever the truth, events came to a head when, following the death of the Tyrant of Lochos, the people of Olympia rebelled against the rule of the Iron Warriors. Perturabo's anger was finally unleashed, and upon his return to his home world, the Primarch enacted such fearsome vengeance that countless innocents were slaughtered and entire cities burned.

In the aftermath of his vengeance, Perturabo knew utter despair, barely able to comprehend the crimes he had committed in his rage. But before he could set about righting his terrible deed, word came of the Warmaster's virus bombing of Istvaan III, and the Iron Warriors were ordered to confront the rebels and bring them to justice.

History records little of the machinations Horus must surely have enacted in order to turn the bitter Perturabo to the cause of the traitors, but whatever the truth, the Iron Warriors turned upon their brothers at Istvaan V, and in so doing sealed their damnation for all time. At last freed of the constraints that had bound him, Perturabo gave free reign to his most destructive urges, laying waste to world after world in the Warmaster's service. While one part of the Legion turned Olympia and its surrounding systems into an empire of iron, another lent its expertise to the Siege of Terra, and at last, the sons of Perturabo could test themselves against those of Rogal Dorn.

It cannot be known whether Dorn's masterfully constructed defences would have proved the undoing of the Iron Warriors, for the Warmaster was slain before the matter could be fully determined. Those Iron Warriors that had taken part in the Siege of Terra fled to the Eye of Terror with the remainder of the Traitors, while those that had established their own empire around Olympia prepared themselves for the inevitable assault by the loyalist Legions. In a reversal of fortune typical of the grim epoch that ushered in the Age of Imperium, the Imperial Fists were amongst those who laid siege to these Iron Warriors, and while the Traitors were eventually dislodged, it was only after a decade-long campaign that culminated in them detonating their nucleonic stockpiles and reducing Olympia to a blasted waste.

THE IRON CAGE

Perhaps the most infamous of all of Perturabo's campaigns, and, so it is said, the deed that earned him the dark blessing of apotheosis to a Daemon Primarch, took place upon the world of Sebastus IV. Here, the Primarch constructed the most fearsome of fortifications, a mighty fastness ringed all about with mile after mile of trenches, redoubts, minefields and razor wire. While most fortresses serve the purpose of defending something, and are thus limited in their utility, the so-called Eternal Fortress had been constructed with but one purpose in mind—to defy the proud boasts of Rogal Dorn and to lure him into a trap from which he could not escape. Despite the protestations of his brother Roboute Guiliman, Dorn succumbed to Perturabo's boast that none could take his fortress, and led the entire Imperial Fists Legion into what would later become known as the "Iron Cage."

What followed was death and destruction on an unprecedented scale. Not since the height of the Horus Heresy had a Space Marine Legion suffered such losses as the Imperial Fists incurred as they dropped straight into the midst of a grand entrapment. As more of his warriors fell to the stratagems and rouses of the well-prepared Iron Warriors, Dorn's captains counselled the Legion should fall back and regroup, for they could accept what he could not—the Imperial Fists had been bested, and in a siege no less.

At length, Rogal Dorn could not, and did not, give the order to withdraw. Rather, Roboute Guiliman decided that he could not stand by as his brother brought about his own defeat and that of his Legion, and so he deployed the Ultramarines to relieve the Imperial Fists. Faced with two entire Legions, Perturabo evacuated his Legion, knowing that he had achieved what he had set out to do. By the end of the battle, the Imperial Fists had lost an incredible four hundred Battle Brothers, with many more wounded. Perturabo offered up the gene-seed his Legion had taken from the Imperial Fists, and apotheosis was his reward.

IRON WARRIORS IN THE JERICHO REACH

The Iron Warriors typically organise themselves into coherent formations called "Grand Companies," each a large force led by a Warsmith who is an expert in siege warfare. To date, no force as large as a Grand Company has yet to be faced in the Jericho Reach, but an individual known to be a Warsmith has been reported on several occasions. It has been surmised by several Daemon Hunters attending the Chamber of Vigilance that one or more small cadres of Iron Warriors siege experts are in the early stages of lending support to those servants of Chaos holding the worlds of the Acheros Salient against the Imperial crusade. Some have voiced the concern that this turn of events might presage a massive counter-attack by the Arch Enemy forces, and that they intend to utilise the fearsome skills of the Iron Warriors by laying siege to the fortress worlds of the Iron Collar.

Warsmith Koros of the Iron Warriors

Said to be a veteran of one thousand and one sieges, Koros is a Warsmith of the Iron Warriors Traitor Legion, and as such a master of attacking and defending every manner of citadel. He is also a veteran of the Iron Cage, and one of the Daemon Primarch Perturabo's lieutenants, having proved himself worthy of command of one of the Iron Bastions on Medrangard, the planet-scale fortress Daemonworld which is home to his Legion.

Koros has been dispatched to the Jericho Reach in order to oversee the fortification of numerous worlds about the Hadex Anomaly, and to lend his assistance in the planning of a grand counter strike against the forces of the Imperium. What price the various factions opposing the Imperium have agreed to pay in return for the Iron Warriors' aid is not known, but it must certainly be high.

Warsmith Koros is known to be in league with the corrupted Mechanicus of the heretic Forge World of Samech, who have equipped him and his forces with numerous items of heretek, some of which was undoubtedly constructed according to his own specification. It is now suspected by several within the Chamber of Vigilance that Warsmith Koros and the Dark Mechanicus of Samech have entered into an unholy alliance, the only result of which can be the creation of a new generation of previously unseen and abominably powerful weaponry. Armed with the twisted fruits of such a dark union, the servants of the Ruinous Powers might finally be able to break the deadlock that has befallen the Acheros Salient, and begin to push the lapdogs of the Corpse God Emperor back to the Well of Night, finally expelling them from the Jericho Reach.

Using Warsmith Koros of the Iron Warriors

Warsmith Koros is ideal for use as a powerful leader bolstering a mass of less powerful troops, either in the attack or the defence. Whilst defending, he should use his knowledge of Defensive Doctrine to position troops and emplace weapons in such as way as to cover every possible approach, while in the attack he should use his knowledge of Assault Doctrine to direct hordes of lesser troops. His presence should also be used as a major plot point should the Kill-team include any Imperial Fists Battle-Brothers, as they may know that he is a veteran of the Iron Cage.

Warsmith Koros (Master) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
55	48	53 (10)	55 (10)	43	62	50	55	45

Speed: 5/10/15/30 **Wounds:** 43

Skills: Awareness (Per), Command (Fel) +20, Dodge (Ag) +20, Logic (Int) +20, Intimidate (S) +20, Lore: Common (all Skill Groups), (Int), Literacy (Int), Lore: Forbidden (Adeptus Mechanicus, Archeotech, Chaos, Tech, Warp) (Int), Scrutiny (Per) +20, Search (Per) +10, Speak Language (Low Gothic) (Int), Survival (Int), Swim (S), Tactics (All) +10, Tech-Use (Int) +10.

Talents: Air of Authority, Astartes Weapon Training, Bolter Drill, Combat Master, Counter Attack, Crushing Blow, Die Hard, Electro-Graft Use, The Flesh is Weak (3), Fearless, Hatred (Loyalist Space Marines), Jaded, Mechadendrite Use (Servo-Arm), Quick Draw, Rapid Reload, Swift Attack, Tactics (Assault Doctrine, Defensive Doctrine), True Grit.

Traits: Size (Hulking), Mechanicus Implants, Unnatural Strength (x2), Unnatural Toughness (x2).

Armour: Corrupted Astartes Power Armour (Head 8, Arms 8, Body 10, Legs 8).

Weapons: Astartes Bolt Pistol (30m; S/3/-; 2d10+5 X, Pen 5; Clip 12; Reload Full; Tearing), Plague Knife (1d10+10 R; Pen 2; Toxic 1d10).

Gear: Two bolt pistols magazines, Auspex, Servo-Arm.

IV

Chapter Wargear

Ranged Weapons

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Melee Weapons

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Armour

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Wargear

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Chapter Trappings

•

Followers

Chapter IV: Chapter Wargear

"Blessed is the bolter that fires true; blessed is the bolt shell it carries; blessed is its spirit. May it smite the foes of the Emperor with righteous anger made fire and steel."

–The Twelfth Litany of Boltgun Preparation

Space Marines wear the best armour, carry the finest weapons known to the Imperium, and receive unequalled training in the arts of war and death. Each Chapter also maintains its own specialised kinds of wargear, usually of ancient design and crafted to compliment the Chapter's own individual way of waging war. Often these are rare or unique items, potent wargear created centuries ago and kept safe within the Chapter's armouries until such time a favoured warrior is deemed worthy enough to carry it into battle once more. Such is the long and bloody history of every Space Marine Chapter that the catalogue of such weapons, armour, and gear may contain things thought lost to Imperium, held against the ages and kept secret for years uncounted. Chapters guard such items jealously, lest the agents of the Adeptus Mechanicus or Inquisition take an undue interest and try to acquire them or learn their secrets. Such an incident would be an unthinkable stain on the honour of a Chapter and demand retribution or reparation. Fortunately for the Astartes, the ancient accords that grant the Chapters much of their autonomy protect them from such interference, so such occurrences have been very rare and often wiped from the annals of history.

Unique, specialised wargear is not the only additional support a Chapter can provide for its Battle-Brothers, and for each Space Marine a Chapter will maintain legions of support staff and auxiliaries. Ranging from mindless servitors and Chapter serfs (which undertake menial tasks) to trained beasts and combat scribes (who can accompany them into battle), each of these followers serves a purpose and can aid the Battle-Brother in some way. Such followers are also sometimes used when dealing with civilian populations or alien delegations where encounters call for subtle diplomacy or the presence of a non-threatening entity under the command of the Space Marines. Equally, when conducting missions of investigation and infiltration, specially trained Chapter serfs will sometimes be employed as spies or saboteurs, seeded in amongst a human population, passing unnoticed where a hulking Battle-Brother would cause panic and terror. However they are employed, followers provide a variety of new options for Battle-Brothers and a way to enhance their skills and expand their options when undertaking missions.

New Special Quality: Proven (X)

Weapons with a Proven quality always inflict massive damage and treat any die roll for damage lower than the Proven rating (as indicated by the number in parentheses) as if it were the Proven rating instead. Thus a Proven (3) weapon would treat any die roll of 1 or 2 as a 3 for the purposes of calculating damage.

Treasured by the Chapter

The pieces of Chapter wargear presented in this section are incredibly rare and unique items that are treasured by the Chapter they originate from. Battle-Brothers seconded to the Deathwatch who are allowed to take such rare artefacts with them to the Jericho Reach are truly trusted by their Chapters. At the GM's discretion some of these items may be available from the Armouries of various Watch Stations, but this is a rare occurrence. In general Players should take these items as Signature Wargear for their Battle-Brothers, representing his chapter trusting him and only him with such a rare piece of Chapter history

Chapter Armoury

"Born in the forges of ancient Carpathia twenty five centuries ago, this blade was crafted by the finest Mechanicus smiths and blessed by the Omnissiah. It has seen battles uncounted and legions of foes have died screaming on its tip or fallen lifeless before its keen edge. In its time it has been wielded by many heroes of the Chapter, proud warriors which brought honour and glory to its name during the fleeting time they knew the feel of its hilt. Now it passes to you; bear this blade with respect and honour the history its holds while you cut down your foes."

–Excerpt from the Oath of Passing upon the taking of a relic blade from the Iron Hands Chapter armoury

A Battle-Brother's weapons and armour are sacred to him, prized tools of war without which he would be a lesser warrior. Every Chapter provides for their Battle-Brothers these precious instruments of war, from the ancient power armour they wear to the deadly boltguns they carry into battle. For a Space Marine, his Chapter is both teacher and provider, giving him the tools and training to face the foes of the Emperor with glory and honour. Since the time of the First Founding this role has developed and expanded and the Chapters themselves have grown into more distinct and unique entities defined more by the legacy of their Primarchs. As part of a Battle-Brother's training he will learn techniques and be gifted with wargear which is unique to his Chapter, reflecting its doctrine and history shaped over long millennia of warfare. Every member of the Deathwatch brings with him some of this doctrine and often retains access to the specialised wargear of his own Chapter—the favoured fighting techniques drilled into him all his life unbroken by his secondment to the Deathwatch.

Every Space Marine Chapter uses specialised wargear, either because of its own personal combat doctrine or as a result of its long and violent history. A Battle-Brother will be familiar with the wargear of his own Chapter, having trained with it during his time as a neophyte and then later once donning the mantle of full member of his Chapter. If a Battle-Brother wants, and with the consent of the GM, he can select wargear from one of the Chapter lists below, using both Renown and Resource Points as normal to gain access to items. Battle-Brothers may, however, only choose wargear from their own Chapter as indicated by the Chapter name in parentheses beside the wargear's name.

Amongst the Chapter wargear listed here are also some relics unique to the Deathwatch in the Jericho Reach. These items represent some of the more treasured pieces of gear held in the armouries of Watch Fortress Erioch and Watch Stations across the Reach. These items are often trusted to Battle-Brothers who have proven themselves in the eyes of their Watch Captain.

Ranged Weapons

The Chapters involved in the Achilus Crusade have adopted a variety of ranged weapons in their wars to reclaim the sector; some are tried and tested variants unique to the Chapter and brought with them from beyond the Warp Gate, others are new to the warzone, adopted to meet the changing face of the enemy.

Angelus Bolter (Blood Angels)

A bolter variant used exclusively by the Blood Angels and their successor Chapters, the Angelus Bolter is a wrist mounted, drum feed weapon. This allows the Battle-Brother to keep both hands free while laying down a withering hail of close range fire. Angelus Bolters also make use of unique Bloodshard bolt rounds, crafted with monofilament tips, which can cut through armour with ease to deliver the round's explosive payload. The Angelus Bolter does not require a Battle-Brother to use either of his hands, though in any Turn in which it is fired, he cannot use the hand or arm mounting the weapon to make other attacks.

Gilded Boltgun (Ultramarines)

Among the oldest and most stable of all the Chapters, the vaults of the Ultramarines are well stocked with some of the finest examples of Imperial weaponry known to exist. One example is the Gilded Boltgun, a master-crafted artificer weapon of unsurpassed beauty and artistry; a weapon fit for a Sector Lord, or a Space Marine Captain. No record remains of how this weapon made its way to the Jericho Reach, but it has been used by some of the most heralded Ultramarines to serve in the Reach. The Gilded Boltgun is a master craftsmanship weapon (see **Deathwatch** page 140). It is also an impressive status symbol, its dazzling radiance plain for all to see, and adds +10 to all Fellowship Tests and Skills Tests based on Fellowship when carried. Ultramarines especially respect a

Table 4-1: Ranged Weapons

Name	Class	Range	RoF	Dmg	Pen	Clip	Rld	Special	Wt	Req	Renown
Angelus Bolter	Basic	50m	S/3/–	1d10+9 X	6	36	2 Full	Tearing	16	25	Respected
Gilded Boltgun	Basic	100m	S/2/4	1d10+9 X	4	30	Full	Tearing	20	20	Distinguished
Hellfire Flamer	Basic	20m	S/–/–	1d10+9 E	5	6	2 Full	Flame, Tearing	15	25	—
Raven Shotgun	Basic	30m	S/–/–	1d10+6 I	0	18	Full	Reliable, Scatter	10	10	—
Surtur's Breath	Heavy	40m	S/–/–	1d10+12E	5	8	2 Full	Flame	15	25	Respected

Battle-Brother honoured to carry such a weapon and, while the Battle-Brother wielding the Gilded Boltgun is Squad Leader, all Ultramarine Squad Mode abilities reduce their cohesion cost by 1 (to a minimum of 1).

Hellfire Flamer (Deathwatch)

A modification of the tech that created Hellfire Bolt Rounds, the Hellfire Flamer was recovered from the Omega Vault shortly after the first reports of Hive Fleet Dagon reached the Watch Fortress. Mixing potent mutagenic acids into the refined promethium mix, the fire from a Hellfire Flamer eats away at chitin and bone with alarming speed, making it an ideal weapon for facing Tyranids. Hits from a Hellfire Flamer ignore Natural Armour and will inflict Righteous Fury on a die result of 9 or 0.

"Raven Pattern" Shotgun (Raven Guard)

Raven Guard scouts are among the best recon the Astartes has to offer, forging ahead of the Chapter, identifying targets for quick strikes and disrupting enemy logistics. For this reason, Raven Guard serving in the Jericho Reach Deathwatch are commonly deployed to strike missions in the Canis Salient, using their stealth to operate behind enemy lines and strike high value Tau targets. During a recent strike mission, shotgun fire gave away a scout's position and compromised the entire mission. In response, Harl Greyweaver used an ancient technique incorporating flash and sound suppressors into the scout's muzzle (a long black cylinder attached to the weapon's barrel) making it completely silent when fired, without reducing damage or the ability to make use of variant forms of ammo. This modification was met with such great success that Greyweaver is willing to provide his time and skill to any Raven Guard who has proven himself worthy of the upgrade.

Surtur's Breath (Salamanders)

Just as the Salamanders know well how to protect themselves from flame, so too are they adept at its use. Many Salamanders alter their flamer with unique modifications and upgrades they have learned over a long career. One such modified flamer has a reputation with the members of the Deathwatch operating in the Reach. Legend says it once belonged to a particularly vicious Salamander by the name of Surtur who used a unique propellant that made the Flamer shoot at an extended range with terrifying ultraviolet fire. When a target is hit by the Surtur's Breath, in addition to its normal effects (i.e. dealing damage and potentially setting the target on fire) they must make a **Hard (-20) Willpower Test**. If they fail they must roll on the Shock Table (see the **Deathwatch** rulebook page 277) just as if they had failed a Fear Test. The additional equipment required to store and inject the propellant significantly adds to the bulk of the flamer, making it heavier and more unwieldy than normal.

Melee Weapons

Among the fearsome melee weapons used by all Adeptus Astartes, the Chapters of the Achilus Crusade have supplemented their arsenals with both relics and unique wargear found only in the forges and forgotten worlds of the Jericho Reach.

Artificer Omnissian Axe (Deathwatch)

Among the cog-toothed power axes of the Tech-Marines there also exist rare and ancient examples of artificer tech. These potent weapons combine all the brutal power of the Astartes Pattern Omnissian Axe with forgotten forgings and flawless craftsmanship. In addition to its improved profile, an Artificer Omnissian Axe is also always a master-crafted melee weapon and adds +10 to Fellowship Tests when dealing with members of the Machine Cult. Like an Astartes Pattern Omnissian Axe it also counts as a Combi-Tool.

Chogoris Lightning Blade (White Scars)

An ancient White Scars relic, the Chogoris Lightning Blade is a dazzling silver power sword with a jagged blade crafted in the shape of a lightning bolt. Seemingly heavy and unbalanced upon first inspection, the sword appears more a ceremonial piece than the true weapon of war. When its power field is activated it springs to life, blue radiance arcing from its edge and intricate, hidden suspensors in its hilt making it as light as a feather. The Chogoris Lightning Blade was passed to the Deathwatch by the White Scars Battle-Brother Kubilei upon his death fighting near the Hadex Anomaly.

Cruciform of the Crusade (Deathwatch)

In the early days of the Achilus Crusade there were many bloody battles to establish the Imperium's foothold within the Jericho Reach. In one such battle a squad of Battle-Brothers was dispatched to deal with the emergence of a Chaos Cult during the Argoth uprisings. In the course of the battle the Battle-Brothers were forced to make a stand in an Imperial Chapel, where they held their ground for several days. At one point in the fighting a heretic missile knocked the Aquila down from the chapel's spire. Enraged by the affront to the God-Emperor one of the Battle-Brothers dropped his weapons and hefted the eight foot stone cross and eagle on his shoulder, charging the heretic lines, instantly followed by his brothers and ending the battle in less than an hour of bloody carnage. Since then, the Aquila, known as the Cruciform of the Crusade, has been a relic for the Deathwatch of the Jericho Reach. The cross may be carried into battle by a Battle-Brother or by one of their followers. The cross takes two hands to hold so a character who carries it can carry no other weapons, though it counts as an Astartes Thunder Hammer, with a Pen of 0 and no Power Field (see **Deathwatch** page 155) when wielded in melee. In addition, when in the presence of the cross, all Squad Mode abilities cost one less Cohesion point to activate (to a minimum of 1).

Table 4-2: Melee Weapons

Name	Class	Dmg	Pen	Special	Wt	Req	Renown
Artificer Omnissian Axe	Melee	1d10+9 E	7	Power Field, Unbalanced	10	25	Distinguished
Chogoris Lightning Blade	Melee	1d10+7 E	10	Balanced, Power Field	3	20	Famed
Cruciform of the Crusade	Melee	2d10+5 I	0	Concussive, Unwieldy	30	30	Respected
Duelling Tulwar	Melee	1d10+2 R	0	Balanced, Primitive	2	5	—
Glaive Encarmine	Melee	2d10+2 E	6	Balanced, Power Field	7	25	Famed
Honour Blades	Melee	1d10+5	6	Balanced, Power Field	8	20	Respected
The Needle of Truth	Melee	1d10+7 E	6	Balanced, Power Field	5	30	Distinguished
Power Lance	Melee	1d10+6E	7	Power Field	9	10	—
The Righteous Fist	Melee	2d10†E	9	Power Field, Unwieldy	35	35	Famed
Rune Staff	Melee	1d10+1 I	0	Balanced	5	25	Respected
The Shadow in the Sky	Melee	1d10+5 E	6	Balanced, Power Field	6	20	Respected
Shard of Bekrin	Melee	1d10+4 E	5	Power Field, Unwieldy	4	20	Distinguished

†The Righteous Fist is a power fist and increases the user's Unnatural Strength when using it as detailed on page 155 of the Deathwatch rulebook.

Duelling Tulwar (White Scars)

Reputed to have its origins from the mountain tribes of Chogoris, the Duelling Tulwar is a White Scars ritual weapon. Its short, curved blade makes it ideal for quick, short cuts, allowing the wielder greater speed in combat, switching between defensive and offensive stances with a flick of his wrist. The Duelling Tulwar allows a Battle-Brother to make a single Standard Attack as a Free Action with the weapon when he uses the Defensive Stance Action (see **Deathwatch** page 238).

Glaive Encarmine (Blood Angels)

The Glaives Encarmine are broad two-handed blades wielded by the Sanguinary Guard. Crafted long ago by using forgotten methods and techniques, few weapons in the Blood Angels armouries approach the elegance and mastery of manufacture embodied in the Glaive Encarmine. In battle, a skilled Battle-Brother can wield such a weapon as easily as he might a combat knife, sweeping it back and forth in swift, graceful arcs of death and taking life with each effortless blow. A Glaive Encarmine requires two hands to use.

Honour Blades (Ultramarines)

Presented to champions of the Chapter, Honour Blades are a matching Broadsword and Poniard power blade set. Wielded together, the blades are perfectly matched and provide the champion with an expert defence and attack. When used together, Honour Blades grant the wielder the Wall of Steel Talent unless he already has it, and also grant a further +20 to Parry Tests (in addition to the +10 for the Balanced Special Quality).

The Needle of Truth (Dark Angels)

It is the task of the Dark Angel Interrogator-Chaplains to extract truth from those captured by the Chapter, as well as protect its secrets and maintain its spiritual well being. The Needle of Truth is an ancient blade which was taken by the Chapter to the Jericho Reach to uncover the secrets this new sector harboured, especially rumours of the Fallen. In addition to being a finely crafted power sword, the Needle of Truth has a terrible power over heretics and while its blade is bared any daemon or follower of the Dark Gods suffers a –20 penalty to all Willpower Tests provided they can draw line of sight to it.

Power Lance (White Scars)

A signature weapon of the White Scars, the Power Lance mounts a power blade on the end of a long shaft. This makes the weapon ideal for charging from the back of vehicles or striking at foes while beyond the reach of their weapons. When making a Charge Action with a Power Lance from the back of a beast or vehicle, the Battle-Brother adds additional damage equal to his Strength Bonus. The Battle-Brother can strike foes with a Power Lance up to 2m away from himself and does not count as being engaged in melee combat with them unless they also have a similar reach with their weapons.

The Righteous Fist (Deathwatch)

A weapon from the first battles against Hive Fleet Dagon, the Righteous Fist is a massive pitted and scarred powerfist reputed to have crushed the skull of a Carnifex with a single blow. Repaired by the Tech Marines of Watch Fortress Erioch, the Fist excels at taking on large targets, where its oversized grip is perfect for massive necks and limbs. When attacking a target of Hulking size or larger (see **Deathwatch** page 134) the Battle-Brother adds +8 to any damage he deals with the Righteous Fist.

Table 4-3: Armour

Name	Locations Covered	AP	Wt	Req	Renown
Great Wolf Pelt	Body	0	2kg	10	Respected
Salamanders' Mantle	Body	0	2kg	20	Respected
Mantle of the Fallen Wolf	Body	0	2kg	20	Distinguished

Rune Staff (Space Wolves)

A Rune Staff is as much a symbol of power as it is a weapon. Rune Staffs are used to enhance a Rune Priest's powers, helping him to channel his gift into powerful blows, much like the method used to turn a force weapon into a lethal instrument of death. A Rune Staff counts as a Force Staff (see **Deathwatch** page 155). When he strikes a foe he can channel his power as normal (making a Focus Test opposed by his target's Willpower), but instead of inflicting additional damage, he can trigger one of his psychic powers as a Free Action, with a Psy Rating of 1 for each degree of success he scores over his target. Only powers with a specified target can be used in this way and must be targeted at the creature being struck with the Rune Staff. This trigger ignores the restrictions on using multiple psychic powers in a turn. Only a Rune Priest (Space Wolves Librarian) can use a Rune Staff.

The Shadow in the Sky (Raven Guard)

An ancient weapon of the Chapter, the Shadow in the Sky is a long, curved power sword like the talon of a bird. Perfectly balanced and with a razor's edge, it seems to move with a mind of its own when in the hands of a Raven Guard Battle-Brother. A Battle-Brother that wields the Shadow in the Sky gains the Precise Blow Talent unless he already has it, and a +10 on all Parry Tests (in addition to the +10 for the weapon's Balanced special quality).

Shard of Bekrin (Deathwatch)

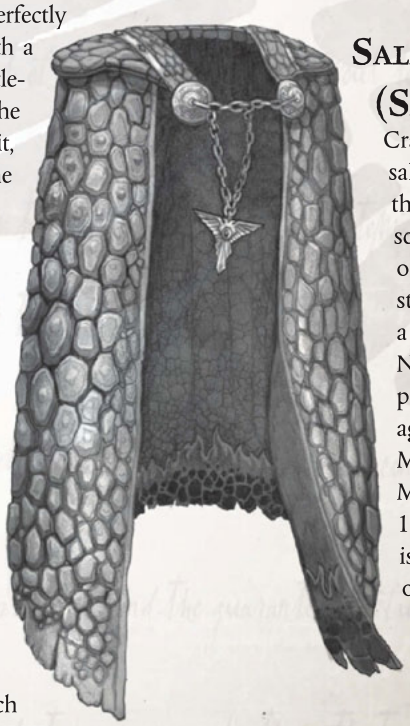
Among those defending the Shrine World of Bekrin from the invasion of Hive Fleet Dagon was Tarvos, a Blood Angel Battle-Brother in the service of the Deathwatch. During the evacuation of the world's clergy, Tarvos gave his life defeating a Hive Tyrant in a glorious display of heroism. Though his body was not recovered, his broken power sword was returned to the armoury of Watch Fortress Erioch. Remarkably, the weapon still hums with power though half its length is gone, and those that look upon its stained blade at once feel the power of the brother who once wielded it. The blade has since become a relic of the Deathwatch in the Jericho Reach and has found use both as an icon of valour and a weapon, especially against the Tyranid Swarms. The Shard of Bekrin grants those carrying it +10 Fellowship when dealing with Adeptus Astartes. In addition, when used against Tyranids it gains the Felling (2) Special Quality.

ARMOUR

In addition to the ubiquitous power armour used by all Space Marine Chapters and worn by the bulk of Battle-Brothers, each Chapter often has its own special forms of protection. Some of these are additions to existing armour while others are unique or even ceremonial in nature.

Great Wolf Pelt (Space Wolves)

Among the wargear of the Space Wolves are wolf pelts from some of the greatest Fenrisian Wolves to serve the Chapter. Some of these pelts are large even for a Space Marine, trailing behind them and hanging over their armour like a tide of fur. A Battle-Brother wearing such a pelt honours the memory of the wolf by carrying it once more into battle. A Great Wolf Pelt counts as a Wolf Pelt (see **Deathwatch** page 170) and adds +10 to all Fellowship Tests when dealing with Space Marines. A Great Wolf Pelt never truly loses its smell and, while wearing it, the Loyalty of any Fenrisian Wolf Followers the Battle-Brother has is increased by +20.



Salamanders' Mantle (Salamanders)

Crafted from the skins of the lava salamanders native to Nocturne, the Salamanders' Mantle is a scaled cloak worn by heroes of the Chapter. As well as the status symbol of wearing such a mantle, the scales of the Nocturne salamanders also provide unrivalled protection against fire. The Salamanders' Mantle counts as an Adamantine Mantle (see **Deathwatch** page 168), and while a Battle-Brother is wearing it he cannot be set on fire and need never take an Agility Test to see if he is set on fire when hit by weapons with the Flame Special Quality.

Mantle of the Fallen Wolf (Space Wolves)

Wolf Priests are the spiritual leaders and councillors of the Chapter and well–respected by all Battle-Brothers. The mantles of the Wolf Priests are usually crafted from the furs of the great wolves of Fenris and are adorned with tokens and fetishes of the Chapter. The Mantle of the Fallen Wolf

is one such item, passed to the Jericho Reach Deathwatch by its previous owner who fell defeating a greater daemon in the Hadex Anomaly. To wear such a cloak is a great honour and marks out a Battle-Brother as a trusted member of his Chapter and a respected member of the Adeptus Astartes. The Mantle of the Fallen Wolf counts as a Wolf Pelt (see **Deathwatch** page 170). In addition, if the Battle-Brother is Squad Leader, once the mantle is acquired (using Renown and Requisition), it adds an additional 2d10 Requisition points to the Kill-team's Requisition pool and reduces the Renown restriction of all weapons, armour, and gear (though not relics or Chapter specific items) by 10.

WARGEAR

The wargear of the different Astartes Chapters are diverse and varied, reflecting the different aspects of each Chapter and the beliefs of its Battle-Brothers.

Artificer Bionics (Iron Hands)

The Iron Hands are masters of bionics and often replace undamaged limbs with cybernetics to enhance themselves with greater strength, speed, or endurance. Artificer Bionics represents the height of this craft and the greatest examples of cybernetics available to the Imperium. Artificer Bionics is an upgrade for any kind of Exceptional Cybernetics (see **Deathwatch** page 176), increasing the bonus the bionic component provides by +10. Thus an Exceptional Bionic arm would provide +20 to Tech-Use and Strength Tests while a Cybernetic Sense would add +30 to rolls to resist attacks on that sense. In the case of Cybernetics which don't provide bonuses, the Battle-Brother gains a +10 to Characteristic Tests when they directly relate to the use of the Cybernetic. (In addition to Iron Hands, any Battle-Brother who has taken the Deathwatch Forge Master Speciality from **Rites of Battle** may take Artificer Bionics.)

Astartes Omni-Tool (Deathwatch)

Through the Millennia the Forge Masters of Watch Fortress Erioch work to master and perfect the technology of the Deathwatch, often creating devices far superior to those used in the Imperium at large. This is the case with the Omni-Tool, an improved version of the ubiquitous Combi-Tool. For all intents and purposes, the Omni-Tool functions as a Combi-Tool, though it adds +20 to Tech-Use Skill Tests rather than +10. The Omni-Tool is also specifically designed to repair bionics and servitors and, as a Full Action, a Battle-Brother may remove 1d5 Damage from a servitor provided it has at least 1 Wound remaining.

Blood Chalice (Blood Angels)

Presented to the Chapter long ago by its Primarch, the first Blood Chalices were said to have contained the very essence of Sanguinius himself. Lost through war and catastrophe over the centuries, only a handful of Blood Chalices now remain; they are only entrusted to the most faithful and deserving members of the Chapter. A Battle-Brother may drink from the Blood Chalice (as a Full Action) and restore himself to his full complement of wounds, removing any Fatigue, Damage, or Critical Damage he has taken (though not restoring lost limbs or other permanent injuries). Drinking of the Chalice is not without its cost, however, and every time a Battle-Brother does so he must spend a Fate Point. Only Sanguinary Priests are ever entrusted with a Blood Chalice.

Table 4-4: Wargear

Name	Requisition	Renown
Artificer Bionics	40	Famed
Astartes Omni-Tool	25	—
Blood Chalice	25	Famed
Blood of Heroes	15	—
Death Mask	20	Respected
Digital Housing	35	Famed
Exsanguinator	15	—
First Company Relic	25	Distinguished
The Glorious Standard	40	Hero
The Heart of Iron	30	Famed
Pain Glove	15	Respected
Promethean's Blessing	10	—
Recoil Baffling	10	—
The Magnir Runes	25	Distinguished
Standard of Fortitude	40	Famed
Suppression Stabiliser	10	—
Totem of Subetai	15	—
Weapon Charm	20	Distinguished
Winged Jump Pack	25	Distinguished
Wings of the Raven	35	Famed

Blood of Heroes (Blood Angels)

It was during the first battles of the Greyhell front against the accursed Tau that the Blood of Heroes was created. The Chapter records that a single Blood Angel, outnumbered and alone, stood against an entire cadre of alien warriors, blessed by a single drop of blood from each of his fallen brothers gathered in a vial and held close to his chest. The Battle-Brother claimed his brothers spoke to him through their blood and strengthened his will to survive against his foes. After testing the truth of the Battle-Brother's tale, the Chapter's Chaplains declared the gathered blood a relic of the Reach and a reminder of the duty all Blood Angels owe to the Crusade. If a Battle-Brother carries the Blood of Heroes into battle, he will feel the presence of the essence of the fallen warriors it holds. The Battle-Brother adds 1d5 Cohesion to the group, whether he is the leader or not, and once during the Mission may enter Squad Mode as a Free Action without the need to make a test.

Death Mask (Blood Angels)

Fashioned from the likenesses of the fallen, Blood Angel heroes wear Death Masks both to honour the dead and strike terror into their foes. There can be no denying their power when one sees the coruscating golden energy arching across the mask's

surface and the baleful light shining from its eyes. A Battle-Brother wearing a Death Mask gains a Fear Rating of 1. This Fear Rating is cumulative with the Fear Rating gained for other sources such as psychic powers or wargear (i.e. Winged Jump Pack). A Death Mask is worn over a Battle-Brother power armour helmet and provides no additional protection.

Digital Housing (Iron Hands)

Unlike limbs of flesh and blood, bionic attachments can often be modified, changed, or altered prior to battle simply by removing a few bolts. Originally used by Forge Master Greyweaver when he waded into combat, Digital Housing is an upgrade for a bionic arm which allows the user to incorporate an Astartes Digital Weapon into his cybernetic limb. Those Iron Hands that make a name for themselves at Watch Fortress Erioch have a chance to acquire one of the few Digital Housings that have been crafted by the Forge Master in his time in service to the Deathwatch. Before each mission, the Battle-Brother with the Digital Housing can then choose to have his arm fitted with either a Digital Flamer, Digital Laser, or Digital Melta weapon (see **Deathwatch** page 153). The weapon follows all the normal rules for firing ranged weapons (though as it is part of the bionic arm it cannot be dropped) and the Battle-Brother cannot use his arm for any other task when firing it.

Exsanguinator (Blood Angels)

Used by Sanguinary Priests to harvest the gene-seed of fallen comrades, the Exsanguinator is both a sophisticated medical device and close quarters weapon. When a Battle-Brother falls in combat, it is the duty of the Sanguinary Priests to either restore him or safeguard his genetic heritage for future Battle-Brothers, storing it away in the Exsanguinator. An Exsanguinator counts as a Narthecium (see **Deathwatch** page 173) in all respects. Additionally, in any Mission in which it is used to harvest the gene-seed of a fallen Blood Angel, the Battle-Brother receives bonus +5 Renown. Exsanguinators also count as Astartes combat knives in combat.

First Company Relic (Ultramarines)

When the Ultramarines lost their First Company during the defence of Macragge against Hive Fleet Behemoth, it was a terrible blow to the Chapter and it took them many years to fully recover. Watch Captain Prascus of the Jericho Reach is known for carrying around a small, rent piece of armour from their last stand. He claims that the memory of his Battle-Brothers' sacrifice emboldens him in combat. Inspired by Prascus' devotion, many Ultramarines serving in the Jericho Reach have begun carrying such tokens. A Battle-Brother bearing a First Company Relic gains the Fearless Talent. Such relics also steel the Battle-Brother's will against the influence of Tyranids, as they remember the price paid by their brothers and struggle harder to resist. The Battle-Brother gains a +20 bonus on any Opposed Tests made against Tyranids. If the Battle-Brother is Squad Leader, then all the benefits of the relic are also passed on to any Ultramarines in his squad.

The Glorious Standard (Deathwatch)

The Adeptus Astartes have a history of many proud and glorious victories; they stand for the might of the Emperor and His triumph over His foes. The Glorious Standard recounts this legacy in a complex pattern of images and heraldry, from the carnage and fire of the Horus Heresy through the first clashes with the Tyranids to their current exploits, such as supporting the Achilus Crusade. A Battle-Brother that carries the Glorious Standard becomes a rally point for the Astartes, infusing them with the righteousness of the Emperor. While it is held aloft, any Battle-Brother which can draw line of sight to the Glorious Standard may enter Squad Mode as a Free Action without a test. Furthermore they gain a +10 on all Willpower Tests.

The Heart of Iron (Iron Hands)

A relic of the Dark Age of Technology, the Heart of Iron is a bionic of a kind unknown outside the vaults of the Iron Hands. Worn under armour, it looks not unlike a mechanical spider wrapped around a Battle-Brother's chest, where it links to his organs via monofilament tendrils and maintains his life (keeping his twin hearts beating) despite even the most terrible of injuries. A Battle-Brother that bonds with the Heart of Iron gains the Regeneration (5) Trait and becomes immune to the effects of Fatigue. The heart comes at a cost however; if it is worn for lengthy periods it slowly drains a Battle-Brother's vitality even as it strives to keep his organs functioning. If the heart is worn for more than a single mission, the Battle-Brother suffers 1d10+5 temporary damage to his Toughness, with each further mission inflicting another 1d10+5 temporary Toughness damage. If it is not removed and the Battle-Brother's Toughness is reduced to 0 or less he will die.

Pain Glove (Imperial Fists)

A tool of both torture and penitence, the Pain Glove is a cage of ancient technology and cunning design that the Imperial Fists have used for centuries to test their strength, punish the unworthy, and cleanse themselves. Unlike other kinds of wargear, the Pain Glove can only be used after a mission is over (in the downtime between missions), though it must still be acquired using the requisition for the mission. After a mission, the Battle-Brother can enter the Pain Glove to cleanse himself and reaffirm his faith in the Emperor and the Chapter. When the player spends experience points to buy off Insanity or Corruption (see **Deathwatch** page 282) he will lose an additional 1d5 Insanity Points and 1 Corruption Point with the aid of the Pain Glove.

Promethean's Blessing (Salamanders)

Chain and power weapons are often deadly enough, especially in the hands of the Astartes, but Chapters sometimes modify these weapons to enhance their already impressive effects. One such modified device is known as Promethean's Blessing. Gifted to the armoury of Watch Fortress Erioch in a forgotten age, this device is an inverse heat sink, which uses the excess power generated by the motor of a chain blade or the charge core of a power weapon to project flame along its edge. This has little extra effect on the weapon's damage (a few flames are only a distraction when adamantine teeth are tearing open your flesh), but does have a chance of setting the target on fire, just as if the weapon had the Flame Special Quality. Promethean's Blessing is a weapon upgrade which can be applied to any chain or power melee weapon.

Recoil Baffling (Iron Hands)

Iron Father Erastus is among the Iron Hands accompanying the Achilus Crusade in its assault of the Jericho Reach. The Iron Father is well known for the ancient upgrades and modification techniques he has learned throughout his long life. Among these is Recoil Baffling, a combination of compensation servos and suspensor cushions to make rapid fire weapons easier to control and easier to fire on the move. After seeing the looming threat Hive Fleet Dagon poses, Erastus decided to share this technology with the Deathwatch in the Jericho Reach, believing that only they could truly stand in the way of the Great Devourer. Recoil Baffling is a weapon upgrade which can be used on any weapon with a semi-auto or full auto rate of fire. A Battle-Brother can fire a weapon with Recoil Baffling on semi auto or full auto and move up to his Agility Bonus in metres without penalty.

The Magnir Runes (Space Wolves)

Battle-Brother Magnir was a Space Wolf Rune Priest that served in the Jericho Reach Deathwatch in centuries past. To this day stories of his accomplishments are told amongst the Battle-Brothers of the Reach. These legends speak of his ability to peer into the future, using his knowledge to guide his Kill-team to victory. The only thing that remains of Magnir are small stones inscribed with the signature runes of a Space Wolf Rune Priest. To most Battle-Brothers these are no more than a few rocks, but when in the hands of a Rune Priest they are a potent tool. Only a Rune Priest (Space Wolves Librarian) can use The Magnir Runes, and he must use them just before embarking on a mission during the mission preparation period. The Rune Priest can then choose one of three benefits from reading the stones which will apply for the mission:

- Choose one of the mission objectives and add 3d10 Kill Markers to its completion.
- Choose one of the members of the Kill-team (not including the Rune Priest); once during the course of the mission that Battle-Brother may recover all expended Fate Points (though not Fate Points which have been burnt).
- Once during the course of the mission, the Kill-team may restore 1d10+3 Cohesion Points.

Standard of Fortitude (Dark Angels)

The Dark Angels, like many of the Space Marine Chapters, have sacred standards which they carry into battle in times of need to bolster the fighting strength of their men. The Standard of Fortitude is one such banner—emblazoned with the icons of the Chapter and stained with the blood of heroes, it has a profound effect on all who view it. In combat, any Battle-Brother who can draw line of sight to the Standard of Fortitude becomes completely immune to the effects of Fear. The standard also boosts their endurance and, while in its presence, Battle-Brothers do not suffer the effects of Fatigue and ignore any Fatigue gain they might suffer.

Suppression Stabiliser (Deathwatch)

Developed by Forge Master Greyweaver and used by the Deathwatch in the Jericho Reach, the Suppression Stabiliser is used on rapid fire bolt weapons to reduce muzzle climb and make tighter shot groupings. A Suppression Stabiliser is a weapon upgrade that can be used with Boltguns and Heavy Bolters. When determining hit locations for semi and full auto bursts using Table 8-2: Multiple Hits (see **Deathwatch** page 239) the Battle-Brother may choose to have a location struck twice before moving on to the next location.

Totem of Subetai (White Scars)

The Stormseers are the Librarians of the White Scars – powerful figures within the Chapter which advise its commanders and keep its lore. Across the Jericho Reach, many Stormseers are held in veneration for their heroic acts and the vaults of Watch Fortress Erioch are filled with artefacts from countless Stormseers that have served the Deathwatch in aeons past. One such artefact is the Totem of Subetai—a long staff adorned with a beast skull and a knot of course hair. No records still remain of Subetai or his accomplishments, but his staff has served other Stormseers through the millennia. The staff helps Stormseers in focusing their powers, channelling ancient spirits and casting their auguries for the great khans. A Stormseer carrying the Totem of Subetai gains a small measure of foresight and, whenever he suffers Perils of the Warp, he may adjust the roll by up to 10 (either up or down) after the dice have been rolled. A Stormseer Totem can only be used by a White Scars Librarian.

Weapon Charm (Dark Angels)

Among the Deathwing, Battle-Brothers sometimes adorn their weapons with fetishes, bird feathers and charms, in respect for their ancient ancestors and the roots of their brotherhood. These fetishes seem to appease the machine spirits of their weapons and connect them to the Battle-Brother, making them as reliable and unrelenting as the Deathwing themselves. A Weapon Fetish is a weapon upgrade which can be applied to any weapon. A weapon with this upgrade will only ever jam on an unmodified roll of 00 and gains the Accurate Quality.

Winged Jump Pack (Blood Angels)

Used almost exclusively by the Sanguinary Guard, the Winged Jump Packs of the Blood Angels are an inspiring sight to behold. Leaping down from above, it is as if the Battle-Brothers have taken flight on broad angelic wings like the avenging angels of legend, striking fear into their foes and bringing hope to their allies. Winged Jump Packs are treated as Astartes Jump Packs in all respects (see **Deathwatch** page 171). In addition, a Battle-Brother gains a Fear Rating of 1 when wearing a Winged Jump Pack. This Fear Rating is cumulative with the Fear Rating gained for other sources such as psychic powers or wargear (i.e. Death Mask). In addition, the inspiring effect of the sight of a Space Marine wearing a Winged Jump Pack grants the Battle-Brother a +10 to Command Skill Tests.

Wings of the Raven (Raven Guard)

The jump pack is an integral part of the Raven Guard doctrine and image. Over the centuries, the Chapter's Techmarines have recovered and restored many variant and forgotten examples of the jump pack, among these is the relic known as the Wings of the Raven. With long, curved air intakes and oversized thrusters, this jet-black artefact is significantly more powerful than a standard jump pack. This relic has seen heavy use by several Raven Guard in the Canis Salient, its powerful thrust helping close the distance to the Tau's deadly Fire Warriors. The relic counts as an Astartes Jump Pack (see **Deathwatch** page 171) with the exception that it triples base move when making short jumps and grants the Flyer (18) Trait when used on full power. It can also be used on full power for up to 10 minutes at a time before needing an equal amount of time to cool down.

Chapter Trappings

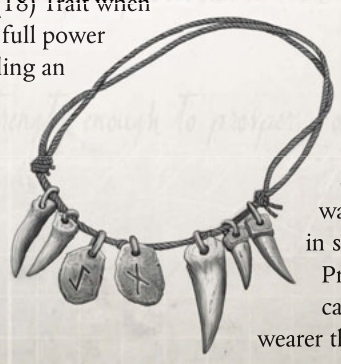
In addition to unique wargear and weapons, each Chapter often has its own special tokens and trappings. The following Chapter Trappings can be used to supplement those on page 169 of **Deathwatch**. A Battle-Brother may choose a single trapping from his Chapter during character creation.

Chieftain Trophy Rack (White Scars)

Like the great khans of old, the White Scars of the Achilus Crusade have taken to wearing trophy racks to display their triumphs and prowess in battle. Like the more common back banners used by Astartes commanders, a trophy rack identifies a Battle-Brother as a leader and captain of the Chapter. A Chieftain Trophy Rack counts as a Back Banner (see **Deathwatch** page 171). It also inspires fear in those the Battle-Brother has already bested, by displaying the heads and other trophies of his victories over them. Before each mission, the Battle-Brother can choose a single type of enemy to be displayed on the rack. This could be a specific race (i.e. Orks), organisation (i.e. the Stigmartus), or foe (i.e. the chamberlain of a treacherous planetary governor). When fighting members of this race, organisation, or foe, the Battle-Brother counts as having a Fear Rating of 1. At the GM's discretion, Battle-Brothers may have to defeat a specific foe before they may place a trophy from it on their rack.

Icon of the Iron Cage (Imperial Fists)

Legend says that in memory of the Imperial Fists' great battle against the Iron Warriors and their rebirth as a Chapter, a handful of survivors of that time crafted Icons of the Iron Cage. No one knows if these stories are true. However, there are a few talismans used by Imperial Fists in the Jericho Reach Deathwatch that bear a resemblance. Whether or not they are the very same Icons crafted millennia ago there is no way of telling, but their inspiring effects on the Battle-Brothers that wear them cannot be denied. Named for the siege against the Iron Warriors, the Icon is a talisman worn on power armour and reminds the Battle-Brother of the strength of faith and unity his Chapter displayed against the traitor legions, and how that strength still flows through his Chapter today. An Imperial Fist Battle-Brother who bears the Icon of the Iron Cage can, once per game session, increase his Strength, Toughness, and Willpower by 10 (also increasing his Characteristic Bonuses accordingly) for a single turn.



Wolf Tooth Necklace (Space Wolves)

Created from the teeth of Fenrisian Wolves, a Wolf Tooth Necklace is reputed to grant the wearer strength and ferocity in combat like that of the wolf it was taken from. Whether or not there is any true power in such tokens (like those talismans crafted by the Rune Priests) the effects on a Space Wolves Battle-Brother cannot be denied. A Wolf Tooth Necklace grants the wearer the Frenzy Talent (see **Deathwatch** page 119).

Followers

"There's no better companion than a Fenrisian Wolf; loyal, vicious, and with a taste for battle to put an Ork to shame!"

—Battle-Brother Frey, Space Wolves 8th Great Company

The Chapters of the Adeptus Astartes could not function with Space Marines alone, and for every Battle-Brother who takes up arms in the name of the Emperor, scores of lesser Imperial servants tend to his lodgings, record his deeds, or care for his gear. These servants provide a myriad of services for a Battle-Brother, many simply providing a support role in the background while others may even accompany them into battle. Devoted and true to the Chapter, these support characters can become attached to an individual Battle-Brother, sequestered into his service to aid him in his mission while he in turn is sequestered to the Deathwatch. These characters are known as Followers, and provide loyal servants and unique assistance to a Battle-Brother. A Follower is a special Non-Player Character which a Battle-Brother can gain for himself much as they might acquire a lasting reputation or a piece of valued equipment. Unlike the aid of friendly NPCs, which may be fleeting and half-hearted (and still subject to the control of the GM), a Follower is under the direct control of the player, just like his own character, and though it might not always follow his orders to the letter, it is as loyal as followers are likely to get. In time, players can even gather a number of Followers for their character which will bolster his fighting abilities, grant him access to Skills, Talents and Traits he might not have, and even die for him should he so choose.

Adepts, Envoys and Investigators

Followers can present new options for not only the players but also the GM. By their nature, Battle-Brothers are heavily focused on combat and their missions often involve resolving problems with chainswords and bolters rather than negotiation or diplomacy. This is where Followers can take on a larger role, using social or investigation skills that the Battle-Brothers might lack. This could be as a mouth piece for the Battle-Brothers (i.e. using a human envoy to deal with local nobility while the Kill-team is present), or even as an alternative route to completing a mission (i.e. using a network of Imperial spies to gather information and take care of things behind the scenes). If the majority of the Kill-team has followers, the GM can even use them as an alternative party in certain circumstances for a session, exploring different adventure ideas and having the players play out the action behind the scenes or far from the battlefield.

Thousand Different Chapters

Though most Space Marine Chapters follow the Codex Astartes, at least nominally, the reality is that they are often vastly different in both their tactical doctrine and their organisation. While one Chapter may rely on scores of ancient servitors to maintain its holds, another may scorn such half-living things and only employ men drawn from their seed worlds. Equally, some Chapters embrace certain animals, such as the Fenrisian Wolves of the Space Wolves, while others prefer cold detachment from the living, like the reliance on the mechanical embraced by the Iron Hands. As a result, there are no restrictions on the kinds of Followers a Battle-Brother can have, provided they fit in with the background of his Chapter. They are created by the GM using the rules for Followers presented below.

Followers in Deathwatch

Followers come in two broad varieties, separated into Frontline Followers (the kind of NPCs that accompany a Space Marine into battle) and Background Followers (the kind of NPCs that do not typically fight alongside Space Marines). These general categories are used here to provide guidelines for the Game Master and, of course, the GM may choose to modify these lists as he sees fit for his campaign.

The GM should carefully consider before allowing a Kill-team to possess more than one Frontline Follower, and Battle-Brothers should generally be limited to one Follower at a time.

Using Background Followers

Background Followers can have many uses within the game and the GM and players are both encouraged to take advantage of the options they provide to the Battle-Brother and his Kill-team. Apart from another loyal servant to take care of matters off scene (perhaps while the Battle-Brother is himself engaged in a mission), a Background Follower can provide a human link to NPCs or NPC organisations. Without the aloofness and intimidating presence possessed by Space Marines, the Background Follower will find more acceptance among the more "human" elements of Imperial society, yet still demand a level of respect as a personal representative of a Battle-Brother.

Background Followers can also be a source of social and knowledge skills, which might be restricted to the Battle-Brother. The GM can use the Background Follower in this way as a plot device to discover things which might have missed the Battle-Brothers attention. At the GM's discretion, Background Followers can also be used in combat, adding another warrior to the Battle-Brother's Kill-team and a loyal companion which they can trust as they would their fellow Space Marines. However, fighting in combat is not the intended purpose of a Background Follower and should be avoided in all but the most desperate circumstances.

Background Followers do not normally possess profiles—they exist more to assist the Battle-Brother outside of combat and, thus, these Followers provide special rules without the need to create a profile for them. These kinds of special followers instead provide the Battle-Brother with a set bonus or benefit much like a Talent. When creating followers in this way, the GM should measure the experience cost of the follower against the benefits it grants, using Talents as a guide.

Example Background Followers

Below are some example Background Followers known in the Jericho Reach and the service of the Adeptus Astartes.

Chapter Serf (Varies)

Many Space Marine Chapters possess bondsmen and servants known as Chapter Serfs. There are many tasks required to maintain the holdings, wargear, vehicles, fleet, and other myriad aspects of a Space Marine Chapter. It is the Chapter Serfs who perform many of these vital functions. These humble servants are utterly loyal to the Chapter. Most often, they are descended from those who had been potential Aspirants to join the Chapter, but in the end were deemed unfit to become a true Space Marine. Chapter Serfs are inducted into the Chapter cult and do not begrudge their status—generally, they are well-treated, and they are educated and trained to a much higher standard than many other citizens of the Imperium.

Equerry (Varies)

Loyal confidants and trusted companions, an Equerry is an advisor, assistant, and intermediary for a Battle-Brother. Equerries can either be Battle-Brothers or prominent Chapter Serfs, but in rare cases can also be individuals from outside the Chapter which have formed a bond with the Battle-Brother. It is the role of an Equerry to care for the Battle-Brother's gear, act as a link between him and normal humans, and handle all manner of mundane tasks so the Battle-Brother may focus on more important matters.

Watcher in the Dark (Lesser, 500xp)

On rare occasions throughout the millennia, members of the Dark Angels have been seen accompanied by strange, diminutive robed figures that have become known as Watchers in the Dark. The nature of the creature under the robes is unknown to even the Battle-Brothers of the Dark Angels. These silent figures have been seen bearing the Battle-Brothers' weapons into combat and seem near immune to all acts of violence. Any Battle-Brother who gains the honour of being accompanied by one of these strange beings is incredibly fortunate and is clearly destined for great things. While accompanied by the Watcher in the Dark, whenever the Battle-Brother spends a Fate Point to either add +10 to a Test or re-roll a Test and is then successful on that Test, he rolls 1d10; on a result of 8 or more he immediately recovers the spent Fate Point. Only Dark Angels may take Watchers as followers.

Using Watchers in the Dark

Watchers in the Dark are silent attendants that rarely directly participate in events. Because their nature is unknown and they seem to possess powers beyond the understanding of even the Dark Angels they can appear and disappear as required. Watchers in the Dark will never give direct aid in battle, never drawing weapons or fighting; they stay back in the shadows, lending their silent aid to the Dark Angel Battle-Brother. Unlike the other kinds of followers, players should never have complete control of the Watchers in the Dark. Instead, they should understand that the attention of the Watcher is more of a special boon or favour and it is only because the destiny of the Battle-Brother has taken their interest that they have chosen to aid him.

It is highly unusual for Watchers in the Dark to accompany a Dark Angel Space Marine who is seconded to the Deathwatch. In the annals of Watch Fortress Erioch, only a handful of sightings have ever been recorded, and then only in the most vaguest of terms. A Dark Angel Space Marine who gains the services of a Watcher in the Dark whilst serving with the Deathwatch is considered fortunate indeed by his peers and possibly marked for greater things in his future by his superiors.

EXAMPLE FRONTLINE FOLLOWERS

Below are some example Frontline Followers known in the Jericho Reach and the service of the Adeptus Astartes.

Cenobyte Servitor (Lesser 500xp)

The Cenobyte Servitors assist the Chaplains of the Black Templars in their holy duties. Marching in the shadow of the Chaplain, they are used for carrying relics into battle, intoning the prayers of worship to the God-Emperor, and bolstering the faith of nearby brothers. A Cenobyte Servitor uses the profile for a Monotask Servitor (**Deathwatch** page 376). In combat, a Cenobyte Servitor boosts the fervour or all Black Templars within range of its voice and doubles the duration of their Righteous Zeal Solo Mode Ability. Only Black Templar Battle-Brothers may take Cenobyte Servitors as Followers.

Using Cenobyte Servitors

Cenobyte Servitors are typically assistants to Black Templars Chaplains and aid them in all their tasks. This includes all the normal jobs given to a servitor, such as carrying equipment, repairing tech, and operating basic interfaces on vessels and vehicles. They are also a symbol of the Chapter's faith and the GM may allow any Black Templars Battle-Brother to gain the services of such a servitor as a symbol of status and trust from his peers.

Familiar (Standard 1000xp)

Librarians sometimes make use of Familiars, creatures which aid them in their command of the warp and help focus their powers. Familiars can take many forms from tiny mechanical beasts or creatures sensitive to the warp to indentured servants with which the Librarian has crafted a bond. A Familiar sharpens the Librarians senses and grants him a +10 to Awareness Tests and a +1 to Initiative Rolls. It also aids with detecting the warp and adds +10 to Psynscience and Focus Tests. Familiars also vary significantly in power and abilities (though all are generally Puny in size), but unless otherwise noted by the GM use the Servo-Skull Profile (**Deathwatch** page 376) or the psyber-raven Profile (found on page 146 of **Rites of Battle**). Only Space Marine Librarians may have Familiars and each Librarian may only have one Familiar at any given time.

Using Familiars

Familiars can be an incredibly powerful tool for Librarians. They are psychic-symbiotes, allowing the Librarian to mentally link with them, seeing through their eyes and controlling their actions. The GM can use familiars to impart information to the players they might not otherwise have access to but which he wants them to know (perhaps if it is relevant to the plot). Familiars can only communicate with their masters in most cases (whether this is part of their nature or by choice) and the bond between a Librarian and his familiar will never be fully understood by other Battle-Brothers.

Despite their status as tools of the warp, familiars are generally tolerated by the Astartes (with the exception of Chapters like the Black Templars who have no patience for anything connected to the Immaterium). They are also mostly harmless and not perceived as a threat. In some cases, however, they can cause trouble, their curiosity making mischief for those around them. At the GM's discretion, he can have familiars "complicate" things, especially if their master is incapacitated or absent.

Fenrisian Wolf (Greater 1500xp)

The massive wolves of Fenris are fearsome predators and an enduring symbol of the Space Wolves' frozen homeworld. Often befriended and trained (in so much as such a beast can be trained) by Space Wolf Battle-Brothers they fight ferociously beside their masters against his foes.

Fenrisian Wolf Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
50	—	(10) 50	(10) 50	50	20	50	30	—

Movement: 10/20/30/60 **Wounds:** 22

Skills: Awareness +10, Concealment +10, Dodge +20, Silent Move +10, Tracking.

Talents: Berserk Charge, Combat Master, Furious Assault, Frenzy, Heightened Senses (Sight, Sound, Smell), Lightning Attack, Step Aside, Swift Attack, Sound Constitution (2).

Traits: Natural Armour (4), Natural Weapons, Quadruped, Size (Hulking), Sturdy, Unnatural Strength (x2), Unnatural Toughness (x2).

Weapons: Bite (Dam 1d10+10 R)

Armour: 4 on all locations (Natural Armour)

Gear: None

Using Fenrisian Wolves

Fenrisian wolves are simple brutal beasts, loyal only to their master and remorseless against their enemies. As a follower, wolves will trail behind the Battle-Brother wherever he goes, whining if forced to stay behind, and attack his enemies with a gesture or a word. They will also stay by the side of the Battle-Brother if he falls, protecting his body and maybe even pulling him to safety. Fenrisian wolves are also quintessentially linked to the Space Wolves Chapter and will often be a point of contention and friction with Battle-Brothers of other Chapters, especially if they are the ones which have to squeeze into a Rhino with it or suffer it panting through a tactical briefing.

ACQUIRING FOLLOWERS

Followers do not simply "appear" at the Watch Station; they must be acquired during roleplaying, provided by the Battle-Brother's home Chapter prior to or during his service with the Deathwatch, or gained in some other appropriate fashion. Many followers are appropriate only for a character newly seconded to the Deathwatch or acquired from his home Chapter (such as the Fenrisian Wolf). Acquiring a Follower may even become an adventure in itself!

CREATING NEW FOLLOWERS

Taking a Follower is an Elite Advance (see **Deathwatch** page 59) that can be taken with the approval of the GM. Followers do not spontaneously appear out of nowhere and a player will need to come up with a reason why he has acquired the Follower, usually worked out with the aid of the GM. This could be as simple as it being assigned by his Chapter (in the case of Chapter Serfs) or even making it himself (in the case of Servitors), or as complex as making a lasting pact with another Chapter or Imperial Organisation and gaining the "assistance" of one of their warriors. The GM may also offer a character a Follower as part of an adventure, should an NPC become tied to the Kill-team and wish to enter their service (in this case one Battle-Brother still needs to take an Elite Advance). However it occurs, Followers should be added to a character during downtime between adventures or game sessions; after all, bonds of loyalty take time to strengthen.

The cost in XP to acquire a Follower depends on its level of ability. All Followers fall into three categories of ascending power:

- **Lesser** (500xp)
- **Standard** (1000xp)
- **Greater** (1500xp)

Once a Battle-Brother has acquired a Follower, the GM can then use the rules below as a guideline in its creation. There are no restrictions on what characteristics, Skills, Talents, or Traits a Follower can have beyond those imposed by being a Lesser, Standard or Greater Follower. A Follower's type dictates the level of its characteristics and its access to Skills, Talents, and Traits. Apart from these factors, however, there are no other restrictions on the exact form a Follower may take and GMs are encouraged to be inventive.

Lesser Warriors

Though Followers follow the same fundamental rules (i.e. characteristics, Skills, Talents, etc) as Battle-Brothers, they are not created in the same way and therefore will not be as powerful or diverse as a true player-character. This is entirely intentional as Followers are just that—followers, servants, and allies. They are not of the same calibre or destiny as a Battle-Brother and should never overshadow them or outshine them during the course of an adventure. Even potent Followers like Fenrisian Wolves and neophyte Space Marines, as powerful as they are, will likely not be the equal of a Battle-Brother in every way, being weaker examples of their kind than if they were player-characters.

Characteristics

All Followers have a set of characteristics just like PCs and NPCs representing their various strengths and weaknesses. Followers have a pool of points which they can divide amongst their characteristics depending on their level of power. When creating a Follower, divide up these points between Weapon Skill, Ballistic Skill, Strength, Toughness, Agility, Intelligence, Perception, Willpower, and Fellowship. A Follower's Strength, Toughness, and Intelligence characteristics cannot be less than 01 (i.e. players must put at last 1 point into these characteristics when creating them), other characteristics may be 0 (i.e. have no points put into them). A Follower with 0 in a characteristic automatically fails all Skill and Characteristic Tests based on that characteristic. A Follower's characteristics also cannot exceed a certain value as determined by the power level of the Follower.

- **Lesser:** The Follower has 180 points to spread among its characteristics, with no one characteristic higher than 30.
- **Standard:** The Follower has 240 points to spread among its characteristics, with no one characteristic higher than 40.
- **Greater:** The Follower has 300 points to spread among its characteristics, with no one characteristic higher than 50.

Example

One of the GM's players wants to acquire a Follower for his Battle-Brother, a Chapter Serf who was once a tribal warrior from the Battle-Brother's home world that did not pass the trials to become a Space Marine (but survived). Because the player wants his Follower to be more powerful than an ordinary follower (being a hardened warrior of a feral world) the GM makes it a Standard Follower, costing the player 1000xp as an Elite Advance. The first step is creating the Chapter Serf's characteristics. At the Standard level, the GM has 240 points to create the characteristics, though no one score can exceed 40. He decides that the Chapter Serf will be strong, tough, with reasonable speed and the excellent senses of a hunter, making its final set of characteristics: Weapon Skill 25, Ballistic Skill 25, Strength 30, Toughness 30, Agility 30, Intelligence 20, Perception 40, Willpower 20 and Fellowship 20.

Wounds and Movement

A Follower's Wounds and its Movement rate are both derived from its characteristics (though they may be altered later by the selection of certain Talents and Traits). A Follower's Movement is based on its Agility Bonus, in the same way as a PC, using Table 1-3: Movement in Metres per Round (see **Deathwatch** page 27). A Follower's Wounds are equal to twice its Toughness Bonus, after multiplication for the Unnatural Toughness Trait. Extra Wounds gained as a result of the Sound Constitution Talent are then added to this total.

Example

The Chapter Serf has an Agility Bonus of 3 making his Half Move 3, Full Move 6, Charge 9, and Run 18. He also has a Toughness Bonus of 3, however he will be taking Unnatural Toughness (x2), doubling it to 6, which is then doubled to 12. On top of this, he takes the Sound Constitution Talent three times, giving him a final Wounds total of 15 (12+3).

Skills

Just like a Battle-Brother, Followers will have access to a number of Skills, often at varying levels of mastery. The number and ranks of these Skills is dependent on the Follower's level of power. Access to certain Skills may be restricted for Followers (such as Scholastic and Forbidden Lore or Linguistics) if there is no reasonable way the Follower could have learned them. Followers automatically gain Speak Language in their native tongue.

- **Lesser:** The Follower may choose up to 4 Skills to be Trained in. Skill Mastery (+10) may be added to one existing Trained Skill for each Skill less than 4.
- **Standard:** The Follower may choose up to 6 Skills to be Trained in. Skill Mastery (+10) may be added to one existing Trained Skill for each Skill less than 6.
- **Greater:** The Follower may choose up to 9 Skills to be Trained in. Skill Mastery (+10) may be added to one existing Trained Skill for each Skill less than 9.

Example

The GM now selects Skills for the Chapter Serf. As it is a Standard Follower, he can choose up to 6 Skills to be Trained or fewer if he wants some of them to have Skill Mastery. He selects Awareness, Concealment, Dodge, Silent Move, and Tracking +10.

Followers without Profiles

The GM can create followers which provide special rules without the need to create characteristics, Skills, Talents, or Traits for them. These kinds of special followers instead provide the Battle-Brother with a set bonus or benefit much like a Talent. When creating followers in this way, the GM should measure the experience cost of the follower against the benefits it grants, using Talents as a guide. Examples of followers without profiles can be found on page 106 under Example Followers.

Talents

A Follower's abilities can be further enhanced by the addition of Talents, giving it greater abilities with which to aid its master. Talents are a vital part of a Follower and, like Traits, will really define its nature and whether it is a skilled orator, bookish scholar, or expert assassin. The number and types of Talents a Follower can take is dependent on the Follower's level of power. When selecting Talents, Followers must follow all the normal prerequisite rules; such as having a high Strength or Agility or by taking the appropriate prerequisite Talents. GMs may also restrict access to certain Talents for Followers if it does not fit with their background. Talents may only be taken once, with the exception of Sound Constitution, which may be taken a number of times up to the Follower's Toughness Bonus.

- **Lesser:** The Follower may choose 5 Talents.
- **Normal:** The Follower may choose 7 Talents.
- **Greater:** The Follower may choose 11 Talents.

Example

Next the GM selects Talents for the Follower. He wants it to be an expert tracker and quite hardy, but also good with a blade. As a Standard Follower, the Chapter Serf can choose 7 Talents. He selects: Heightened Senses (Sight), Heightened Senses (Sound), Melee Weapon Training (Primitive), Sound Constitution (3), Talented (Tracking).

Traits

More than anything else, Traits will determine the true nature of a Follower and whether it is a battle-hardened combat servitor, loyal servant or deadly hunting beast. The number and types of Traits a Follower can take is dependent on the Follower's level of power. Some Traits also have variable levels indicated by a number in parentheses (X) denoting extra armour, multiple arms, or similar things. When taking a Trait, the number of this variable depends on the power level of Follower as noted below and, if a range of numbers is shown, the player may choose a number from within that range. Followers cannot take both Armour Plating and Natural Armour.

For some Followers none of the Traits may be appropriate, particularly if the Follower is largely human or otherwise mundane. In these cases the players may "trade in" Traits instead of taking them, adding instead +10 to a Characteristic (which cannot take a Characteristic above its normal max allowance as noted above) or an extra Talent or Skill.

Hordes of Followers

It is possible for a Battle-Brother to have a Follower Horde, such as a swarm of servitors or a pack of beasts. To create a Follower Horde, the GM uses the creation rules presented here as normal but adds an additional 500xp to the final cost of the Elite Advance. The Follower changes its Wounds characteristic to Magnitude and may only select Traits normally allowed for Hordes. Should the exact size of a Follower Horde become important during narrative play, the GM can use its Magnitude as a base (i.e. a Horde of Servitors with a Magnitude of 10 has ten members). For more details on Hordes see Deathwatch page 359.

Lesser

The Follower may select up to 3 Traits from the following list: *Amorphous, Auto-stabilised, Bestial, Blind, Brutal Charge, Burrower (1-5), Crawler, Machine (1-5), Multiple Arms (1-2), Natural Armour (1-4), Natural Weapons, Quadruped, Size (Hulking)†, Sonar Sense, Soul-bound, Stampede, Sturdy, Toxic, Unnatural Senses.*

Standard

The Follower may select up to 5 Traits from the following list: *Amorphous, Armour Plating (1-4), Auto-stabilised, Bestial, Blind, Brutal Charge, Burrower (1-8), Crawler, Dark Sight, Fear (1), Hoverer (1-6), Improved Natural Weapons, Machine (1-5), Multiple Arms (1-3), Natural Armour (1-6), Natural Weapons, Quadruped, Regeneration (1-2), Size (Hulking or Enormous)†, Sonar Sense, Soul-bound, Stampede, Sturdy, Toxic, Undying, Unnatural Characteristic (x2), Unnatural Senses.*

Greater

The Follower may select up to 7 Traits from the following list: *Amorphous, Armour Plating (1-6), Auto-stabilised, Bestial, Blind, Brutal Charge, Burrower (1-10), Crawler, Dark Sight, Fear (1-2), Flyer (1-6), From Beyond, Hoverer (1-10), Improved Natural Weapons, Machine(1-5), Multiple Arms (1-4), Natural Armour (1-8), Natural Weapons, Psy Rating 2, Quadruped, Regeneration (1-4), Size (Hulking, Enormous, or Massive)†, Sonar Sense, Soul-bound, Space Marine Implants, Stampede, Sturdy, Toxic, Undying, Unnatural Characteristic (x3), Unnatural Senses, Warp Weapons.*

†Followers of Average Size or smaller do not need to spend a Trait selection on their size.

Example

The Chapter Serf has training and conditioning far beyond the average man, making him stronger and tougher than average. As a normal Follower, the Chapter Serf can have up to 5 Traits. The GM chooses the Dark Sight, Size (Hulking), Unnatural Strength (x2), Unnatural Toughness (x2), and Unnatural Senses.

Equipment

The arming and armouring of Followers is largely the responsibility of the player-characters and a favoured Follower is usually one with the best weapons and equipment. Followers do bring some gear with them when they join the service of the Battle-Brother as determined by their level of power.

- **Lesser:** The Follower may choose either one suit of armour, or one ranged weapon, or one melee weapon, with a Requisition cost of 5 or less and no Renown requirement, excluding Astartes equipment.
- **Standard:** The Follower may choose one suit of armour and either one ranged weapon or one melee weapon with a total Requisition cost of 15 or less and no Renown requirement, excluding Astartes equipment.
- **Greater:** The Follower may choose one suit of armour, a ranged weapon, and a melee weapon with a total

Requisition cost of 25 or less and a Renown requirement of Respected or less (excluding Astartes Power Armour and Astartes Scout Armour).

At the GM's discretion, Followers may also come with cheap and common back up weapons and other small items and gear such as clothing, drugs or tech, provided it is neither expensive or difficult to find. Players cannot choose equipment for their character's Follower which the Follower cannot use itself, nor will Followers give up their equipment readily when they enter play. Once a Follower is in the service of a character, they have only what he gives them from this point on.

Example

The GM thinks the Chapter Serf should have some decent weapons to aid him in combat should the need arise. As the Follower is standard, he can choose one suit of armour and either a ranged weapon or a melee weapon provided they cost 15 Requisition or less, have no Renown requirement, and are not Astartes. The GM chooses an autogun and a suit of carapace armour.

Loyalty

The final aspect of creating a Follower is to determine its Loyalty. This is a measure of its devotion to the Battle-Brother and how readily it will follow their commands in his absence or the lengths it will go to in his name. A Follower's Loyalty is equal to the Battle-Brother's Fellowship. Whenever the character's Fellowship changes, for whatever reason, the Follower's Loyalty will also change.

Chapter Serf

As a Chapter Serf, the follower possesses training that makes him more dangerous than a normal tribal warrior of his feral world and a trusted companion of the Space Marine.

Chapter Serf Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	25	30	30	30	20	40	20	20

Movement: 3/6/9/18 **Wounds:** 15
Skills: Awareness, Concealment, Dodge, Silent Move, and Tracking +10.
Talents: Heightened Senses (Sight), Heightened Senses (Sound), Melee Weapon Training (Primitive), Sound Constitution (3), Talented (Tracking).
Traits: Dark Sight, Size (Hulking), Unnatural Strength (x2), Unnatural Toughness (x2), and Unnatural Senses.
Weapons: Autogun (Range 90m, RoF S/3/10, Dam 1d10+3 I, Rld 2 Full, Clip 30).
Armour: 6 on all locations (Carapace Armour).
Gear: Tribal fetishes, worn cloak, ancestral bones.
Loyalty: 32

Using Followers

Followers differ from NPCs in that they are not controlled by the GM. Instead they are controlled by the player in the same way as his own character. In effect, a Follower represents an additional weaker character run by the player, augmenting his abilities in the game and presenting him with different ways to overcome challenges. Followers are not completely subservient to their character's will (even the most fanatical of followers are not completely infallible), and in certain situations may not do what the character wants (or they might just get it wrong).

The GM makes a Loyalty Test for the Follower whenever a player wants one of his character's Followers to either:

- Risk their life (combat does not count provided the character is fighting alongside them).
- Perform a task out of character (i.e. not attacking a hated foe or not looting the dead).
- Follow orders in their absence (i.e. left on guard duty or sent off to kill someone).

The GM rolls 1d100 against the Followers Loyalty. If the roll is equal or less than its Loyalty then the Follower performs as the player wishes. If the roll is greater than its Loyalty then its nerve has failed or something has gone wrong and the GM takes control of the Follower for the remainder of the encounter.

Example

The Chapter Serf has been sent to kill an informant in the underhive. Because the Follower is performing a task on its own, the GM makes a Loyalty Test for it. Rolling against the Serf's Loyalty of 32, the GM scores a 47, a failure! As a result the GM takes control of the Follower for the duration of the mission and decides the outcome—doubtless there will be some fresh bodies in the underhive tonight, though it looks like the informant is not going to be among them...

Improving Followers

Unlike player-characters, Followers will not improve as the character improves and are set at the level at which they entered play, based on the level of the Elite Advance taken to acquire them. With the GM's permission, however, players may upgrade their Followers by upgrading the Elite Advance associated with them. For instance, a Lesser Follower, which costs 500xp to acquire, could become a Standard Follower if the player spent another 500xp (raising the cost of the Follower Elite Advance to 1000xp). When this occurs, the GM goes back through Follower creation for the Follower and adds characteristic points, Skills, Talents, Traits, and gear to make up the difference between its current level and its new level. For instance, a Lesser Follower which became a Standard Follower would have another 70 points to spend on characteristics and could raise characteristics up to 30.

Example

The player has had his Chapter Serf for a while and wants to upgrade his abilities. The GM allows him to spend another 500xp on his Follower Elite Advance (raising it from 1000xp to 1500xp) and moves the Follower up to Greater status. The GM goes back through Follower creation and add additional, characteristic points, Skills, Talents, Traits and gear to make up the difference between its current level (Standard) and its new level (Greater) and reflect the way the Follower might have improved through game play.

Replacing Followers

It is likely that sooner or later a character's Followers are going to die (given the dangerous life Battle-Brothers invariably lead). When this happens, the character does not lose the experience points used to gain the Follower. Instead, he may create a new Follower to fill the slot left behind, in effect gaining a Follower for the Elite Advance in the same manner as when he first took it. Replacing Followers is not an instant process, however, and unless there are exceptional circumstances, as determined by the GM (such as a loyal allied NPC already with the group and eager to serve), it can only take place in downtime between adventures (at some point when the character could go off and find such a Follower). Replacement Followers follow all the normal rules for Followers and are created in the same way by the GM.

Example

After a long and distinguished service, the Chapter Serf is killed at the hands of an enraged daemon-host. At the end of the adventure, the player can now replace the deceased tribal warrior with a new Greater Follower (as he still retains the Greater Follower Elite Advance).

V

The Chapter is All

- The Hall of Glory
- Chapters within the Deathwatch
- Chapter Campaigns and Complications

Chapter V: The Chapter is All

"We are the chosen of the Emperor, whose wisdom made us whole; we are the sons of the Primarch, whose flesh gives us life; and we are brothers of the Chapter, whose honour makes us Astartes!"

–First Chant of the Neophyte

There are few things which define a Battle-Brother as completely as his Chapter. It is his family, his mentor, and his home; it gives him life and purpose, and when he dies it will honour his memory and preserve his essence. It is so ingrained into the psyche of a Battle-Brother that it is often hard to determine where the teachings and doctrine of the Chapter end and the will and personality of the Space Marine begins. Few Battle-Brothers ever consider the distinction between the individual and the Chapter though, as this too goes against their training and indoctrination. These are the things at the core of all Space Marines to which they anchor their existence; the glory of the Chapter, the honour of their Primarch, and loyalty to their brothers—Space Marines of their Chapter with which they share a common genetic ancestry through their gene-seed.

When a Battle-Brother is seconded to the Deathwatch, he brings with him years of training and teachings from his Chapter. This experience colours his every action and is key to how other Battle-Brothers react to him, often seeing only the heraldry on his shoulder pads and judging him by the reputation of his Chapter alone. While a Battle-Brother serves with the Deathwatch he never completely breaks his ties to his Chapter. Though ostensibly the unity of the Kill-team and its loyalty to the Deathwatch is beyond reproach, the reality remains that a Battle-Brother remains an Ultramarine, Space Wolf, Dark Angel or other distinct kind of Space Marine depending on his Chapter of origin. Understandably, this can lead to tension, conflicts of interest and sometimes even confrontation and fighting within Kill-teams, all of which must be resolved if the Kill-team is to function and the true enemies of the Battle-Brothers are to be overcome.

This chapter explores the relationship between Chapter and Deathwatch, as well as how a Battle-Brother's identity is defined by his Chapter and how it will influence his time in the Deathwatch and the reactions of his peers. It explores the conflicts between the Chapters, how the GM and players can bring these into their games, and how to use them to add depth to their characters and to open up new plots. Finally, it presents a list of ideas for Chapter based campaigns and complications, focusing on each of the major Chapters, which the GM can use to create his own Chapter based plots or to add more depth and detail to the inter-team relationships of his player-characters.

The Hall of Glory

The swearing of the Apocryphon Oath, the solemn undertaking by which a Battle-Brother of the Adeptus Astartes joins the Deathwatch to stand a single Vigil of the Long Watch, is a simple affair, but one steeped in tradition. Upon his arrival at the Watch Fortress Erioch, the rank of Supplicant is conferred on the would-be xenos hunter and he is assigned a bare stone cell in which to meditate and prepare for whatever interrogations the Watch Commander and his staff might wish to perform. The process of approval might take minutes or months, though most take no more than a few days, and during this period the Supplicant must submit to any questioning and testing the Watch Commander deems appropriate. The Supplicant is examined in every aspect, including moral, spiritual, mental, physical, and genetic, until the Watch Commander summons him to deliver the verdict.

The majority of Supplicants are judged worthy of admission to the Deathwatch, for the circumstances of their even being considered are such that no Chapter Master would have submitted a brother who he doubted would pass the test. Occasionally, the testing turns up some trait or characteristic that the Watch Commander and his counsellors believe incompatible to serving a Vigil of the Long Watch and the Supplicant is turned away. How such a Battle-Brother is received upon his return to his Chapter depends very much on its culture, for some may feel great shame, while others see no dishonour at all.

Those Supplicants who are judged worthy of assuming their Vigil make their Apocryphon Oath, and are led into the Hall of Glory. This vast chamber deep inside Erioch resembles a cathedral nave, two kilometres in length, a hundred metres wide and half a kilometre high. Its barrel-vaulted ceiling is lost in a smog of incense through which vat-grown cyber-cherubs dart and caper while, below, stooped, robed attendants bonded to the Watch Station for countless generations shuffle to and fro in their endless maintenance duties. Countless ragged, battle-scarred banners line the nave, some all but transparent with age and dating back to the earliest days of the Deathwatch's mission. In solemn procession, the Battle-Brother is led the length of the nave of the Hall of Glory, passing by hundreds of niches set into the walls at every level, from floor to distant ceiling. Eventually, the group halts before an empty niche, and the Battle-Brother undergoes the transformation into a member of the Deathwatch. With great reverence, the attendants remove his left shoulder pad and the armour of that arm, and it is set upon a stand in the niche. Sometimes, the niche is set into the wall high overhead, in which case the attendants pass the armour to the cyber-cherubs, who bear it aloft on their behalf and place it in the proper position.

Next, the attendants bring forth the silvered left arm and shoulder armour of the Deathwatch, and affix it with great care. Lastly, the Battle-Brother's armour is painted black, the colours of his own Chapter obscured until such time as his Apocryphon Oath is discharged and his Vigil of the Long Watch completed.

The Battle-Brother's armour remains in the Hall of Glory so long as he is standing his Vigil, and often long after. Upon completion of his Vigil, the items of armour are restored to him in a ceremony every bit as solemn as the first. However, the Hall contains far more items than there are Battle-Brothers serving in the Jericho Reach. Should a Battle-Brother fall whilst serving the Long Watch, his Chapter is informed, yet his armour remains in the Hall of Glory until such time as that Chapter dispatches another to retrieve it. Some never call for the return of the armour, preferring to honour the brother's sacrifice by leaving his armour in its place of glory. Sometimes, the Chapter in question passes from the knowledge of the Imperium. There are said to be items of armour held within the niches of the Hall of Glory belonging to Chapters not heard of in millennia, including such otherwise unheard of names as the Carcharodons and the Flame Falcons. None can say if any of these items will ever be reclaimed, though from time to time a Black Shield might present himself at the Watch Fortress, serve a Vigil, and before he departs claim one such set of ancient relics.

In addition to the depositing of items of armour, the Hall of Glory maintains a permanent record of each Battle-Brother who has served a Vigil at Watch Station Erioch. The incense-laden silence of the vast chamber is disturbed only by the cold, echoing ring of chisel on stone as the names of those who serve are carved into the very walls. This task is carried out by a body of specially-grown cyber-cherubs, a hammer grafted onto one arm and a chisel to the other, in place of hands. Any and every inch of free space in the entire hall is used to record the names and the Chapters of those who serve, creating the effect of a mesh of spidery gothic type covering every single surface. In recent centuries, these arcane masons have started to utilise the space overhead, carving the names, origins, and deeds of the heroes of the Watch Station into the stone vaults. Of course, most of this text is obscured by the fine fog of incense that gathers under the ceiling, but it matters not, for the names shall endure as long as Watch Station Erioch stands vigil over the Jericho Reach.

Chapters Within the Deathwatch

"I honour the accords and the will of the Emperor. I honour my Primarch and the Chapter Master whose will we obey. I honour the Deathwatch and the sacred duty to which I am now pledged."

–The XXVI Litany, the Seventh Oath of Secondment

When a Battle-Brother joins the Deathwatch he is permitted to wear his Chapter markings on his right shoulder pad. In part, this is to avoid offending the machine spirit of his power armour by painting it entirely black, but it is also so that even while a member of the Deathwatch he remains a part of his Chapter. This is a powerful right for all members of the Deathwatch as it allows them to retain that part of themselves which ties them to their true brothers and clearly identifies a Battle-Brother's origins to his Kill-team. Thus, even while a member of the Deathwatch, he will never truly lose his ties to his Chapter. Even should he spend years in secondment and grow close to his Kill-team, he will never be a part of the Deathwatch like he is part of his Chapter.

SHADOW OF THE PAST

The Deathwatch is akin to an alliance of warrior houses, bound together by oath and accord rather than true bonds of brotherhood. While ostensibly all Space Marines are brothers, the reality is each Chapter often exists as an island of tradition and ritual apart from the others, with its own interpretation of the Codex Astartes and its own view of the Imperium. In the eyes of the Ordo Xenos, the Deathwatch is a cadre of elite warriors with specialised skills, utterly loyal to the God-Emperor and therefore by extension the Inquisition, a view which often fails to detect the complex relationships between the Battle-Brothers of different Chapters while they serve together.

When a Battle-Brother joins the Deathwatch, he brings with him those traditions and preconceptions passed onto him by his Chapter and, when he sees his fellow Space Marines, he identifies them first by the symbols on their armour and what he has been taught about them—whether or not it bears any resemblance to fact. This is because each Chapter has a history that stretches back at least several thousand years, if not longer. During this long and complex history each Chapter has had dealings with the others, fighting against or alongside them for a myriad of reasons against a myriad of foes. Each time a Chapter comes into contact with another, the event is recorded, the interactions remembered and the teaching passed on to new generations of Battle-Brothers as what to expect when dealing with the warriors of these branches of the Adeptus Astartes. Space Marines also have long memories and the smallest slight or littlest betrayal (imagined or otherwise) can live on for centuries, embittering all Battle-Brothers of a Chapter toward another, though they may never have come into contact with them.

Roleplaying
Conflicts of Interest

It can be difficult for a player to draw a line between the needs of the Deathwatch and needs of his Chapter while maintaining a semblance of unity among the Kill-team and avoiding a complete breakdown of trust. The easiest way for a player to think of the relationship between Chapter and Deathwatch is in terms of the relationship between family and work. The Chapter is a Battle-Brother's family, bonded by blood and nothing will ever change this. The Deathwatch is the Battle-Brother's job and he has a duty to do it to the best of his ability, especially as both his family and work ostensibly serve the same master (the Emperor). So when a conflict arises between the two, it becomes a question of loyalty to family versus doing one's duty, a choice the player must consider for his Battle-Brother based on each individual situation.

Using the Shadow of the Past

Both players and GMs can explore these themes of history by learning a little about the background of their Chapter, or, in the case of the GM, by creating incidents that might have occurred between two Chapters and been passed on to the player-characters. Many of the major Chapters already have rivalries or feuds (such as the Dark Angels and Space Wolves), often caused by things which happened thousands of years ago, some even dating back to the Horus Heresy, a time when there was widespread distrust. In addition to giving players a chance to explore rivalries within their Kill-team and get a feel for how to roleplay their relationships with the other characters, the GM can also use history to influence missions. On the surface this can mean forcing the Kill-team to work with a Chapter which is distrusted by some of the Battle-Brothers, opening old wounds and making any support they might receive unreliable, as both sides consider the other unworthy of the task they have been given. The GM could represent this by requiring the Kill-team to gain more Kill Markers than normal to complete a mission objective, or if they have used some of their requisition to gain support from the Space Marine Chapter or its allies, have the reinforcements fail to show, or show up late, or under-strength.

Alternatively, the GM could internalise the conflict by creating a situation which harkens back to a point in history between two Battle-Brothers' Chapters. Perhaps the Kill-team is making a desperate stand against Tyranids and is heavily outnumbered, bringing to mind a battle (many centuries past) when one Battle-Brother's Chapter abandoned another (or appeared to) against the same foe, prompting accusations of cowardice and betrayal. As a challenge, the GM can inflict

Cohesion damage on the Kill-team in these situations, or even restrict the use of Squad Mode abilities, prohibiting the rival Battle-Brothers from supporting each other. This will give the players a tangible obstacle to overcome and a reason to roleplay the situation to resolve it. In both cases, where the GM uses history to complicate a mission or create new challenges for the players, he should award bonus experience or additional Cohesion points during the mission, if the characters resolve or overcome their differences.

SONS OF THE PRIMARCH

A Battle-Brother remains a member of his Chapter until the day he dies, and even then a part of him often lives on in another, passed down from generation to generation. Such is the connection that a Space Marine has with his Chapter that he usually remembers little of his former life before he was recruited and in all likelihood bears little resemblance both physically and mentally to the man he once was. It is little wonder then that when a Battle-Brother is seconded to the Deathwatch, he brings with him a part of the teaching of his Primarch and his own specific view of his place within the Imperium. These practices and traditions immediately set him apart from his Kill-team and isolate him while he serves out his secondment.

Such are the bonds of Chapter that even while in the Deathwatch a Battle-Brother will often remain in contact with his company or captains, sometimes through other members of his Chapter also seconded to the Deathwatch. For this reason, most Kill-teams are assembled without members of the same Chapter present. Even two Battle-Brothers of the same Chapter working together can severely influence the operation of a Kill-team and colour it with the beliefs and doctrine of a specific Chapter, often to the detriment of the performance of the other Kill-team members who feel uncomfortable adhering to foreign ways. When a Battle-Brother joins the Deathwatch, that is where his first and strongest loyalty should lie while he serves. Anything that gets in the way of this should not be indulged lest it lead to a conflict of interest where the needs of the Chapter come before the needs of the Ordo Xenos.

Sadly for the Inquisition, this kind of belief is wishful thinking at best, and the reality is that a Battle-Brother is always a member of his Chapter first and everything else second. Though his oaths and his loyalty to the Imperium dictate he give his full service to the Inquisition, his ties to his Primarch and his Chapter are genetic, buried deep within his flesh and terminated only when his hearts cease to beat. He will always seek out his fellow Chapter brethren, favour their council, and aid them where and when he can. He may consider the effect of such actions on the Deathwatch, the Ordo Xenos, and the other members of his Kill-team, but it is unlikely to turn him from his course and will never lead him to betray his Chapter by foiling their interests.

Using Sons of the Primarch

The GM and the players can use the bonds all Battle-Brothers have with their Chapter to both complicate and facilitate the completion of missions. For players, these bonds give them a reason to favour certain NPCs or make choices which might be unfavourable with their Kill-team companions. For GMs, the bonds of Chapter offer a variety of plot hooks and complications to impose on his players. Perhaps while fighting side-by-side with a Chapter, a member of the Kill-team (of the same Chapter) is approached to complete a covert task, or aid the Chapter at a specific time against the wishes of the Watch Captain. This can lead to "special" mission objectives, which might even conflict with those set by the Deathwatch and require the Battle-Brother to convince his Kill-team to aid him in his duty to his Chapter (perhaps in exchange for aid for their own Chapter later).

A Term of Service

When a Battle-Brother joins the Deathwatch it is not a permanent arrangement and, after he has completed his term of service, he will return to his own Chapter. This is an important part of understanding how Chapters are represented within the Deathwatch as it is viewed by the Adeptus Astartes as an alliance between themselves and the Ordo Xenos. Each Battle-Brother knows that when his time is up and his oaths have been fulfilled he will return to his Chapter and continue his life as it was before he left, though with more glory to his name for having been part of such a distinguished fighting force. This means any connections a Battle-Brother creates while a part of the Deathwatch are usually doomed to be broken, the members of the Kill-team cast to the wind after their duty is done.

This temporary alliance of warriors can have a number of effects on a Battle-Brother, which in turn will affect his Kill-team. One of these can be a sense of detachment, a withholding of true camaraderie, while the Battle-Brother serves out his duty for his Chapter and the Emperor and not the Inquisition or the Deathwatch. Such Battle-Brothers will lock themselves off from the kinship of the Kill-team, regarding his peers as honoured soldiers but never affording them the same status as members of his own Chapter. Another effect can be the opposite, where the Battle-Brother sees his time in the Deathwatch as a chance for glory and to prove the might of his Chapter in the eyes of others; always trying to outdo or best his brothers in feats of arms and bravery. Such an attitude inevitably leads to rivalry and can make a Kill-team reckless or unstable.

Using A Term of Service

The GM and the players can use the term of service concept and the temporary nature of the Kill-team to explore different aspects of their characters' personalities or in the case of the GM, introduce plots and adventures. For players, this offers a couple of roleplaying and gaming options. The first is that they can give their Battle-Brother a history that begins long before coming to the Deathwatch and will continue after he has gone. A character's time in the Deathwatch is only a part of his career in the Astartes and he will consider it as such, maintaining his strong links to his Chapter and thinking ahead beyond the needs of the Deathwatch. The second is that it allows a player to retire a character, or have them leave the group for a time, and then play them again later as they return from their Chapter for a time.

For GMs, the term of service means that over time a Kill-team will change and adapt; old members will leave and new ones will join, until it may even contain no original members. This is a useful tool for a GM as he can maintain plots centred on a Kill-team so that even if players change their characters, or for some reason characters leave the Kill-team (such as their secondment ends or they die) plots will go on. The GM can even develop a designation for the Kill-team to give it an identity and, over time as various Battle-Brothers serve in its ranks, its reputation will grow and the history of the players' exploits will live on, even if their characters do not.

Chapter Campaigns and Complications

"I must judge them not only by the deeds of their warriors but by the purity of the gene-seed, and the weight of history which has often shown them to be little better than many of the foes we fight."

–Brother Malavingus, Dark Angels 6th Company, speaking of his Space Wolves "allies"

The Deathwatch is one of the few places where Battle-Brothers of different Chapters will not only meet but fight together as squad mates. Because a Battle-Brother's duty is to his Chapter, and his Chapter's duty is to send Battle-Brothers to the Deathwatch for a term of service, this can lead to combinations within a Kill-team which would not ordinarily occur. To further complicate things, a Battle-Brother never cuts his ties to his Chapter when he joins the Deathwatch and all the rivalry, unconventional doctrine, and history of his Chapter comes with him.

A Battle-Brother's Chapter can provide both the GM and players with an abundance of interesting roleplaying experiences. GMs especially can use the dynamic between the PCs of various Chapters and the presence of their Chapters in a warzone or even another Kill-team to create Chapter-focused adventures or mission complications. Below are some examples of how the GM can use a Battle-Brother's Chapter in games of Deathwatch. These are divided into Rivalries (conflicts with friends and foes) and Missions (scenarios which focus on the Chapters' combat doctrines).

Squad Leaders

A Kill-team's choice of leader can dramatically influence a Chapter's involvement in its affairs. In addition to the selection of Squad Mode abilities it provides for the group, the Squad Leader is a direct link between the Deathwatch and his own Chapter. The GM can use this link to change the nature of the Kill-team's mission if the Squad Leader's Chapter has a vested interest in its outcome or is operating in the same theatre of war. Possible outcomes from the link could include additional support from the Chapter, alternative objectives presented by the Squad Leader's Chapter, or even joint operations between Chapter and Kill-team. However the link between Squad Leader and Chapter influences an adventure, it is likely that at some point the Kill-team will need to make a choice where its loyalties lie, benefiting and suffering accordingly.

Rivalries

Blood Brothers (Blood Angels): A Flesh Tearer (one of the Blood Angel Successor Chapters) is competing with the Battle-Brother for glory within the Deathwatch, and even though he is part of a different Kill-team, he is putting the Battle-Brother to shame with his glorious acts. The Battle-Brother's next mission has his Kill-team working along side the Kill-team of the Flesh Tearer. Will the Battle-Brother compete with the reckless Flesh Tearer, or attempt to reconcile with him, working together for the glory of their primarch?

Angel's Vengeance (Dark Angels): The Dark Angels Chapter has become aware of a Space Wolves Battle-Brother recently seconded to the Deathwatch by the name of Frey. This Battle-Brother dishonoured the Dark Angels during recent battles on Vanity, insulting a Dark Angel of superior rank. No longer under the watchful eye of the Space Wolves Chapter, the Dark Angels want one of their own Deathwatch Battle-Brothers to see him disgraced and shown up for the coward he is.

Scent of Iron (Imperial Fists): An ancient hatred has been reawakened by the hint of Iron Warriors involvement in the Battle-Brothers' mission. The design of heretic siege work and the tell-tale signs of their fortifications make the Battle-Brother believe the hand of an Iron Warriors Traitor Marine is behind their construction and defence. Whether or not the Iron Warrior exists or is even still present, it is a matter of honour for the Battle-Brother to find out, even at the cost of caution.

First to Fight (Raven Guard): A White Scar Battle-Brother has time and again hastily swooped in on mission objectives before the Battle-Brother and his own Kill-team, arriving before him and leaving only bodies behind. For the honour of the Chapter, the Battle-Brother must prove to his brothers the strength of his own combat doctrine and devise a plan to beat the White Scars to the prize next time, completing their objectives as well as his own using perfectly executed hit and run tactics.

The Green Tide (Salamanders): During the course of a mission, the Battle-Brother hears tales from locals of a crashed alien vessel somewhere deep in the wilderness of the world. Of special interest to the Salamander is the description of marking on the vessels hull, markings matching those of the Bonetooth Ork tribe. Cursed alien savages, the Bonetooth Orks fought against the Chapter centuries past and the Chapter swore to wipe them out completely.

Stealing Kills (Space Wolves): The Battle-Brother was about to deliver a killing blow to a Stigmartus heretic leader when a treacherous Dark Angel (part of another Kill-team) shot him down from afar, even as the Space Wolf raised his weapon to strike. Neither the Dark Angels nor the Deathwatch see anything wrong with this kind of "cooperation," but the Space Wolves Chapter demands restitution and the Dark Angel must honour the kill he stole by finding another equally as worthy.

Paragon of the Chapter (Ultramarines): The Ultramarines know they are unrivalled among the Adeptus Astartes for their loyalty and honour and, at the behest of a prideful captain of the Chapter, intend to prove it. The

captain has set conditions all Deathwatch Ultramarines must follow on their next mission, such as proving their bravery in a feat of special heroism. In addition to proving the honour of the Chapter, the task also promises much personal glory in the eyes of the Ultramarines themselves.

Settling Scores (White Scars): After a particularly high tension mission, a Raven Guard challenged the Battle-Brother to an honour duel. But the honour of both Chapters has been called into question because there was no clear winner and both sides claim victory. The Battle-Brother must settle the dispute for his Chapter, either by winning a duel convincingly or by convincing the Raven Guard to back down.

MISSIONS

Spear Tip (Blood Angels): On the war torn worlds of the Orpheus Salient, a company of Blood Angels is leading a deep strike onto a world overrun by the Tyranids. An excellent opportunity for the Deathwatch to gather data on Hive Fleet Dagon, the Kill-team is sent along to aid the Chapter in its assault. To complete their mission, the Battle-Brothers will need to survive both the swarms of Tyranids and the reckless tactics of the Blood Angels commander.

Forbidden Knowledge (Dark Angels): An ancient proscribed text has gone missing from the Crusade archives on Karlack. Of little immediate interest to the Ordo Xenos, word has filtered down to the Dark Angels of the Deathwatch that the book is of considerable interest to the Interrogator-Chaplains of the Chapter, though the Chapter itself cannot be seen to be directly involved. Much prestige would accompany its return by a Dark Angel to the Chapter, and a much larger mystery might be uncovered.

Siege World (Imperial Fists): A fortress bunker deep underground on the world of Karlack has fallen to a daemonic cult that has sprung up amongst the rank and file troops. The fortress is well defended and deep underground, so a company of Imperial Fists have been deployed to bring it back under Imperium control. The nature of the threat has also drawn the interest of the Ordo Xenos and prompted the assignment of a Kill-team to find out the truth of the matter and how the fortress fell in the first place; working closely with the Imperial Fists of course.

Spirit of the Machine (Iron Hands): During a journey aboard an Iron Hands strike cruiser, the Kill-team become involved in an incident involving malfunctioning servitors (with abnormally high intelligence) which are murdering crew. The Iron Hands wish to see the matter resolved quietly before the ship returns from the warp, but there are many things that don't add up for the Kill-team: how have the servitors awakened, is this the result of some proscribed tech or merely a quirk of the warp, and do the Iron Hands know more about it?

Sabotage (Raven Guard): A Raven Guard operation has been sanctioned to disable the Tau orbital defence platforms around Iphingenia in preparation for a hit and run attack. For the task, the Raven Guard have requested the assistance of a Kill-team with experience against the Tau. The operation must go off without alerting the enemy, however, and the Kill-team and Raven Guard must devise a plan to sneak aboard the platforms and then off again undetected.

Cleansed by Fire (Salamanders): Still smouldering in the aftermath of nuclear fires, the destroyed hive city of Tyralos on Castobel continues to be overrun by Tyranid organisms, largely immune to the high doses of radiation clinging to the ruins. A Salamanders strike force, in conjunction with a Kill-team, is dispatched to locate the alien breeding pit deep in the bowels of the destroyed hive. They only have a few hours to find it and burn it out of existence before the radiation becomes too much even for a Space Marine's enhanced physiology.

The Hunt (Space Wolves): During operations against the Tau on the world of Bathrath, a detachment of Space Wolves have encountered massive native fen beasts of vicious and vile temperament. The Space Wolves have organised a hunt for the beasts through the swamps of Bathrath and invited the Kill-team to participate, promising much glory to the Battle-Brother who can bring such a beast down and a lasting friendship between those that share the hunt.

Insult to Injury (Ultramarines): The name of the Ultramarines has been damaged by the loss of a company banner to the Tau. It must be taken back at all costs! Unable to commit resources so deep in Tau-held space, the Chapter has requested a Kill-team be assigned to its recovery.

The Long Run (White Scars): During a landing on the world of Khazant, the White Scars have learned of the presence of a Stigmartus daemon prince, far behind enemy lines. Devising a plan, the White Scars commander wants to use a diversion to slip through the heretic lines and make a run for the daemon prince. Gathering all the local resources they can, they have asked the Kill-team to accompany them and share in the glory of the charge.

Relics

Every Chapter has relics, objects sacred to its history and the deeds of its forebears. These relics can have a powerful effect on the Chapter and are often used in conjunction with rites and rituals or carried into battle by it greatest Battle-Brothers. GMs can use relics as plot hooks and roleplaying devices to explore the relationship between the Deathwatch and the Adeptus Astartes as well as cast a light on a specific Chapter within the Battle-Brother's Kill-team. Examples of these kinds of plots could include the recovery of a relic by the Deathwatch which lies beyond the reach of the Chapter, a Battle-Brother being charged with carrying a relic of his Chapter into battle or ensuring its safe passage out of a warzone. In all these cases, the introduction of the relic will force the Kill-team to examine its loyalties, whether they are to their fellow Battle-Brothers, the Astartes or the Ordo Xenos. It may even present alternative mission objectives depending on their choices.

VI

Traitor's Dawn

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Chapter VI: Traitor's Dawn

"It is a great sorrow to me that Rheelas could not be brought into the light of the God-Emperor and, while I hold in my heart hope for its people and its future, I cannot abide rebellion in any form—such threats must be put down swiftly and without mercy."

–Lord Militant Solomon Tetrarchus

Traitor's Dawn thrusts the Kill-team into the midst of the three-sided planetary invasion of Rheelas, a rebel world within the Canis Salient. Tensions quickly begin to rise among their fellow Adeptus Astartes, however, when Space Marine commanders clash over glory and control of the battlefield—a conflict that is being influenced by a hidden enemy. Meanwhile, other dark forces begin to move behind the scenes. As outsiders, yet still tied to their Battle-Brothers by oaths of loyalty, the Kill-team must work to resolve the situation, make sure the invasion is a success, keep the Chapters from open war, and uncover the true villain before the situation escalates completely out of control.

Adventure Overview

Traitor's Dawn takes place on the quarantined world of Rheelas in the Canis Salient. For many years, Lord Ebongrave has kept Rheelas and its two sister worlds imprisoned behind an Imperial blockade, for fear of their sympathies with the Tau. With no traffic in or out, Rheelas has suffered terribly and the mining world which was once rich and strong has decayed into a vile shadow of its former self. To all this, Ebongrave has turned a blind eye, even when the Warmaster Tetrarchus has suggested repeatedly such worlds might be better working for, rather than against, the Achilus Crusade. Recently, reports have slipped out that the unrest on Rheelas is subsiding and a powerful new xenos inspired rebellion has taken root, organising the population into a unified resistance force and threatening to create an army powerful enough to break the blockade (and perhaps even free the other quarantined worlds). This is just what Warmaster Tetrarchus had feared, and he has diverted all available Imperial forces in the area to put down the uprising and destroy the xenos inspired rebellion. Arriving well ahead of any other reinforcements are a squad each from the Iron Hands, White Scars, and Salamanders Space Marine Chapters (aboard strike cruisers travelling to or returning from the Greyhell Front) and a single Kill-team (the player characters) diverted from a mission into Tau held space at the last minute.

Traitor's Dawn is divided into three parts: Tip of the Trident, A Different Kind of War, and The Last Betrayal.

Part One: Tip of the Trident

The adventure begins with the arrival of the Kill-team in orbit (aboard an Imperial escort craft under the control of the Inquisition) to discover three Space Marine rapid strike vessels hanging above the blue/brown world of Rheelas. The Battle-Brothers must make the choice to either co-ordinate with the three Chapters present or simply head down to the world and seek out the rebellion. At the same time, the different Chapters begin operations which clash with each other, each company commander wishing to conduct the assault in his own way, and none of the commanders having any clear authority over the others. Whether or not the Kill-team steps in to mediate, landing will begin and the hunt for the xenos inspired rebellion will commence. The Kill-team will be able to choose where to make their landing, with likely spots being the Granite Spires (seat of the planetary government) or the Hellsmark, a huge floating hive city and suspected centre of the xenos inspired rebellion. This will be their first taste of what the rebel world holds, and a chance to win glory for themselves.

Part Two: A Different Kind of War

Things are going well for the Adeptus Astartes and, at the end of the first day, the xenos inspired rebellion seems to be breaking under the assault, its leaders killed and its weapons laid waste. A call for assistance from the White Scars will draw the Kill-team into a new entanglement. Arriving to give aid, things will take a darker turn when the Kill-team is ambushed by a Salamander Space Marine squad. These are, in fact, not loyalist Space Marines at all, but Alpha Legion. The Alpha Legion is also behind the rebellion and this is not an uprising at all, but the first step in creating a warp rift to open the world to the Stigmartus armies. The nature of the conflict then changes as the Alpha Legion conduct similar ambushes and work to turn the Chapters against each other and sow confusion. To make matters worse, the Alpha Legion has timed their ambush with the activation of a powerful vox caster, jamming orbital and surface communications, isolating squads and commanders alike. Possibly the only ones with any idea of the truth, the Kill-team must now try to reunite the Chapters, lest their distrust and infighting spell disaster. They must travel to locations across the world, gathering up loyalist Space Marines and spreading the word of the presence of the Traitor Marines.

Part Three: The Last Betrayal

Once the Kill-team has gathered up enough Battle-Brothers, the tide will begin to turn on the rebellion once more. The Kill-team will also learn that the three Space Marine Commanders have been invited to a meeting at the Crown of the Granite Spire to try and work out their differences – in reality, this is a trap set by the Alpha Legion. This is the second part of the Alpha Legion's plan, having separated the commanders from the bulk of their companies and sown distrust between them, they intend to lure them into an ambush and use their sacrifice to open the warp rift. The Kill-team must race to their aid and try to unmask the Alpha Legion before it is too late.

Rheelas: World in Chains

"Why should I care if they starve? Let their empty bellies remind them of the empty promises they made to the God-Emperor."

–Lord Ebongrave, speaking of the Quarantined Worlds

Rheelas rests in the gulf between the Iron Collar and the Imperial world of Spite on the foot of the Canis Salient. Along with the nearby worlds of Argoth and Kaggeran, it was subjugated early in the Achilus Crusade, its local government crushed and Imperial rule imposed. Shortly after its conquest, however, the regional commander, Lord Ebongrave, declared a quarantine on Rheelas and the nearby worlds, for fear that Tau sympathizers might turn their populations against him and create a thorn in the back of his forces. Whether the move was well-founded or not, all Imperial garrisons were withdrawn from Rheelas; its people, still reeling from being absorbed into the Imperium, were abandoned and a Naval battle group organised to create a permanent blockade around the Rheelas system. Thus, it has remained for decades, the population slowly rotting behind a veil drawn by the Imperium, dying slowly out of sight and out of mind.

A Broken World

Rheelas is a mining world, and for centuries before the arrival of the Achilus Crusade it traded ores with its two closest neighbours Argoth and Kaggeran in exchange for food and finished goods. The people of Rheelas have had to adapt to a harsh environment to harvest their world's natural wealth and have created a unique society based around the shifting nature of their planet. Rheelas has an unstable molten core, constantly expanding and contracting. The deep roots of its tectonic plates mean that its surface is endlessly wracked with earthquakes and, overnight, whole regions can disappear as they fall away into the world's oceans, while others rise from beneath the waves amid clouds of steam and volcanic ash. It is this brutal seismic activity which also contributes to the world's vast mineral wealth, as new streams of ore and precious metals are constantly being pushed up to the surface.

When the first settlers arrived on Rheelas, they set up low orbital stations and tried extracting the planet's minerals by using gravity hooks and orbital harpoons. It proved far too costly and imprecise and, in the end, plans were made for a permanent settlement on the surface. With the shifting continents too dangerous, the settlers modified their orbital stations into vast floating cities and set them adrift on Rheelas' shifting seas. With careful study and finely tuned sensors, the cities were able to detect movement in the surface beneath the ocean and move to safety before sea became land, floating away with the ebbing tides. From the vantage point of their cities, the settlers were then able to send mining machines, ancient serpent-like tunnelling drones, into the planet and begin harvesting its wealth.

Mining Machines of Rheelas

To extract the mineral wealth of Rheelas, the Hive Captains use ancient multi-headed mining machines known as Tiamats. Fashioned long ago by the Adeptus Mechanicus, the Tiamats are vast serpent-like burrowing factories, each over a kilometre in length and hundreds of metres in diameter. Released from cavities under the hive cities, the Tiamats snake down through the shifting seas to the seafloor where they bite into the rock. Given the seismic activity of Rheelas, no tunnel remains intact for long and so the Tiamats are constantly on the move, chasing the veins of ore as they rise and fall with the movements of the earth.

Inside each Tiamat, a crew of hundreds of men guide its bulk through the earth and maintain its flickering plasma heart. It is a dangerous job, as hull breeches are common and each Tiamat is designed so that it can be sealed into dozens of separate compartments in an instant, leaving some men to drown while others may finish the job and return to the hive with a load of ore. The Tiamats are also irreplaceable, and over the centuries their numbers have dwindled as some are lost or break down, while the remaining ones are kept going with a mix of scavenged parts and jury-rigged systems.

Since the rise of xenos inspired rebellion, the Tiamats have taken on a new, darker purpose as weapons of war and each hive city loyal to the rebellion has deployed its Tiamats against enemy hive cities, burrowing in through their hulls and tearing them apart from the inside. It is something the Hive Captains have little defence against, only able to send out their own Tiamats and hope they can strike first against their attackers.

Granite Spire of Rhee

It was only after centuries spent aboard the seaborne cities that the people of Rheelas began to gain an understanding of their new home. By then, the cities had expanded; some joined together, and began to resemble floating hives, crammed with people and thrumming with countless machines. What they discovered was that one part of the world never seemed to change, despite the tectonic chaos that ensued around it. Atop the world's magnetic pole, a single vast spire of diamond-hard volcanic rock rose from the ocean like a dagger driven into the heart of the world. Whether it was linked to the planet's magnetic field, or held in place by some other force of nature, the Rheelas people chose it to be the seat of their planetary government and built a city at its tip, naming it the Granite Spire.

Since that time, the Granite Spire of Rhee has remained the primary city of Rheelas, the seat of its government and its primary spaceport. From its immovable position atop the world, it governs the floating hives and ferries much of the planet's ore and metal off world. The planetary governor bears the name of the city in his title and is known as the Granite Lord; it is his duty to oversee the annual meetings of the Hive Captains (the lords of the seaborne hive cities) and adjudicate in their disputes. The Granite Spire was also the centre for the Administratum, Adeptus Mechanicus, and Adeptus Ministorum before Imperium rule faded away during the Age of Shadow. As such, much of their infrastructure remains in place, including a failed attempt by the Ministorum to carve a statue of the God-Emperor into the Spire, leaving only an ugly scar in its ultra-hard surface.

The Granite Spire was the first place to fall when the Achilus Crusade reclaimed Rheelas. Deathwatch Kill-teams and Imperial Guard Storm Trooper units quickly overwhelmed the city and took the Granite Lord and his advisors into custody, without much violence. It was planned that the Imperium would then install its own governors and re-establish the districts of the city given over to the Administratum, Mechanicus, and Ministorum. The Adeptus Mechanicus was especially interested in Rheelas' wealth of ancient mining technology, devices and tools whose manufacture had long been thought lost. But before the Administratum could even begin its paperwork, Lord Ebongrave stepped in and enacted the quarantine. The Imperium withdrew, taking their prisoners with them and leaving the Granite Spire without a ruler.

Shifting Seas

At any one time, at least half of the surface of Rheelas is covered in water. The vast storm-wracked seas and oceans of Rheelas are brutal and dangerous places where 20-metre waves smash against each other and currents tear back and forth with the fickleness of the wind. Given the hostility of its oceans, it is little wonder that there is no indigenous life on Rheelas bigger than Fleck Fish or Rock Weeds, and the oceans are only considered "safe" when compared to the broken landscapes of its continents. Ships could not survive for long on the Shifting Seas of Rheelas and even the stoutest boat would be smashed to pieces or capsized in a matter of moments. The floating hive cities endure because of size alone, their bulk and weight too big for the waves to smash and their prodigious hulls (often as much of a floating hive is below the water as above) keeping them from being tipped over or even overly tilted by the raging waters.

Because the seas of Rheelas are in constant flux, it is impossible to navigate courses or set out clear regions within them. Instead, the Hive Captains allow the currents to take them where they will, crossing paths with each other from time to time or spending years alone, drifting far from the shadow of the Granite Spire. Each Hive Captain is lord and master of his own city, but has no domain beyond its borders. There are no disputes of mining rights or claims to a stretch of sea because there is no need. The world is constantly pushing up new veins of ore, and even the richest ones only last for a short time before the surface shifts again and it disappears. In this way, the Captains are more like nomads, wandering the oceans of Rheelas and farming its minerals from beneath the waves before moving on to mine new locales. Once their factories have refined the ore into a transportable state, low orbit shuttles ferry it to the Granite Spire, where it awaits transport off world.

Since the quarantine, this system has broken down. With no demand for off world ore and the loss of the Granite Lord, many of the cities have gone dark, cut off from the rest of the world, their fate unknown. Those few which have tried to maintain the order on Rheelas have banded together and formed the Free Captain's Alliance. It is a union which has been plagued with internal conflict and strife. For centuries the cities have remained apart, their cultures becoming distinct. Now, the populations of the cities can see few reasons to trust or work with each other, especially as there is nothing they can offer each other, each one hungry for off-world goods which have never materialised.

Continents of Ash and Fire

Far too dangerous to set foot on, the continents of Rheelas have been largely ignored by its people. Broken and desolate, they stretch endlessly in all directions, clouds of ash blotting out the sun and red streams of lava spurting periodically from gaping cracks in the ground. At any moment, the whole horizon might change as a mountain range falls away or rises like a great surfacing sea beast. Showers of flaming rock and fire are also common, as the earth breaks apart and gases are released from deep in the world's core, sending debris high into the air (sometimes reaching high enough to be a danger to sub-orbital craft). The true danger to travellers who are crazy enough to try to cross the broken continents of Rheelas, however, is not just fire and ash, but the shifting landscape itself. While hardy or well-equipped travellers might be able to survive the constant earthquakes and subsidence, they would soon become lost as the horizon changed and ash clouds and magnetic fluctuations jammed their equipment.

Just Like Home

Battle-Brothers of the Space Wolves Chapter may note that Rheelas shares some features in common with their home world of Fenris and thus feel more relaxed and familiar with the environment of this planet. Space Marines of the Space Wolves Chapter gain a +10 bonus to all Navigation (Surface) Tests they may be required to make on Rheelas.

Since the time of Imperial settlement on Rheelas, only a handful of people have ventured out into the continental plains and mountains. This is largely because there is no need; the minerals can be harvested from the ocean floor by the hive cities and the abundance of ore has yet to force the population to look beyond the seas. Those that have walked the continents (and returned) speak only of a landscape cloaked in ash, lifeless and barren. In the early days of the settlement, the Adeptus Mechanics conducted its own surveys and, while these largely agree with other reports, one in particular stands out: a report from Jolus, a Tech-Priest of the Explorator Fleet to first chart Rheelas.

Jolus claimed that upon his first surveys of the world he recorded alien ruins, or the remains of them, among the shifting mountains of its continents. The Explorator claimed these ruins were created by a species yet unclassified, a claim supported by pict recordings of reliefs on the ruins. Jolus believed that the aliens had made Rheelas the way it is today, through some ancient device or dark pact in an effort to ward off some terrible enemy. Mysteriously, the pict recordings vanished, as did Jolus, and the theory was wiped away by the Mechanicus. However, some of these records remain, hidden away on Rheelas in the vaults of the Granite Lord.

Alien Influences

Rheelas was originally quarantined on suspicions of Tau sedition and links to the Tau Empire within the Jericho Reach. While it is true Water Caste envoys had extended an invitation to the world, its ruling Granite Lord had deep misgivings about what such an alliance would mean. Just before the Achilus Crusade descended on the world, there was to be a summit between Rheelas, Argoth, and Kaggeran, where each world would make a decision on what to do about the encroaching influence of this new, yet seemingly benign, alien race and the promise of unity and technology they promised. The Kings of Kaggeran were for such an alliance, as more than once in the centuries since the departure of the Imperium their three worlds had faced ruin at the hands of hostile forces. The Granite Lord and the Precept of Argoth, however, were both savvy politicians, wary of the Tau's intentions. Both urged caution.

Whether or not an alliance would have been forged with the Tau will probably never be known, for each of the world's leaders was slain shortly after the Crusade's intervention and their governments cast into disarray. Such was the paranoia of Lord Ebongrave that he saw even the rumour of this alliance-that-never-was as proof of a grand plot to secede from the Imperium and launch war upon it. So the world was sealed off, its system restricted, and its people cut off from the rest of the Reach.

Since that time, reports of alien rebellions and Tau agents have filtered back across the blockade, not inconclusive enough to warrant action but frequent enough to make Lord Ebongrave feel justified in his continued quarantine of the world. In reality, the Tau have little interest in Rheelas, located as it is far behind the front lines, and with more pressing matters drawing their attention in the Greyhell Front. Like the Imperium, they have abandoned Rheelas to its fate, allowing it to turn in upon itself and slowly fade from memory.

The Slow Rot of Chaos

In the absence of Imperial rule or alien treaties, Rheelas has begun a descent into a dark and more deadly alliance. When the Imperium turned its face from Rheelas and removed the Granite Lord, the people and Hive Captains despaired for the future of their planet. It was the perfect time for agents of the Stigmartus to seed their cults among the grieving hive cities and begin subverting its population. For years, the Stigmartus had tried to secretly gain a foothold on Rheelas, Argoth, and Kaggeran, but were defeated by their strong governments and close alliance. Ironically, it was the Imperium which finally opened the way for them, creating the unrest and descent they needed to spread the taint of the Dark Gods.

The Alpha Legion have arrived on Rheelas with a far-reaching plan to draw Imperial attentions and resources away from the Cellebos Warzone. The Chaos Space Marines have begun organising the planet's rebel elements into an army, first waging war against those elements still loyal to the Imperium or the Granite Lord, and then launching an assault on the blockade itself. Part of the plan also entails the opening of a warp rift on Rheelas, a burning conduit between that world and the heart of the Acheros Salient. Once complete, the Stigmartus will be able to launch a devastating flanking manoeuvre against Lord Ebongrave's forces and fortify Rheelas and her sister worlds as a base from which to strike at the Iron Collar itself.

The Alpha Legion have deliberately allowed news of the uprising on Rheelas to reach the Blockade Fleet, knowing that such a threat will prompt the deployment of nearby loyalist Space Marines. This is key to the opening of the warp rift, which requires the lifeblood of a powerful Adeptus Astartes commander—a siren song to the warp and a call to the great powers to make the rift a reality. It is the plan of the Alpha Legion to engineer such an act and flood Rheelas with the waiting Stigmartus hordes, claiming the world in the name of the Ruinous Powers.

The Stakes Are High

It is important for the GM to understand the importance of the actions of the Kill-team on Rheelas. The immediate and most obvious threat is the growing conflict amongst the three Space Marine Chapters, a conflict that has the potential to escalate into a violent confrontation of Space Marine against Space Marine. Whilst this threat is certainly enough to warrant the attention of the Deathwatch, there is also the imminent rise of a Daemon Prince and the utter disruption of the Canis Salient, a blow from which the Crusade itself might never recover.

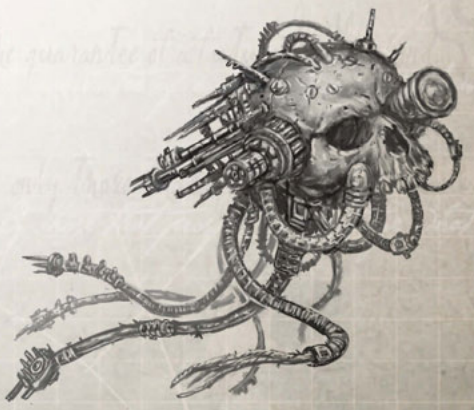
The Deathwatch Kill-team's presence can tip the balance on Rheelas and may well decide the fate of the countless billions througout the Canis Salient.

THE IMPERIUM'S VANGUARD

When word reached the Crusade of the uprising on Rheelas, and the danger it might pose, Warmaster Tetrarchus was quick to act. For once, both he and Lord Ebongrave were in agreement that any uprising in the quarantined worlds should be put down swiftly and brutally, lest it spread to each of the three worlds and then beyond the blockade. The Warmaster issued an Ignis Directive to all Imperial forces within range of Rheelas, commanding them to descend on the rebel world with the vengeance of the God-Emperor himself. In addition, Tetrarchus made a personal appeal to the Space Marine Chapters in the Reach. Far ahead of any other forces, three Space Marine rapid strike vessels – the *Dervish Lord*, *Scion of Medusa,* and *Promethean's Flame* – have arrived in system. These frigates, belonging to the White Scars, Iron Hands, and Salamanders respectively, stand ready to commence operations.

With no over-arching authority, and only the urgent astropathic Ignis Directive to subdue Rheelas, the three Chapters must determine for themselves how to complete the momentous task before them. Led by distinctly different commanders and trained in different methods and traditions of war, each has its own plans which may clash with those of the other two Chapters, or at very least complicate operations on the planet.

One joint operation (proposed and organised by Commander Tibias of the Salamanders) has already been attempted. Unfortunately, the operation was a disaster; conflicting signals and fractured communications caused disarray during the landing of the Space Marine forces and the enemy's presence appeared to be merely a feint by rebel forces. With three Space Marine forces involved, the battle should have quickly ended with the rebels crushed in a matter of minutes. However, the insidious actions of the Alpha Legion kept the loyalist Space Marines off-balance. Faked vox-signals and fraudulent battle codes were just the beginning; after a near-miss by a salvo of Whirlwind artillery, the volatile White Scars declared the joint operation a failure, swiftly followed by the Iron Hands. The Space Marine commanders returned to orbit, nursing their grudges. The Chapters separated and are attempting to craft individual plans for a second operation on the planet's surface when the Kill-team arrives.



THE CHAPTERS IN TRAITOR'S DAWN

During Traitor's Dawn, the three Space Marine Chapters (their commanders, their methods, and how they interact with both the Kill-team and each other) will be central to the outcome of many of the encounters. The GM should familiarise himself with each of the Chapters, their motivations, and their goals as well as the named Battle-Brothers within their ranks. The GM can treat each of the Chapters like an NPC in its own right, measuring its reactions to the actions of the players and the other Chapters as one.

More details on each of the three Chapters in Traitor's Dawn, their combat doctrine, relations with the other Chapters, and their history can be found in Chapter 1: Honour the Chapter.

Using other Chapters

The GM may wish to replace the Salamanders, Iron Hands, or White Scars Chapters in Traitor's Dawn with other Space Marine Chapters that are a better fit to his campaign. This is easily accomplished, as each of the three Space Marine Commanders in Traitor's Dawn are built around a single, identifiable keyword that encompasses his general attitude and combat doctrine.

Iron Hands: Commander Felross has the keyword "Cautious." The Iron Hands in this adventure, therefore, proceed precisely and methodically, providing a contrast to the much more aggressive Commander Akhutai. The Iron Hands could be replaced with any Chapter that is likely to have a Commander who is similarly cautious, such as the Dark Angels or Raven Guard.

Salamanders: Commander Tibias has the keyword "Proud." Tibias is eager to take command of the Space Marine forces at Rheelas and put his natural tactical and strategic skills to use against the rebels. The Salamanders can be replaced with any Chapter that is likely to have a commander who is similarly prideful, such as the Ultramarines or Imperial Fists.

White Scars: Commander Akhutai has the keyword "Aggressive." The White Scars contingent at Rheelas are impatient to begin the assault, preferring action to discussion. The White Scars can be replaced with any Chapter that is likely to have a commander who is similarly aggressive, such as the Blood Angels or Space Wolves.

The Iron Hands

Ancient and proud, the Iron Hands are the forge masters of the First Founding Chapters, with a skill over machinery and metal rivalled only by the Adeptus Mechanicus. For millennia the Iron Hands have crafted some of the finest weapons and armour within the Imperium, creating a legacy of artificer wargear passed down from generation to generation in the service of the Emperor.

Commander Felross

Commander Felross leads a detachment of the Iron Hands Raukaan Clan. He has arrived on Rheelas while en route to the Greyhell Warzone aboard the Gladius-class frigate *Scion of Medusa*. With only twenty Battle-Brothers under his command, Felross represents the smallest Space Marine contingent to arrive on Rheelas, though they are also the best equipped. In addition to an abundance of heavy weapons, Felross also commands two Venerable Dreadnoughts, Jutlund and Darnak. Felross is a cautious Battle-Brother, ancient and more machine than man. He has lived as long as he has by considering his actions and using the resources at his disposal to the best of his ability. He knows that true victory comes from first understanding your foe before you commit to fighting him.

Roleplaying the Iron Hands

The Iron Hands under Felross consist of a large number of veterans, many of which have served the Crusade since its inception. Fresh and ready for battle, newly refitted in the Iron Collar, the Iron Hands see the Rheelas uprising as a problem to be solved rather than a wild fire to be stamped out. While they are not blind to the dangers that a xenos sympathetic world could mean for the Canis Salient, they know too well that the root of such uprisings is usually a single rotten core of rebels or a potent charismatic leader and that the bulk of the population are innocent bystanders, hiding the true enemies behind their ignorance.

The GM can use the Iron Hands, and the venerable Felross, as the voice of reason on Rheelas. However, it should be clear to the players that Felross and the Iron Hands are far more cautious and ruthless than the other Space Marine forces. He is inclined to the most pragmatic solutions (including extreme solutions, such as sterilising the planet!). When the player characters get the first inklings that other forces are behind the xenos inspired rebellions, he will be the first to listen and add his support. Everything the Iron Hands do on Rheelas will be carefully considered, and they will only make their landing when Felross is sure where best to strike. The GM can also use this caution and experience against the player characters in certain situations should they call upon the Iron Hands for assistance. Felross will be loath to rush to their defence without clear information of the enemies they are facing or nature of the battle they will be committing to.

The Salamanders

Forged in the fires of the Horus Heresy, the Salamanders are bold and hardened warriors with a history linked to many of the greatest engagements in Imperial History. Adherents to the Promethean Cult of their world, they believe in self-reliance and stubborn resistance above all else, never retreating and never giving up while even the smallest glimmer of victory remains.

Captain Tibias

Tibias commands elements of the Salamander's 3rd Company, the largest single group of Space Marines at Rheelas. Under his command, Tibias has nearly thirty Space Marines, equipped with a variety of weapons and supported with various armoured fighting vehicles including a Land Raider. Tibias is a stubborn commander, epitomising the ethos of the Promethean Cult, and when he sets himself

upon a course of action he will not sway from it, nor accept failure or retreat unless no other options remain. As the commander of the largest contingent to arrive on Rheelas, he also considers himself the default leader of the assault against the uprising, seeing the other Chapters as his "support." The Commander's martial pride is not misplaced, but his presumption of being in charge has angered both the White Scars and Iron Hands forces.

Roleplaying the Salamanders

Captain Tibias is the middle ground between the impulsive Akhutai and the cautions Felross. He has only recently taken on command of the 3rd Company, after many years of service to the Salamanders, and feels the weight of his responsibility resting heavily upon his shoulders. For Tibias, Rheelas will be his first real test as Company Commander and its outcome will have a great effect on his standing within the Chapter. Many of the Chapters' Battle-Brothers are also untested; freshly risen neophytes replacing heavy losses from recent battles on Vanity in the Cellebos Warzone. For both these reasons the Salamanders will be eager to prove themselves, but at the same time more inexperienced than the other two Chapters and not quite as quick to react when the nature of the conflict changes.

The GM should run Tibias as the peacekeeper between Akhutai and Felross. He will try to settle disputes and take it upon himself (as the "leader" of the invasion) to force parties to work together. Once the Alpha Legion launch their attack, the GM can have the first cracks in Tibias's command begin to show. The reality is that he has never dealt with anything like this before and will fall back on the Codex Astartes rather than innovate. The more things go wrong, however, the more stubbornly Tibias will follow the same course of action. The GM can use this final trait at the end of the adventure when the PCs are trying to unveil the Alpha Legions plot and Tibias is unwilling to change his tactics on their "hunches."

The White Scars

Recruited from the fierce tribal warriors of Chogoris, the White Scars are both swift and terrible in battle, running down their foes from the backs of attack bikes or descending upon them on flaming jet packs. Its Battle-Brothers bring with them the teachings of their chieftains when they join the Chapter, infusing the warrior rituals and tribal ways of their ancestors with the Codex Astartes.

Commander Akhutai

Captain Akhutai, commander of the Chapter's 5th Company committed to the Achilus Crusade, leads the White Scars on Rheelas. With twenty-five Battle-Brothers under his command, he is returning from the Greyhell front and action upon Baraban aboard the company's Hunter-class destroyer the *Dervish Lord*, to be rearmed and resupplied on Karlack. Akhutai is a pitiless man, a veteran of many wars before his Chapter answered the Crusade's call to arms, and he has distinguished himself as a ruthless and efficient commander against the enemies of the Imperium. Akhutai has little time for the mewling of Imperial officers or the caution of tacticians, he prefers to take the fight to the enemy before they have had a chance to respond, grab them by the throat, and only let go when they are dead.

Roleplaying the White Scars

The White Scars are eager for battle. Having lost brothers to the Tau on Baraban, they see putting down the uprising on Rheelas as a chance to avenge the fallen and claim back some lost glory. Not completely reckless, they will nevertheless be headstrong, quick to act under the impulsive Captain Akhutai, and prone to disregarding requests from the other Chapters if they urge caution. More than anything else, the White Scars want to get to grips with the enemy, find his fortresses, and bring them down around his ears. They want to wipe out any and all resistance like a righteous bolt descending from the heavens, brutally dispelling the rebels' belief that they have any hope of resistance no matter how feeble or remote.

When roleplaying the White Scars, and Captain Akhutai, the GM should always urge attack. The GM can use this urge to have the White Scars rush in before proper plans are made, possibly fouling the player characters' own missions or making volatile situations even more dangerous. The White Scars will also be a reactionary force within the battle for Rheelas and, when the Alpha Legion try to turn the Chapters against each other, they will pose the greatest threat and the great challenge to the Kill-team as they move swiftly to defend themselves against the perceived treachery.

THE TENSION TRACKER

Throughout the adventure, tensions will be rising between the Chapters before coming to a head when the Alpha Legion launch their attack. To measure the distrust between the Chapters and the player characters' efforts to unite them, the GM can use the Tension Tracker. How high or low the Tracker is will determine the attitude of the Chapters toward each other and toward the Kill-team. The GM can either record the Tracker (as a number) on a piece of paper, or if he wants the players to be able to constantly see the current level of tension, he can use tokens or coins and stack them in the middle of the table, adding tokens when tension rises and taking some away when it falls.

The Tension Track begins at 20. This number represents the simmering tension between the three Space Marine Chapters at the beginning of the adventure.

Add 1 to the tension track whenever:

- Two Chapter Commanders refuse to cooperate or insult each other.
- The Kill-team insult one of the Chapters, even unknowingly.

Add 1d5 to it whenever:

- Two Chapters attack each other for whatever reason.
- The Kill-team fails a Rally Point encounter.
- The Kill-team kills a loyalist Space Marine.

Alternate Trackers

The tracker presented here is an incredibly simplified version of the complex interactions between the three different Chapters and the Kill-team on Rheelas. If the GM wishes, the Tension Tracker presented above can be altered to reflect the varied tensions between the individual Chapters in more detail. To do this, simply keep a separate Tracker for each set of two Chapters (Iron Hands—Salamanders) (Salamanders—White Scars) (White Scars—Iron Hands) and only add and remove tension from the tracks pertaining to the Chapters involved in the event.

(If you want to get really crazy, you could even keep six individual trackers: the three shown above and three more showing the tension between each Chapter and the Kill-team!)

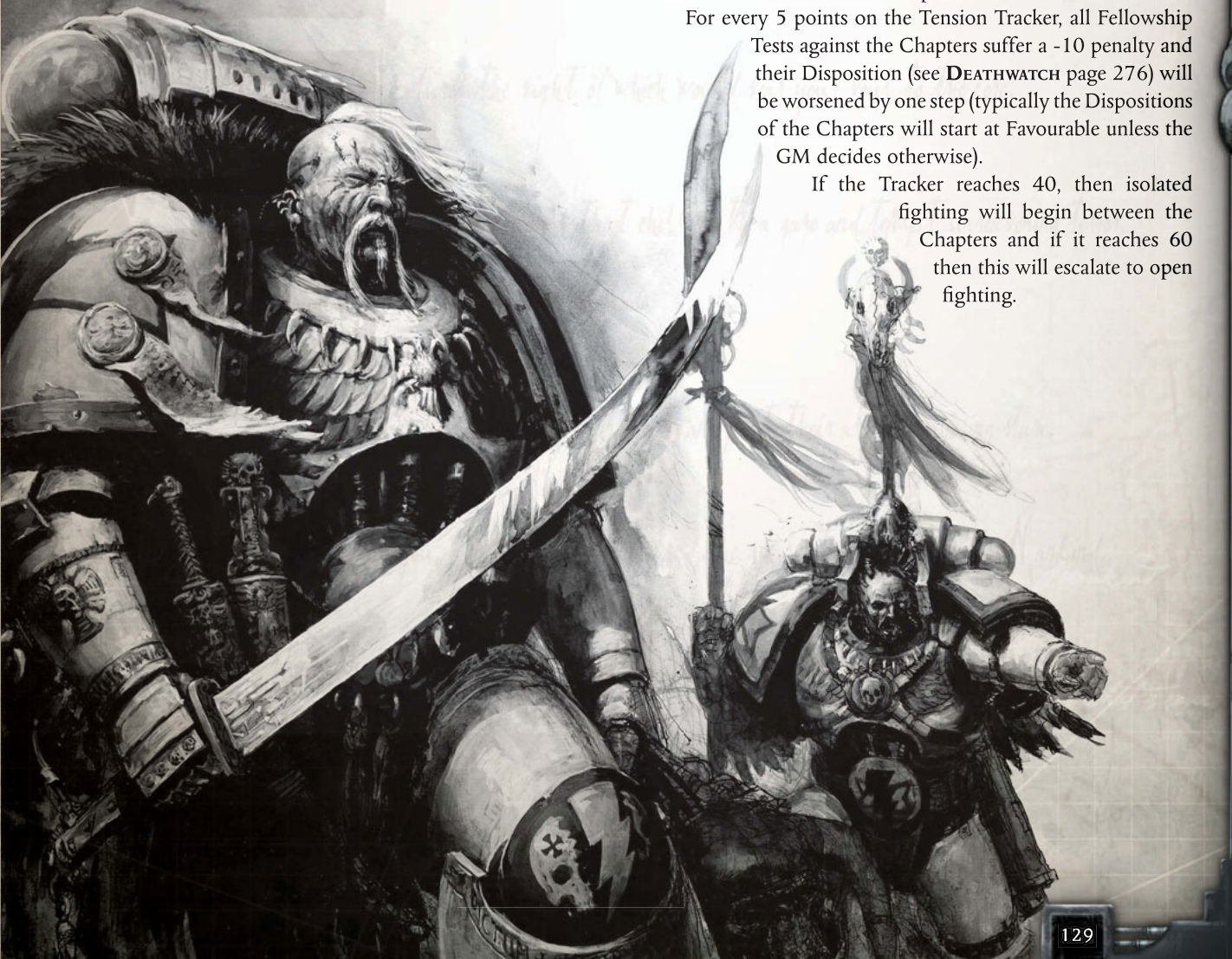
Remove 1d5 from the Tracker when:

- The Kill-team resolves a Rally Point encounter.
- The Kill-team defeats an Alpha Legion attack and kills at least one Chaos Space Marine.
- The Kill-team has an affable conversation with one of the commanders (apply once for each commander).

In addition to the triggers listed above, until the PCs defeat the Alpha Legion, the Tension Tracker will rise by 1d5 at the end of each encounter in this part of the adventure.

For every 5 points on the Tension Tracker, all Fellowship Tests against the Chapters suffer a -10 penalty and their Disposition (see **Deathwatch** page 276) will be worsened by one step (typically the Dispositions of the Chapters will start at Favourable unless the GM decides otherwise).

If the Tracker reaches 40, then isolated fighting will begin between the Chapters and if it reaches 60 then this will escalate to open fighting.



Battle-Brothers,

The Inquisition has received unsettling reports regarding the planet Rheelas in the Quarantine Zone. They speak of the rise of a powerful xenos inspired rebellion, unifying the world into a single focused rebellion against the Imperium. In response, Warmaster Tetrarchus has issued an order for Imperial strike forces in the region to put down the uprising swiftly and without mercy. Three Space Marine Chapters have responded to the Warmaster's appeal for aid and have sent forces there. However, the reports state that there is a great deal of friction and mistrust between the Chapters and that this conflict is growing worse.

I suspect that there is much more at stake upon Rheelas than meets the eye, and my reading of the Emperor's Tarot likewise suggests caution. We Battle-Brothers of the Long Vigil... we of the Deathwatch have great experience with bringing together Space Marines from different Chapters for a common goal; this makes your Kill-team well-suited to bring the friction under control before it escalates.

Battle-Brothers, I charge you with settling this feud. Remember that we have no authority over them, nor they over us. Therefore, use your best judgement to resolve the situation. I trust you shall do your utmost to remain calm and remember the teachings of the Codex. In addition, the conquest of Rheelas is important to the Warmaster, so I instruct you to assist the Space Marine forces in retaking this world.

Should you fail here, the Crusade, the Reach, and the Adeptus Astartes as a whole may well suffer greatly as a consequence.

Part One: Tip of the Trident

"We will fall from the sky like the heathen gods of old and lay waste to these heretics with fire and blade. So I swear by the ancestors of my people and the grace of the Emperor himself!"

–Captain Akhutai, White Scars 5th Company

The adventure begins with the Battle-Brothers arriving in the Rheelas system aboard the *Defiant Blade*, a Sword-class frigate sequestered to the Ordo Xenos. The GM can read or paraphrase the following to the players to set the scene:

> *Your Kill-team was returning to Watch Fortress Erioch after a successful mission in the Canis Salient against the Tau. However, an urgent astropathic message arrived from Watch Captain Brand, a Deathwatch Space Marine from the Salamanders Chapter. The Watch Captain has alerted you to a situation on the planet of Rheelas, a world within the quarantine zone in the Greyhell Front, not far from your position.*

The GM should provide the player handout found on page 130 to the players, or he can read or paraphrase it instead if he wishes. In addition, the GM may replace Watch Captain Brand with any other Watch Captain, Inquisitor, or other similar figure of authority that the Kill-team may already be familiar with.

Arming and Oath-taking

Once the players have read the handout (or the handout has been read to the players), the Kill-team should select their leader and the Oath for this Mission (see page 228 in the **Deathwatch** Rulebook). The Kill-team should also requisition any gear they may need for this mission. Normally, the *Defiant Blade*'s armouries contain a good selection of Space Marine gear (any item of up to Very Rare rarity). Relics and any other extremely rare items are not available (though such items may be available at the GM's discretion). If the Kill-team is progressing into Traitor's Dawn from another adventure, they can keep any items that they had requisitioned from the previous mission.

- **Primary Objective:** End the Space Marine Conflict on Rheelas. (Special Objective: 40 Requisition)
- **Secondary Objective:** Assist the Space Marine forces with the conquest of Rheelas. (Veteran Objective: 10 Requisition)

Watch Captain Brand is fully aware that the objectives he has assigned to the Kill-team are quite broad, and this mission may be far more complex than it appears. Thus, he has instructed the Kill-team to use their best judgement in how to proceed (thus giving them the ability to set their own Tertiary objectives if they wish), and has assigned a large amount of resources to their disposal (represented by the high amount of Requisition).

Arrival

Once the players are familiar with the Mission's primary objective and are prepared to continue, the GM can read or paraphrase the following to the players to set the scene:

> *As the* Defiant Blade *drops out of the warp and glides into high orbit above the planet of Rheelas, the augur arrays indicate that there are three rapid strike vessels already present, belonging to the Salamanders, White Scars, and Iron Hands Chapters.*
>
> *You receive a vox-hail from the Salamanders ship, the* Promethean's Flame*, and the pict-viewer displays a Space Marine Captain. He is helmetless and his features are quite striking; his skin is as dark as night, his eyes blazing red in colour.*
>
> *"I am Captain Tibias of the Salamanders Chapter," he states, radiating a sense of martial pride and authority. There is a brief pause before he continues. "I am organising a meeting of the Space Marines in this region shortly. Join me aboard my ship so that we may discuss how the Deathwatch can assist us with the retaking of this planet for the Imperium."*

Tibias cuts the transmission short after his invitation and defers any other communications until after the meeting. If the Kill-team attempts to contact the other vessels (the *Dervish Lord*, *Scion of Medusa*, and *Promethean's Flame* are the names of the ships, belonging to the White Scars, Iron Hands, and Salamanders, respectively) they may do so, although the commanders of the White Scars and Iron Hands are also disinclined to talk. It should be clear, however, that there is a tension between these Chapters.

Council of War

The Kill-team is invited aboard the *Flame* by Tibias, along with the other two commanders, to plan their assault on the world. Even at this early stage, the GM should convey a sense of the tension between the Chapters. This can be evident to astute player characters in the way the Adeptus Astartes vessels are spaced apart, rather than grouped into combat formation (evident with a **Routine (+20) Tactics (Void Combat) Test**), and the way each of the commanders responds to Tibias's "request," making it clear this is a courtesy they are extending, rather than responding to any formal alliance or order (evident from a **Routine (+20) Perception** or **Common Lore (Adeptus Astartes) Test**).

Once the Kill-team has reached the *Flame* by Thunderhawk, gliding above the murky brown/blue curve of Rheelas, they will receive an honoured welcome, Tibias himself greeting them with an honour guard at the void-lock. He will be pleased that such elite warriors are here to share in the glory of this endeavour and be generally friendly toward the player characters as he leads them to meet with the others in the war room. The GM can use this moment to have any Salamander, Iron Hands, or White Scars Battle-Brothers in the Kill-team to

The Xenos Inspired Rebellion

Little will actually be known by the Kill-team about the nature of the xenos inspired rebellion spreading across Rheelas when they arrive. This is largely because it is a fabrication of the Alpha Legion, but also because Imperial Naval Intelligence has made some "assumptions" from what little they have learned. What the player characters will be able to learn from reports gathered from vox intercepts from the planet's surface indicates that the rebellion speaks of the return of alien masters and rising up against the oppression of the Imperium. From this vague rebellious rhetoric, the Navy has filled in the blanks, branding the uprising as engineered by Tau sympathizers and spies. Any Battle-Brother that takes the time to read the Blockade Fleet reports on the uprising can make a Challenging (+0) Intelligence Test to realise it actually doesn't know anything substantial about the rebellion or who is behind it.

The reality is that there is no planet-spanning rebellion (the hive cities of Rheelas are just too fragmented and isolated). Instead, it is a collection of rebel organisations created and trained by the Alpha Legion and their agents. Some of the rebels believe they are in fact fighting for the Tau and hope the aliens will descend as saviors while others have truly given over to Chaos and are dedicated sects of the Stigmartus. Most, however, are simply anti-Imperial movements, fighting to be free of the blockade and restore the Granite Lord to power.

meet with members of their own Chapter and formal Chapter greetings exchanged. Each commander will be especially interested if one of his own is part of the Kill-team, as all the commanders consider this an Adeptus Astartes operation (rather than one sanctioned by the Inquisition) and see the Battle-Brothers as members of their own Chapter first.

The Kill-team will be ushered into the *Flame*'s vast war room, where the other commanders, Felross and Akhutai, are waiting (each with an honour guard in tow). In the centre of the chamber, beneath a vast domed canopy of vista plates which look down on Rheelas, is a detailed holographic tactical display of the world showing targets and landmasses. Once the formal greetings are out of the way, the GM can give the players a chance to get to know each of the three commanders and the world they are about to assault. They should be able to ask questions of the commanders, which have been here a bit longer than them, and get a feel for the situation. At least to start with, the commanders are being very civil to each other and as yet there are no disagreements over the intended course of action. The GM may also wish to have some of the important members of each Chapter (such as Librarians, Chaplains, or Veterans) present for the PCs to meet.

Targets and Tactics

Once the player characters have an idea about Rheelas (see Rheelas: World in Chains on page 123) and a bit about the personalities and the resources of the three commanders (see The Imperium's Vanguard), the meeting can get down to business. Information from the Blockade Fleet (possibly prompting some derogatory comments on the subject of Naval Intelligence from Akhutai or Tibias) indicates that a signal was received from one of the Rheelas seaborne hive cities. This signal, which is still transmitting, seems to be a call to arms for a global xenos inspired rebellion. Several other cities have responded, though notably not the Granite Spire. After a low-orbit tactical sweep, the Salamanders have identified the source of the signal and several other targets which could be potential nests of rebellion resistance. Tibias will bring these up on the holographic display. They are:

The Granite Spire: The seat of government on Rheelas, it is a likely point of resistance despite not transmitting or responding to any rebellion signals. It is unknown who holds the Granite Spire or if it is even defended. As an immovable location, it represents a strategically important location and is therefore important to any invasion plan.

Hellsmark: The seaborne city, dubbed Hellsmark by the Adeptus Astartes, which is transmitting the rebellion signal, would seem an obvious centre of the rebellion's activity. Whether it is for an investigatory incursion or a full-blown assault, Hellsmark represents a primary target. It is also potentially the mostly likely location of the rebellion leaders and offers the greatest chance for glory to those who take it.

The Hive Cluster: Several of the seaborne cities have formed into a large cluster, some of which are exchanging transmissions with Hellsmark. Larger than Hellsmark but showing less activity, it represents a solid secondary target and location of rebellion resistance. With little in the way of obvious weaponry, it seems to pose little immediate threat.

Tertiary Targets: At least another dozen seaborne hive cities are scattered across the oceans of Rheelas, some showing minimal vox traffic but most completely dark. Any one of these could be a rebellion stronghold, though not as "active" as Hellsmark or the Cluster. In time, these cities will need to be included in any assault plan if Rheelas is to be cleansed.

The GM can give the player characters a chance to discuss the various merits of each target with the commanders, but quite quickly it should become clear that each commander already has a clear idea of where he wants his company to strike. Akhutai wants to take the White Scars for a lightning strike against Hellsmark, smashing the rebellion leadership. Felross wishes to have his Iron Hands to capture the Granite Spire and learn more about the rise of the rebellion and the extent to which it has spread across the world. Tibias intends to have his Battle-Brothers, more numerous that those of the other commanders, make landings on multiple hive cities, including the Granite Spire and Hellsmark to crush what he sees as the "scattered" resistance of the rebellion. Tibias also believes there may be loyalists to the Imperium in some of the cities and hopes to rendezvous with these elements.

Each commander will make an offer for the Kill-team to join them and assist in their landings. Each will promise glory and praise the aid such specialists could bring, and if

Making the Choice

The initial meeting between the Kill-team and the three Commanders should be tense and the GM should be prepared for more gregarious Battle-Brothers to attempt to find a diplomatic solution before moving on to the next step in the adventure. However, it is very much intended that the Kill-team is forced to choose one of the three Chapters to support during the first act, and the GM should prepare accordingly.

It is not impossible to sway the three Commanders with impassioned words. However, those words must be chosen carefully in order to succeed.

- Captain Tibias of the Salamanders responds positively to any support for his leadership and approves if the Kill-team expresses any concern for the populace of Rheelas. Tibias also supports dialogue that focuses on returning Rheelas to the Imperium as a loyal and productive world.
- Tibias responds negatively to any suggestion by the Kill-team that imperils large numbers of the planet's population (although he does not forbid it, understanding the ways of war) and also does not support any suggestion placing himself and his Salamanders into a support or subordinate position.
- Commander Felross of the Iron Hands responds positively to dialogue that includes references to the Codex Astartes and is particularly supportive of a methodical, measured approach.
- Felross reponds negatively to any attempt to speed along the re-conquest of Rheelas. Similarly, Felross considers the populace of Rheelas to be a weak culture and his opinion is that they are better off culled by the fires of war so that the survivors may be stronger when the planet is eventually brought back under Imperial rule.
- Commander Akhutai of the White Scars fairly seethes with impatience; he feels that these discussions have gone on far too long and any attempt to slow down the reconquest of Rheelas causes him to respond negatively. In addition, appeals to civilisation or the rehabilitation of Rheelas' populace are met with scorn.
- Akhutai responds positively to any dialogue that supports aggressive action and he and his White Scars enthusiastically back any discussion of destroying the rebellion signal and beginning the attack on the landing port.

Ending the Meeting

The GM should carefully note the Kill-team's actions, attitudes, and words during this initial meeting. The meeting is at an end if any of the Commanders responds negatively three or more times (or even earlier, at the GM's discretion). If this occurs, Akhutai is the first to walk out, his patience finally at an end, whilst Felross follows soon after, believing that the conference has failed and it is time to attempt a more optimal approach.

As always, the GM is the final arbiter of when and how the meeting concludes.

one or more of the player characters are Salamanders, Iron Hands, or White Scars, the GM can try to flex the bonds of brotherhood between them and their Chapter. Ultimately the Kill-team can choose to join one of the commanders (if they agree with his plan) or make their own way. Each commander will briefly make his point and offer to share in the glory of his success, but they will not press the player characters. The player characters could also alienate themselves from one or more of the commanders if they are either derisive of the plan or make a point of their status as Deathwatch.

Depending on the choices of the players, the GM should run one of the landing adventures, either Cutting off the Head, First Strike, or Alien Masters. If they instead come up with their own plans, the GM can refer to Alternative Plans below.

CUTTING OFF THE HEAD (IRON HANDS)

If the Kill-team joins the Iron Hands, they will descend onto the Granite Spire aboard one of the Iron Hands Thunderhawk gunships. The Spire is a truly magnificent site to behold—rising up hundreds of metres above the boiling polar seas, it is covered in gantries and towers, which hang out over the water. As they approach the Spire, Kelross will brief them on the mission.

The Granite Spire is in essence a hive city balanced on a pillar of rock. It can be divided into three main areas: the Crown, the Bulk, and the Depths.

The Crown is the domain of the Granite Lord and the sectors for the Administratum, Mechanicus, and Ministorum. Since the arrival of the Alpha Legion this area has been sealed (awaiting the ritual to open the rift) and is under guard by a regiment of Granite Guards (the GM can use the Renegade Militia profile on **Deathwatch** page 364 to represent them). They believe they are protecting the Crown for the return of the Granite Lord and will fight bitterly to hold his chambers. They are, in fact, the first sacrifice for the ritual, placed here by the Alpha Legion and expected to die (the Alpha Legion know the Spire will be among the first targets of the Adeptus Astartes). The GM can make defeating the Guard as lengthy or as brief as he chooses, but the Kill-team should have assistance from the Iron Hands. After the Guard is defeated, if the Kill-team search the Crown they will discover that all Imperial religious iconography in the Ministorum sector has been defaced. This is odd, as the Aquilas and statues remain untouched.

The Bulk is home to several hundred thousand citizens, living a miserable, starved existence. Rebellions are rife throughout the populace but, sealed off from the armouries of the Crown, are ill equipped and little threat to Adeptus Astartes. If the Kill-team manages to question

Mission: Secure the Spire

The Kill-team must aid the Iron Hands in taking the Granite Spire with a minimum of damage to the structure and without excessive destruction of the local populace. The Kill-team can also aid in the recovery of information and local lore to determine the exact nature of the planetary xenos inspired rebellion.

Primary Objective: Secure the Spire

This will involve defeating all resistance, establishing a clear command over the local populace, and symbolically breaching the chambers of the Granite Lord. It is believed the Spire might also harbour planetary defence weapons which will need to be found and neutralised.

Secondary Objective: Nature of the Rebellion

Information indicates there are vaults and cogitators in the depths of the Granite Spire which might hold clues to the recent history of the rebellion. Locals might also be able to shed some light of what has been transpiring on Rheelas, if properly interrogated.

a citizen (requiring either Charm or Interrogation modified depending on their choice of subject and their bribes—food will work especially well here) they will learn a little of what has transpired. For years they have suffered, isolated and dying, their numbers once reaching into the millions. Recently, men from beyond the Spire arrived, speaking of salvation, forming men into fighting groups and taking them away. The Granite Guard, which had for so long stood vigil in the Crown, were re-equipped and the Crown sealed off. Then the signal started, endlessly repeating preaching the return of alien masters. Most citizens only feared the worst, which now seems to have arrived in the form of the Emperor's Angels of Death.

The citizens seldom visit the Depths. Given over mostly to machines to run the Spire, it is a dark, crammed, and dirty place. A careful search of this area will reveal vaults filled with all manner of lore and artefacts (largely worthless to the Kill-team). Among them will be Jolus's reports, transcripts of the proposed meeting with the Tau, and the Granite Lord's misgivings. If they can decipher the vaults indexing systems, requiring a **Hard (–20) Intelligence Test**, or a **Challenging (+0) Common Lore (Administratum) Test**, they will discover reports of Stigmartus plots to infiltrate the world before the arrival of the Crusade. The vault are not without their dangers and the GM can have rebels lay ambushes for them as they work their way through the dusty tunnels. The Depths also hangs directly over the ocean and rebels might also rig the floor to fall away or whole sections to detach, forcing the Kill-team to jump or climb for their lives.

First Strike (White Scars)

Joining the White Scars for a strike on Hellsmark presents the greatest chance for glory but also the greatest danger for the Kill-team. Descending in a formation of Thunderhawks, the White Scars and the Kill-team will try to make a beachhead on the landing deck of the city and then fight their way inside. As the Thunderhawks glide over the waves, Akhutai will brief them on the mission.

The taking of Hellsmark can be divided into three stages: securing the landing zones, finding the leadership, and mopping up.

The landing zones are broad decks on the top of the hive city where shuttles can transport ore to the Granite Spire. They will be well defended and the White Scars and Kill-team will need to make an airborne assault to take them. The GM can use the Renegade Militia profile on **Deathwatch** page 364 to represent the Hellsmark defenders. He should give them an array of heavy weapons (including such things as Hydra Flak Batteries) and the Kill-team will be coming in under fire. The GM can even have a couple of the Thunderhawks shot down, spiralling into the deck or sea, to give the players a sense of how dangerous it is. This will be a pitched battle with scores of Battle-Brothers and hundreds of rebels. The GM only needs to focus on the Kill-team and should set them one or more achievable goals for the battle once they get their boots on the ground (i.e. silence a flak battery, kill a commander, disable the ore lifts transporting

Mission: Take the Hellsmark

The city must be secured and all rebellion resistance terminated. The rebellion leadership must be found and destroyed as well as any elements of the population sympathetic to the rebellion. Military assets, such as weapons and vehicles, must be also destroyed lest they later fall into enemy hands.

Primary Objective: Kill the Rebellion Leaders

This means finding each of the rebellion leaders and killing them. This is as much a seek and destroy directive as the identities of the rebellion leaders are unknown, only that they reside within the city and they will likely be at the centre of the greatest resistance.

Secondary Objectives: Secure Hellsmark

Armed resistance must end and all hostile forces be dealt with. The population must also understand that the Imperium is in control. This last objective can be achieved by either a public display of force or meeting with local (non-rebellion) leadership.

Target of Opportunity: Terminate the Signal

If the source of the xenos signal is found it should be shut down. More information might also be obtained from the signal depending on its location and its origins.

reinforcements from the hive). Once the landing decks are taken, Akhutai will immediately rally his men and set off to find the rebellion leadership.

Finding the rebellion leadership will involve the Kill-team fighting their way down into the hive (though they can let the White Scars do most of the fighting if they want to be more subtle). The centre of the rebellion resistance is the bridge of the Hellsmark and its leader, the Hive Captain. Whether the Kill-team assists or not, the White Scars will eventually breech the bridge and kill everyone inside. The Kill-team can either use this time to begin their own investigations of the Hellsmark (moving on to mopping up), or try to win glory, either alongside the White Scars or on their own. The Hive Captain's primary defence is a number of mining lasers he has set up to defend the bridge; these are sweeping back and forth along the corridors and even power armour is little defence. The players will need to find a way to neutralise the lasers to get to the rebellion leadership. This could be using a Thunderhawk to cut through into the bridge from the outside, cutting the bridge's link to the hive reactor (and thus robbing them of power), or sneaking through the duct-works to get into the bridge from above or below.

Mopping up will involve doing a sweep of the rest of the hive. Like many places on Rheelas, the hive is a mass of starving citizens and the occasional crazed rebellion member. The Kill-team can talk to the populace to get a better idea of recent events and the rebellion (see Cutting off the Head) or try to find allies (see Free Captains Alliance). If they search the lower decks they may also find what appears to be the source of the signal and shut it down. However, a **Challenging (+0) Tech-Use Test** will tell them that this is not the source of the signal—in fact it is chained through all the cities, one picking up if another falls silent.

ALIEN MASTERS (SALAMANDERS)

As part of the Salamanders deployment, the Kill-team can land on either the Granite Spire or Hellsmark as part of the second wave (fighting alongside the Iron Hands or White Scars respectively). Alternatively, they may make a landing at the Cluster following Tibias's belief that there might yet be allies of the Imperium on Rheelas.

Unlike landing on either the Granite Spire or Hellsmark, this is not a combat encounter and, while there are elements of the xenos inspired rebellion on the Cluster, they are poorly organised and of little threat to heavily armed Space Marines. Instead, the Cluster offers an opportunity for the Kill-team to get more information on the rebellion, recent events on Rheelas, and even make some allies. They will be met by a delegation of several of the cities when they land. The leader of the Cluster, Hive Captain Bromard, will want to deal with them even though he is distrustful of the Imperium and intimidated by Adeptus Astartes. He will tell them of the hardships of Rheelas and the millions of loyal citizens it is still home to, and he can enlighten them on some aspects of the rebellion, most notably that it is not unified and it is not largely sympathetic to the Tau.

The GM can use this encounter to give the player characters some of the world's back-story and also paint the people of Rheelas as more than simple rebels. Bromard cannot tell them about the Alpha Legion (he simply doesn't know they exist) but he can hint about the presence of Chaos cults (using euphemistic terms like those tainted ones or those that have fallen from the God-Emperor's light). The GM should make the Kill-team work for this and any other information, requiring Charm Tests or Inquiry Tests of varying difficulty depending on who they talk to and how much effort they put in to diplomacy. If they impress Bromard with their sincere intent to help those still loyal to the Emperor, and even aid him against the rebel elements on the Cluster, he will pledge them support, which will come in useful later as he will be able to offer men and secure communications.

Alternative Plans

The player characters may choose to make their own plans, different from those of the Chapters. In this case the GM should use the information and missions presented above to create a new mission for them. It is likely that whatever they decide, it will at least in part touch upon the locations or enemies from Targets and Tactics. Depending on their success in the mission, the GM can then move on to outcomes which will lead the Kill-team into the second part of the adventure.

If the GM wants to make this encounter more challenging, he can have the Kill-team accompanied by a squad of Salamanders. These are veterans and have a very low tolerance for heretics or perceived heretics, and the player characters will need to do as much to keep them in line as win over Bromard and his people. If things go badly, this could even lead to the Salamanders attacking the Cluster's leadership (i.e. Bromard's delegation) and the Kill-team will be forced to either aid in the slaughter or try and stop the Salamanders somehow.

OUTCOMES

Part one will come to a close with the completion of their landing. Depending on the success of the Kill-team's first mission and where they chose to make their landing, they will have learned something about the nature of the rebellion, and also potentially more about one of the Chapters. The GM can take this into account later (see Tension Tracker) to improve the relations between the Kill-team and the Chapter they assisted. At this point the Alpha Legion will make their first move and the GM can move on to the second part of the adventure.

Part Two: A Different Kind of War

"An enemy is weakest when he doesn't know he is fighting."

–Ancient Terran Proverb

During the White Scars' assault on Hellsmark, the Alpha Legion will have been quietly moving into position, monitoring the Adeptus Astartes landing and preparing to strike. Once the initial White Scar attack has cleared the upper levels of the hive city and killed the rebellion "leaders," the Alpha Legion will blow the city's main suspensor arrays and ballast ring, flooding the lower levels and starting to sink the whole structure. Amid the chaos and mayhem of the sinking city, several squads of Alpha Legion, disguised as Salamanders or Iron Hands, will assault the White Scars, cause as much harm as they can before retreating aboard one of the Hellsmark's Tiamats.

Meanwhile, similar ambushes will be going on in other parts of Rheelas where the Space Marines have made landings. Whether the Kill-team is aboard Hellsmark or elsewhere, they will receive a brief call for assistance from the White Scars (another Alpha Legion ploy). The player characters can make their way to aid the White Scars, either rushing down into the lower decks of Hellsmark, or first making a quick shuttle jump from their current location. If they decide not to aid the White Scars, then the Alpha Legion will come to them and they will be ambushed (as detailed below) not long after receiving the message.

Just after the Kill-team receives the request for assistance from Akhutai and the White Scars, planetary communications will be jammed by a powerful vox signal (chained through the hive cities). The Kill-team, along with the other Adeptus Astartes, will be cut off from their Battle-Brothers and the orbiting fleet. Making matters worse, the Alpha Legion's own squadron of frigates along with a fleet of rebel system ships will come out of hiding and attack the Adeptus Astartes vessels in orbit, forcing them to break for high orbit to engage and effectively cutting off the Adeptus Astartes already on the surface.

TRAITORS IN OUR MIDST

The Alpha Legion, under the command of Kordrac the Silent (see below), have developed a simple plan to divide and weaken the Adeptus Astartes so they can open the warp rift and conquer Rheelas. They know full well that sparking open war between the Chapters will be next to impossible, such conflicts burning out quickly and tempered by the Chapters duty and honour to the Codex Astartes. Instead, Kordrac simply wants to keep them off balance, drive a wedge between the commanders and, when the true attack does arrive, make them doubt their allies. His plan has two main components: disrupt communications and sow confusion through subterfuge. The first he will achieve via the vox jamming signal, while the second hinges on his warriors disguised as loyalists firing on their brothers, staging ambushes not to destroy but to make the commanders doubt each other and distrust those not of their own Chapter. The destruction of the Kill-team in all of this is incidental to Kordrac and, so at least initially he has not gone to any great lengths to get them out of the way.

The Alpha Legion ambush against the Kill-team will likely take place on Hellsmark as it is sinking into the Shifting Sea; if the player characters do not go to Hellsmark, the GM can alter the encounter to suit the new location (i.e. remove the sinking city elements). As the Kill-team makes its way to the White Scars, Hellsmark will be falling apart around them, tilting as it sinks into the sea. The GM should impose a -20 penalty on all Agility Tests to move faster than a walk down the sloping corridors and platforms or through areas already partially flooded with icy water. As they reach the lower levels from where Akhutai sent the signal, they will begin to see the signs of battle, bodies of rebels strewn around and walls punctured by bolt shells.

Entering a broad pumping chamber filled with pistons and gantries, the Kill-team will see a group of four Salamanders apparently checking the bodies of some slain rebels. As they approach, the nearest Salamander will turn and shout "For the Emperor!" (a battle cry deliberately chosen by the Alpha Legion as confusing and disruptive) and then open fire with his bolter. The GM can allow the Battle-Brothers to make a **Very Hard (-30) Awareness Test** to notice something is not quite right about the Salamanders' power armour (it has been recently painted and lacks company or squad insignia), which will allow them to avoid being surprised. Use the Chaos Space Marine profile from page 363 of **Deathwatch** to represent the Alpha Legionaries. After five rounds of combat, the Alpha Legion will be joined by a Magnitude 40 Horde of Renegade Militia (**Deathwatch** page 364). If the Kill-team manages to kill one or more of the Alpha Legion (or the fight goes on for more than 15 rounds), then the Alpha Legion will retreat, using the militia to cover their escape. The Kill-team will quickly be able to detect the taint of Chaos (though not necessarily that these are Alpha Legionaries) if they can examine a body.

After defeating or retreating from the ambush, the Kill-team will need to escape Hellsmark before it completely goes under. This will involve running up through the flooding levels to get to their shuttle or Thunderhawk. The GM can make this as hard or easy has he chooses, making the Battle-Brothers pass Strength Tests or Agility Tests to force open doors or climb broken gantries amid torrents of sea water. They may also encounter more enemies on their way out. The GM should avoid too many more combats, or any further encounters with the Alpha Legion, but there may still be pockets of panicked heretics and militia.

When the Kill-team reaches the precarious landing decks, they will face another challenge. Three White Scars are here awaiting pick up by their Chapter, these have also survived an Alpha Legion ambush. Bolters will be drawn and tense words exchanged and the Kill-team will need to talk the White Scars down. The GM should have them pass a Fellowship based

Test depending on their course of action. Even if they fail, the White Scars will probably not fire at them (unless fired upon) as they do not truly believe that the Deathwatch are involved in whatever treachery is taking place. If they do prove their trustworthiness to the White Scars, the Battle-Brothers will tell them that Akhutai and most of the company is missing and they are falling back to a rally point. The Kill-team can accompany them if they wish.

The Kill-team may choose to chase the Alpha Legion after the ambush as they make their escape down to the Tiamat. In this case, they will run into another eight Alpha Legionnaires, regrouping from similar attacks on White Scars, these disguised as Iron Hands. The Alpha Legion are on orders not to linger and so will stage a fighting retreat through the chest high water. If the player characters are particularly successful, the GM can even allow them to chase their enemy under the sea in another Tiamat, possibly leading to a deep-sea battle.

RALLY POINT

After the ambush on Hellsmark, the Kill-team will start to get patchy reports (intermittently breaking through the vox jamming) that similar inter-Chapter fighting has begun in other locations. Unless the Kill-team intervene, the confusion and mayhem will continue to spiral out of control, culminating in the meeting of the three Chapter commanders on the Granite Spire and Kordrac's grand sacrifice. If the players don't come to the conclusion that they need to spread the word that Traitor Space Marines are behind the attacks and unite the Chapters, the GM can have them encounter a squad of loyalist Space Marines with the same plan (possibly the White Scars they meet while escaping Hellsmark).

Two factors will limit the Kill-team's efforts in this part of the adventure: the first is that they have no reliable communications with any other Space Marines on Rheelas. The second is that they cannot get to their ships in orbit as they have moved out of shuttle range. This means they will have to work from what information they have on the locations of Rheelas and where the Chapters will be fighting. The GM should allow the players to come up with their own plan and decide where on Rheelas they want to go, or what moves they want to make to defeat the Alpha Legion. Each of the Chapters will be at a certain location by default, but the GM can alter these as things advance or in response to the actions of the Kill-team.

Iron Hands

Felross and the bulk of the Iron Hands will still be holding the Granite Spire against the last remnants of the Granite Guard and sporadic attacks from the citizen rebellions of the Bulk. There will also be some Salamander Squads in various parts of the city and Alpha Legion maintaining a tension between the two ahead of the arrival of their leader and the ritual.

Kordrac the Silent

The Alpha Legion, in an alliance with the Stigmartus, have been planning the conquest of Rheelas for many years. As part of the legion's grander plans it intends to turn the world into a staging area for assaults against the Canis Salient and the Iron Collar, taking vital Imperial attention away from the Cellebos Warzone and destabilising the whole region. Even the Alpha Legion could not move a fleet past the blockade large enough to conquer the world, nor could the world be supplied by normal means so close to the heart of Imperial control in the sector. Instead, the grand plan fell to a champion of the legion, Kordrac the Silent, a brutal and cunning Traitor Space Marine. His mouth melded shut by mutation, Kordrac nevertheless radiates power and command, directing his troops with curt hand gestures and dark looks. A brilliant tactician and scholar of forbidden lore, it was Kordrac who discovered the warp rift and how it could be linked from the heart of the Hadex Anomaly to Rheelas and thus bypass the Iron Collar and the Blockade Fleet. With a score of Traitor Marines under his command he secretly made a landing on Rheelas and began to turn the population into cults to the ruinous powers or to open hatred of the Imperium. To open the rift, however, he needed a potent sacrifice (the blood of a powerful member of the Emperor's chosen) and so he has lured the Adeptus Astartes to the world. The Ruinous Powers have favoured Kordrac and three Chapters have answered the call. Where he hoped to kill but one Battle-Brother, he now plans to kill the three most powerful Space Marines on Rheelas: Akhutai, Felross, and Tibias. Such an offering could not be refused by the Dark Gods and the rift will open strong and true, allowing the Stigmartus hordes to flood the world.

White Scars
Akhutai and the majority of the White Scars who have escaped the sinking of Hellsmark have made a temporary base on a nearby continental shelf. From here they plan to strike back at the traitors on the nearby hive cities. A squad of Alpha Legion supported by rebels are not far away and plan to attack the base disguised as Salamanders to fuel the mayhem.

Salamanders
Tibias has transferred to the Cluster, though plans to make for the Spire once he has enough Battle-Brothers. Unlike the other two commanders, most of his men are scattered across Rheelas as he made multiple landings. The locals are also giving him trouble as the Alpha Legion have been murdering the planet's citizens en masse during their withdrawal.

ADDITIONAL ENCOUNTERS
In addition to those noted above, every location will have at least a squad or more of Space Marines, some in bad shape, some holding out, and most completely cut off from their commanders. The GM can use the force lists from The Imperial Vanguard to place units across Rheelas as required depending on the course events take. Rally Point is all about trying to bring the Chapters back together and face the real threat (the Alpha Legion) and is as much about diplomacy as coming to the aid of fellow Battle-Brothers. While some of it can involve missions to find and rescue Adeptus Astartes isolated or pinned down by the Alpha Legion's attacks, it could also involve an extended conference with one of the Chapter leaders, the Battle-Brothers trying to convince him that it is not the treachery of another Chapter but the presence of a Traitor Legion causing the trouble. However, this too might lead to a mission if they have no proof of the Alpha Legion's existence.

Below are some suggested encounters for the players to overcome while gathering the Adeptus Astartes. This is in addition to any actions to halt the rebellion or hunt down the Alpha Legion, which will be advancing with their own plans. The GM should feel free to create his own encounters in this section using the information provided on the world and the Chapters.

White Out
In response to a coded signal from the ground, one of the frigates is raining down a barrage cannon salvo onto one of the seaborne hive cities. The Alpha Legion, using a transponder taken from the corpse of a loyalist, are sending the signal, and one of the Chapters is taking the brunt of the attack. The Kill-team will receive a brief message through the vox jammer requesting assistance. The Kill-team must then fight their way past rebel forces to loyalist squads and try to get them out. If they are to be successful they will also need to call off the barrage, which means hunting down the Alpha Legion and stopping the signal or figuring out another way to get a message to the frigate, such as reaching near orbit in a shuttle or using a flash code that can be seen from space.

Watery Death
A squad of Battle-Brothers were trapped when Hellsmark sank and is now stuck in a slowly flooding section of the city on the bottom of the ocean. Receiving a message via a mining drone, the Kill-team must figure out a way to get down to them and then navigate the flooded ruins of Hellsmark. Even though little in the way of resistance remains, it is a perilous dive and may require extended periods in the freezing water and tearing currents. Adding to the danger once they reach the squad and try to escape, rebels using Tiamats will track their ascent to the surface and try to devour them with the razor mandibles of their mining craft.

Thunderhawk Down
Through sheer luck rebels have shot down a Thunderhawk and it has crashed onto one of Rheelas' shifting continental shelves. Following up on their success, a group of rebels are making a landing on the shelf to hunt down the Battle-Brothers in the midst of the churning ground and flaming geysers. The Kill-team will need to be quick if they want to save them and extract them before the superior numbers of the rebels overwhelm their resistance. The rebels are not the PCs' only foe, however, as the ground itself can fall away unexpectedly or rise up suddenly smashing into a hovering craft. Whatever else the Kill-team brings with them, they had best have a damn good pilot.

New Leadership
Cut off from the rest of his company and believing Tibias dead, one of the Salamander veterans has assumed command of the mission. With a contingent of Battle-Brothers, he is leading an assault on the Spire, which he considers to be held by Traitor Marines. The Kill-team must either convince him the other Chapters are not his foes, stop him with authority from Tibias or make him back down. Either task will require some skilled diplomacy, intimidation, or bluffing and maybe even a show of force. If the Kill-team have already joined with other Space Marines, it may make things easier or harder depending on the level of tension between the Chapters.

Mercy for the Weak
There are reports that a force of Iron Hands Space Marines have begun a mass culling of Rheelas citizens on the Spire, believing the city is rife with rebellion activity. The Salamanders Commander wants this stopped and fears the "Iron Hands" might be Alpha Legion, but is willing to allow the Kill-team to deal with it rather than simply attack. The truth is somewhat more complicated; the Iron Hands are indeed present and beginning a pogrom, but the situation is being exacerbated by the presence of disguised Alpha Legion Chaos Space Marines indiscriminately spreading the violence. Ultimately, after being attacked or attacking traitors and loyalists, the situation will culminate in a three way fight where the Kill-team must choose which squad to support or open fire on both.

Hard Gravity

A squad of Iron Hands have become stranded on a Gravity Hook in low orbit while attempting to return to their rapid strike vessel. A relic of Rheelas's early settlement, the Gravity Hook is a massive orbital harpoon launching platform linked to a broken section of rock (a piece of the planet hauled into low orbit). The Iron Hands are on the rock, their Thunderhawk breached, surviving on the air from their armour. The PCs will need to make a landing on the rock and reach the Iron Hands before they attract the interest of one of the rebel system ships or the Alpha Legion send a landing party of their own. In addition to the dangers of vacuum and zero-gravity, the Thunderhawk's crash has disturbed the harpoon and the rock is slowly breaking up and tumbling away into the void.

MEANWHILE

While the player characters are gathering the scattered Adeptus Astartes forces, the Alpha Legion is moving as well. Kordrac and his most trusted men prepare the Spire for the meeting of the Chapter commanders and the ritual to open the rift. If the PCs are not already at the Spire, the GM can have them intercept the Alpha Legion's message for the Chapter Commanders to meet there. Alternatively, if they have made contact with one of the commanders they will learn of it through them (see below).

Arriving at the Crown

The Alpha Legion has prepared a number of false vox-transmissions to lure the Space Marine Commanders into a cunningly-devised trap in the Crown of the Granite Spire. The key elements to this meeting are as follows:

- The Crown is considered "neutral ground."
- The Crown is one of the few areas on the planet that carries the gravitas of authority suitable for Space Marines.
- The Crown is regarded by the people of Rheelas as an important symbol and landmark.

The GM should consider one of the following options for a false transmission (based on the actions of the Kill-team and his own preferences) to set up the climax of the adventure. Each of these is a ruse and lure created by the Alpha Legion.

Trusted Ally: A vox-message is transmitted to the Space Marine commanders from Liaison Officer Niahl, an Imperial Navy Lieutenant serving with the Warmaster. Niahl explains that he has recently arrived on the business of the Lord Militant and desires to meet with the Space Marine Commanders in the Crown.

Rheelas Citizens: The Space Marines are contacted by the Hive Captains Alliance. The Alliance wishes to meet with the Space Marine Commanders to formally swear loyalty to the Imperium and present any assistance they can to the Crusade.

Mysterious Visitor: A formal invitation is transmitted to the Space Marine Commanders using an older Inquisition cipher, claiming that Inquisitor Veilan of the Ordo Xenos wishes to meet with them about a dire threat to the Crusade.

Part Three: The Last Betrayal

"The greatest of the Emperor's enemies is betrayal. It is a foe we cannot see, touch or hear, but it threatens our Imperium as surely as the heretic's blade or alien's hatred and is infinitely more difficult to defeat."

–Felross, Iron Hands Captain 7th Company

The final part of the adventure takes place in the Crown of the Granite Spire. Kordrac intends to kill at least one of the Space Marine Captains and open the warp rift to the Acheros Salient. The Kill-team will arrive in the Granite Lord's vaulted chamber (still strewn with the bodies of the Granite Guard) at the same time as the other commanders. Depending on whether the player characters have united most of the Adeptus Astartes or are in contact with one or more of the commanders, they may be well organised at this point and suspecting a move by the Alpha Legion. The GM should give them a chance to organise their forces and lay plans before they attend the meeting.

Détente

How the meeting between the Chapter Captains transpires will depend both on the GM's choice of invitation, the level of Tension between the three Chapters, and the number of surviving Battle-Brothers. If the Tension Tracker is 30 or less, then the meeting will be civil though heated as the captains try to make sense of the situation. If the Tracker is more than 30, then it will be a true stand off with weapons at the ready and accusations flying between the captains, the situation only a moment away from open violence.

Kordrac does not intend to attack right away; he has preparations to make first and is genuinely interested to see if the loyalists will begin to fight each other (possibly nudging things along by attacking Battle-Brothers patrolling the Bulk or on the landing platforms in disguise if it looks likely).

This means that the PCs will have a chance to settle things between the Captains and convince them that the Alpha Legion is the true threat and may be poised to strike even as they speak. This is a social encounter and the GM should try to avoid combat unless things go very, very wrong. It is a chance for the players to make their case and present what they might have learned about the nature of the uprising. The GM can have them use Fellowship skills to win over the Company Commanders, but if they can come up with things like evidence, compelling arguments, and possibly a plan, he should give them suitable bonuses or not force them to make a test. The GM should remember to play each of

The Warp Rift

Kordrac discovered that long ago the original inhabitants of Rheelas had made a dark pact to save their world from an ancient foe. While the details have been lost, it is recorded that after their sister worlds fell and millions of their kind had perished they called out to the warp to save them from an enemy far more advanced than themselves. In response, they were gifted with a weapon of the warp, and a well of warp energy to fuel it, buried deep within their planet. Like all gifts of the Ruinous Powers, however, it was a double edged sword, and in drawing deep from the warp well to destroy an enemy vanguard come to take their world, they also shattered its surface and destabilised its very core. While this spelled the end of their civilisation, it left a link between their world and the warp which has endured.

Kordrac has found this link and a ritual to call it forth. Using a similar world in the Hadex Anomaly, where the fabric of the materium is also weak, he can create a rift between two worlds, a warp bridge that troops can then use to travel from the core of the Acheros Salient to Rheelas. With such a stable gate, the Stigmartus would be able to open a second front against the Crusade and turn the broken mining world into a fortress of the dark powers.

the Commanders as per their personalities (see The Imperial Vanguard) and focus on recent events, such as if there has been actual fighting between the loyalists.

The GM can also use this encounter to make the players doubt their trust in the commanders. Having suffered themselves at the hands of the Alpha Legion, he can have Tibias, Akhutai, or Felross seem indifferent to attacks on them, or adamant that there is no way a Traitor Legion could be this far from the Cellebos Warzone. It is even possible that the Space Marine commanders suspect the Deathwatch Kill-team of wearing false colours! Of course, all the Chapters are loyal to the Emperor and the Imperium, even if they clash with each other.

It's a Trap!

Kordrac will attack the Space Marine Captains either when it becomes evident they are not going to attack each other or if open fighting does occur after they have worn each other down. The Alpha Legion will assault the Granite Lord's Chamber, while at the same time sending rebels against the inhabitants of the Bulk and any loyalists not within the Chamber. The numbers of Alpha Legion, including Kordrac, will be roughly equal to the number of the Captains and their honour guards. The other loyalists will not be able to reach their commanders in time unless the PCs have managed to secure aid from Bromard or other Rheelas forces, in which case their numbers will allow some of the loyalists to get through and the GM can have things slightly in the favour of the Captains.

This will be an epic combat, with numerous Space Marines on either side, battling it out in the Granite Lord's chamber and the surrounding corridors (including the great balconies which ring the top of the Spire). The GM can have much of the action take place in the background, focusing on the true fight, which is between Kordrac and the Captains as he tries to complete the ritual and open the rift. The PCs will notice if they aid the Captains against Krodrac and his own personal retinue (use the Chaos Space Marine profile from page 363 of **Deathwatch**) that the Chaos Space Marine is covered in arcane symbols and bloody icons. If a Battle-Brother passes a **Challenging (+0) Forbidden Lore (Daemonology or the Warp) Test** he will realise Kordrac is a daemon vessel and, if he is killed, he will likely transform into a Daemon Prince.

If the PCs do not intervene, Kordrac will be killed by the Captains and transform. Otherwise, they must try to stop him from killing a Captain without killing him in turn (i.e. Grappling, stunning, psy powers, etc.). The GM doesn't need to make rolls for the Captains or play out their contribution to the fight unless he wants to (he can assume they are part of the background action). Therefore, if Kordrac is not stopped or killed in 5 rounds, then he will kill one of the Captains and the rift will begin to open. Alternatively, if he dies, he will burst in a shower of gore and become a Daemon Prince (use the Daemon Prince profile from page 362 of **Deathwatch**). At this point things will get much worse and if in any round the PCs fail to do damage to him (after reduction for armour and Toughness) he will kill one of the Captains and the rift will begin to open.

If the rift begins to open, a freezing crimson haze starts to envelop the chamber; the PCs will have 5 rounds to stop it by killing Kordrac (or his daemon form). If they fail, Stigmartus heretic militia will begin to flood out of the portal and attack. From here on the only way to seal the rift is to fight through it, against the vast hordes of Stigmartus and destroy the gateway from the other side (Librarians and PCs with Forbidden Lore (the Warp) have a chance to know this). If the gate is not sealed, Rheelas will eventually fall and a true war will erupt within the quarantined worlds.

CONCLUSION

Once the gate is sealed, or its opening has been averted, and Kordrac has been slain, the rebellion will effectively be over. The Kill-team will be able to return to orbit, where the arrival of the Blockade Fleet has finished off the rebel system ships and forced the Alpha Legion strike cruiser to retreat. As they leave Rheelas behind, the Kill-team is greeted by the sight of an Imperial armada arriving, just in time to see the Adeptus Astartes depart...

LASTING TENSIONS

At the end of the adventure, the GM should take note of where the Tension Tracker ended up. If the Tension Tracker was low, 20 or less, then no lasting damage has been done. If it ended up higher, and especially if it led to fighting between the Chapters, then this will have an effect on how all three Chapters interact within the Jericho Reach and, to a lesser extent, how they view the Deathwatch given the involvement of the PCs. For the Battle-Brothers, this could mean only limited aid from such Chapters in the future or an effort by the commanders to avoid them. For the Chapters, it could have significant military implications as Warmaster Tetrarchus is frustrated by the refusal of Salamanders, Iron Hands, or White Scars companies to fight along side each other. The GM should also remember that all three Chapters involved in the conquest of Rheelas second Battle-Brothers into the Deathwatch and the PCs may discover new arrivals, or even old comrades, viewing them in a different light if they were responsible for dishonour to their Chapter or the death of one of its commanders.

A result of 5 Tension or less between two Chapters indicates that they have reconciled and (at the GM's discretion) a bond or debt of honour between the two Chapters may be incurred. This means that the Chapters work together much more smoothly in the future, their bonds of Brotherhood strengthened.

A result of 30 Tension or more between two Chapters indicates that they have an ongoing grudge or feud due to this incident and the memories of Rheelas are a bitter taste in the mouths of the two commanders for decades to come.

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