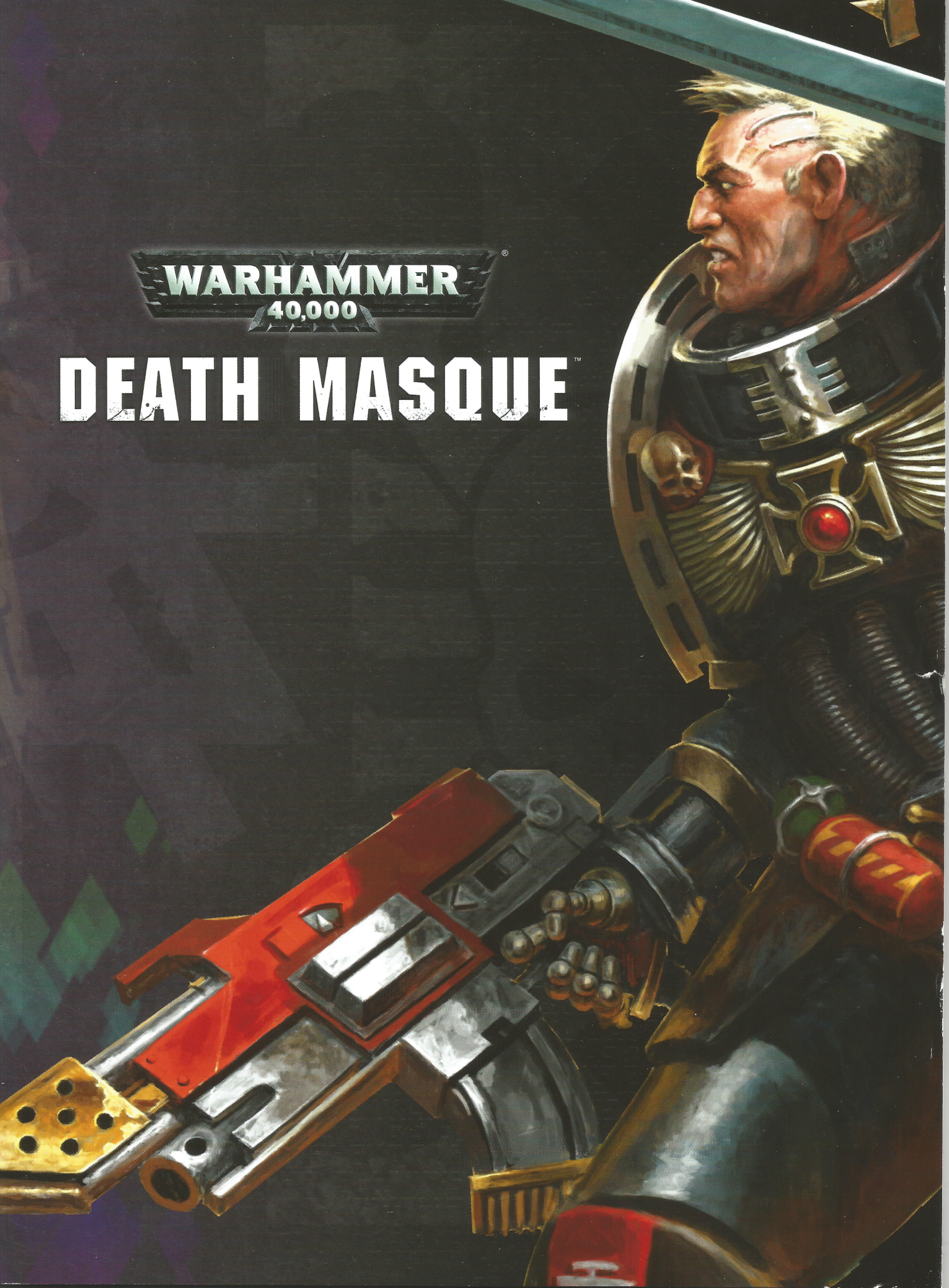
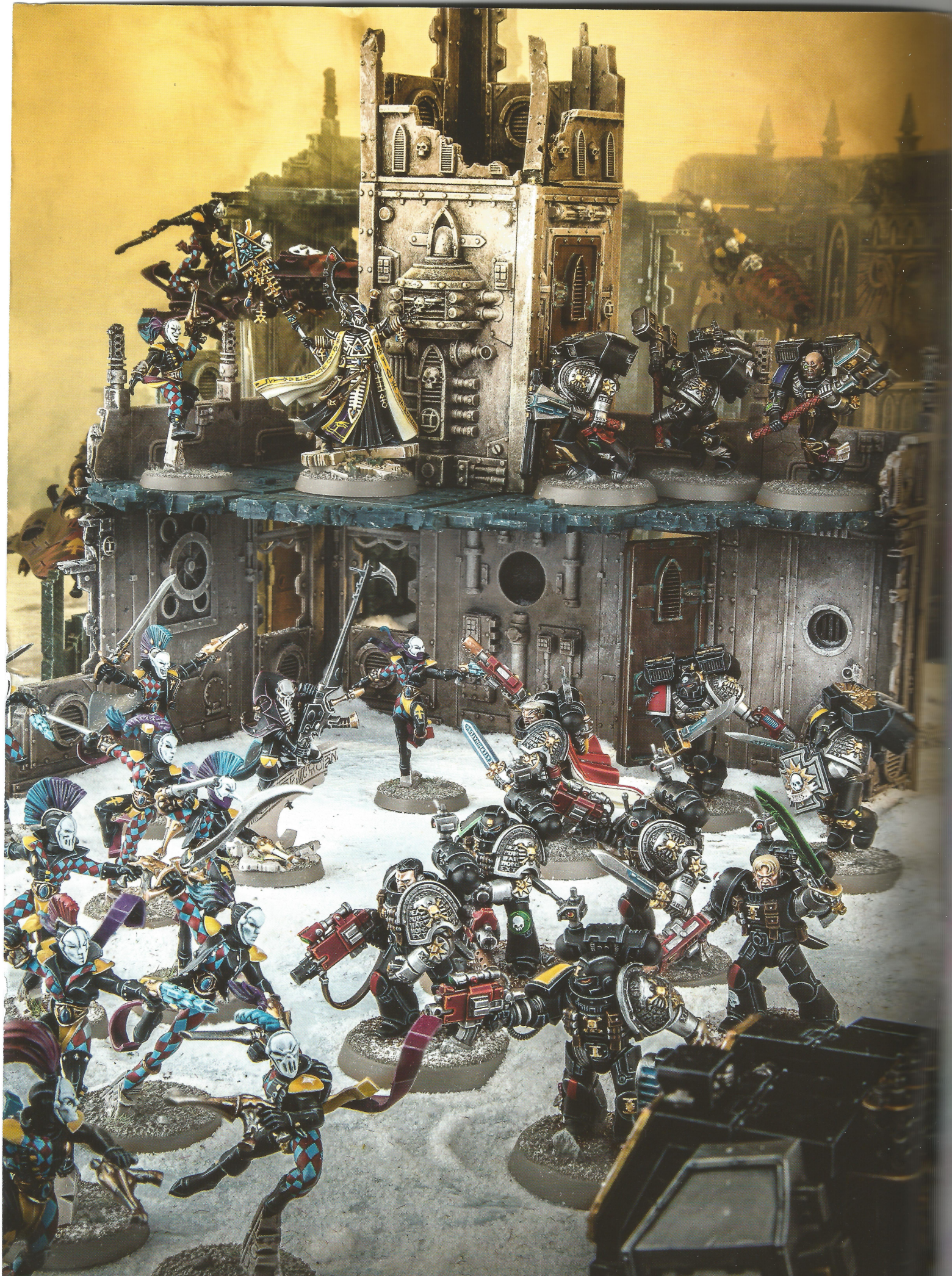


WARHAMMER
40,000

DEATH MASQUE™







*Like ghouls in the dark, the wicked ones gather,
Drawn to a tragedy unfolding.
Warnings twice-given across the span of time,
Stifled by pride and by hatred.*

*The strands of fate shall grow taut
At the dawn of the Rhana Dandra.
The death of all Eldar looms large,
But fate can be twisted, even broken.*

*One shall walk the forked path,
A threefold truth to weave the skein:
Nemesis of She Who Thirsts,
Opener of the Seventh Way.*

*Long-dead souls gather behind
The Rebirth of Ancient Days,
Drinking, but not consuming;
Taking in, but giving new life.*

*In the heat of Khaine's wrath,
Our sorrow will be reforged.
Our destiny becomes a weapon
Fit to slay a goddess.*

*The pallid moon of unnumbered voices
Shall turn into a sun
Lit by the flames of unjust wars,
A crucible of souls and dreams.*

*The stolen seers, amassed,
Gather unto them the Dead.
Legion, they drift within the sands,
Their voices raised as one.*

*Lambent glow becomes shining beacon,
Death knell rises to herald's cry.
The blackened shield becomes the sword,
The yawning void becomes the path.*

*The God of the Dead calls out.
A whisper so fierce and strong
It shall hush the stars forever.*

- Kysaduras the Anchorite, Prophecy of the Hidden Path



THE HIDDEN PATH

The ambush on the planet of Port Demesnus was hard fought indeed. The planet was girdled by vast chains of Imperial Navy stations, but to an enemy as sly and adroit as the Eldar, the physical defences of Humanity's fleets were bypassed with shocking ease. A world-spanning invasion had erupted, and it grew fiercer by the hour.

From long-hidden valleys and subterranean arbours emerged warhosts from Craftworlds Saim-Hann and Ulthwé. They burst from ancient webway gates, the tunnels of the labyrinthine dimension allowing them to bypass the cordons that made the planet an Imperial Navy stronghold. As the Eldar forces fell upon the population, the cacophony of Port Demesnus' giant industrial complexes was drowned out by the screams of the terrified and the dying.

The entire planet was on high alert within hours. Ancient vox protocols were triggered that saw the Empyrean echo with the mind-wails of the port's Astropaths. In the cold depths of space, the scattered assets of the Imperium began to mobilise. They were too slow, too far away, to shield the planet's heartland. After the first night, a dozen of Port Demesnus' critical defence sites had been overrun by Eldar, some clad in jet black, others in bloody crimson.

Outraged, the sector's High Command responded to the attack in a predictably thuggish fashion. The Imperium's nose had been bloodied on their watch, and they reacted with an indignant show of strength, just as the Eldar had known they would. Bulk landers emerged from the fog of war to land with earth-shaking booms in the midst of the fighting. Battalions of soldiers marched from their

cavernous holds and regiments of rugged tanks churned the ground to mud. At first, the show of force was all but impotent, for the reinforcements were so slow to mobilize that they found the Eldar had vanished from whichever theatre of war they hunted them in. As the war effort unfolded, and the endless stream of Imperial reinforcements began to cover the planet's surface, the Eldar had no refuges left to them. Before long, three of the planet's four continents were burning with the fires of all-out war as the Imperial forces closed in.



For all the doom and destruction meted out upon Port Demesnus, the truth behind the war was worse still. The invasion was only a ruse engineered by the most far-seeing of Eldar strategists, and the true strike was falling elsewhere. The prize they sought was so vital, so pivotal in the wider destiny of their race, that they had sent tens of thousands of irreplaceable Eldar lives into a full military campaign that was ultimately little more than a decoy.

Artemis watched a wall of debris race towards him across the outskirts of Demesnia Hive Prime. The metropolis' slums had fallen to disuse long ago, and now their ruins were crumbling fast in the violence of the Eldar planetstrike. The xenos had struck hard at the surface of Port Demesnus, their overlapping assaults shattering any hope of cohesion for the Imperial forces. The Watch Captain had heard no reports from the Scholastica Psykana facility, though he knew it would be a target for the Eldar. In his experience, the Eldar never had agendas of territory or material gain. There was always something more arcane at stake, so he had made haste in his Corvus Blackstar to reach the facility ahead of the xenos.

A storm of dust and cinders broke across Watch Force Artemis with a sound like the howling of lost souls. The Watch Captain rode it out as he scanned the hurricane of choking dust for enemies. His bionic sensorium array picked out sporadic movement in the artificial gloom. Something was leaping, tumbling through the confusion of the gale. A xenos warrior-dancer came into view, then another, glittering like sunlight caught in rain.

'Contact,' said Artemis, 'Harlequins. Deathwatch, advance on my mark. And guard your senses. These ones live to deceive.'

Confirmation sigils blipped in Artemis' peripherals as his team advanced into the storm. The gale's fury abated, slackening as if its onrushing bluster had been dispelled by sheer determination. The Venerable Dreadnought Nihilus sent a sphere of killing plasma crackling towards the foe, the crack-boom of bolter volleys close behind. Sighting a kaleidoscopic flash, Artemis took his own shot. He saw blood fly in the distance, and steeled himself for a counter-attack. It did not come. He paced forward, finding a long-limbed, costumed Eldar with a hole the size of an artillery shell blasted through his chest. The dying xenos had a bloodied mask for a face; almond eyes stared at Demesnus' moon. Artemis scowled, his mind racing. The last acts of the dying often betrayed valuable secrets, especially in a race as duplicitous as the Eldar.


'They depart, Captain,' said Veteran Chordaeos nearby.

'We must join the main front,' said Nihilus, the Dreadnought's voice as grating as the turn of rusting cogs. 'Watch Commander Mordelai's orders are to break the xenos war council.'

Artemis hesitated, just for a second, but long enough for his operatives to turn up their heads in unspoken query. 'No,' he said brusquely. 'The true fight is not here. Make ready for extraction. The Harlequins... they're not here for the planet, but its moon.'



ELDRAD ULTHRAN, HIGH FARSEER OF ULTHWÉ



Most skilled of all the Eldar race's seers and prophets, Eldrad Ulthran is one of the most powerful psykers in the galaxy. His long existence has spanned ten millennia. As the High Farseer of Ulthwé, Eldrad has a position of unparalleled influence over the starfaring craftworlds that harbour the last of his people. Across his great span of years, the Farseer has put into motion wars unnumbered, fought against countless enemies of his race, and survived to tell of it. Eldrad scribes the interweaving tapestries of destiny and guides the Eldar along the paths of fate – paths that hopefully lead to their continued survival in a hostile universe, and potentially toward an ascension long denied.

Eldrad has supreme mastery over the psychic arts. Like all his Farseer kin, he can read the future by casting wraithbone runes, communicate telepathically across huge distances, and enter visionary trances that allow him to observe the galaxy without moving a muscle. In battle, he can melt the minds of those who cross him, summon eldritch blasts, and even hurl aside war machines with a pulse of thought. To Eldrad, such crude displays of power are last resorts. He is a master in the arts of manipulation, so adept at tipping the scales of destiny that he can influence the course of fate with a single death, just as a master fencer kills with a single thrust. He has saved the craftworlds on numerous occasions. Once, he even attempted to save the men of the Imperium from the cataclysmic events of the Horus Heresy – though his warnings fell on deaf ears.

Unfortunately, the passage of aeons has taken its toll. As with all Farseers, as Eldrad nears the end of his life, his body has begun to slowly, inexorably turn to psychocrystal. It is traditional for an Eldar seer that suffers this fate to retreat to the Dome of Crystal Seers, there to fossilise completely into psychically reactive stone and join with the infinity circuit that harbours the spirits of all his kind. But Eldrad has refused to join the dead, refused to retire in dignity to the limbo of the long sleep. He counts his duty unfulfilled and will strive to his last breath to see his desperate plans come to fruition as the light of his race gutters and flickers towards extinction.

Ulthwé first saw the latest rendition of the Fall of the Eldar in the last years of M41, when the Masque of the Midnight Sorrow performed the harrowing and uplifting display for them. It was unlike the traditional cycle, which ended with Slaanesh and Cegorach locked in a duel without end. This latest performance had a new epilogue that hinted at another being joining the cast and eventually overcoming She Who Thirsts. These theatrical portrayals were not the only illusions the Midnight Sorrow brought to their audiences. Once the masque departed after a performance, one of the glinting statues from the host craftworld's Dome of Crystal Seers was missing, though few pierced the veil of deception enough to notice their disappearance.

WATCH CAPTAIN ARTEMIS

Watch Captain Artemis is a warrior born. Schooled in the arts of battle as a mortal, then a Space Marine, and finally as an officer of the Deathwatch, he has become a supreme weapon in the fight against xenos. Hailing from the violent tribal world of Posul, Chapter Planet of the Mortifactors, Artemis had once been champion of a warrior culture that believed a man could inherit the strength of the dead by devouring their remains. Eventually, his fellow tribesmen attacked him en masse, seeking to eat his corpse and thereby gain his power. It was the fiercest battle of Artemis' life, and he fought like a raging beast. When the recruiting operatives of the Mortifactors eventually found him, his body was rent by a dozen grievous wounds and he lay dying atop a mound of the attackers he had slain.

Artemis' recovery was arduous, and the Watch Captain's body still bears a latticework of deep scars to this day. Nonetheless, with the ministrations of the Mortifactors' Apothecaries, he was healed to full strength and ready to begin his training as a Scout within the month. Artemis has repaid this debt to his Chapter many times. The harsh lessons he learned upon Posul were refined and focussed by the Mortifactors, and his killer instinct made him a natural hunter and slayer of foes. The Mortifactors, known for their reverence of death in all its forms, found Artemis a great boon to their front-line assaults.

Then, just as he was plucked from mortal life by his Chapter, Artemis was taken from his battle-brothers when the Deathwatch took notice of his knack for detecting and slaying alien life forms. Now he applies his talents to search-and-destroy missions, leading Kill Teams of the finest alien hunters in the Imperium. When the prospect of violence is close, a savage gleam lights the warrior's eyes, though the fury of his youth has been tempered into a far deadlier force. During his training with the Deathwatch, Artemis learned to harness the ferocity of his soul alongside his power sword and bolt pistol. Now he fights with a controlled intensity that lends him strength and surety that even the direst alien threat cannot daunt.

Artemis has something of a sixth sense when it comes to detecting the works of xenos, and has made a name for himself as the bane of those plying the space lanes north of Ultramar. He was also instrumental in triggering a civil war that saw the Orks of Waaagh! Thrashfang turn upon themselves, and in defeating the Enslaver plague of Tarrenhorst with a cyclonic barrage, which led to his promotion to Watch Captain. He has most recently led his men in strikes against the vanguard organisms of the Tyranid race, though the premature detonation of a stasis bomb trapped his arm in a shearing temporal field. He completed his mission, but at the cost of a limb.

Artemis was the first of the Adeptus Astartes to respond to the distress signals from Port Demesnus, and the first to see through the Eldar ploy as the xenos' planetstrike actions blossomed into all-out war. Bionically enhanced and with more determination to see these xenos brought low than ever before, Artemis has now diverted his strike force to Port Demesnus' moon of Coheria.

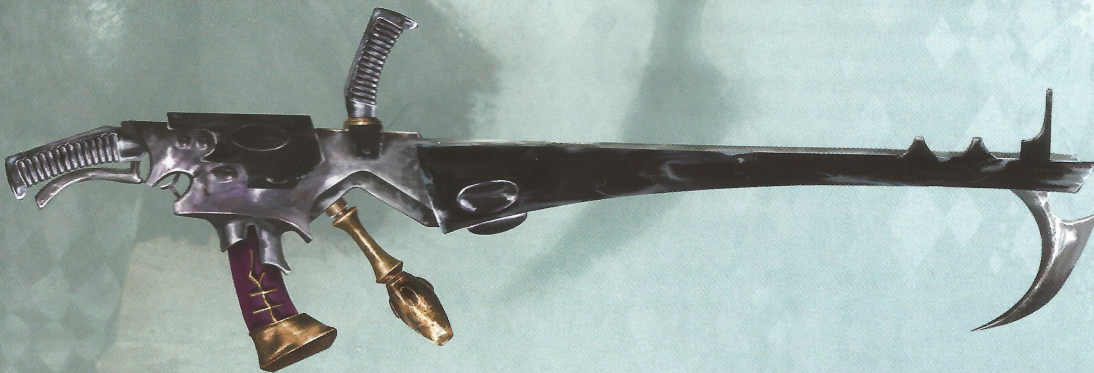




THE MASQUE OF THE MIDNIGHT SORROW

The Harlequins are enigmatic and strange. Their role in the galaxy is to tell the legends of their ancient race, thus maintaining the connection between the disparate branches of the Eldar, and to fight against Chaos in all its forms. The Masque of the Midnight Sorrow epitomises this struggle. Where most Harlequin troupes play a dizzying variety of roles, the Midnight Sorrow are so obsessed with representing the nemesis of Chaos – and Slaanesh in particular – that they have become entirely consumed by it. No sacrifice is too great for these warrior-dancers, and they will move heaven and earth to thwart the designs of the Dark Gods.

Even among this radical faction, there are some who dance to their own tune. Those Harlequins who follow Inriam's Spectre – a macabre Death Jester known for his appreciation of cosmic follies – are perhaps the most extreme of these. They are currently waging a hidden war, in the webway, amid the craftworlds, and on the fire-lit battlefields of the Demesnus Sector. Their agenda is subtle, but potent. Only Eldrad of Ulthwé knows of it in full, for he is its mastermind. The Harlequins' Laughing God, Cegorach, has long been a sworn enemy of Slaanesh and he no doubt appreciates the boldness and grandeur of Eldrad's plan. Those who take the fate of the galaxy more seriously would be appalled, however. If their fellow Eldar knew the gamble the Midnight Sorrow was undertaking, they would likely call them insane and exile them immediately. Perhaps they would be right to do so. The final act in their plan is to be performed on Coheria, where they will make war using the souls of the Eldar race as their weapon, in a cosmic wager without equal.



More sinister than a typical shuriken cannon, a Death Jester's shrieker cannon fires projectiles filled with virulent genetic toxins that turn their luckless victims into walking bombs. Their blood boils, organs rupture and flesh sears from within, before they explode with sickening violence.



The rune of the Death Jester has long been synonymous with ill fortune and unexpected bereavement.

'All systems sanctified,' said Watch Captain Artemis. 'We leave now.'

The Corvus Blackstar Lethal Intent shuddered and hurtled skyward, the Deathwatch strapped into its wall harnesses clenching eyes shut and jaws together to stop the tremendous pressures of its vertical flight path from shaking them insensible. Artemis' bionic eye glitched for a second, then manifested its data once more, showing the ident symbol of the Stormraven Gunship Blackfist close behind the Lethal Intent as they bulled their way through the soot-choked skies of Port Demesnus. A few more seconds of shivering, gut-wrenching pressure, and then the calm of stratospheric flight. The Watch Force had made it out of the Port Demesnus war zone without loss.

'Watch Captain Artemis,' came the humourless tone of Watch Commander Mordelai over the vox, 'your departure is not sanctioned. Return immediately.'

'Negative, Commander,' said Artemis, his guts turning to ice at the prospect of what he was about to do. 'There is a greater war at stake here. I am certain of it.'

'You have a job to do, Watch Captain,' said Mordelai, his tone as

threatening as a steel sword drawn in darkness. 'In the name of the Emperor, you will get back here and do it.'

'I know full well what the Emperor needs of me,' said Artemis, 'and with respect, Commander, your authority carries less weight than his. Artemis out.'

The vox crackled into stillness. Not one of Artemis' battle-brothers said a word. Aside from the low roar of engines, the Blackstar's hold filled with a long and profound silence.

Watch Force Artemis reached Coheria and shot low over its gently glowing surface, auspex scanning for signs of life. The moon was dead, in theory. The surface was dotted with naval factorums and half-built spacecraft, but not even a flicker of movement had been detected by the gunships thus far. Yet Artemis could not shake the feeling that something terrible and deathly patient was here, a looming and oppressive presence just waiting to be unveiled.

A gently curving archway grew larger on the horizon, shimmering light playing on the fog billowing around it. This was not Imperial architecture, but that of the cursed Eldar who hid foul hearts behind fair appearance. 'There,' said Artemis, marking a sigil of warfare upon the cogitator array. 'It ends there.'

The war for Port Demesnus was immense. It had all the hallmarks of a critical engagement that would decide the fate of a capital world and the star system beyond; fire rained from the skies, sprawling cities burned to ash and rivers of blood ran in the streets. Yet to Eldrad Ulthran, and the players of the Midnight Sorrow, it was a necessary evil, a sideshow to distract from the main event: the fate of Coheria, Port Demesnus' moon.

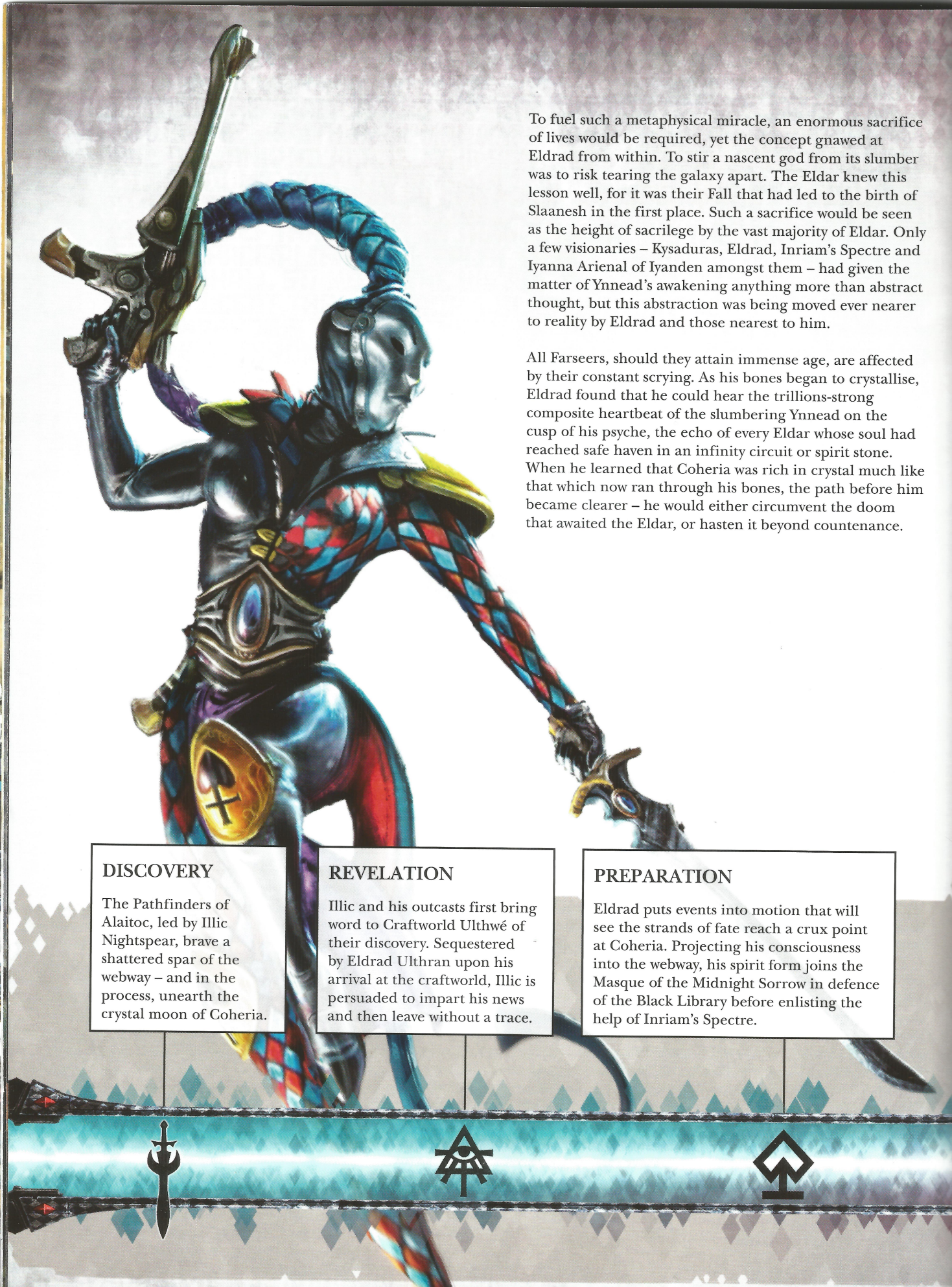
Where the population of Port Demesnus numbered in the dozens of billions, the glittering white orb of Coheria was entirely abandoned by Mankind, thought cursed for many long generations. Those who had attempted to settle it in the past had all been driven to distraction by the constant, low surruration of whispers that haunted the cusp of hearing day and night. The white sands of the moon, glinting like snowdrifts in the stellar light, were formed of a mildly psychoactive crystal, shards of precious stone ground to powder by the erosion of the aeons. Though none alive knew it, Coheria had been on the edge of the ancient Eldar empire at the time of Slaanesh's birth, and was saturated in psychic residue. Though individually tiny, when held together, the numberless grains of crystal that rendered the moon's surface white had absorbed immense psychic potential. Though Coheria had long been lost to the collective consciousness of the Eldar race, at the close of the 41st Millennium, it was rediscovered by Illic Nightspear and the star-stalking outcasts of Craftworld Alaitoc. The discovery, when revealed to the Seer Councils, set in motion this series of galaxy-changing events.

When Eldrad Ulthran of Craftworld Ulthwé learned of Coheria's strange sands, the seed of an idea germinated in his fathomless mind. He cast it mentally into a sea of potential and followed the path of its voyage to a skein of

glittering futures. There was physical danger there, for the rune that represented the brutish Imperium – and worse still, their elite Space Marines – orbited the crux of fate, splitting it into several possible futures. After consulting with Kysaduras the Anchorite, a visionary Farseer who had long ago locked himself in the wraithbone heart of Ulthwé, Eldrad resolved to investigate the moon in person, but he would need assistance and stealth. Hundreds of years ago, Eldrad had found common cause with a Death Jester known as Inriam's Spectre, and the Farseer reached out with his psyche to contact his morbid ally.

Though his masque had needed him to defend the Black Library against the sorcerer Ahriman, Inriam's Spectre answered the summons. Before the year was out, Eldrad was escorted through the webway to Coheria by a maverick troupe of the Midnight Sorrow. The Death Jester had listened to Eldrad's plan, and since that day, the potential of it had burned like the rune of new hope within his mind. It was a ploy of such vaunting ambition, so redolent with the star-forging grandeur of the ancient Eldar race, that the warrior-dancer and his kinsmen found its lure to be irresistible.

Eldrad had long believed in the possibility of rousing a new Eldar deity: Ynnead, god of the dead. Many a doom-laden seer believed Ynnead would awaken to destroy Slaanesh, that diabolical Chaos God who sought to devour every Eldar soul, but legend had it that this would only happen when every Eldar in the galaxy had left the mortal coil. Eldrad dared to hope that he could awaken Ynnead before then, and in doing so save a fraction of the Eldar race – enough to slowly regrow their population without the leering hunger of Slaanesh forcing them into lives of asceticism or endless torment.



To fuel such a metaphysical miracle, an enormous sacrifice of lives would be required, yet the concept gnawed at Eldrad from within. To stir a nascent god from its slumber was to risk tearing the galaxy apart. The Eldar knew this lesson well, for it was their Fall that had led to the birth of Slaanesh in the first place. Such a sacrifice would be seen as the height of sacrilege by the vast majority of Eldar. Only a few visionaries – Kysaduras, Eldrad, Inriam's Spectre and Iyanna Arienal of Iyanden amongst them – had given the matter of Ynnead's awakening anything more than abstract thought, but this abstraction was being moved ever nearer to reality by Eldrad and those nearest to him.

All Farseers, should they attain immense age, are affected by their constant scrying. As his bones began to crystallise, Eldrad found that he could hear the trillions-strong composite heartbeat of the slumbering Ynnead on the cusp of his psyche, the echo of every Eldar whose soul had reached safe haven in an infinity circuit or spirit stone. When he learned that Coheria was rich in crystal much like that which now ran through his bones, the path before him became clearer – he would either circumvent the doom that awaited the Eldar, or hasten it beyond countenance.

DISCOVERY

The Pathfinders of Alaitoc, led by Illic Nightspear, brave a shattered spar of the webway – and in the process, unearth the crystal moon of Coheria.

REVELATION

Illic and his outcasts first bring word to Craftworld Ulthwé of their discovery. Sequestered by Eldrad Ulthran upon his arrival at the craftworld, Illic is persuaded to impart his news and then leave without a trace.

PREPARATION

Eldrad puts events into motion that will see the strands of fate reach a crux point at Coheria. Projecting his consciousness into the webway, his spirit form joins the Masque of the Midnight Sorrow in defence of the Black Library before enlisting the help of Inriam's Spectre.



The sands of time trickled away as Eldrad put his gambit into play. To stand a chance of waking Ynnead from their slumber, the Farseer would need psykers of surpassing power and experience behind him. No living craftworld seer would follow him into oblivion, so he sought the disciples he needed from the dead. He enlisted the aid of some members from the Midnight Sorrow to steal away glittering statues from each craftworld, each artefact the remains of one of the Eldar's most gifted seers. These forms not only held an echo of the most powerful psykers to have walked the galaxy, but also formed hyperspatial links to their craftworlds' infinity circuits, much as Eldrad's Staff of Ulthamar formed a link to Ulthwé.

When the war for Port Demesnus erupted, Eldrad and his Harlequin allies already had everything in readiness upon Coheria. A crystal council of seers, each long dead, was reverently arranged in a great runic circle at Eldrad's instruction. The High Farseer intended to use the crystal seers as links to the infinity circuits of every Eldar craftworld, and to siphon the power of every spirit within them – the sum total of nearly every dead Eldar soul across the span of ten millennia. He would channel these into the tiny crystal grains of Coheria's surface, much as a departed Eldar's soul is channelled into a spirit stone. The resultant psychic pulse, with every ghost of every craftworld temporarily inhabiting the same place at the same time, would turn the lambent moon into a blazing psychic beacon so powerful it could wake the dead – or more specifically, the god of the dead. The psychic resonance of so many Eldar would focus Ynnead's abstract soul – much as a Spiritseer would call the spirits of wraith constructs to war, except on a far vaster scale. Such phenomenal power had a terrible cost. The warhosts sent to battle upon Port Demesnus were sent unknowingly to their deaths – their spiritual transition would form a flame that ignited the tinder-dry psyches Eldrad had amassed upon Coheria. But the cost did not stop there. At the climax of the ritual, every craftworld would be temporarily

COHERIA

The glittering planetoid of Coheria was once an auxiliary hub for Port Demesnus' fleets, acting as a dry dock for the refitting of titanic Imperial spacecraft. Even the noble-born Rearguard Admirals that ruled over the planet had no idea of the fantastic mineral bounty that covered the moon's surface, and they considered the xenos spires that dotted the horizon as no more than ruins of a now irrelevant empire. This proved a dire mistake. The strange spiritual phenomena that manifested around the planet's drifts of psychoactive crystal was ignored at first, the whispering voices of lost souls were blocked out by the gruelling demands of industry. Over time, however, they took their toll, and the citizens of Coheria began to go insane in dizzying numbers. When lunatic rampages became so common that Port Demesnus' captains would no longer trust Coheria with their ships, the planet was declared *perdita*, and abandoned by the Imperium entirely. Now, the Eldar have returned to claim it – by stealth or by force.

plunged into darkness, left as a husk with only the hope of Eldrad's success to anchor it to its former glory. Should the ritual succeed, the moon of Coheria would blaze briefly as a psychic sun, making even the Astronomicon of Humanity's Emperor appear like a candle before a furnace. The cataclysmic effects of such an explosion would cripple Eldar fleets across the galaxy and throw countless Imperial fleets off course in the uncaring tides of the Warp. Eldrad deemed all of this sacrifice necessary, but then, inspired vision and hubris are often easy bedfellows.

The stage was set, the players were in their positions. All was in readiness. Yet as Artemis travelled towards Coheria, his fate was like a cinder of red-hot hatred that threatened to burn everything Eldrad had planned to ash.

ABDUCTION

At the heart of the Black Library, the chains of light around the graven Tome of Cegorach fade away and the book falls open at a new page. The Masque of the Midnight Sorrow learns well of the knowledge inside, and performs a new interpretation of the Fall of the Eldar in every craftworld. They leave with a strange trophy each time, cloaking their theft with illusion.



CULMINATION

Craftworld Ulthwé and Saim-Hann launch a pre-emptive strike against the populous naval world of Port Demesnus, ostensibly to cripple its industrial centres before the Imperial Navy can threaten a string of maiden worlds. Unbeknownst even to the Autarchs, the Masque of the Midnight Sorrow join Eldrad in a secret ritual upon the moon that glimmers high above.



GAME RULES AND MISSIONS

This section includes three Warhammer 40,000 Echoes of War missions inspired by the pivotal battles that took place on the Demesnan moon of Coheria. These missions provide players with new and interesting tactical challenges, and you can even play them sequentially as part of a campaign using the rules described below.

There are two main ways in which you can use the missions in this book – the most straightforward is to simply choose a mission you want to play. Alternatively, you can fight a campaign by playing the missions in order. If you do so, then players should stick to the same side for each mission. Each player should keep a note of their victories and defeats – the winner is the player with most victories once all of the missions have been played. If both players have the same number of victories, the player that won Mission 3: To the Death! can claim the overall victory.

There's nothing to stop you from playing the missions using different armies from those in the story. With a little imagination and some minor changes, you can easily fight similar battles with any combination of miniatures and terrain you have in your collection.

PLAYING ECHOES OF WAR MISSIONS

However you use these missions, they only require a handful of changes to the Preparing for Battle rules in *Warhammer 40,000: The Rules*, which are detailed below.

THE ARMIES

Each mission informs you which Formations and datasheets should be used if you want to fight the battle according to the story. If players are using different armies, then it is up to them to choose sides and armies.

UNIQUE CHARACTERS

Models noted as being Unique in their Army List Entry represent legendary characters of their time. If you want to play a mission according to the story, then these characters should only be used if they are listed in The Armies section of that mission – they were either at the battle, or they were not!

THE BATTLEFIELD AND DEPLOYMENT

The deployment map, zones and instructions for an Echoes of War mission are included with the mission itself; there is no need to use those in *Warhammer 40,000: The Rules*.



VICTORY CONDITIONS AND MISSION SPECIAL RULES

Some mission special rules and victory conditions only apply to specific units. If that unit isn't present at your version of the battle, then the associated special rule or victory condition is simply ignored.

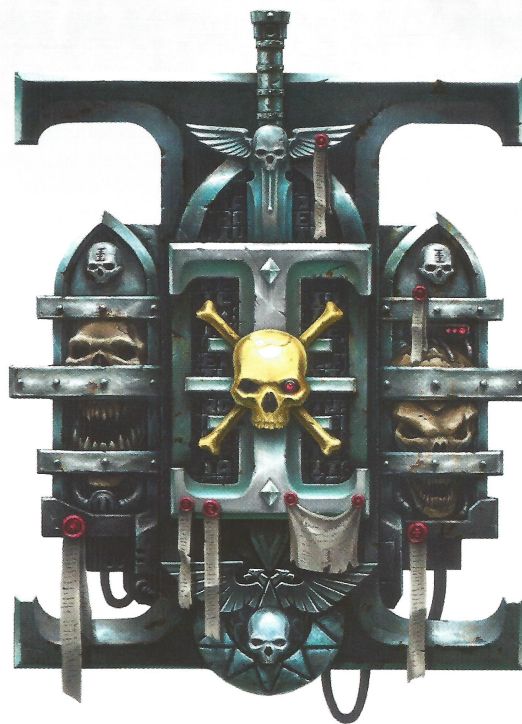
PLAYING THE MISSIONS AS A CAMPAIGN

If you wish to play the following missions as a campaign, use the following guidelines:

If a model from the following list was slain or completely destroyed during a mission, that model begins the following mission with 1 less Wound or Hull Point than normal, to a minimum of 1:

Eldar: Eldrad Ulthran, Dusk, the Lambent Prince, Inriam's Spectre, the Blades of Fate and the Serpent's Breath.

Deathwatch: Watch Captain Artemis, Brother Galatael, Watch Sergeant Crull and Venerable Dreadnought Nihilus.



THE PATH DIVIDES

Eldar feet darted over the glittering sands of Coheria as the grand ritual of awakening was put into motion. Crystal seers, inhabited by the ghosts of the craftworlds' finest psykers, ringed the webway portal from which a shrouding mist seeped out. For a while, all was quiet as the grave. Then, with a roar of jet engines, the Deathwatch hurtled from the skies...

The Corvus Blackstar *Lethal Intent* juddered through the thin atmosphere of Coheria. The planet had long been forsaken, the hab-blocks thrown up by ancient Demesnan settlers were no more than jutting ruins upon the horizon. Despite the strange mist banks that swirled like a slow-motion tempest around part of the planet's surface, the *Lethal Intent's* scry-augurs registered the atmosphere as still breathable. Better yet, the drifts of crystal powder that passed for its surface were firm enough to land their aircraft on.

Watch Captain Artemis and his battle-brothers noted with focussed interest the flicker of engagement sigils upon the periphery of the cogitator readout. They knew there must be more Eldar upon Coheria when the scans registered as humanoid but not Imperial. Xenos presence was confirmed by the data lattice of the Stormraven that was deploying Nihilus nearby. Artemis' decision to leave the Port Demesnus war zone against orders was one step closer to being vindicated. If the Eldar were working some nefarious scheme, and Watch Force Artemis could slay them in time to prevent it, perhaps they could return to Talasa Prime in victory rather than disgrace.

Artemis strained against his bar harness as the Corvus Blackstar flew closer. Eldar. Soon it would be time to slay them, to inhale the stench of their blood and feel the crunch of their delicate bones.

'Desist,' said a voice in Artemis' mind with a feeling like a thousand tiny needles. 'Your plan is a grave error.'

'Get out of my mind!' growled Artemis, turning his focus into a wall of resistance, but the presence lingered still. The Blackstar howled as it dropped low. Klaxons blared and the front doors opened with a bang of sanctified hydraulics.

'We work here to fight a Dark God that casts shadows upon both our cultures,' said the voice. 'Your war is not with us, Artemis of Posul. I call parley. Let us combine our efforts against a mutual foe.'

Artemis thumbed the activation stud on his sword. 'I think not,' he said, leaping to the ground leading his men. 'Deathwatch, take them apart!'



ECHOES OF WAR: A PARLEY SCORNE

Desperately seeking to avoid direct confrontation after the arrival of Watch Force Artemis, Eldrad Ulthran beseeches the Deathwatch leader to heed reason rather than dogmatically perform his order's xenos execution protocols. Yet the iron-willed Watch Captain is not so easily deterred from his purpose.

THE ARMIES

One player commands the Deathwatch, the other the Eldar. The players take the following Formations:

DEATHWATCH ARMY

Watch Force Artemis

ELDAR ARMY

The Coherian Host

THE BATTLEFIELD

Set up terrain as described in *Warhammer 40,000: The Rules*, using the deployment map included in this mission.

OBJECTIVE MARKERS

After terrain has been set up, the Eldar player places 3 Objective Markers (each representing one of the many crystal seers essential to Eldrad Ulthran's plans), anywhere on the battlefield that is 12" from the centre of the battlefield and more than 12" from another Objective Marker.

DEPLOYMENT

The Eldar player sets up first, placing their units anywhere on the battlefield. The Deathwatch player does not set up their models at this point; they arrive in the first turn of the game.

FIRST TURN

The Deathwatch player goes first.

GAME LENGTH

The battle lasts for five game turns.

VICTORY CONDITIONS

The player who has scored the most Victory Points at the end of the game is the winner. If both players have the same number of Victory Points, the game is a draw. However, if the Eldar player slays Watch Captain Artemis, the game ends immediately in a draw.

PRIMARY OBJECTIVES

At the end of each game turn, the Eldar player scores 1 Victory Point for each Objective Marker they control. At the end of the game, the Deathwatch player scores 2 Victory Points for each of the Eldar player's units they completely destroyed, but earns 3 Victory Points

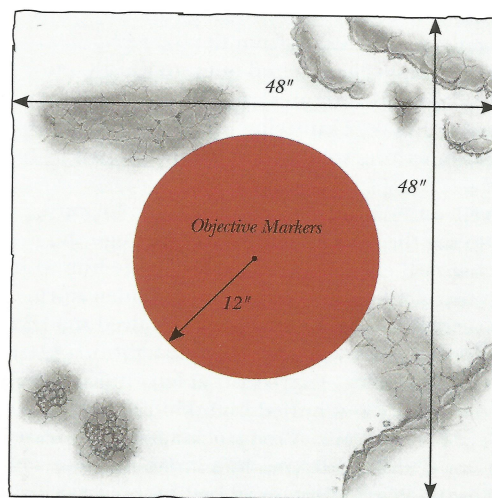
instead for slaying Eldrad Ulthran. Independent Characters are individual units and award Victory Points if they are destroyed. In this mission, units that are Falling Back at the end of the game do not count as destroyed for the purpose of victory conditions.

MISSION SPECIAL RULES

Desperate Diplomacy: At the start of each of the Deathwatch player's turns, Watch Captain Artemis must take a Leadership test if Eldrad Ulthran is on the board. If the test is failed, Watch Captain Artemis cannot move or shoot that turn (but can otherwise pile in and fight in the Assault phase as normal). If this happens, any squad that Watch Captain Artemis has joined can choose to leave him behind exactly as if he had left the unit himself.

Encirclement Protocols: The models from Veteran Squad Crull and Vanguard Veteran Squad Galatael must be divided into five separate units, each comprising two models from either squad, in any combination. They must remain this way for the duration of the battle. In their first turn, the Deathwatch player moves their units onto the battlefield from any table edge – each unit may move on from a different table edge.

Lines of Retreat: Any Deathwatch unit that Falls Back does so towards the nearest table edge. Any Eldar units that Fall Back must do so towards the centre of the board, where they will remain until they Regroup.





A split second after Artemis ordered the attack, his combat veterans took heavy fire. The thickening mists were swirled by the hyper-velocity passage of shuriken discs from the north and south-east. Some discs were no wider than an Eldar's wrist, but others were broad enough to cut heads from necks. The projectiles were impossibly sharp. Where they scored telling hits, they sliced through ceramite to draw blood, slash fingers from hands or take limbs from torsos. A hollow laugh rang eerily in the mist as a shuriken slashed the eyes from a battle-brother's head in a spray of broken visorglass and murky liquids.

The Deathwatch were already returning fire. Even those who were badly wounded shot from the hip without faltering. Kraken bolts hammered out into the gloom towards the long-limbed figures cavorting on the cusp of vision. Here and there, a satisfying boom rang out as bolt shells struck something solid and detonated hard.

Artemis levelled shot after shot as he charged forward, struggling to see the tall-helmed Farseer through the mist. His vanguard elements boosted alongside him with a roar of jump pack engines. There was a sudden storm of multicoloured light, the mist flashing a hundred shades at once, and the tall Eldar was gone. Actinic lightning blasted from the mist, a skein of electricity that left runic symbols behind Artemis' eyes as it hurled him skidding sidelong into a drift of crystal sands. A red-stockinged foot pressed his helmet down, seeking to trap him immobile for a coup de grace, but the Watch Captain jabbed his power sword high, impaling the Harlequin. He sprung up, gripping the falling body and breaking its spine even as he used it as

a shield against the blinding laser beam that shot at him from the gloom. The corpse came apart in a puff of blood.

Sleek-hulled attack craft swooped through the swirling, shimmering mist, adding to the confusion with crackling lasers and shuriken volleys. The Deathwatch, knowing that to remain stationary was to court disaster, had already spread out into pairs. What had started as a meeting of battle lines had devolved into a fast-paced hunt in the mists. Artemis growled in frustration; in a battle of agility, the Eldar held all the cards.

There was a sudden 'whump' of ignition as a swathe of the battlefield was consumed in plasma fire, spindle-limbed xenos dancing spasmodically as they melted to nothing in the intense flames. The Dreadnought Nihilus stomped into the fray from the west, storm bolter barking as it tracked a passing jetbike. A long-hafted Harlequin blade lashed out, deftly slicing through the weapon system's ammo feed, but Nihilus had fought Eldar before and knew the tolerances of a plasma cannon well. A second explosion of eye-searing energies and the jetbike – brightly uniformed riders and all – was reduced to scattered ash.

The tide of battle ebbed back and forth as each side attempted to encircle the other, only to find itself ambushed in turn. The mists swirled thick, the dull crump of explosions and the high shriek of dying xenos sounding strangely far away. Barking curt imperatives to fight on to the last man, Artemis plunged into the thickest part of the mist, seeking its source. He was determined to slay every last Eldar upon Coheria, even if he died in the process.

ECHOES OF WAR: DEATH IN THE MISTS

Whether by unhappy circumstance or esoteric design, cloying mists have enveloped the combatants, making a mockery of any attempt at sustained combat. Fighting the unnatural elements as much as each other, both Eldar and Space Marines are reduced to snatching brief opportunities to engage their enemies in battle.

THE ARMIES

One player commands the Deathwatch, the other the Eldar. The players take the following Formations:

DEATHWATCH ARMY

Watch Force Artemis

ELDAR ARMY

The Coherian Host

THE BATTLEFIELD

Set up terrain as described in *Warhammer 40,000: The Rules*, using the deployment map included in this mission.

DEPLOYMENT

At the start of the game, Eldrad Ulthran must be deployed in the centre of the battlefield. Starting with the Eldar player, players then alternate placing units anywhere on the battlefield that is more than 6" from an enemy unit, until all units are deployed. Any units that cannot be deployed can move onto the battlefield from any table edge as Ongoing Reserves during the first game turn.

FIRST TURN

The Eldar player takes the first turn.

GAME LENGTH

The battle lasts for four game turns.

VICTORY CONDITIONS

The player who has scored the most Victory Points at the end of the game is the winner. If both players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. Remember that Independent Characters are individual units and award Victory Points if they are destroyed.

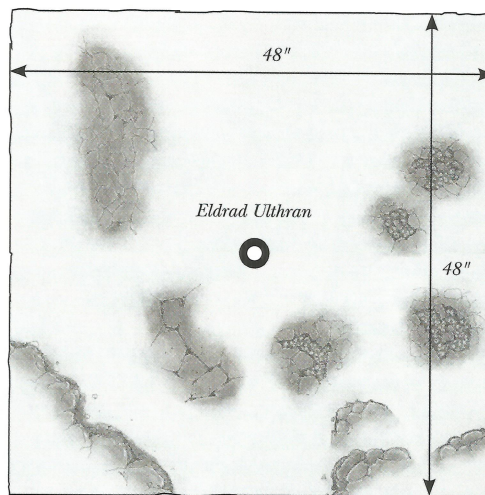
MISSION SPECIAL RULES

Distorted Visibility: All models have a 5+ cover save.

No Time to Think: All models have the Fearless special rule.

Separated: Death's Companions and the Company of the Threefold Stranger must each be divided into two separate units comprising three models. They must remain this way for the duration of the battle.

Unnatural Mist: At the start of the third game turn, remove all surviving models from the board, then deploy them on the battlefield again exactly as described in Deployment (see left), but with Watch Captain Artemis in the centre of the battlefield instead of Eldrad Ulthran. If Watch Captain Artemis has been slain, no model is placed in the centre of the board. Any lost Wounds or Hull Points are carried over.



All around the Deathwatch, faces they could swear were familiar flashed in the gloom; visages of the dead, of sisters and brothers, of the hated, of heroes long passed into legend. They blurred together, laughing, crying, a surreal kaleidoscope of imagery punctuated by intense flashes of gory violence. The distorting masks of the Harlequins, combined with the strangely reflective mist, left Watch Force Artemis with no option but to fight on using only their instincts, trusting their hearts instead of their heads.

The vanguard of the Deathwatch force aimed their assault towards the highest concentration of Harlequins. They lashed out with thunder hammers and power mauls, but their targets simply vaulted and tumbled over the attacks as if in a long-practised performance. As their foes dodged, however, two of the veterans flicked frag grenades from the mag-lock points of their belts, and the sudden detonations sent three Harlequins reeling. It was all the opportunity the Space Marines needed. Heavy hammers arced overhead to smash dazed Harlequins into mangled heaps of broken bone and burst flesh, blood painting black ceramite red.

Then, a cruelly laughing Death Jester was among them. A point-blank volley sliced an armoured torso into ragged meat, the shuriken's poison sending vital organs spattering with a bang. A blow from the scythe blade took a battle-brother's jaw, cutting his battle cry to a single gurgling word, 'death', before Inriam's Spectre pushed a plasma grenade into his ruined mouth. Brother Galatael kicked out hard, sending the Death Jester rolling into the mist.

Despite being blinded by a hundred stimuli, Watch Captain Artemis fought on with primal savagery. Once more, his mind told him he was surrounded by warriors hungry to devour him, the same murderous kinsmen that had cut him down on Posul. The hungry faces of the Harlequins' masks loomed large in the mist. Artemis span and slashed, punched and stamped, crunched his helm into the face of one assailant and his elbow into the throat of another. He fought like a captured beast, proud and ferocious, but every return blow somehow connected, drawing blood from him with each strike. The Watch Captain felt a curved blade slide into his lower back. Another came in to sever his hand at the wrist, but glanced hard from the metal of Artemis' bionic arm. He span, his mind flaring with pain as he ripped the sword lodged in his back from his attacker's hand. He shoved hard and primed his stasis bomb before flinging it towards the dancing shadows.

A mind-numbing detonation and a shroud of stillness froze Artemis' assailants as if trapping them in a glacier. The mist, banished by the arcane explosion, parted to reveal six grinning Eldar trapped in the last act of a play that would never end. An arrowhead-shaped gunship swerved abruptly to avoid being caught in the dislocation of time and space that rippled out from the stasis bomb's detonation. The machine's evasive manoeuvre put it right in the path of the Dreadnought Nihilus, who took some relish in backhanding it into scrap with a blow from his giant power fist. Artemis gave a shout of joy. With a single strike, the tide had turned.



ECHOES OF WAR: TO THE DEATH!

Though it was never in doubt to Watch Captain Artemis, the truth of the matter has grudgingly dawned on Eldrad Ulthran – the Eldar will find neither aid nor mercy in this conflict, only death. Yet with the Farseer unable to give up on a scheme with the potential to alter the fate of his entire race, there can be only one outcome...

THE ARMIES

One player commands the Deathwatch, the other the Eldar. The players take the following Formations:

DEATHWATCH ARMY

Watch Force Artemis

ELDAR ARMY

The Coherian Host

THE BATTLEFIELD

Set up terrain as described in *Warhammer 40,000: The Rules*, using the deployment map included in this mission.

DEPLOYMENT

The battlefield is divided in quarters (see map). Starting with the Eldar player, players alternate setting up units one at a time, until all units belonging to each player have been deployed.

Before deploying each unit, the controlling player must roll a dice. The unit being rolled for must be placed anywhere in the table quarter with the matching number that is more than 3" from an enemy unit. On a roll of 5 or 6, the unit can be set up anywhere on the battlefield that is more than 3" from an enemy unit.

FIRST TURN

At the start of the game, and at the start of each game turn thereafter, each player rolls a dice, re-rolling ties, to see who chooses one of their units to take a turn first (see Mission Special Rules). The player who rolled highest chooses one of their units first.

GAME LENGTH AND VICTORY CONDITIONS

When all of the models belonging to one player have been completely destroyed, the game ends immediately and their opponent wins.

MISSION SPECIAL RULES

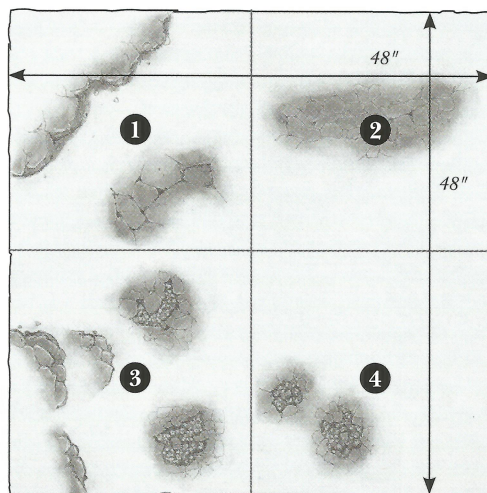
An Unbidden Memory: Watch Captain Artemis has the Rampage special rule in this mission.

Distorted Visibility: All models have a 5+ cover save.

No Time to Think: All models have the Fearless special rule.

Seizing the Moment: Starting with the player who rolled highest at the start of the game turn, players alternate picking one of their units and taking a turn (a Movement phase, Psychic phase, Shooting phase and Assault phase) with that unit. Note, however, that enemy units that are attacked in the Assault phase cannot fight back until they are picked to take their turn. Once all units on the battlefield have had a turn, a new game turn begins.

For example, if the Eldar player picks Eldrad Ulthran to take a turn, he can move, attempt to cast psychic powers, shoot and then charge before making melee attacks. It is then the Deathwatch player's turn to pick a unit and take a turn with it.



A SHATTERING BLOW

The Deathwatch struck back hard as the psychic mists around the webway portal dissipated a little more. Atop a ridge of glittering crystal stood Eldrad Ulthran, a white nimbus of power around him that ignited a fire in the crystal sands underfoot. The air grew thick with raw psychic energy, the crushing weight of destiny reaching its terminal point.

Eldrad Ulthran had taken into account every eventuality he could foresee unfolding upon Coheria – with the exception of one. He had foreseen the Imperial attack, slowed its advance with a web of words and laid an ambush of blades to repel it, and yet there remained a future he had not factored into his plans. In his meditations, the High Farseer had glimpsed a fold in chronology, a ruption in the imprecise nature of the skein. It hid a divergent thread of destiny that led away from his carefully sculpted paths of cause and effect. Eldrad had examined the temporal anomaly, but dismissed it as a false vision, for he saw no way for a species as lowly and backward as Humanity to affect the passage of time itself.

With the detonation of Artemis' stasis bomb, fate's path veered sharply away from that which Eldrad had intended. The Deathwatch fought clear of the mind-altering mist that was dissipating around them and brought their full might to bear. The Harlequins were revealed, at last, in all their splendour, and those not caught within a stasis field were attacked with renewed fervour. The High Farseer of Ulthwé fought only in his own defence, for he was consumed with the culmination of a far greater work.

All around Eldrad, the crystal seers glowed brighter and brighter with a cold and colourless light, throwing the twilight of the battleground into a stark new dawn. The Harlequins evaded many kill shots and leapt high to escape the crushing blows of the Deathwatch vanguard, but they could not dodge forever the hurricane of fury brought to bear upon them. Pressing their attack, the Deathwatch surrounded the remaining Harlequins, gunning down one Troupe and sending the other scattering as Nihilus' plasma blasts seared in from the flank.

Artemis ran to the crest of a sand drift, lashing out to decapitate the rider of a Skyweaver jetbike as it shot past. The blow sent the vehicle careening into an outcrop of eroded Imperial ruins. The resultant explosion saw a skull-masked figure spring high from within the shelter of the rubble, flipping, somersaulting and landing in a stumbling crouch. Artemis was already running, taking advantage of his adversary's distraction to press his bolt pistol into the back of the figure's skull-masked head.

The Watch Captain smiled grimly in anticipation of the kill. Unbeknownst to him, the masked Eldar grinned too.



Slowly, the Eldar laid down his long-barrelled cannon. He made a sound reminiscent of a herald clearing his throat and held out a hand in a stylised gesture of declaration.

'If you slay me, Sir Knight,' he said, his High Gothic perfectly enunciated, 'the fates shall align to bless our mutual foes.'

'Trust not the Eldar,' said Artemis, his words thick with hatred.

'We are the sons of Death, you and I,' said the Eldar. 'We bring oblivion, in order to deny Chaos. We cannot afford to thwart one another when the greater enemy stands on the cusp of victory.'

The gilded finger bones lining the edge of the creature's cloak gleamed in the harsh light as crystal statues glowed bright all around. Artemis narrowed his eyes; a similar raiment was worn by the Chaplains of the Mortifactors in their sepulchral celebrations. Strangely, he could not sense duplicity in this one.

'Walk away,' said the Harlequin, 'and a dire blow shall fall upon the Arch Enemy.' Artemis recoiled at the term as the Eldar spoke on. 'Is your distrust so deep you would rather kill me now than spare the doom of a trillion human souls?' There was disbelief under his tone, and something else. Despair, perhaps.

'Yes,' said Artemis, pulling the trigger to end the creature's life.

Eldrad Ulthran screamed as the ritual reached its crescendo. All around, the crystal sands of Coheria glowed bright. A bow wave of spiritual power rippled across the moon as every dead craftworlder since the Fall lent a measure of its sentience. But a vital voice in the choir of his psychic melange had been silenced, and the blessings of the Laughing God were fading away.

Wraithbone runes whirled around Eldrad, burning to smoking ash one by one as the High Farseer struggled to hold the ritual of awakening together. His mind was aflame, the skies above bursting into bright orange fire in sympathy. Psychic energies heated the planetoid to volcanic temperatures. The moon became a psychic sun, a signifier of a new dawn. Somewhere, in the bottomless soulscape of the void, Ynnead stirred to wakefulness.

Another sun blossomed on the cusp of fate, far smaller, and filled with malevolence. Eldrad opened one eye to see a plasma sphere burning towards him. He directed a portion of his psychic focus into his rune armour to dissipate the blast. In that act, he failed. The emergent consciousness of the god splintered, its full apotheosis denied.

The crystal seers shattered with terrific force even as Space Marines sprinted for their assault craft. Eldrad reeled, stumbling blindly through the webway gate behind him as the planet ignited with white fire. The last thing he saw was a vast and solemn constellation losing cohesion, a single bright point from within it shooting away into the far reaches of the cosmos.



FORCES OF THE DEATHWATCH

This section of the book presents several new datasheets that enable you to use your Deathwatch miniatures in games of Warhammer 40,000, along with all of the wargear profiles and special rules you'll need to field them on the tabletop. In addition, it presents a new Deathwatch Formation: Watch Force Artemis.

This section details several heroes and units that you can use as part of any Unbound or Battle-forged army using the following rules.

FACTION AND ALLIES

All models described in this section have the Deathwatch Faction. This Faction is part of the Armies of the Imperium, and they ally as such, as described in *Warhammer 40,000: The Rules*.

FORMATIONS AND DETACHMENTS

Codex: Deathwatch, and other publications, include several different Formations and Detachments unique to the Deathwatch. The datasheets presented in this section can be included in many of these as follows:

- Watch Captain Artemis can be included in any Deathwatch Detachment or Formation that lists 'Watch Captain' as part of its composition. Watch Captain Artemis replaces the Watch Captain.
- Squad Crull can be included in any Deathwatch Detachment or Formation that lists 'Veterans' as part of its composition. Squad Crull replaces one unit of Veterans.
- Squad Galatael can be included in any Deathwatch Detachment or Formation that lists 'Vanguard Veterans' as part of its composition. Squad Galatael replaces one unit of Vanguard Veterans.
- Venerable Dreadnought Nihilus can be included in any Deathwatch Detachment or Formation that lists 'Venerable Dreadnought' as part of its composition. Venerable Dreadnought Nihilus replaces a single Venerable Dreadnought listed in the composition.





WATCH CAPTAIN ARTEMIS

145
POINTS



Watch Captain Artemis leads from the front. Though he is a gifted tactician, the burden of his command weighs heavy upon him. Only when on the hunt does he feel truly in control. Hailing from the savage world of Posul, Artemis was recruited into the Mortifactors, a Space Marine Chapter that revels in the grisly aftermath of war. Not even the most terrifying xenos predator can give Artemis pause once his mind is set, and with each new display of bravado, he inspires his comrades to greater feats of heroism. He will charge into seemingly unwinnable fights, barking harsh orders to his battle-brothers as he hammers his foes with mass-reactive bolts tailored to his prey's demise. When the enemy close in, he cuts away limbs and pierces alien torsos with his crackling power sword, aiming at weak points he has memorised over decades of study. Those that do not fall to bolt and blade are instead wrenched from the timestream by Artemis' weapon of last resort, the stasis bomb – an artefact that can trap an enemy in temporal limbo for evermore.

	WS	BS	S	T	W	I	A	Ld	Sv
Watch Captain Artemis	6	5	4	4	3	5	3	10	3+

Unit Type
Infantry (Character)

Unit Composition
1 (Unique)

WARGEAR:

- Power sword
- Frag grenades
- Krak grenades
- Iron halo (pg 27)
- Special issue ammunition (pg 26)

WARLORD TRAIT:

Vigilance Incarnate: You can change Mission Tactics (pg 27) one additional time during the battle.

SPECIAL RULES:

- Fearless
- Feel No Pain (6+)
- Independent Character
- Mission Tactics (pg 27)

RELICS OF THE VIGILANT

Hellfire Extremis: The combi-flamer Artemis calls Hellfire Extremis fires not only specialist ammunition, but gouts of bio-alchemical flame that poison all living things.

Hellfire Extremis is a combi-weapon with the following secondary weapon:

Range	S	AP	Type
Template	1	5	Assault 1, Poisoned (2+)

Stasis Bomb: A stasis bomb creates a localised bubble of space-time isolated from the rest of reality. They are dangerous to use at close range, however, and it is not unknown for the wielder to be caught in the stasis anomaly for all eternity.

Once per game, when Artemis makes close combat attacks, he can choose instead to make a single stasis bomb attack. If he does so, roll To Hit as normal, but resolve the attack at Strength D AP1. If the attack misses, however, Artemis suffers a Strength D AP1 hit instead.

SQUAD CRULL

205
POINTS



The burning hatred that Watch Sergeant Crull holds for xenos is well known amongst the battle-brothers of his watch fortress. Indeed, his all-consuming desire to see the xenos races expunged from the galaxy to ensure Mankind's total supremacy was a major factor in his induction into the Deathwatch. Some monodominant Inquisitors of the Ordo Xenos are even willing to overlook Crull's suspected use of xenos technology if it means the Watch Sergeant will lend his abilities, and those of his squad, to aid their missions. Whether laying down a fearsome fusillade of bolt shells at range, or carving apart their foes with energised blades, Crull and his Veterans bring the Emperor's wrath to the alien with terrifying fervour.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Veteran	4	4	4	4	1	4	2	9	3+	Infantry	4 Veterans
Watch Sergeant Crull	4	4	4	4	2	4	2	9	3+	Infantry (Character)	1 (Unique)

WARGEAR:

- Watch Sergeant Crull has a combi-melta and xenophase blade (pg 27)
- Two Veterans have a boltgun and power sword
- One Veteran has a stalker pattern boltgun (pg 26) and close combat weapon
- One Veteran has an infernus heavy bolter (pg 26) with hellfire shells (pg 27) and close combat weapon
- All models have frag grenades, krak grenades and special issue ammunition (pg 26)

SPECIAL RULES:

- And They Shall Know No Fear
- Hatred (Watch Sergeant Crull only)
- Mission Tactics (pg 27)



SQUAD GALATAEL

245
POINTS



Blazing through the skies like black meteors, Squad Galatael are a precision instrument in the Deathwatch's arsenal. A skilled swordsman during his service in the Blood Angels Chapter, Galatael himself leads from the front, striking out with quicksilver speed to eliminate priority targets before his heavy thunder hammer-armed brethren bring the awesome crushing power of their weapons to bear. If any of the enemy are left standing to retaliate, storm shields bar their path and energy-wreathed power weapons arc down to wreak bloody ruin. The squad ensure that they always have the right weapon to smite the foe, be they nimble Eldar or hulking Tyranid monstrosity, resulting in a combination of deadly speed and killing force that has broken xenos warbands from one side of the galaxy to the other.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Vanguard Veteran	4	4	4	4	1	4	2	9	3+	Jump Infantry	4 Vanguard Veterans
Brother Galatael	4	4	4	4	2	4	2	9	3+	Jump Infantry (Character)	1 (Unique)

WARGEAR:

- Brother Galatael has a plasma pistol and power sword
- Two Vanguard Veterans have a heavy thunder hammer (pg 27)
- One Vanguard Veteran has a power sword and storm shield (pg 27)
- One Vanguard Veteran has a power maul and storm shield (pg 27)
- All models have frag grenades and Krak grenades

SPECIAL RULES:

- And They Shall Know No Fear
- Precision Strikes (Brother Galatael only)
- Deep Strike
- Mission Tactics (pg 27)

Heroic Intervention: A unit that contains any models with this rule ignores penalties for disordered charges and can re-roll one or both dice when determining its charge range.



VENERABLE DREADNOUGHT NIHILUS

135
POINTS



The enemy army reels back in shock, its warriors blasted to steaming ruin by Nihilus' plasma cannon or crushed in the hydraulic pincers of his power fist. The Dreadnought's true story is known only to the solemn Techmarine that inducted him into the Deathwatch, and that laconic warrior is long dead. In taking a title that implies an absence of self, the hero inside the Dreadnought ensures he remains anonymous. Now, Nihilus exists as a Black Shield within the ranks of the Deathwatch – enormously respected for his battle wisdom and indomitable prowess, yet without a Chapter insignia or personal heraldry, and as much an enigma as he was on the first day he strode to war unbidden alongside the Deathwatch of Talasa Prime. Thrice-blessed by his retainers, Nihilus is all but unstoppable.

Nihilus	[Armour]									Unit Type	Unit Composition
	WS	BS	S	F	S	R	I	A	HP		
	5	5	6	12	12	10	4	4	3	Vehicle (Walker, Character)	1 (Unique)

WARGEAR:

- Plasma cannon
- Power fist with built-in storm bolter
- Searchlight
- Smoke launchers

SPECIAL RULES:

- Mission Tactics (pg 27)

Thrice-blessed Hull: Revered ancient Nihilus has a 6+ invulnerable save, which is increased to 5+ against damage sustained from enemy witchfire powers.

Venerable: If Nihilus suffers a penetrating hit, you can make your opponent re-roll the result on the Vehicle Damage table. You must accept the second result, even if it is worse than the first.



WATCH FORCE ARTEMIS



Though the battle-brothers of Watch Force Artemis hail from many different Chapters, in battle, they fight as one. Experts in fighting Eldar, and bound under the mentorship of their Watch Captain, they are a slick and efficient strike team, each unit working in concert with the others to maximise the impact of each assault. With a pounding of power-armoured boots, Crull's bolter-armed Veterans move in to lay down a killing storm of fire, just as Galatael's squad bound over the front line and bring slaughter to the command elements behind. Those xenos too stubborn to fall to man-portable weapons are met head-on by the battering-ram charge of Nihilus, or laid low by Artemis himself – between them the two heroes have over a thousand years of combat experience, and there is no alien warrior they cannot overcome.



FORMATION:

- Watch Captain Artemis (pg 21)
- Squad Crull (pg 22)
- Squad Galatael (pg 23)
- Venerable Dreadnought Nihilus (pg 24)

RESTRICTIONS:

None.

SPECIAL RULES:

Aquila Doctrine: Models from this Formation can re-roll any To Wound rolls and armour penetration rolls of 1.

Fight as One, to the Last Breath: All Infantry units from Watch Force Artemis have the Feel No Pain (6+) special rule whilst they are within 6" of Watch Captain Artemis. In addition, Watch Sergeant Crull's Hatred special rule and Brother Galatael's Precision Strikes special rules apply to any other units from Watch Force Artemis that are within 6" of them.

Kill Team: You can choose to deploy Squad Crull and Squad Galatael as a single unit called a Kill Team. This counts as a single unit for all game purposes. The Kill Team cannot split up during the battle, even if a model within it has the Independent Character special rule.

ARMOURY OF THE DEATHWATCH

This section lists the equipment used by the Deathwatch, along with rules for using it in your games of Warhammer 40,000. It also details the Mission Tactics special rule used by Deathwatch models.

RANGED WEAPONS

Profiles for the following weapons are listed on page 40. Their full rules can be found in *Warhammer 40,000*:

The Rules:

Boltgun	Plasma pistol
Combi-melta	Storm bolter
Plasma cannon	

INFERNUS HEAVY BOLTER

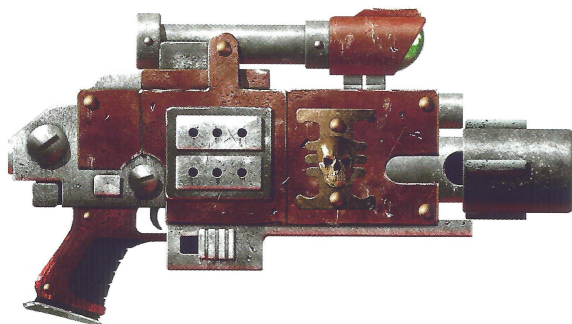
Heavy bolters fire huge mass-reactive bolt rounds, each more comparable to an explosive shell than a bullet. Such weapons are further bolstered by underslung heavy flammers that can incinerate those enemies that make it through the hail of explosive bolts.

	Range	S	AP	Type
Infernus heavy bolter	36"	5	4	Assault 3
Infernus heavy flamer	Template	5	4	Assault 1

STALKER PATTERN BOLTGUN

Fitted with audio suppressors and a longer barrel that eliminates muzzle flash, the stalker pattern boltgun is ideal for long-range assassinations and picking off the leaders of the alien armies.

Range	S	AP	Type
30"	X	5	Heavy 2, Sniper



Just as with all Adeptus Astartes, the bolter is a sacred weapon to the Deathwatch. Those borne by the Deathwatch are the best of their kind, thrice-blessed before every engagement and possessed of fearsome machine spirits attuned to the bearer's war-style. They are commonly fitted with auspicator scopes, lumin suppressors, las-accusors, judgement clips and more adjustments besides.

SPECIAL ISSUE AMMUNITION

In addition to their normal profile for their bolt pistol or boltgun (including stalker pattern boltguns and boltguns that are part of a combi-weapon), models with special issue ammunition can choose, in each of their Shooting phases, to instead use one of the profiles below until the beginning of their next Shooting phase. All models with special issue ammunition in a unit must use the same type of ammunition when the unit shoots.

DRAGONFIRE BOLT

	Range	S	AP	Type
Boltgun	24"	4	5	Rapid Fire, Ignores Cover
Stalker pattern boltgun	30"	X	5	Heavy 2, Sniper, Ignores Cover

HELLFIRE ROUND

	Range	S	AP	Type
Boltgun	24"	1	5	Rapid Fire, Poisoned 2+
Stalker pattern boltgun	30"	X	5	Heavy 2, Sniper, Poisoned 2+

KRAKEN BOLT

	Range	S	AP	Type
Boltgun	30"	4	4	Rapid Fire
Stalker pattern boltgun	36"	X	4	Heavy 2, Sniper

VENGEANCE ROUND

	Range	S	AP	Type
Boltgun	18"	4	3	Rapid Fire, Gets Hot
Stalker pattern boltgun	24"	X	3	Heavy 2, Sniper, Gets Hot



Hellfire Round



Dragonfire Bolt



Vengeance Round



Kraken Bolt

MELEE WEAPONS

Profiles for the following weapons are listed on page 40. Their full rules can be found in *Warhammer 40,000: The Rules*:

Close combat weapon	Power maul
Power fist	Power sword

XENOPHASE BLADE

The xenophase blade is an ancient artefact weapon. Its blade ripples with a molecular realignment field that allows it to cleave through force fields as easily as it cuts through armour.

Range	S	AP	Type
-	User	3	Melee, Molecular Realignment Field

Molecular Realignment Field: Successful invulnerable saving throws made against Wounds inflicted by this weapon must be re-rolled.

HEAVY THUNDER HAMMER

The largest man-portable thunder hammer is used by the Deathwatch – a giant crushing tool of destruction so heavy that even a Space Marine cannot use it one-handed.

Range	S	AP	Type
-	10	2	Melee, Pulverise, Concussive, Two-handed, Unwieldy

Pulverise: If the To Wound roll for an attack with this weapon is 6, the attack has the Instant Death special rule.

MISSION TACTICS

The Mission Tactics special rule represents the unique way in which the Deathwatch go to war. At the start of your first turn, pick one of the following Mission Tactics. It will remain active for the entire battle unless you decide to change it as described below. As long as the Tactic is active, it affects all units in your army that have the Mission Tactics special rule.

Once during the battle, at the start of any turn after the first, you can choose to change the current Mission Tactic for another one.

FUROR TACTICS

Whenever a unit with the Mission Tactics special rule targets an enemy Troops unit, you can re-roll any To Hit rolls of 1.

VENATOR TACTICS

Whenever a unit with the Mission Tactics special rule targets an enemy Fast Attack unit, you can re-roll any To Hit rolls of 1.

DOMINATUS TACTICS

Whenever a unit with the Mission Tactics special rule targets an enemy Elites unit, you can re-roll any To Hit rolls of 1.

MALLEUS TACTICS

Whenever a unit with the Mission Tactics special rule targets an enemy Heavy Support unit, you can re-roll any To Hit rolls of 1.

PURGATUS TACTICS

Whenever a unit with the Mission Tactics special rule targets an enemy HQ unit, you can re-roll any To Hit rolls of 1.

MIXED UNITS

When using the Mission Tactics rules, your target might consist of units with different battlefield roles (for example, a Troops unit that has been joined by an HQ unit with the Independent Character special rule). In this case, the target unit counts as having both battlefield roles for the purposes of your special rule.

SPECIAL ISSUE WARGEAR

Rules for the following can be found in *Warhammer 40,000: The Rules*:

Frag grenades*	Searchlight
Krak grenades	Smoke launchers

* See assault grenades

STORM SHIELD

A storm shield contains a powerful energy field generator.

A storm shield confers a 3+ invulnerable save. In addition, a model equipped with a storm shield can never claim the +1 Attack for being armed with two Melee weapons in an assault.

HELLFIRE SHELLS

These heavy shells incorporate a voracious bio-acid.

Each time a weapon equipped with hellfire shells fires, the controlling player can choose whether to fire a hellfire shell or to use the ordinary profile for that weapon.

Range	S	AP	Type
24"	1	-	Heavy 1, Blast, Poisoned (2+)

IRON HALO

An iron halo wards against even the most potent xenos weaponry.

An iron halo confers a 4+ invulnerable save.

FORGES OF THE ELДАР

This section of the book presents several new datasheets that enable you to use your Eldar miniatures in games of Warhammer 40,000, along with all of the wargear profiles and special rules you'll need to field them on the tabletop. In addition, it presents a new Eldar Formation: the Coherian Host.

This section details several named units. You can use these as part of any Unbound or Battle-forged army using the following rules.

FACTION AND ALLIES

Eldrad Ulthran has the Eldar Faction, and allies as such as described in *Warhammer 40,000: The Rules*. All other models described in this section have the Harlequins Faction. This Faction has the following levels of alliance with units from different Factions in the same army:

Battle Brothers: Dark Eldar, Eldar

Allies of Convenience: Armies of the Imperium, Tau Empire

Desperate Allies: Orks

Come the Apocalypse: Chaos Daemons, Chaos Space Marines, Necrons, Tyranids

FORMATIONS

Codex: Harlequins includes several different Formations.

The datasheets presented in this section can be included in many of these as follows:

- Inriam's Spectre can be included in any Harlequins Formation that lists 'Death Jester' as part of its composition. Inriam's Spectre replaces one Death Jester.
- Death's Company and the Company of the Threefold Stranger can be included in any Harlequins Formation that lists 'Troupe' as part of its composition. Each replaces one Troupes unit (Dusk counts as a Troupe Master).
- The Blades of Fate can be included in any Harlequins Formation that lists 'Skyweavers' as part of its composition. The Blades of Fate replace a single unit of Skyweavers.
- The Serpent's Breath can be included in any Formation that lists 'Voidweaver' as part of its composition. The Serpent's Breath replaces a single Voidweaver.





ELDRAD ULTHRAN

195
POINTS



Eldrad Ulthran, High Farseer of Craftworld Ulthwé, has lived for over ten thousand years, during which he has guided his people through the Fall of the Eldar and the rise of the Imperium. The ripples of fate that he has set in motion have changed the face of the galaxy, though many are hidden. Eldrad prevented the Hrud infestation of proud Saim-Hann, which would have reduced it to rotting mulch. He has thwarted the malefic works of the Necron dynasties and stopped the Days of Blood from coming to pass. His psychic might has broken Titans, turned Daemons to ash and slain kings and heroes without number. Eldrad's aging body is slowly turning to psychic crystal, yet he cannot rest. As the fate of the galaxy teeters on the brink, his hard-won experiences show that the lesser races are only making the threat of Chaos worse. If the Eldar are to weather the coming storm, their greatest Farseer must fight on with every weapon and strategy at his disposal.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Eldrad Ulthran	5	5	3	4	3	5	1	10	-	Infantry (Character)	1 (Unique)

WARGEAR:

- **Shuriken pistol** (pg 36)
- **Witchblade**
- **Ghosthelm** (pg 37)

WARLORD TRAIT:

An Eye on Distant Events:
Choose up to D3 units in your army. These units gain the Scout special rule.

SPECIAL RULES:

- **Ancient Doom** (pg 36)
- **Battle Focus** (pg 36)
- **Fleet**
- **Independent Character**
- **Psyker** (Mastery Level 4)

Runes of the Farseer: Once in each Psychic phase, Eldrad can re-roll any number of dice used in a single Deny the Witch test or Psychic test (potentially negating perils of the Warp).

PSYKER:

Eldrad Ulthran generates his powers from the **Daemonology** (Sanctic), **Divination**, **Runes of Fate** (pg 38) and **Telepathy** disciplines.

REMNANTS OF GLORY

Staff of Ulthamar: This ancient force staff forms a hyperspatial link with Ulthwé's infinity circuit.

Range	S	AP	Type
-	User	3	Melee, Spiritlink, Fleshbane, Force

Spiritlink: Whenever Eldrad Ulthran successfully passes a Psychic test, roll a D6. On a score of 5 or 6 he immediately generates a Warp Charge point.

Armour of the Last Runes: The patterns on Eldrad's breastplate are powerful wards against harm.

The Armour of the Last Runes confers a 3+ invulnerable save.



DEATH'S COMPANIONS

135
POINTS



Whirling, somersaulting, leaping through the Coherian mist come the players known as Death's Companions. They have seen the darkly shining thread of destiny that leads to the Eldar's revenge upon Slaanesh, and will commit literally any act necessary to ensure it. Those who stand in the way of their godslayer's quest are cut down in a whirl of blood and agony. Elegant blades slash throats, shuriken weapons launch razored fusillades, and power-wreathed hands reach into chests to still beating hearts. Before long, the players step lightly over another audience of unseeing cadavers, dancing towards a goal so grave it could redefine the fate of trillions.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Player	5	4	3	3	1	6	2	9	-	Infantry	5 Players
Dusk	5	4	3	3	2	6	2	9	-	Infantry (Character)	1 (Unique)

WARGEAR:

- Dusk has a shuriken pistol (pg 36) and a close combat weapon
- One Player has a shuriken pistol (pg 36) and a close combat weapon
- Two Players have a shuriken pistol (pg 36) and a Harlequin's Kiss (pg 37)
- One Player has a neuro disruptor (pg 36) and a Harlequin's Caress (pg 37)
- One Player has a shuriken pistol (pg 36) and a Harlequin's Caress (pg 37)
- All models have a holo-suit (pg 37), plasma grenades and a flip belt (pg 37)

SPECIAL RULES:

- Fear
- Fleet
- Furious Charge
- Hit & Run

The Red Dusk Falls: Models from Death's Companions can Run and charge in the same turn.



COMPANY OF THE THREEFOLD STRANGER

155
POINTS



As scintillating to behold as they are deadly, the Company of the Threefold Stranger specialise in the arts of misdirection and confusion. They dart through the mayhem cloaked in shards of multicoloured light, holo-suits disrupting their outlines. Flip belts give them a supernatural agility that lets them jump and tumble through even the densest terrain without hindrance, and their ritual masks reflect the worst nightmares of those who look upon them. In combat they are experts at running rings around the foe, crippling them with a storm of shuriken and nerve-shredding energy blasts, before leaping in to finish them off in jaw-dropping displays of swordsmanship.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Player	5	4	3	3	1	6	2	9	-	Infantry	5 Players
The Lambent Prince	6	5	3	3	2	7	3	10	-	Infantry (Character)	1 (Unique)

WARGEAR:

- The Lambent Prince has a shuriken pistol (pg 36), power sword and haywire grenades
- Two Players have a shuriken pistol (pg 36) and a close combat weapon
- One Player has a shuriken pistol (pg 36) and a Harlequin's Kiss (pg 37)
- One Player has a neuro disruptor (pg 36) and a close combat weapon
- One Player has a neuro disruptor and a Harlequin's Kiss (pg 37)
- All models have a holo-suit (pg 37), plasma grenades and a flip belt (pg 37)

SPECIAL RULES:

- Fear
- Fleet
- Furious Charge
- Hit & Run

The Red Moon Rises: Models from the Company of the Threefold Stranger can Run and shoot in the same turn.



INRIAM'S SPECTRE

70
POINTS



Few amongst the Eldar see humour in the dark tragedy of their race and the near futility of their struggle to survive. The Death Jester who takes the role of Inriam's Spectre, however, revels in its every nuance. A strange and detached figure, this morbid Harlequin has long played the role of an ancient king's ghost, privy to the secrets of both the living and the dead, yet cursed to be unheard. Only Eldrad Ulthran has found common cause with this strange warrior. To those whose catch a glimpse of the Death Jester, an obfuscating murk seems to hang around him, a sinister miasma that exists not on the plane of reality, but within the mind of the beholder themselves.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Inriam's Spectre	5	5	3	3	2	7	3	10	-	Infantry (Character)	1 (Unique)

WARGEAR:

- Holo-suit (pg 37)
- Shrieker cannon (pg 36)
- Flip belt (pg 37)
- Haywire grenades

SPECIAL RULES:

- Fear
- Fleet
- Furious Charge
- Hit & Run
- Independent Character
- Precision Shots
- Shrouded

Death Is Not Enough: An enemy unit that suffers one or more casualties from this model's shrieker cannon during the Shooting phase must take a Morale check at the end of that phase with a -2 modifier to its Leadership, just as if it had suffered 25% casualties. If this test is failed, this model's controlling player chooses the direction that the enemy unit Falls Back this phase (if the unit continues to Fall Back in subsequent turns, it does so towards its own table edge as normal).



THE BLADES OF FATE

125
POINTS



The Skyweavers that accompany Inriam's Spectre to war are known as the Blades of Fate. They slash across the skies in streaks of colour, diamond patterns cascading behind them like shattered glass of a basilica's sacred window. If this kaleidoscopic display of false images were not enough to baffle the senses of the enemy, the Blades of Fate are rumoured within the Masque of the Midnight Sorrow to hold the favour of Cegorach himself. Whether by an uncanny prescience on the part of the Harlequins themselves, or some ironic manipulation of fate by their Laughing God, direct shots that ought to have laid them low merely sail through thin air, much to the Blades' amusement.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Blade of Fate	5	4	3	4	2	6	3	9	4+	Eldar Jetbike	2 Blades of Fate (Unique)

WARGEAR:

- Holo-suit (pg 37)
- Mirage launchers (pg 37)
- Zephyrglaive (pg 37)
- Skyweaver jetbike (pg 37)

SPECIAL RULES:

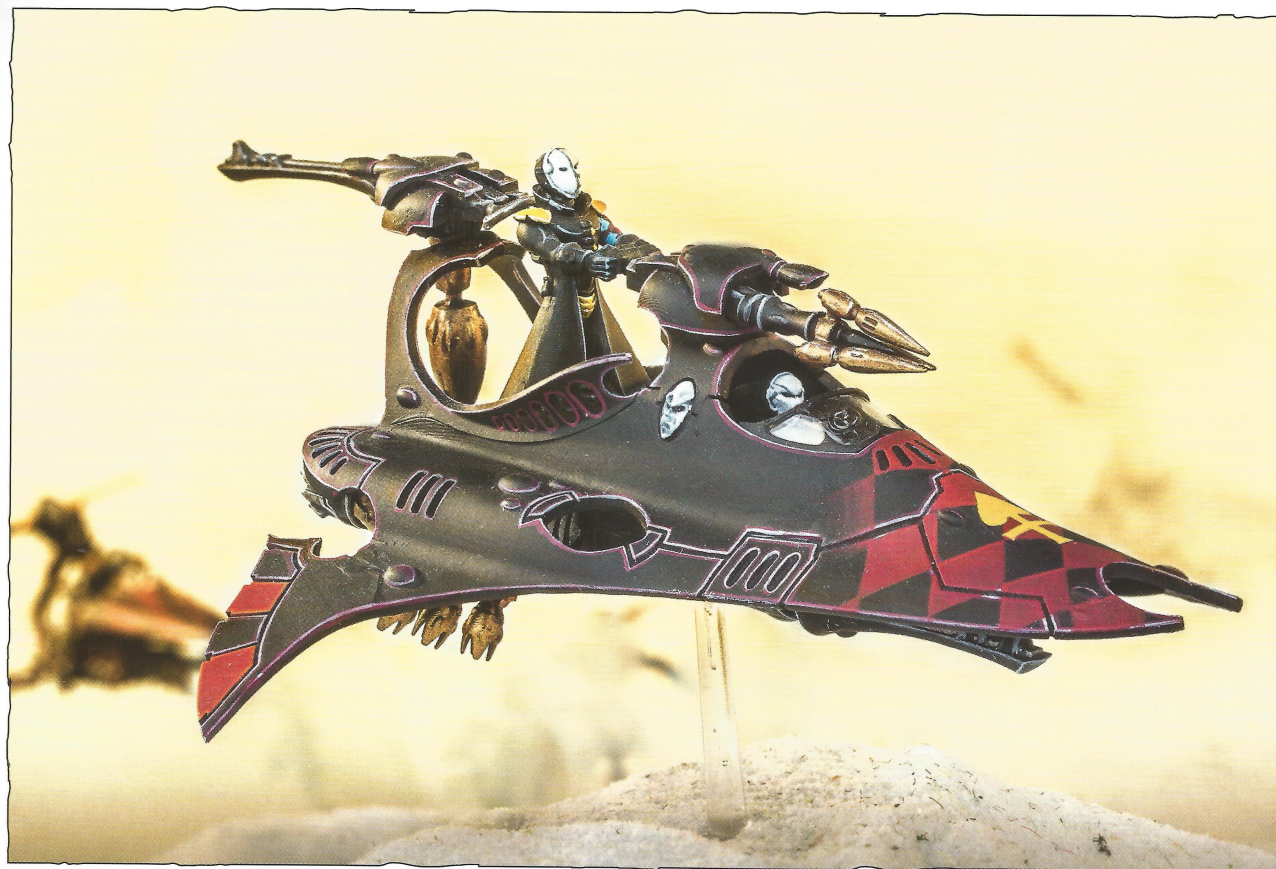
- Fear
- Furious Charge
- Hit & Run

Fortune's Fate: You can re-roll failed Jink saves for models from this unit.



THE SERPENT'S BREATH

90
POINTS



Though large and heavily armed in comparison to its Skyweaver escort, this Voidweaver gunship known as the Serpent's Breath is still capable of great aerial dexterity. In battle it swoops and carves through the furore of warfare with the agility of a hunting hawk. The prismatic cannon at its fore, expertly aimed by a gunner in a billowing greatcoat, focusses laser beams through an ornate psychocrystal to blast apart light vehicles and heavy infantry alike. When the Serpent's Breath soars past, the survivors of its initial attack run are the butt of the vehicle's killing joke, for the aft-mounted shuriken cannon cuts apart the warriors left in its wake with merciless precision.

	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
The Serpent's Breath	5	10	10	10	2	Vehicle (Skimmer, Fast, Open-topped)	1 (Unique)

WARGEAR:

- **Prismatic cannon** (pg 36)
- **Two shuriken cannons** (pg 36)
- **Holo-fields** (pg 37)
- **Mirage launchers** (pg 37)

SPECIAL RULES:

- **Fear**

Aft Weapon: Whenever the Serpent's Breath shoots, the shuriken cannon mounted on its aft can shoot at a different target to the model's other weapons. The shuriken cannon mounted on the Serpent's Breath's aft can only target units that are in the vehicle's rear armour facing.



THE COHERIAN HOST



The cast of players upon Fate's galactic stage whirl and twist, caught in the tempest of the Time of Ending. Yet there are always those who strive to shape their own destiny, to act as conductors in the symphony of destruction as it reaches its deadly crescendo. The Farseers of the Eldar race are masters in the art of prophecy and its fulfilment, and none more so than Eldrad Ulthran. The lesser races are mere puppets in his shadow wars against the baleful forces of the galaxy. His Harlequin allies are willing players in the Farseer's dance of fate; for all their mirth, they fight for the most serious stakes of all. Joining forces upon the moon of Coheria, these visionary Eldar proved a devastating combination, one step ahead of not only those who walk in reality, but also the gods and monsters that lurk in the shadows of existence.

FORMATION:

- Eldrad Ulthran (pg 29)
- Death's Companions (pg 30)
- Company of the Threefold Stranger (pg 31)
- Inriam's Spectre (pg 32)
- The Blades of Fate (pg 33)
- The Serpent's Breath (pg 34)

RESTRICTIONS:

None.

SPECIAL RULES:

Ephemeral Phantasms: Each time a model from the Coherian Host suffers an unsaved Wound, roll a dice. On the roll of a 6, the model was merely an after-image of the real target and the Wound is ignored.

The Power of a Trillion Souls: Such is the tremendous power being wielded by the High Farseer that he can siphon off a fraction of its incalculable energies towards his own survival. Eldrad Ulthran has the Eternal Warrior special rule.

ARMOURY OF THE ELДАР

This section lists the equipment used by the Eldar, along with rules for using it in your games of Warhammer 40,000. It also details the Ancient Doom and Battle Focus special rules used by Eldrad Ulthran.

RANGED WEAPONS

NEURO DISRUPTOR

Neuro disruptors burn out their victims' nervous systems.

Range	S	AP	Type
12"	1	2	Pistol, Fleshbane

PRISMATIC CANNON

These weapons fire high-powered, variable-beam lasers.

	Range	S	AP	Type
Dispersed	24"	3	4	Heavy 1, Large Blast
Focussed	24"	5	3	Heavy 1, Blast
Lance	24"	7	2	Heavy 1, Lance



Shuriken pistols are light, compact sidearms much favoured by Harlequins. The slender, graceful lines of these weapons mislead many foes, who discover their lethal stopping power only as a flurry of razor-edged shuriken rip through their flesh. The reliability and featherweight construction of the shuriken pistol means that most Harlequins bear them into battle, the Players' acrobatic combat style perfectly complemented by the firearm they wield.

ARMY SPECIAL RULES

ANCIENT DOOM

A model with this special rule has the Hatred special rule against Daemons of Slaanesh or models with the Mark of Slaanesh. Furthermore, when making Fear tests, a unit containing at least one model with this special rule suffers a -1 penalty to its Leadership if it is engaged in combat with a unit that contains at least one model with the Mark of Slaanesh or the Daemon of Slaanesh special rule.

BATTLE FOCUS

A unit composed entirely of models with the Battle Focus special rule can either shoot and then Run, or Run and then shoot, in the same Shooting phase. The unit must complete both actions before you move onto the next unit – otherwise the chance to make the second action is forfeit.

A model cannot Run if it fired a Heavy weapon during the same Shooting phase unless it has the Relentless special rule. Similarly, a model that has Run cannot then fire a Heavy weapon in the same Shooting phase unless it has the Relentless special rule. Models that cannot Run gain no benefit from the Battle Focus special rule.

SHURIKEN WEAPONS

Shuriken weapons fire lethally sharpened discs at high velocities, cutting their targets to pieces.

	Range	S	AP	Type
Shrieker cannon				
Shrieker	24"	1	5	Assault 1, Bio-explosive, Bladestorm, Pinning, Poisoned 2+
Shuriken	24"	6	5	Assault 3, Bladestorm
Shuriken pistol	12"	4	5	Pistol, Bladestorm
Shuriken cannon	24"	6	5	Assault 3, Bladestorm

Bio-explosive: If a non-vehicle model is slain as a result of an attack with this special rule, centre the small blast marker over that model before removing the model as a casualty. Units suffer a number of Strength 5 AP4 hits equal to the number of models from that unit that are under the marker. These hits have the Ignores Cover special rule.

Bladestorm: When firing a weapon with this special rule, a To Wound roll of a 6 wounds automatically, regardless of the target's Toughness, and is resolved at AP2.

MELEE WEAPONS

Profiles for the following weapons are listed on page 40. Their full rules can be found in *Warhammer 40,000: The Rules*:

Close combat weapon Witchblade
Power sword

HARLEQUIN'S CARESS

This device sheathes the wearer's hand in a deadly power field.

Range	S	AP	Type
-	User	-	Melee, Caress of Death

Caress of Death: Each To Hit roll of a 6 made by a weapon with this special rule causes a single automatic Wound, regardless of the target's Toughness, and is resolved at AP2. Against vehicles, each To Hit roll of a 6 causes a single automatic glancing hit.

The Harlequin's Kiss is arguably the most iconic weapon that the masques carry to war.



HARLEQUIN'S KISS

Plunged into the victim's body, this weapon reduces their innards to meat slurry in moments.

Range	S	AP	Type
-	User	-	Melee, Kiss of Death

Kiss of Death: When a model equipped with a Harlequin's Kiss makes its close combat attacks, one of its Attacks will be a Kiss of Death Attack (roll this Attack separately). A Kiss of Death Attack is always resolved at Strength 6 AP2. If a 6 is rolled To Wound with a Kiss of Death Attack, that attack has the Instant Death special rule.

ZEPHYRGLAIVE

This blade is a perfectly balanced power weapon with great reach.

Range	S	AP	Type
-	+1/User*	2/3*	Melee

* Zephyrglaives have two profiles for both Strength and AP. The first is used only on a turn in which a model charges, the second is used at all other times.

ESOTERICA OF WAR

Profiles for the following grenades are listed on page 40. Their full rules can be found in *Warhammer 40,000: The Rules*:

Plasma grenades
Haywire grenades

FLIP BELT

These devices enhance the Harlequins' agility to incredible levels.

A model with a flip belt is not slowed by difficult terrain and does not suffer the penalty to its Initiative for charging through difficult terrain. In addition, a character with a flip belt always passes Look Out, Sir rolls on a 2+.

GHOSTHELM

A ghosthelm conceals the presence of the wearer in the Warp.

If a model with a ghosthelm suffers an unsaved Wound from Perils of the Warp, he can prevent it by immediately expending a Warp Charge point (if he has one).

HOLO-FIELDS

Harnessing kinetic energy to distort the vehicle's silhouette, holo-fields prevent the foe from targeting vulnerable areas.

A vehicle with holo-fields has a 5+ invulnerable save unless it is Immobilised.

HOLO-SUIT

In battle, The holo-suit transforms Harlequins into dazzling blurs, their outlines exploding into blizzards of light that leave the foe's aim confounded.

A holo-suit grants the wearer a 5+ invulnerable save.

MIRAGE LAUNCHERS

These pods launch holo-grenades that veil Harlequin vehicles from sight, surrounding them in a confusion of light and colour.

Once per game, instead of using its Jink special rule, a unit entirely composed of models with mirage launchers can trigger them when they are selected as the target of a shooting attack. If the unit triggers its mirage launchers, all models in the unit gain a 4+ invulnerable save against shooting attacks until the start of their next Movement phase.

SKYWEAVER JETBIKE

The jetbikes used by the Harlequins are swift, graceful mounts that enable their riders to soar across the battlefield.

A model riding a Skyweaver jetbike has a 4+ Armour Save and a shuriken cannon. Their unit type also changes to Eldar Jetbike.

RUNES OF FATE

PRIMARIS POWER

GUIDE..... WARP CHARGE 1

The Farseer twists the strands of destiny to his will, picking out targets from amidst the swirling chaos of battle and guiding the shots of his allies into the enemy's ranks where they might do the most harm.

Guide is a **blessing** that targets a single friendly unit within 24". Whilst the power is in effect, the target unit can re-roll all failed To Hit rolls when shooting.

1. EXECUTIONER WARP CHARGE 1

The Farseer summons an astral doppelganger and unleashes it upon the foe. This vengeful apparition carves a path through the enemy's ranks, each kill spurring it on as it rips apart flesh in a blaze of psychic energy.

Executioner is a **focussed witchfire** power with a range of 24". The target suffers 3 hits, resolved at the Psyker's Strength with the Fleshbane special rule and AP-. If the target is removed from play as a result, another model in the same unit suffers 2 hits as described above. If the second target is slain, a third and final model in the same unit suffers 1 hit as described above.

If the Psyker chose the first target model, he can choose the second and third target models. If the first target model was chosen randomly, then the second and third target models must also be chosen randomly. If at any point a target survives, or there are no models left in the target's unit, the power's effects end.

2. DOOM WARP CHARGE 2

With a simple manipulation of that which is to come, the Farseer grants a darkened fate to a chosen foe. While this shadow rests upon the enemy's soul, death seeks them out above all others, each blow or shot that comes their way rendered inescapably lethal.

Doom is a **malediction** that targets a single enemy unit within 24". If the target is a non-vehicle unit, all failed To Wound rolls made against the target can be re-rolled whilst this power is in effect. If the target is a vehicle, all failed Armour Penetration rolls made against it can be re-rolled whilst this power is in effect.

3. WILL OF ASURYAN WARP CHARGE 2

Sensing an approaching crux of destiny, the Farseer summons the certainty and confidence of ancient days, steeling his own mind against the horror of death even as he brings this fate to his foes. Doubt and fear are washed away from the psyker's mind, those nearby gaining grim resolve from his aura of indomitability. Even psychic powers find little purchase upon their minds.

Will of Asuryan is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker and all friendly units within 12" of the Psyker have the Fearless and Adamantium Will special rules.

4. FORTUNE WARP CHARGE 2

The Farseer spies possible futures to foresee imminent danger, then aids his allies in avoiding it. The terrors of the Warp recoil from the psyker's mind, while shots pass through thin air where Eldar warriors stood but a moment before.

Fortune is a **blessing** that targets a single friendly unit within 24". Whilst the power is in effect, the target can re-roll all failed saving throws and Deny the Witch rolls.

5. MIND WAR WARP CHARGE 2

The Farseer reaches out to attack the mind of an enemy in a desperate mental duel. Foes find their thoughts invaded by the crushing presence of the Farseer, his ancient and inscrutable will extinguishing their personality with horrific ease, triggering a cascade of psychosomatic trauma.

Mind War is a **focussed witchfire** power with a range of 24". Both the Psyker and the target model roll a D6 and add their respective Leadership values. If the scores are drawn, the target model suffers a -1 penalty to its Weapon Skill and Ballistic Skill until the end of the following turn. If the Psyker's score is higher, the target also suffers a number of Wounds equal to the difference between the two scores. No armour or cover saves are allowed against Wounds caused by Mind War.



6. ELDRITCH STORM.....WARP CHARGE 3 OR 4

The Farseer summons a swirling corona of energy that assails the foe with bolts of lightning and psychic shock waves. Entire platoons are devastated beneath the onslaught of the tempest as the Farseer channels more and more power into his storm of destruction.

Each time this psychic power is used, choose whether it will have a Warp Charge cost of 3 or 4. This choice must be made before the Psychic test is taken. Eldritch Storm is a **witchfire** power with the following profiles; it uses the first if it is manifested at Warp Charge 3, and the second if it is manifested at Warp Charge 4.

Range	S	AP	Type
24"	3	3	Assault 1, Fleshbane, Haywire, Large Blast, Pinning
24"	3	3	Assault 1, Apocalyptic Blast, Fleshbane, Haywire, Pinning



DEATHWATCH PROFILES

HQ											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Watch Captain Artemis	6	5	4	4	3	5	3	10	3+	In (ch)	21

TROOPS											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Veteran	4	4	4	4	1	4	2	9	3+	In	22
Watch Sergeant Crull	4	4	4	4	1	4	2	9	3+	In (ch)	22

ELITES											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Brother Galatael	4	4	4	4	2	4	2	9	3+	In, J (ch)	23
Vanguard Veteran	4	4	4	4	1	4	2	9	3+	In, J	23

VEHICLES											
	WS	BS	S	F	S	R	I	A	HP	Unit Type	Pg
Nihilus	5	5	6	12	12	10	4	4	3	W (ch)	24

MELEE WEAPONS											
Weapon	Range	S	AP	Type							
Close combat weapon	-	User	-	Melee							
Heavy thunder hammer	-	10	2	Melee, Pulverise, Concussive, Two-handed, Unwieldy							
Krak grenade	-	6	4	-							
Power fist	-	x2	2	Melee, Specialist Weapon, Unwieldy							
Power maul	-	+2	4	Melee, Concussive							
Power sword	-	User	3	Melee							
Xenophase blade	-	User	3	Melee, Molecular Realignment Field							

RANGED WEAPONS											
Weapon	Range	S	AP	Type							
Boltgun	24"	4	5	Rapid Fire							
Frag grenade	8"	3	-	Assault 1, Blast							
Hellfire shells	24"	1	-	Heavy 1, Blast, Poisoned (2+)							
Infernus heavy bolter	36"	5	4	Assault 3							
- Infernus heavy flamer	Template	5	4	Assault 1							
Krak grenade	8"	6	4	Assault 1							
Meltagun	12"	8	1	Assault 1, Melta							
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot							
Plasma pistol	12"	7	2	Pistol, Gets Hot							
Special issue ammunition (boltgun)	24"	4	5	Rapid Fire, Ignores Cover							
- Dragonfire bolt	24"	1	5	Rapid Fire, Poisoned (2+)							
- Hellfire round	24"	1	5	Rapid Fire, Poisoned (2+)							
- Kraken bolt	30"	4	4	Rapid Fire							
- Vengeance round	18"	4	3	Rapid Fire, Gets Hot							
Special issue ammunition (stalker pattern boltgun)	30"	X	5	Heavy 2, Sniper, Ignores Cover							
- Dragonfire bolt	30"	X	5	Heavy 2, Sniper, Ignores Cover							
- Hellfire round	30"	X	5	Heavy 2, Sniper, Poisoned (2+)							
- Kraken bolt	36"	X	4	Heavy 2, Sniper							
- Vengeance round	24"	X	3	Heavy 2, Sniper, Gets Hot							
Stalker pattern boltgun	30"	X	5	Heavy 2, Sniper							
Storm bolter	24"	4	5	Assault 2							

UNIT TYPES
Infantry = In, Jump unit = J, Character = (ch), Walker = W



ELDAR PROFILES

HQ											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Eldrad Ulthran	5	5	3	4	3	5	1	10	-	In (ch)	29

TROOPS											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Player	5	4	3	3	1	6	2	9	-	In	30
Dusk	5	4	3	3	2	6	2	9	-	In (ch)	30
The Lambent Prince	6	5	3	3	2	7	3	10	-	In (ch)	31

ELITES											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Inriam's Spectre	5	5	3	3	2	7	3	10	-	In (ch)	32

FAST ATTACK											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Blade of Fate	5	4	3	4	2	6	3	9	4+	Ejb	33

VEHICLES											
	WS	BS	S	F	S	R	I	A	HP	Unit Type	Pg
The Serpent's Breath	-	5	-	10	10	10	-	-	2	S, F, O	34

UNIT TYPES
Character = (ch), Eldar Jetbike = Ejb, Fast = F, Infantry = In, Open-topped = O, Skimmer = S

RANGED WEAPONS											
Weapon	Range	S	AP	Type							
Haywire grenade	8"	2	-	Assault 1, Haywire							
Neuro disruptor	12"	1	2	Pistol, Fleshbane							
Plasma grenade	8"	4	4	Assault 1, Blast							
Prismatic cannon	24"	3	4	Heavy 1, Large Blast							
- Dispersed	24"	5	3	Heavy 1, Blast							
- Focussed	24"	7	2	Heavy 1, Lance							
- Lance	24"	7	2	Heavy 1, Lance							
Shrieker cannon	24"	1	5	Assault 1, Bio-explosive, Bladestorm, Pinning, Poisoned (2+)							
- Shrieker	24"	1	5	Assault 1, Bio-explosive, Bladestorm, Pinning, Poisoned (2+)							
- Shuriken	24"	6	5	Assault 3, Bladestorm							
Shuriken cannon	24"	6	5	Assault 3, Bladestorm							
Shuriken pistol	12"	4	5	Pistol, Bladestorm							

MELEE WEAPONS											
Weapon	Range	S	AP	Type							
Close combat weapon	-	User	-	Melee							
Harlequin's caress	-	User	-	Melee, Caress of Death							
Harlequin's kiss	-	User	-	Melee, Kiss of Death							
Haywire grenade	-	2	-	Haywire							
Plasma grenade	-	4	4	-							
Power sword	-	User	3	Melee							
Witchblade	-	User	-	Melee, Armourbane, Fleshbane							
Zephyrglaive	-	+1/User2/3	-	Melee							



WARHAMMER
40,000

DEATH MASQUE



A rogue force of Eldar seize the
crystal moon of Coheria.

In a forbidden ritual, Eldrad Ulthran and his
Harlequin allies are turning the planetoid
into a psychic beacon bright enough to wake
a slumbering god. Watch Captain Artemis,
of the Deathwatch, and his black-clad xenos
hunters intervene with a lightning-fast attack.

Their mission is to stop the aliens from
completing their macabre agenda before the
Eldar can turn their fading destiny into a
resurgent triumph.



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