

DEATHWATCH™

RISING TEMPEST™



AN ADVENTURE FOR
DEATHWATCH

WARHAMMER®
40,000
ROLEPLAY

DEATHWATCH

RISING TEMPEST



ROLEPLAYING IN THE GRIM
DARKNESS OF THE 4TH MILLENNIUM

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RISING TEMPEST

Welcome to Rising Tempest, a three-part adventure supplement for the **DEATHWATCH** Roleplaying Game. The missions within take the Kill-team to all corners of the Jericho Reach, to hunt out and exterminate an ancient evil species aiding the Tau in their bid for the Jericho Reach. The Kill-team faces not only savage xenos, but opposition from within the Imperium itself.

RUNNING RISING TEMPEST

These missions require Battle-Brothers who have a well-rounded set of abilities. Therefore it is recommended for characters Rank 3 and above, after they have had time to access a wider range of options. No particular Speciality is essential for completing Rising Tempest, although having at least one character with social or investigation skills will be beneficial. Additionally, large-scale battles are involved, and characters will find that the Tactics Skill provides valuable insight in how to succeed. If the Kill-team is lacking in either Skill area, the GM should be prepared to compensate by making information easier to come by: NPCs more readily share information, and he may choose to give some information to the Battle-Brothers that would normally require a Skill test. The adversary numbers assume a Kill-team size of 5. Most encounters will not suffer if the team size is different, except the Turning Points in the large battles. The GM should modify the Magnitude of the Hordes in the Turning Points if his group is larger or smaller.

BACKGROUND

The Ghanathaar were a powerful alien race that dominated the area now known as the Jericho Reach for thousands of years, long before humanity walked the stars. These bizarre invertebrates didn't appear threatening by any means, but that couldn't be further from the truth. Their advanced—but dangerous—technology was fueled by the race's strong connection to the warp. It enhanced their abilities to intrude into and manipulate the minds of other sentient beings, bending entire species to their will. Using their formidable power, the Ghanathaar thrived in their corner of the galaxy, building plans for greater expansion beyond their empire.

At the very height of their power, the Ghanathaar unexpectedly came to an ignominious end. There is no evidence of what unravelled this mighty empire, but within a matter of centuries they were all but destroyed. As they saw their empire collapsing around them, a small group of the most powerful

and gifted of the Ghanathaar banded together. Using their advanced technology and its perilous link to the Warp, they crafted gateways into the Immaterium through which to flee from their impending doom. With not much time left as their fate bore down on them, they sealed themselves inside these gateways, waiting for the threat to pass. However in their rush to build the gateways, the Ghanathaar made a grievous mistake, underestimating the terrible power they were harnessing. Once they reached the other side of the gates, the Ghanathaar found themselves unable to cross back over, trapped in the Immaterium they had thought was under their control.

The former rulers of the Reach were not gifted with stasis or even a dream-wracked slumber. Nor did they possess the final release of mortality. Century by century, their sanity ebbed as they had nothing but their own bitterness, the howls the warp, and the whispers of its dark gods for company. Their already inhuman bodies have become mutated horrors that reflect their inner depravity. For thousands of years they watched the ruins of their empire, covetous and angry, from inside the warp prisons they had forged.

The Imperium first discovered the Javar Gates as they colonised the Jericho Reach. These technological wonders still buzzed with the energy of the warp, corrupting the weak of heart if they came into close contact with them. The Inquisition quickly realised the threat this technology posed and ordered the devices destroyed, leveling cataclysmic firepower at the heretical xenotech. But the Ghanathaar's technology would not be so easily dispatched and withstood everything the Imperial forces threw at it. Unable to move or destroy the dangerous devices, the Inquisition and the Adeptus Mechanicus crafted immense mechanical seals to lock the Gates from the rest of humanity. These seals became known as the Javar Wards, and stand to this day, keeping the threat of the Ghanathaar from the Reach.

IMPERIAL DATE STAMPS

The Mission handout includes several dates. Players not familiar with the Imperium's dating system may want details on what each date stamp means. A typical Warhammer 40,000 date is composed of 7 digits followed by the millennium designation (M) and then two more digits representing the millennium. The dates in the handout all follow the format #####817.M41, indicating that the events occurred in the 817th year of the 41st millennium. The three numbers before the year are the year fraction, which runs from 001 to 000. The first digit is the check number. This number indicates the level of confidence that the date is actually correct with regards to Terran time. The lower the number, the more accurate the date. For example, 0 means an event that occurred on Terra, while 8 means a date reference recorded without being able to verify the actual date on Terra for more than 10 years. Therefore, if an event is dated 5500817.M41, the person recording it was able to validate through an indirect but unbroken chain of psychic contact back to Terra that it is the middle of the 817th year of the 41st Millennium.

THE JAVAR GATES

The technology of the Ghanathaar is an unholy fusion of machine and the Warp, and the Javar Gates stand as a testament to their achievement. These ominous devices appear as a dark black metal archway, crackling with the energy of the warp. If activated, the arch would fill with energy, opening a gateway directly into the Empyrean, similar in many ways, to the webway gates of the Eldar.

THE JAVAR WARDS

After the Imperium discovered the Javar Gates and realised how dangerous they were to humanity, they ordered them sealed. The Inquisition put together teams of the best and most trustworthy members of the Adeptus Mechanicus and Imperial Guard to assist in the construction of giant mechanical devices to seal away the dangerous energies of the Gates from the populace of the Imperium. These devices were called Javar Wards.

The first portent of release came to the Ghanathaar late in the fourth century of M41. A period of abatement in the Reach's warp storms corresponded to a sudden weakening of the Javar wards. This event was quickly followed by the arrival of the young race known as the Tau. When their expansion fleet crossed the void and settled the Velk'Han Sept, they chose an uninhabited world of violet seas as a retreat for their Ethereal caste. This world, which the Tau named Ea, was once an important world of the Ghanathaar empire and remains home to many of their edifices—including the ninth Javar Gate.

The Ghanathaar saw an opportunity in this new, idealistic race. Those members of the trapped Ghanathaar that still held onto their sanity pooled their psychic will into a single consciousness, a being powerful enough to extend his will beyond their prison in the warp and touch the minds of these newcomers. Called the Tal'ek by the Tau, this psychic emissary whispered in the ears of the Tau leaders, searching for a mind willing to let it in.

Within the devoutly defended towers of Ea, the Tal'ek found his ally. For long years he whispered of common intent to a young Ethereal, earning trust and sympathy from the earnest Tau. Eventually the Ethereal was not so young anymore, but instead a well-respected leader named Aun'O Ea KarHe'Or. Aun'Kar knows only what the Tal'ek has told him of the Ghanathaar. He sees them as a race eager to join the Greater Good, whose gift of empathy could greatly aid the Tau in winning over the Jericho Reach.

Aun'Kar does not realise that the Ghanathaar are corrupted and mad. They have no interest in the Tau, in peace, or the Greater Good. They no longer even seek to rule the Reach, for their numbers are far too few to ever reclaim their former glory. Now, the Ghanathaar's only ambition is madness. Once the surviving Ghanathaar re-emerge from their prisons, they seek to enslave the teeming billions populating the Reach—man and xenos alike—that they might twist their captives into the same warp-spawned nightmares which haunted their aeons-long captivity.

OVERVIEW OF THE ADVENTURE

Rising Tempest introduces a new play for dominance by the Tau. They have made contact with the Ghanathaar, an alien race long thought vanquished, and are seeking to incorporate them into the Tau Empire. The Ghanathaar are small in number, but their telepathic abilities would lend a dangerous advantage to the Tau's infectious doctrine. Worse, they have a secret and destructive agenda of their own—one which threatens the entire Jericho Reach.

CHAPTER I: THE DEPTHS OF TREACHERY

The Battle-Brothers receive a request from the Canis Salient's infamous Lord Commander Ebongrave. He believes that the Tau have been fomenting rebellion and sedition on the world of Spite. After recent attempts on his life, the Lord Commander is convinced that the Tau have sympathisers among the military and the populace. As a result, Ebongrave does not trust the local forces to root out the alien agitators, and those few men he does trust are tied up guarding their Lord Commander from assassination. Ebongrave's heavy-handed rule has created an air of paranoia on Spite, where his allies are few and his enemies many. The information the Battle-Brothers need is layered between civil unrest and military politics.

Eventually the Battle-Brothers discover that—with the help of a dangerous group of rebels called the Vengeance Sept—aliens of the Tau Empire have infiltrated the fortress world. The Tau's goal is to unlock a mysterious portal called the Javar Ward beneath the city of Javar Prime. To do this, they need to capture one of a small group of soldiers who were involved in a secret operation decades ago. The Battle-Brothers are now in a race to reach the Tau before they can unleash whatever evil the Javar Ward contains.

Depending on how swiftly the Kill-team acts and how successful they are in thwarting the Tau's preparations, the Battle-Brothers may keep the seal from ever being opened, or they may fail and be forced to fight a war on two fronts. In either event, in the aftermath the Kill-team begins to piece together the unsettling truth: this operation is only part of a greater plan to awaken a lost xenos race. The immediate consequences would give the Tau a strong advantage in the Canis Salient, but the naive aliens are unaware that the greater consequences could spell disaster for the entire Reach.

CHAPTER II: ASSAULT ON JAVAR NIL

The Battle-Brothers follow the Tau to Eleusis, a shrine world rebuilding after being cleansed of centuries of corruption. No one seems to know much about the Kill-team's Objective, but there is no shortage of rival religious factions trying to use the Battle-Brothers to advance their own ends.

Through investigation or perseverance, diplomacy or violence, the Battle-Brothers identify the next target as Mount Sifr, the home of an insular group of Adepta Sororitas. Unfortunately the Battle Sisters have vowed to allow no one on the mountain, even the Adeptus Astartes. To overcome this obstacle, the Battle-Brothers must either entrench themselves deeper in religious politics, or defy the Battle Sisters and risk their wrath. The Tau arrive shortly after the Battle-Brothers,

and this time their presence is anything but covert. They launch a full assault on Mount Sifr. The Kill-team must defend the mountain shrine complex, lest the unwitting Tau return more of the vile Ghanathaar to the Jericho Reach.

CHAPTER III: EXTERMINATUS

After a debriefing back on Watch Fortress Erioch, the Battle-Brothers have some time to recover their strength and analyse the findings of their most recent mission. During their time aboard the Watch Fortress, the Battle-Brothers are attacked in the heart of their domain and uncover vital information and an unexpected ally.

Acting on the information they uncover, the Kill-team makes an assault on a fortress world held in the clutches of a dread Traitor Legion. There they must destroy another gateway of the Ghanathaar before the Chaos warlord can unlock its secrets and free yet more of the vile xenos into the Jericho Reach. During their trials on the fortress world, the Battle-Brothers discover the final, desperate attempt of the Ghanathaar and their Tau allies.

To stop the mad xenos once and for all, the Kill-team must travel deep into the Hadex Anomaly, a ferocious warp storm in the heart of the Jericho Reach. There, they must board a Watch Station of the Deathwatch, long lost to time itself, and stop the Ghanathaar from completing a ritual to shatter the remaining Javar Gates spread throughout the Galaxy. Should the Ghanathaar succeed in their endeavour, their numbers would swell into the thousands; they would become a force to be reckoned with in the Jericho Reach, something the already beleaguered forces of the Imperium can hardly afford.

VEHICLES IN RISING TEMPEST

Throughout the course of this adventure, the Battle Brothers encounter a number of different vehicles, from Tau armoured fighting vehicles and daemonic Defilers to a Venerable Dreadnought wreathed in glory. While vehicles have a number of specialised Characteristics that reflect their powerful nature, the two most important in *Rising Tempest* are Armour and Structural Integrity. Like personal body armour, a vehicle's armour reduces the damage from an accident or attack by the number of Armour Points it possesses. Much like an Acolyte's Wounds, any Damage that isn't soaked by the vehicle's armour is subtracted from its Structural Integrity. Once a vehicle has taken an amount of Damage equal to its Structural Integrity it is destroyed.

This is an extremely simplified version of the vehicle combat rules presented on page 164 of the **DEATHWATCH** supplement **rites of battle**. The Game Master does not need **rites of battle** to play this adventure, but if he has access to it and the vehicle rules contained therein, he should feel free to utilise those rules to bring an extra layer of immersion and excitement to his game.





DEPTHS OF TREACHERY



MISSION
BRIEFING &
INTELLIGENCE
REPORT

•
A FORTRESS IN
CHAOS

•
IN JAVAR PRIME

•
UPRISING AT FOUR
PILLARS

•
THE MARCH OF
EVENTS ON SPITE



DEPTHS OF TREACHERY

"There is nothing more abhorrent in the eyes of the Emperor than a traitor. He too suffered the serpent's fangs. That greatest of betrayals serves as an admonition to us all: we can never wield too much suspicion."

—Lord Commander Sebiascor Ebongrave

The events which occur in Depths of Treachery are the result of several years of ongoing conflict, the natural strife of warfare, and the actions of numerous Imperial Agents involved in the Crusade. The section below provides detailed information on the personalities and locales which play a role in the events to follow.

MISSION BRIEFING & INTELLIGENCE REPORT

Shortly after Lord Militant Achilus completed construction of his bastion on the planet Spite, he discovered a shameful truth: a mysterious portal of xenos origin lay beneath the city of Javar Prime. Spite had been his personal choice as the world to fortify as his stronghold in the assault on the Tau. After pouring untold resources into his new Fortress world, to admit it held a point of alien ingress would be an unbearable loss of face. When examinations by the Inquisition and the Adeptus Mechanicus found the sealed alien door to be inert, dormant, and perhaps dead, Achilus launched Operation Aegis. A small, trusted group of Inquisitorial and military agents called in powerful allies and swore even more potent oaths of secrecy as they covered, trapped, enclosed, buried, and quarantined the alien door. Years later, when Lord Commander Ebongrave took command of the Canis Salient, Operation Aegis remained secret even from him. Once those who had been involved came to know their new Lord Commander, they quickly decided it was safer to leave him ignorant than to risk being seen as a part of any conspiracy. Lord General Vann, Gregorius Blount, Colonel Ligne, Colonel Iedelus, and General Colten were all participants in Operation Aegis, though none of them held their current ranks so long ago.

The members of Operation Aegis were not able to hide their work from everyone, and over two years ago Aun'Kar and Tal'ek learned of the Gate beneath Javar Prime. Using the most zealous members of the Vengeance Sept, a radical group

of Tau Sympathisers among the human population of the Canis Salient, Aun'Kar sought to tear asunder the defences built during Operation Aegis. The zealots took control of a massive cargo ship, the *Silent Pilgrim*, and, consigning themselves to death, crashed the vessel headlong into a major fault line in close proximity to Javar Prime. Although this appeared as the random act of an extremist group against the forces of the Crusade, in reality it was done in the hopes that the ensuing tectonic calamity would split the adamantine walls and crumble the rockcrete structures guarding the Gate. Their actions caused untold catastrophe across the surface of Spite, yet the Wards protecting the Javar Gate remained intact. Not only did the earthquakes fail to breach it, but the wards' strength halted the breaking earth in its tracks. Thus, the devastation ends just outside Javar Prime, as though the city had been saved by a miracle. Disappointed, Aun'Kar sent Shas'Vre Ren, a fierce warrior of the Fire Caste, to handle the matter more directly. With the help of the Vengeance Sept, he began to smuggle forces in small numbers through Javar Prime's spaceport.

The path to the Javar Gate has not been easy for the Tau forces. Not only stone and rubble block access, but also layers of adamantine shielding and rockcrete barriers erected by Operation Aegis. For months, the Tau made agonisingly slow progress, wearing through stolen Imperial mining equipment at an incredible rate. Finally, in exasperation, Shas'Vre Ren arranged for two very large crates to bypass import scans. They contained a pair of Great Knarlocs and demolition harnesses. Finally, with the brute strength of these giant beasts, the dig began to make progress.

The chaos and confusion which followed the crash of the *Silent Pilgrim* strained Lord Commander Ebongrave's paranoia and sanity nearly to the breaking point, and they were further tested as a human organisation readily took credit for the attack. Prior to this event, Ebongrave was known as a leader ever-watchful for the seeds of rebellion and sedition, a trait which many thought made him an ideal Lord Commander against the Canis Salient's most common enemy—the Tau. Unfortunately, after the crash of the *Silent Pilgrim*, Ebongrave became obsessed with his own safety and thwarting the plots he saw forming all around him, real or imagined. Ebongrave halted the relentless war machine of the Imperium in the Salient and turned its manpower and resources to this end. Many officers, both above and below the Lord Commander within the chain of command, saw Ebongrave's decision as cowardice in the extreme. Among these detractors was the redoubtable Colonel Septimus Straine. Causing the Lord Commander ever more frustration and cause for paranoia, Straine led a regiment-wide disarmament and defiance. Straine and his nearly one hundred thousand men were quickly contained within the borders of a massive camp outside the Black Zone to await judgement and, likely, execution.

During this time, the Vengeance Sept was also tasked with discovering who had set the fortifications surrounding the Javar Gate, and they eventually learned about Operation Aegis by interrogating a crime lord by the name of Drem. The Aegis Seal can withstand nearly anything the Tau could get to Javar Prime, so Shas'Vre Ren enlisted Kroot of the renowned Syal Kindred to help him unlock it. Armed with a list of the

individuals who can unlock the seal, the Syal Kindred began trying to abduct one of them. Unfortunately for the Tau, the Operation's members were selected for their excellence. All but the missing Blount have risen to positions that afford them strong protection, and the first several attempts prove that the officers are willing to die to protect their secrets.

MILITARY ASSETS

Below is an overview of the locales and personalities which constitute the Imperial military presence on Spite. The Black Zone is off limits to civilians, and anyone the Battle-Brothers encounter there is almost certain to be a part of the Crusade's forces.

THE BLACK ZONE

Military command of the Canis Salient occupies dozens of kilometres. Scant years ago, a nigh-impregnable semicircle of fortifications surrounded this area—known as the Black Zone. However, Ebongrave's forces were not spared the effects of the earthquakes caused by the impact of the *Silent Pilgrim*. Although thousands of conscripts and penal labourers have died from the gruelling pace of reconstruction, gaps the size of canyons and unstable crumbling patches still blemish the walls. Night and day, the workers teem like ants over the ramparts.

Despite being second priority for repairs, inside the perimeter, Crusade life goes on. Regiments muster between crumbling walls, and the crush of tank treads slowly wears broken roads flat again. The interior of the Black Zone remains a maze, twisting out in corridors that would make ground assault a nightmare. Ebongrave constantly changes the assigned locations of the Black Zone's resources, ensuring no one but himself knows the complete layout at any given time. There is hardly a single open space that has not served as an execution ground for one purge or another during Ebongrave's reign. If rotting corpses do not actively hang in a yard, one has only to look closely to see the remains of old nooses or the neat lines of bullet holes left from old executions.

THE ACHILIAN BASTION

The Achilian Bastion squats in the centre of the Black Zone. Built by the original Lord Militant, the Bastion was once a towering edifice of command. Now, its protective ramparts dwarf the rockcrete structure. Within, the Bastion runs deep into the earth. Its subterranean layers could house every soldier stationed in the Black Zone; a hundred separate armouries hold enough ammunition to last through years of relentless siege, and every day Ebongrave slowly adds to his stockpile of weapons, rations, and supplies. Just as the Lord Commander keeps the full layout of the Black Zone to himself, he hides the full accounting of his stores from any one individual. This is not greed on Ebongrave's part, but utter certainty that one day he will have to tap these resources to defend himself against sedition.

Beneath scores of sub-floors lies Ebongrave's command bunker. Fifty feet of solid bedrock separate it from the floor above, connected by a single passage through the stone. No less than five redundant vault doors secure this tunnel, which is guarded by a host of sentry guns.

THE SORROW

In 815.M41, a violent group of Tau Sympathisers struck a great blow against the Fortress world. This "Vengeance Sept" crashed a container ship called the *Silent Pilgrim* into a major fault line on Spite. Speculations run wild on precisely what the Vengeance Sept did to prepare the ship, but it crashed with a furious explosion that triggered seismic activity of an unprecedented scale. Entire cities were swallowed by the resulting earthquakes and ash still clogs Spite's sky from a devastating chain of volcanic eruptions. The fault line opened up into a massive seismic scar over five thousand kilometres long. This hellish rift has been dubbed the Sorrow.

The Sorrow is not only an ugly reminder of the Vengeance Sept's attack; it is also a dangerous no-man's-land. A dozen scattered excavation sites dot the fissure. Each site employs thousands of workers, sifting through rubble and blasting away boulders in Ebongrave's ceaseless attempts to find the wreckage of the *Silent Pilgrim*. The labourers are almost all displaced refugees, conscripted from nearby cities and monitored by Purgation Platoon soldiers. One such site exists at the apex of the Sorrow, just outside Javar Prime.

Hundreds of kilometres separate each dig. In these abandoned zones, giant batholiths extrude like jagged teeth; new volcanoes erupt unpredictably and violently. Within this hostile terrain, desperate men and women inhabit the still-collapsing wreckage of decimated cities. These lawless wastes are a double-edged sword; the



inhabitants prey upon each other with the savagery of any underhive, but the same lack of authority means that the Sorrow is the only place on Spite where men can live without fear of the Black Zone.

LORD COMMANDER EBONGRAVE

Lord Commander Sebiascor Ebongrave leads the Imperium's forces in the Canis Salient. His paranoia and militant searches for traitors in his own ranks are legendary. The players will quickly have an opportunity to witness this reputation first-hand, but it is appropriate for Battle-Brothers with any knowledge of the Jericho Reach to be aware of his reputation at the beginning of the mission.

Ebongrave sees the Tau as a subtle, insidious enemy, their unifying ideology standing in stark contrast to the Imperial Creed, which shields mankind from the corrupting forces of the unknown. He believes the Tau "Greater Good" appeals to men of lax convictions and tempts them away from the righteous path. These men become traitors to their own race, and further the infection of xenos ideas. Ebongrave sees Tau Sympathisers lurking in every social strata and every rank of the Imperium. Because of this natural camouflage, and because tolerance is the way of the enemy, most among the Achilus Crusade agree that an iron hand is the only way to deal with Tau sympathy. As a result, Ebongrave firmly believes that he is exactly the man the Canis Salient needs.

However, Ebongrave's detractors within the Canis Salient claim that his hostility towards his own people only drives them to embrace the ways of the Tau, that his paranoia has turned to delusion, and that he now cares more for his own safety than for the future of the Achilus Crusade. The present situation on Spite embodies this faction's objections. Spite is the primary Fortress world in the Canis Salient. From a bunker here, deep within his secured Black Zone, Ebongrave issues the orders that press his line forward on the war front and organise the Ebon Cosh patrolling Spite's city-states for xenos Sympathisers.

LORD GENERAL REILA VANN

Lord General Vann is a muscular woman with a hard, angular face and pure white hair. She is a native of Spite and served briefly under Lord Militant Achilus himself when the Tau were the primary focus of the Crusade. Vann is a disciplinarian who supports the Lord Commander's fear tactics, but regards Ebongrave himself as a paranoid coward who wastes time and resources chasing imagined foes. She keeps this opinion, along with her desire to succeed the Lord Commander, firmly to herself. Her silence has served her well,

as Ebongrave considers her one of his most reliable and unflinching officers. She carries out a great deal of the Lord Commander's business when he is in absentia in his secured bunker.

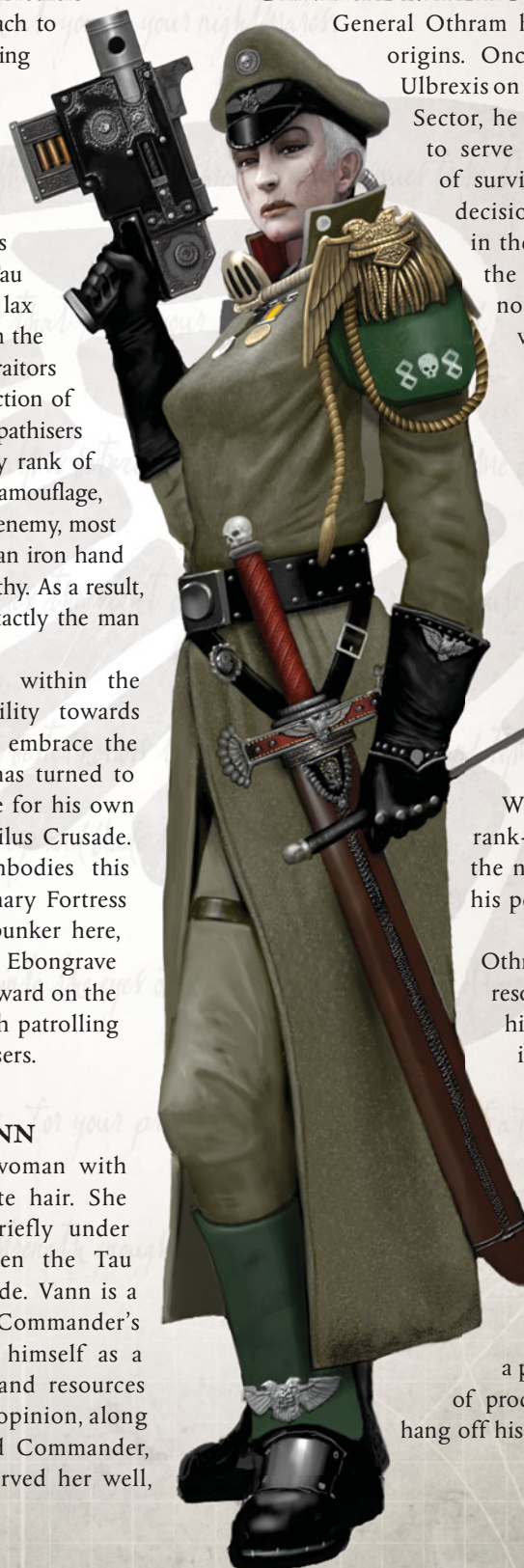
Vann was involved in Operation Aegis and has begun to suspect that the recent deaths might be related to it. However, this is not a theory she can voice without alerting the Lord Commander that she has kept information from him—jeopardising not only her career, but her life.

GENERAL MALTIVUS OTHRAM

General Othram hails from exceedingly humble origins. Once a serf from the Barony of Ulbrexis on Spheris Secundus in the Calixis Sector, he was tithed by the feudal world to serve the Margin Crusade. Decades of survivalist instinct, shrewd tactical decisions, and a streak of good fortune in the Acheros Salient garnered him the patronage of several influential nobles. The powers that be within the Crusade eventually caved to political pressure and presented Othram with an officer's commission. As he steadily rose through the ranks, not everyone approved of his unusual path to power. Some suspect Othram's appointment under Ebongrave to be a calculated move by his rivals.

Throughout his career, Othram placed undue value on the lives of the men under his command. While this inspired loyalty in rank-and-file soldiers, it earned him the nickname "Soft" Othram among his peers.

Contrary to expectations, Othram idolises Ebongrave for his resolve, even though he knows himself incapable of the same intolerance. He considers the Lord Commander the model of Imperial expectations. Othram believes the Canis Salient would fall apart without Ebongrave to lead it, and he is therefore prone to give reluctant credence to almost any proposed threat to the Lord General's life. Othram has a pointed nose and seems incapable of procuring a uniform that does not hang off his rail-thin frame.



ACCESSING THE EYES OF WRATH

As long as the Kill-team remains in Ebongrave's good graces, a Deathwatch Techmarine PC can utilise Ebongrave's Eyes of Wrath from Spite, communing with the Machine Spirits of the vast network of spy-lenses, vox-thieves and data-sentinels to further his own mission. This requires a **Hard (-20) Tech-Use Test**. The usefulness of the information gleaned depends on the Degree of Success by which the Test is passed, as presented below. The GM may require several tests to be taken over a number of turns.

TABLE 1-1: THE EYES OF WRATH RESULTS

Degrees of Success	Details
1	The Techmarine is able to access the local nodes, gaining spy-logs of all individuals that work or pass through the immediate locale.
2	Details of all individuals within a district of a city, or region of Spite, are accessible.
3+	The Techmarine gains access to the entire planetary network, and can see through any spy-lens and access any archival data core.

CAPTAIN ESSITER OF THE IRON GAZE

Sarius Essiter previously served under Commodore Thalion Vycorious on the Emperor Class Battleship *Belial*. His outlook on a great many subjects—including Ebongrave and the Tau—was shaped by his time as her First Officer. His promotion to captain of the *Iron Gaze* came just after the *Belial*'s reassignment to the Canis Salient. There is a saying in the Reach that the casing never falls far from the gun; this was certainly true of Essiter.

Emboldened by his own command, Essiter's interest in the Greater Good and disdain for the leaders of the Canis Salient grew rapidly. While he has never had contact with the Tau outside of combat and is not formally a member of any Sympathiser group, he believes quite adamantly that Lord Commander Ebongrave is a greater risk to humanity than any alien species.

ARCH-CONFESSOR QUADICUS

The Arch-Confessor provides religious council to the senior Officers in the Black Zone. He knows most of its stationed command staff (including the deceased) well, although it is his duty to hold their secrets in confidence. He firmly believes that the Tau will try to use the Imperial faith against its citizens, suggesting that the Imperium (including the Ministorum) has strayed from the Emperor. This belief inflames Quadicus's considerable temper and, as such, he passionately despises Tau Sympathisers. He is, by nature, a reasonable man, but he believes strongly that the Tau are more of a moral threat

than a military one. While he would like to see less collateral damage done to the Canis Salient's loyal population, he believes the excessive deaths under Ebongrave are preferable to a weak rule that tolerates heresy.

COLONEL MATTHEOS LIGNE

Colonel Ligne's career has largely come from riding Reila Vann's coattails, and it is well known that he defers to her in most matters. He is sure that the recent assassinations connect to Operation Aegis. He is deeply afraid for his own life, but is waiting for Lord General Vann to make a decision on what to do.

Ligne's origins lie on the Hive world of Landunder, and he carries a fine pair of Landrian blades from his home world. In addition to being an excellent close combatant, the Colonel has a knack for connecting pieces of intelligence. He has primary responsibility on Spite for its nodes in The Eyes of Wrath—Ebongrave's Salient-wide network of spy drone pictis and monitoring logs. In addition to having unrestricted access to these information sources (and being able to grant access to them), he is also responsible for their upkeep.

FIRST SERGEANT VEIGHT

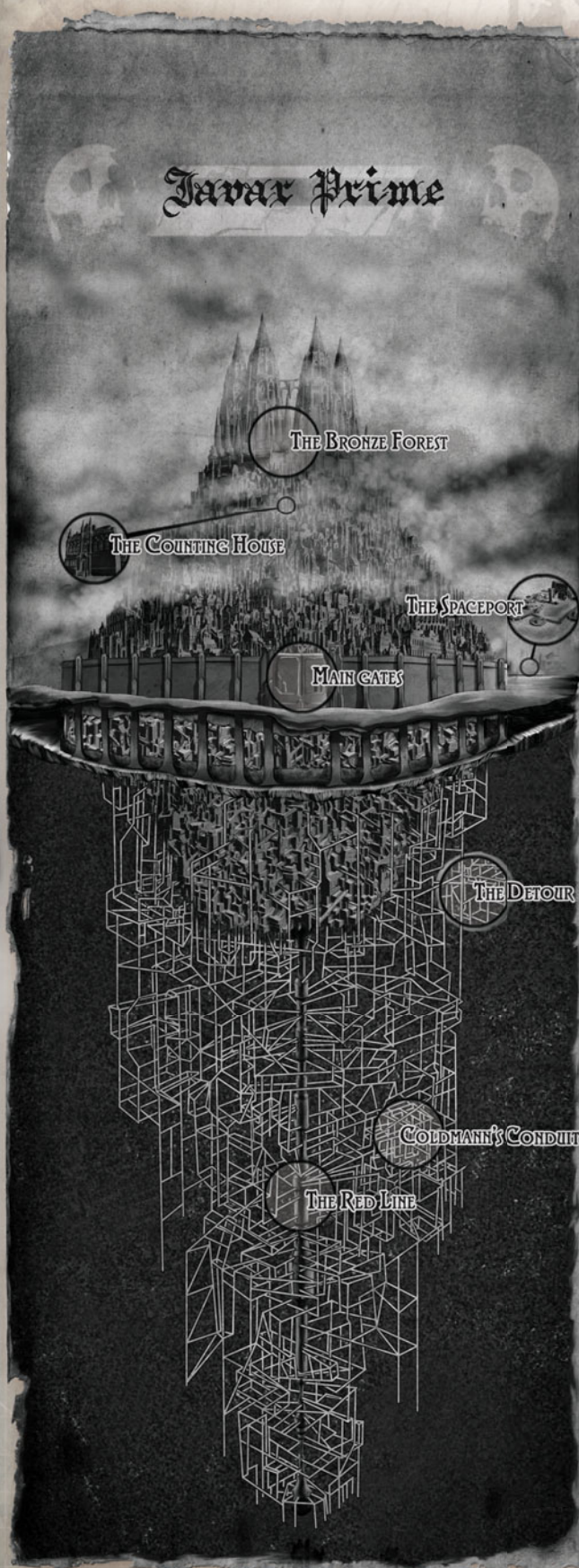
One of the many Mortressan Highlanders serving on Spite, First Sergeant Veight is another rare individual who seems to be inside the Lord Commander's circle of trust. Veight is a veteran of the Field Purgation Platoons, a time he refers to as his "five kilo days," referring to the weight of ammunition he went through in a single day. He exemplifies why the Mortressans excel in the role of Ebongrave's Purgation Platoons; he places little value on life—be it his own or those around him. To Veight, the great lengths Ebongrave goes to ensure his own survival are simultaneously the biggest and the most depressing joke of all.

PLANETARY ASSETS

Below is an overview of the locales and personalities which constitute the planetary assets present on Spite. The locales below are home to a primarily civilian population.

COMPLEX 10-5

Complex 10-5 is the "city" closest to the Black Zone; it is a jumble of assembly plants and identical ferrocrete dormitories to feed and house the workers. The tech-Priests of Complex 10-5 are in a permanent agreement with the military forces of the Crusade to ensure uninterrupted flow of supplies to the forces on Spite. The complex lies north of the Black Zone, facing its most damaged wall.



JAVAR PRIME

The city-state of Javar Prime lies far south of the Black Zone, so close to the Sorrow that the gaping fissure almost touches the city walls. Prior to the Achilus Crusade, Javar Prime's most famous export was atramentum pigment. The ink colours living skin with a signature shimmer and an atramentum tattoo or chromabrand is considered a sign of status among those in the Jericho Reach who can afford such luxuries. Atramentum pigment is made using a complex refining ritual on rare liquid minerals found in the region.

Due to its unusual geographical feature, Javar Prime is the only location where the drilling for liquid minerals can be effectively executed. The city sits atop a vast hollow cavern, several times the diameter of the city and kilometres deep. Rumour says that the sides of the massive hole are artificially smooth, as though scoured featureless long ago. No one can give a definite account of what the interior looks like, because it is forbidden to look upon. This edict has existed on Spite as long as its inhabitants can remember. It predates the Achilus Crusade by thousands of years; the original discovery is long lost to history. What little record remains indicates that the drilling siphons were constructed over many years by a blinded labour force and maintained in total darkness by a select group of Tech-Priests.

However, once the Imperium arrived, atramentum pigment production—along with most of the other production capacity on Spite—was quickly converted for the manufacture of military equipment. Although a small underground trade remains in the now even rarer ink, hundreds of kilometres of wells and pipelines rust silently in the dark, forbidden hollow beneath the city. An Inquisitorial investigation was launched as to the nature of the mysterious cavern, but as the Crusade stretched on, their attention was needed elsewhere and the abandoned investigation was all but forgotten.

The surface side of Javar Prime is unremarkable. It contains dozens of medium-sized manufacturing plants of roughly equal size. Bland hab-units and many well-maintained cathedrals to the Emperor and local Saints fill the empty spaces between the manufactorums. Until recently, Javar Prime enjoyed relative anonymity among the city-states of Spite. It met its quotas—bolt shells and tanks and unearthed traitors—without conspicuous exception. This all changed after the Vengeance Sept attacks.

Lord Commander Ebongrave's obsession with finding the *Silent Pilgrim* is well-known. He believes it may reveal vital information about the Tau and their allies on Spite. With every day, his excavations fail to unearth the ship's remains, he grows more suspicious that someone may be hiding the wreckage, and Javar Prime, as the closest city, bears the brunt of that suspicion. Furthermore, the Lord Commander's recovery efforts weigh heavily on the city and its surroundings. The walls of the city are noticeably empty of refugees—all of them forced into the Sorrow to dig for the missing ship. Moreover, many fear that all the mining and blasting may cause the city-state's hollow foundations to become unstable.

THE BRONZE FOREST

This quartet of linked spires is by far the tallest edifice in Javar Prime. It contains both the offices and the residences of the local government—from the meagre Planetary Defence Force to the Prefect. The building takes its name from the unusual sculptures that adorn its roof and line the approach to it. The Bronze Forest has a terraced shape. These terraces—as well as hundreds of ornamental urns inside and out, and on the spire grounds—are home to perfect metal replicas of plant life. Not a single real tree, shrub, or bloom lies within sight of the building, but its bronze decorations imitate flora from across the Reach—with more than a few phylum like nothing on record. Like much of the city's history, the story of this construction is lost to time. The only clue is the enigmatic inscription on the Bronze Forest's main doors: "Memory brings only pain."

THE OBSIDIAN REDOUBT

The Obsidian Redoubt crouches in the perpetual shadows of the Bronze Forest. Ebongrave has eyes in every city and this soot-black structure serves as the centre of his authority in Javar Prime. The Ebon Cosh musters here and recruiters oversee the local tithe of guardsmen to ensure the Greyhell Front's voracious appetite for soldiers continues to be fed with only Spite's most able-bodied men. The building's lobby and exterior are sheeted with posters to educate the populace about the dangers of the Tau. They include a life-size illustration of one of the aliens that highlights his "feeble limbs and hollow bones," warrants for the death of Sympathisers, and large-print banners bearing slogans like "The Tau speak only lies," and "Be strong in your ignorance."

THE JAVAR PRIME SPACEPORT

Javar Prime's spaceport forms a distinct protrusion on the city's southern side. It was constructed outside the city so that it could sit at ground level for easier access to the mineral pipelines. Since being repurposed for military shipping, the once efficient spaceport now struggles to accommodate its heavy traffic. Every space and hallway is clogged with pallets of delayed cargo which servitors struggle every hour of the day to clear before the next wave arrives.

THE DETOUR

Although the still pipes underneath Javar Prime certainly make an ideal venue for illicit activities, the Detour existed while the mineral wells were still active. The flows to this section of pipe have been re-routed and the valves sealed shut. The Detour has been dry for so long that it scarcely resembles its original purpose. Many smaller tubes hold circles of low stools for clandestine meetings, and others serve as permanent residences for gangs, mutants, and the typical range of low hive undesirables.

The largest artery in the Detour has a diameter of over a dozen yards, and is home to Javar Prime's least reputable food vendor. Every night, the Detour's worst vie for space while the stench of bootleg amasec and roasting cavern vermin wafts through the air.

COLDMANN'S CONDUIT

Since minerals ceased to flow through Coldmann's Conduit, this particularly twisted network of the abandoned pipeline has become the haven of Tau Sympathisers in Javar Prime. Its snaking layout makes it defensible while still providing many exit points. The Sympathisers work to mask their operations and consider the many trapped tunnels and dead ends merely precautions.

PERSONAL EMBELLISHMENTS IN THE JERICHO REACH

From the lowest hive scum to the Calixian elite, decorating one's body is a long-standing tradition for showing loyalty and status. Below are a few of the more common forms of this art that a Battle-Brother in the Jericho Reach might observe (or even wear, too, if his personality and Chapter is of a mind).

TATTOOS

One of the oldest and simplest forms of body art, tattoos insert pigmentation under the skin. Although not ostentatious enough to have a strong prevalence in the noble classes throughout the Reach, tattoos are still widely used for permanent markings in groups such as religious orders and military units.

ELECTOOS

The sophistication of these circuitry inlays varies widely depending on their origin. Electroos are characterised by their ability to have multiple states that can be turned on and off. This produces designs that appear to change or move. Many secretive organizations operating around the Iron Collar use the same properties to craft insignias that display only on the bearer's command.

LUMINEN TATS

Sometimes called "the poor man's electroo," a lumenen tat is a tattoo that can be made to glow. They are popular among human hive gangs such as those operating in the underhives of Castobel.

CHROMABRANDS

This combination of branding and tattoo techniques produces body decorations with an embossed, three-dimensional aspect. Some link their prevalence in the Jericho Reach to unsavoury cult practices in its dark past. However, regardless of chromabrands' history, they now appear in a wide variety of forms and social strata in the Reach; the most elaborate also incorporate gems and precious metals.

THE RED LINE

Not all of the mining in Javar Prime was for atramentum pigment. Not only do the promethium wells remain active, but the Crusade's need for fuel and other derivatives taxes the wells' capacity. The Red Line is the collective name for the active promethium pipelines under Javar Prime. The Red Line falls into a more dangerous state of disrepair each day, with the thick, flammable liquid dripping from countless small leaks.

CONSTRUCTOR TELX BARISTON

Bariston has the unenviable responsibility for overall productivity in Complex 10-5. Every month he makes exacting reports to the Achilian Bastion of how many more tanks and gun emplacements he has supplied to the front over the month before. While Ebongrave has no authority over the Mechanicus facility, he is quick to invoke the compact which was made between the Crusade forces and the Martian Priesthood in charge of Complex 10-5, demanding that they live up to the gruelling production rate outlined therein.

This merciless expectation has the labourers and servitors of Complex 10-5 working day and night, and many are not physically capable of withstanding the strain they suffer. Due to the surge of recent deaths in the Complex, Bariston has housing capacity to spare and, not understanding the hierarchy and politics of the Imperial Guard, wishes to conscript deserters into the Complex to bolster his workforce. However, Ebongrave maintains an inflexible policy concerning the deserters, and will not allow the Tech-Priest to utilise their numbers, even with the intention of constructing servitors out of the majority of them. Bariston's inquiries on an exception have met with adamant refusal. The Constructor expects that the notorious Lord General may soon be out of the picture and is secretly supplying Straine with corpse starch wafers until that day arrives.

PREFECT ADON LYNX

The Lynx family has tended to the interests of Javar Prime for generations. Adon Lynx takes this responsibility with hereditary seriousness. Until recently, his primary goal was to keep Ebongrave's interest in Javar Prime to a minimum by whatever means necessary. After the crash of the *Silent Pilgrim*, this became impossible. As a lifelong politician, Lynx cannot afford to be judgemental about peoples' personalities. While he always considered Lord Commander Ebongrave an overbearing, paranoid lunatic, he never cared until it became Javar Prime's problem. No amount of evidence has been able to convince Ebongrave that Lynx has no idea where the *Silent Pilgrim* rests.

Matters went from bad to worse when the city's unused mining equipment began disappearing and rumours trickled into the Bronze Forest, whispering of the sounds of grinding metal and stone down in the forbidden darkness of the underside. This information could only fuel Ebongrave's accusations if he were to find out. Lynx has quietly hired free agents to try to uncover who is drilling in the cavern under Javar Prime, but none of them have learned anything, and more than a few have not returned from the darkness. Lynx masks his fear of the Lord Commander with bluster and diffidence, even going so far as to openly criticise the Lord Commander when he can get away with it.

LIEUTENANT-COLONEL

NATHANUS

This Mortressan Highlander has command of the Obsidian Redoubt, although his real assignment is observing the Prefect—whose vicinity he seldom leaves. Nathanus is nominally loyal to Ebongrave, but has an unusual tolerance of Lynx's criticisms of the Lord Commander. He has a grudging fondness for the fiery prefect, and a comfortable job overseeing him.

Additionally, since most of Lynx's complaints revolve around the incessant paranoia issuing from the Achilian Bastion, Nathanus sees little point in protesting a well-known truth.



DREM

Javar Prime is not a crime-ridden Hive, but it has a black market. Underground atramentum pigment is the most common commodity, but with military control of most of the planet's economy, the only thing not in short supply is contraband. Opportunities abound for underbosses like Drem, who makes his wealth in the high risk / high reward trade of unlicensed weaponry. Most of his stock comes from warfront scavengers; every battle leaves ample technology suddenly ownerless. Much of this equipment is Imperial, but Tau die on the Greyhell Front as well, and even broken or damaged xenos technology fetches a high price with the right buyers. Among others, Drem supplies the Vengeance Sept. This activity is at least as dangerous as his dabbling in the Cold Trade, since it actively enables enemies of the Imperium of Man. Drem was caught in a chem fire many years ago, leaving the left side of his body twisted and scarred.

MARTCH WIRTH

Martch Wirth runs the Javar Prime spaceport. He has a taste for fine amasec and lho sticks, neither of which he could afford without taking the occasional bribe. Whether it comes from black market silica, cold traders like Drem, or just merchants in a hurry to bypass the backlogged lanes of the spaceport, Wirth is not discerning in whose wealth he accepts. When Phenicia Stoaan wanted several large crates to skip the auspex lanes, her coin was as good as any other. Wirth keeps his employees in line with barrages of withering insults, and his temperament has only grown worse as the spaceport has grown busier.

ENGINEER AESOPH

There is no lack of technology in Javar Prime. The bulk of military equipment uses the oldest, most reliable STC templates. Once, Aesoph was essential to placating sophisticated machines and afforded great respect as a vital part of Javar Prime's manufacturing economy. Now, he lives in dingy downsized quarters, overflowing with stacks of books and schematics that no longer have a library.

The Engineer's highly augmented brain can track each millisecond in the long hours between reconnecting loose power umbilicals and correcting the rites of lower ranking Tech-Priests. The last true challenge Aesoph faced was decades ago, when he was called upon to upgrade the spaceport's defences.

SEDITIONIST, SYMPATHISER, AND XENOS THREATS

Below is an overview of the locales and personalities which constitute the threats to Imperial stability on Spite. The Tau and their Sympathisers present the most direct threat to the Kill-team and the Crusade at large. The Seditonists present the Players with a significantly more subtle threat. Sedition and treason are both vile crimes in the Imperium, but it appears that the powers that be might not disagree with the Seditonists' position. For this reason, as well as for an of their own, it is reasonable for the Players to find themselves siding with the Seditonists. If that is the case, the GM is encouraged to treat the Four Pillars Camp and the Seditonists therein as another set of assets on Spite rather than a threat.

THE VENGEANCE SEPT

The Vengeance Sept, the group that took responsibility for crashing the *Silent Pilgrim*, was virtually unknown before that act. Since that time, the Canis Salient has exponentially increased its efforts to learn about this fanatical group of Tau ideologists, but gathered startlingly little intelligence. Contrary to common assumptions, the Vengeance Sept is not simply a group of malcontents reading shreds of Tau doctrine and acting out in random violence. The truth is far worse. The Vengeance Sept is in direct contact with the Tau in the Jericho Reach, enabling the aliens to enact their will on the Canis Salient's primary Fortress world.

FOUR PILLARS SEDITION CAMP

As Ebongrave re-appropriated more and more resources from the Greyhell Front to help his paranoid witch-hunt amongst his own ranks, he began creating the very sedition he hoped to eradicate. Many officers under Ebongrave's command began seeing this apparent misuse of resources as disastrous to the Imperium's war effort in the Salient. Not least amongst these men is Septimus Straine, who, through his extensive channels, gathered together nearly one hundred thousand like-minded men to his cause and called out the irresponsible Lord Commander, informing him that they would no longer fight for him. Ebongrave's response was quick—bringing down the full might of the Guardsmen who stayed loyal, he arrested every single one of the deserters.

Simply lacking the manpower, resources or authority to summarily execute nearly one hundred thousand traitorous guardsmen, Ebongrave had Straine and the recent deserters confined to a small area just outside the Black Zone. This camp, now known as the Four Pillars Sedition Camp, stretches from the outskirts of the Black Zone to the walls of Complex 10-5. A squalid maze of tents and debris fires, the camp has become a breeding ground for unrest and dissension.

Four Pillars' occupants are not so suicidal as to storm the Black Zone's maniacally defended walls, but their presence is an unacceptable risk, so far as Ebongrave is concerned. The Ebon Cosh makes frequent purges through the camp, but each sweep seems only to further cement the deserters' spirit rather than break it. Perhaps because he agrees with Septimus' reasoning or because he has no love for Ebongrave, Lord Militant Tetrarchus has expressly forbidden Ebongrave from launching a full assault on the Imperial citizens in Four Pillars, no matter the "vile traitors and mutineers" they may be. While the relationship between Ebongrave and his commander is tense, Ebongrave is far too ambitious to commit open defiance. The camp's name is a reference to the four massive watchtowers which hem in the camp, each one a symbol of the Lord Commander's self-serving paranoia. The Lord Commander of the Canis Salient would dearly love an excuse to raze the entire encampment, but for now the whole situation exists in an uneasy stalemate.

COLONEL SEPTIMUS STRAINE

Colonel Straine has always been a man made for the Achilus Crusade. He believes zealously in the cause of the Crusade and possesses a keen military mind. He is also fairly adept at navigating the politics and power-plays of the Crusade leadership. More than anything, Straine is a good commander who won the loyalty of his men through honest dealings, courageous leadership, and repeated victory. Though only a Colonel, when all was said and done, many of the Imperial forces in the Canis Salient looked to Straine for instruction and confidence.

After the attack by the Vengeance Sept which created the Sorrow, Straine realised that the hatred and fear which Ebongrave called loyalty in his men was doing more damage to the Crusade's cause than it was good. Over the following months, Straine watched as the Lord Commander's distrust of the men beneath him grew more profound and, in time, that distrust flowered into a full-fledged paranoia. The Colonel does not discount the fact that there must be Tau Sympathisers within the ranks, but he feels that the Lord Commander is playing directly into their hands. By turning his resources so fully on watching his own soldiers, Ebongrave has removed his attention from furthering the Crusade. So far as Straine was concerned, this could not stand. While he was too low-ranked to confront Ebongrave directly, Straine could not allow those under him to be dishonoured by being forced into meaningless service under a paranoid narcissist like Ebongrave. As such, he, alongside his men, laid down his arms and refused to further the Lord Commander's ambitions. It is doubtless a sign of the support his actions garnered among the high command that Lord Militant Tetrarchus ordered the Lord Commander to stand down from executing the lot of them.

Straine knows that there are Tau Sympathisers at work, but he trusts his men enough to know that they are not involved. Straine can do nothing about the Ebon Cosh patrols which disrupt Four Pillars, but he does his best to assuage them before they feel the need for violence toward his men. As a result of the Colonel's influence, the sedition camp has not yet devolved into utter anarchy and squalor, though his authority is slipping. He tries to keep his men in military order, but a few of his officers are starting to chafe under their treatment at the hands of their former comrades. Straine worries that if a resolution is not reached soon, things will quickly get out of hand—either

he will lose control of his men, the Tau proselytising will begin to take hold, or Ebongrave will find a reason to crush the deserters once and for all.

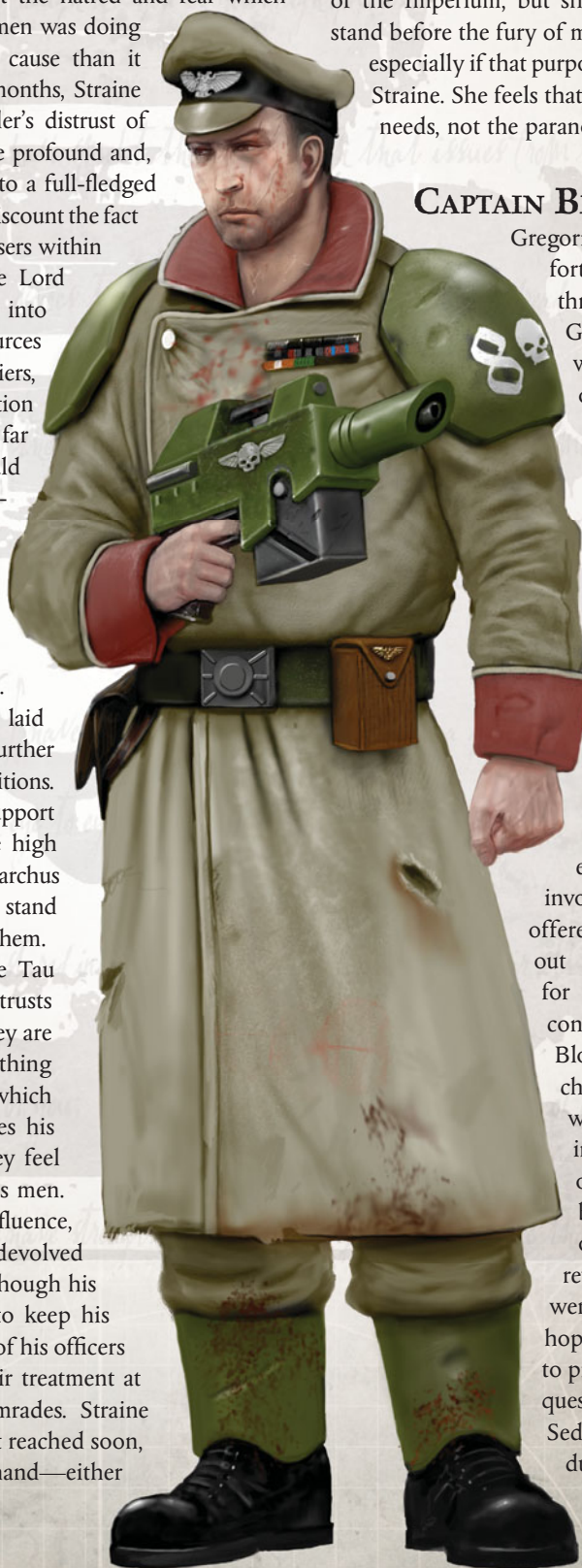
CAPTAIN ELLE KRYVAK

A tough-as-nails Captain in her own right, Kryvak has served under Straine during some of his most trying commands. When Straine decided to stand down in the face of Ebongrave, Kryvak was the first person he consulted. Captain Kryvak is a strict officer who accepts nothing less than the best her men can give. She recognises the dangers which face the forces of the Imperium, but she firmly believes that nothing can stand before the fury of mankind focused to a single purpose, especially if that purpose is war. That is why she sided with Straine. She feels that he is the sort of officer the Crusade needs, not the paranoid, politicking Ebongrave.

CAPTAIN BLOUNT

Gregorius Blount was never a man of great fortitude or character. He had risen through the ranks of the Imperial Guard in the Salient by knowing when to shut his mouth and follow orders. Blount has been a captain in the Salient forces for the majority of his career; in fact, the lacklustre captain still holds the same rank he did during the events of Operation Aegis. The knowledge he carries pertaining to that event has weighed heavily upon him since Ebongrave took the position as Lord Commander. He was wracked by constant fear of discovery and execution.

Shortly before the attack by the Vengeance Sept, Blount decided to make his escape. The sharp-eared Drem had learned of Blount's involvement in Operation Aegis, and offered the skittish captain safe passage out of the Jericho Reach in return for all the information he possessed concerning that mission. Ever-fearful, Blount accepted, but much to his chagrin, the other end of the bargain was not kept. Drem had fully intended to find his informant a way off of Spite, but it appeared that his buyers wanted Blount, personally. In order to escape their grasp, without revealing his double-dealing, Blount went along with Straine's sedition, hoping that the Colonel would be able to protect him without asking too many questions. Now Blount resides in the Sedition camp, performing his daily duties under Straine, but only just.



TAU SYMPATHISERS

People often say that the Lord Commander sees Tau Sympathisers around every corner—and unfortunately, he is not far off. Of course, his own iron rule has only contributed to the growing discontent on Spite. Xenos leanings are always dangerous, and Sympathiser cells usually operate in isolated pockets. The Tau have made contact with a cell near the Black Zone and a larger network in Javar Prime.

TOVIR AKTEMEON

Tovir Aktemeon chose his side in the Canis Salient's ideological war fifteen years ago. When his summons to serve in the Imperial Guard came, he could not reconcile himself to the atrocities he had seen Ebongrave's men commit against the populace. He turned to those who could teach him how to hide from witch-hunts: the Tau Sympathisers. At first, the cell was nothing more than a means of escaping the Imperial Guard. However, over time the philosophy of unity and the promise of the Tau's prosperous rule took a deep hold on his psyche, and when his group of Sympathisers evolved into the Vengeance Sept, Aktemeon was an eager supporter. Since the Sept's previous local leader sacrificed himself on the bridge of the *Silent Pilgrim*, Aktemeon became the leader of the Vengeance Sept in Javar Prime.

PHENICIA STOAN

Phenicia has little care for what the Tau say or what their rule might be like. She joined the Vengeance Sept when her husband was accused of treason and taken to Sepulchre Sigma—a place from which no one ever returns. There was no proof of his guilt and she expects never to know whether any of the accusations were actually true. What matters now is that the enemy of her enemy is her friend. The Sept's title holds special significance to her. She doesn't seek peace or even justice, only revenge. Since joining, she has trained relentlessly in war and subterfuge so that one day she can watch Sepulchre Sigma, the Black Zone, and everything they represent, fall into ruin.

JANOS MADDRED

Maddred is a middle-aged medicae in Javar Prime. Most of his patients are victims of criminal violence or the accidents that go hand-in-hand with the dangerous industrial environment. With years of exposure to these results of human malice and negligence, the harmonious Tau doctrine was a siren's song he could no longer deny. His brother Blaise, a pilot for local cargo transports, was also a member of the Vengeance Sept until his recent capture.

THE TAU AND THE SYAL KINDRED

Aun'Kar has decreed bringing the Ghanathaar into the Velk'Han Sept as vital to their victory in the Jericho Reach. For this reason, the Sept has used its human allies to smuggle a Stealth team and a larger auxiliary force of Syal Kindred Kroot, onto Spite.

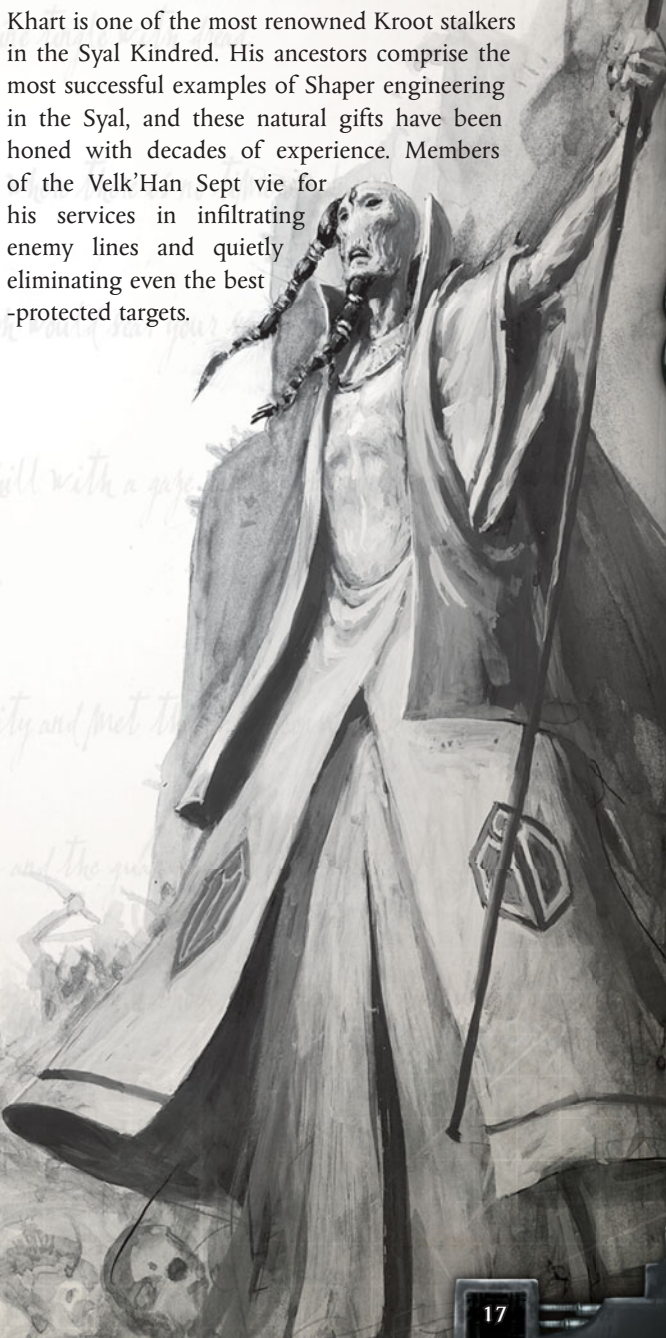
As a species, the Kroot excel at stealth and melee combat, on account of their upbringing as primitive hunters. The Syal Kindred focus fanatically on these skills, eschewing the pulse weapons presented by the Tau and more conventional warfare in favour of the silent hunt. Their Shapers have guided the tribe's evolution into a strain of exceptional warriors who move like ghosts and strike like fury.

SHAS'VRE REN

Shas'Vre Tsua'Malor Ren'A is a rising star in the Velk'Han Sept's Fire Caste. Aun'Kar hand-selected this warrior at a young age and has helped him advance rapidly. As a result, Shas'Vre Ren is unceasingly loyal to Aun'Kar above any other and full of pride to have such a renowned Ethereal's trust. Shas'Vre Ren's battlesuit was commissioned specifically for him. The glossy instrument of war hasn't so much as a scratch on it and bears the Tau word for "victory."

KHART OF THE SYAL KINDRED

Khart is one of the most renowned Kroot stalkers in the Syal Kindred. His ancestors comprise the most successful examples of Shaper engineering in the Syal, and these natural gifts have been honed with decades of experience. Members of the Velk'Han Sept vie for his services in infiltrating enemy lines and quietly eliminating even the best-protected targets.



A FORTRESS IN CHAOS

When the Kill-team is ready to begin this mission, their Watch Captain summons them to a briefing theatre. There, along with a number of scribes, they find an Imperial Guard general in conversation with another Adeptus Astartes Captain—a sallow-faced Apothecary with a Watch Captain's rank showing the livery of the Crimson Fists. Their Watch Captain introduces the Guardsman as General Othram, a representative of Lord Commander Ebongrave, and the Watch Captain as Watch Captain de Dominova. Othram makes deferential greetings, obviously in awe of the Battle-Brothers, and de Dominova makes the most civil of nods but does little more than size the Kill-team up with curiously pale eyes. The Watch Captain begins:

"Brothers, I have asked General Othram here as a witness to events on the Fortress World of Spite. My auguries and the reports of allied agents have all pointed to Tau agents operating within the Iron Collar on the Fortress world of Spite. It is my belief that the Tau have found a foothold among not only the populace, but perhaps even within the Imperial military forces stationed there. I cannot impress upon you enough the gravity of the situation. Spite stands as the Canis Salient's closest bastion to the Warp Gate the Imperial forces have been utilising to cross into the Jericho Reach, and if the insidious xenos are allowed to access it, the consequences could be dire. The prospect of a stable route to the other end of the Imperium would prompt the Tau to send countless reinforcements to the Reach, forces that even we would have very little chance against. Due to the heavy and extremely dire xenos threat, for the duration of this mission I am seconding you to Watch Captain de Dominova, who is incredibly learned in matters of xenos and their ways. You will make all reports to him and follow his orders as you would mine. Now General, if you would begin." With this the Watch Captain gestures to the nervous General and takes a seat.

The General shuffles through a number of sheets of parchment, clears his throat, and in a tremulous voice begins, obviously uncomfortable under the eyes of so many Space Marines:

"Esteemed Warriors, I thank you for granting me audience. Over the last four months, several key officers on Spite have been murdered. If these assassinations within our own Fortress world were not enough, a recent attempt on the Lord Commander himself nearly succeeded. We have discovered through interrogations that this is not simply the work of Sympathisers, but actual Tau agents working on the planet. We have no idea how the creatures managed to sneak on to our Fortress world, but now that they are there they pose a serious danger to the entire Achilus Crusade. On behalf of the Lord Commander, I humbly thank you for your interest in this matter. I fear the strength of the Adeptus Astartes is the only thing capable of cleansing our planet of this threat."

With his presentation done, the visibly relieved General takes his seat. As he does so, Watch Captain de Dominova stands and addresses the members of the Kill-team in a surprisingly soft voice for such an august person.

"Brothers, I am honoured to take command of your Kill-team from your Watch Captain. I have reviewed your records and see that you are all reliable, steady Battle-Brothers. This is good, because both of these traits will be needed in abundance in the days that follow. You have been assigned to me not only because of my knowledge of xenos, but also due to the fact that the issues at play here are extremely sensitive and are concerned with the Imperial Guard's intelligence service, as well as classified investigations currently underway by the Ordo Xenos in the Jericho Reach. I too, am concerned with intelligence, especially where xenos such as the Tau are involved, and I cannot impress upon you enough the importance of discretion in these matters. Along with your explicit orders, I would ask you to stay alert and observant, and to bring me any Tau-related information you uncover, no matter how small or seemingly inconsequential. There is more to this than meets the eye, Brothers, and together we will get to the bottom of it."

WATCH CAPTAIN ESTEBAN DE DOMINOVA

An intense, laconic, sallow-faced Battle Brother with pale, colourless eyes prone to brooding silences and piercing glares, Watch Captain de Dominova hails from the Crimson Fists Chapter of the Adeptus Astartes. Currently serving his fifth vigil with the Jericho Reach Deathwatch, the Watch Captain is a highly respected Apothecary whose prowess in the operating theatre has reached near mythic proportions among the Kill-teams with which he has served. Indeed, many a Battle-Brother currently serving a vigil in the Jericho Reach owe their limbs, if not their very lives, to his quick thinking and sure hands. Along with his prodigious medical skills, and the usual finely honed warrior abilities possessed by every Battle-Brother, Watch Captain de Dominova is also a noted xenobiologist who is known to work closely with the Ordo Xenos and the Magos Biologis in various capacities.

These virtues, along with a more than passing familiarity with military intelligence and the comings and goings of the Ordo Xenos, make the Watch Captain well suited to guide the Kill-team through their upcoming trials. Indeed, it was at his behest that the Kill-team was seconded to him, a request that caused much discussion and chafed a few egos among the leadership of Watch Fortress Erioch. The very soul of discretion, Watch Captain de Dominova is a hard Battle Brother to know. He is a closed book to all but his most trusted friends, and even those who can claim this distinction declare that they know precious little about him. As the Kill-team works closely with this new Watch Captain throughout the events of the upcoming mission, he slowly opens up to them, revealing a pious and passionate Battle-Brother, conversant in numerous learned subjects, fluent in a dozen languages, and possessed of a very, very dry wit.

The Kill-team's Watch Captain officially hands over their command to Watch Captain de Dominova, then bids the Battle-Brothers farewell and takes his leave. Watch Captain de Dominova fields a few more questions for the Kill-team, then dismisses them to begin their mission.

Othram was brought to the Watch Fortress in complete secrecy aboard a Deathwatch rapid strike vessel called *Ultima Ratio*, which now stands ready to transport the Kill-team to Spite. As Watch Captain de Dominova believes the situation to be of tantamount urgency, he instructs the Battle-Brothers to ask any detailed questions once they are in transit. (See the next section for the information he has available.)

ARMING AND OATH-TAKING

This Mission has a suggested Requisition rating of 60 (rounded up from 57), based on the Objectives as known when the Kill-team deploys:

- **Primary Objective:** Uncover any Tau agents and their mission on Spite, and stop them (Skilled Objective, 17 Requisition).
- **Secondary Objective:** Locate any traitors under Ebongrave's command who are involved with the plot and learn what they know (Skilled Objective, 12 Requisition).
- **Secondary Objective:** Locate any Tau Sympathisers who are involved with the plot and learn what they know (Skilled Objective, 12 Requisition).
- **Tertiary Objective:** Prevent civil unrest on Spite from threatening the planet's security further (Veteran Objective, 8 Requisition).
- **Tertiary Objective:** Avoid making an enemy of the notoriously unstable Lord Commander (Veteran Objective, 8 Requisition).

TRANSIT TO SPITE

The strike vessel, a Gladius-class frigate named *Ultima Ratio*, is docked and ready for departure. For the sake of Erioch's secrecy, Othram has been confined to quarters until translation into the warp, just as he was on his arrival journey. He spends as much time as the Kill-team requires (and perhaps more than they want) briefing them on the situation. For the facts of the Mission, see page 20. Below are additional considerations for such meetings:

- Othram tries to slip in questions about the Battle-Brothers themselves: their past deeds, the traditions of their Chapters, anything that might provide insight into their personalities. Ebongrave has quietly tasked him to learn as much about the Kill-team members as possible—and transmit it to Spite ahead of time.
- If the Battle-Brothers pry into Othram's own opinions on the goings on, his personal concern is split over two items. First, he sincerely believes that Ebongrave's vigilance holds the front together, and that if the Lord Commander were assassinated, no one could take his place. Second, he knows that the longer the conspiracy goes unsolved, the more innocents will become collateral damage during the search for the perpetrators.

THE IRON GAZE

When the *Ultima Ratio* makes the translation from the warp to realspace, the Kill-team is met by the *Iron Gaze*, the flagship of the Imperial Navy battle group stationed at Spite. In order that their vessel remain secret, the Kill-team is to continue the last leg of their journey to the fortress world aboard the *Iron Gaze*. The *Ultima Ratio* has been ordered to remain powered down in high orbit until the Kill-team has completed its mission. A cargo hold aboard the *Iron Gaze* has been converted to ascetic cells for the Battle-Brothers, while Othram takes his place in the fine officers' quarters.

ARRIVAL ON SPITE

When the Kill-team reaches Spite's orbit, Othram meets them outside a nondescript Imperial lander brought aboard the frigate for the Kill-team to stay as inconspicuous as possible. As the ship shuttles them towards the Black Zone, read aloud or paraphrase the following:

An immense fortress stands in the distance, stretching nearly into the clouds. Surrounding it, a vast military complex, many kilometres across, spreads out into the distance. Sturdy, fortified walls ring the complex, though many sections appear to have only recently been repaired from extreme damage. Tiny figures scurry about a multitude of tasks within the compound, and the walls swarm with labourers.

When the lander door opens, Lord Commander Ebongrave himself awaits them in full military dress. The Battle-Brothers stand upon a private landing pad atop the Achilles Bastion. Othram introduces the Space Marines and his Lord Commander.

THE CREW OF THE IRON GAZE

In the interest of secrecy, the only contact the Kill-team has with the crew of the *Iron Gaze* is Captain Essiter, but he can give them a glimpse of the effects of serving in the Canis Salient, as well as the ship and crew's history.

- The vast majority of the crew have no exposure to the Tau outside of naval combat. They unwaveringly believe the propaganda that the Tau are frail and cowardly, with brittle armour and inferior weapons on the ground.
- Several important crew members transferred with Essiter from the *Belial*. Most of their experience lies in the Acheros Salient fighting the forces of Chaos. They are hardened veterans, carrying physical and mental scars from combat with daemon vessels and boarding parties of Chaos Space Marines.
- There is a marked difference between the men from the *Belial* and the crew from the Canis Salient. Essiter and his comrades are far more free with their speech and unafraid to criticise Lord Commander Ebongrave.

+++Subject: Attacks on Spite Officers+++

Restricted to Clearance Level: Ebon Maxima

+++Viewing by unauthorised parties is grounds for execution+++

Date: 4629817.M41

Below are the details surrounding the deaths and attempted assassinations of personnel with Officer rank on Spite during the past year.

5526817.M41: Colonel Septimus Straine lays down arms and refuses the command of Lord Commander Ebongrave. Under orders from Lord Militant Tetrarchus, rather than summarily execute them, Ebongrave disarms and discharges nearly 100,000 Imperial guardsmen loyal to Straine. These soldiers are quartered in a heavily policed camp outside the Black Zone, called the Four Pillars camp.

4451817.M41: Colonel Iedelus is found dead in his quarters on Spite. Quarters show sign of forced entry; the Colonel's body exhibits several unexplained scratches but the cause of death is obviously a discharge from his own sidearm. Sidearm was missing from the scene.

4572817.M41: Attempt made on Lord General Vann. The Lord General visits the city-state of Javar Prime to perform loyalty inspection. When the Lord General and her troops return to their aircraft for transport to the Black Zone, their pilot has been secretly replaced with an enemy agent. Fortunately, Vann notices that the aircraft appears to be taking an altered course. When questioned, the pilot attempts to crash the Valkyrie. Vann and her men overpower the pilot and regain control of the aircraft. Pilot is taken to Sepulchre Sigma for interrogation. Prisoner's identity has yet to be confirmed.

4598817.M41: General Coltenn was last seen departing in a Chimera to rendezvous with troops for deployment to the front. Chimera never reached the ship. The vehicle is found along the road to destination; all crew killed. Coltenn's body is found several kilometres north of the rendezvous point. Cause of death appears to be poisoning from anti-capture capsule carried by the General.

5604817.M41: Patrols engage with unknown hostiles attempting to enter the Black Zone from east side under cover of night. Intrusion successfully defended, but all bodies removed from scene before they can be identified. Unknown if this incident relates to others in this report.

4613817.M41: Lord Commander Ebongrave delivers public rallying speech to a local assembly of troops. Shots fired at the Lord Commander from elevated sniping position. The Lord Commander suffers a minor injury but recovers. Weapon appears to be long las sniping rifle.

A COMPLEX WEB OF EVENTS

The portion of this Mission that takes place on Spite is relatively unstructured. The course of events varies greatly with the choices the Battle-Brothers make, as well as the GM's choices about elements to include or emphasise. However, the GM may want to keep a high-level outline in mind in order to keep the story moving and ensure the Battle-Brothers have any encounter he particularly thinks would be interesting for his campaign. A rough timeline might look like this:

- The Battle-Brothers arrive at the Achilian Bastion. They meet the principal military NPCs and get an overview of the current political situation from one of them.
- The GM expects the Battle-Brothers to then initiate one or more of the investigative avenues open to them (Assassination Sites, Sepulchre Sigma, visit Javar Prime, and so forth).
- If the Kill-team doesn't locate the Vengeance Sept and capture one of them in Coldmann's Conduit (or the Sepulchre) within the first few encounters, the GM plans to use **A New Attempt** on page 35 to spur the plot forward.
- The GM has decided he wants to make sure the Battle-Brothers have a chance to make a choice about the Four Pillars Uprising. He decides that if nothing has triggered it earlier, Four Pillars erupts into rebellion just as the Battle-Brothers are about to depart for the Ghanathaar Ruins.
- The Battle-Brothers venture into the Ghanathaar Ruins beneath Javar Prime. This is the climax encounter on Spite that the GM should try to make sure the Kill-team ultimately reaches. Once they arrive at this encounter, they will almost certainly be leaving the planet in a hurry immediately thereafter. Therefore the GM should try to make sure the players get through any encounters he is particularly passionate about before launching the Ghanathaar Ruins encounter.

This is just one example of many different variations that a group could take on the Mission. It is unlikely but possible that the Kill-team could end up in the Ghanathaar ruins without having heard about Operation Aegis. If it looks like that is about to happen, the GM is encouraged to pick a way to get that information in front of the team before the climax in the ruins—not because the information is vital to their success, but because it makes a better narrative for the players than randomly stumbling across Tau under Javar Prime and it being a complete surprise. (There are several NPCs with the information who could “come clean” at the last minute.)

Ebongrave approaches and gives a deep nod. “You honour us with your presence,” he turns to regard Othram, a look of suspicion and chastisement on his face, “though I did not think things were so far out of our control that we could not handle them ourselves.”

With this, he turns and leads them into the Achilian Bastion and to the adamantine lift that accesses his bunker. They have ample opportunity to see all the redundant doors and automated sentries before they finally reach his sparse office.

Ebongrave treats the Kill-team with great honour and perfect decorum. If Othram learned anything about the Battle-Brothers during the journey that Ebongrave could use to further honour them, he does so. For example: portraits of heroes of their home world or Chapter may adorn the study, or Ebongrave may work in flattering references to past battles in conversation. Keep in mind that the Deathwatch is a secretive organisation in the extreme. Ebongrave only knows what Othram was able to get from the Battle-Brothers during

their travels. Ebongrave answers any questions they have and provides his own additional thoughts on the matter at hand.

- The Four Pillars Camp could easily be housing conspirators and enemy agents. Its denizens resist the Black Zone's authority and the deserters are breeding stock for rebellion and discontent.
- Ebongrave makes sure the Kill-team has access to any location on the planet. Land and air transport are both at their disposal.
- He has instructed Lord General Vann and First Sergeant Veight to assist the Battle-Brothers with any requests they may have. Vann can deal with special dispensations, requisitions, and any other orders requiring Ebongrave's authority. Veight is a reliable liaison should they need anything from the general troops. Both soldiers are also at their disposal to provide whatever information on the incidents or the planet the Battle-Brothers may require.
- Ebongrave certainly believes a conspiracy is behind the assassination attempts, but he suspects no special motive beyond destabilising Canis Salient leadership. He is also quite adamant that no one is beyond suspicion.
- The Eyes of Wrath are a sensitive subject, and the paranoid Ebongrave is reluctant to mention them, even to the Kill-team. However, any Battle-Brother who succeeds on a **Difficult (–10) Lore: Common (War) Test** has at least heard rumours of Ebongrave's monitoring network. If they explicitly inquire about the Eyes of Wrath, he authorises Colonel Ligne to assist them—so long as they remain in Ebongrave's good graces.



ENCOUNTERS IN THE BLACK ZONE

The following are encounters the Battle-Brothers may have during their time in the Black Zone. The next section contains encounters that may be had in Javar Prime. The Battle-Brothers have ready transport anywhere on the planet. Depending on their choice of sequencing, events may alternate between these two locations.

FOUR PILLARS

If the Battle-Brothers enter the Four Pillars camp, the deserters' reaction depends on whether or not they are accompanied by Black Zone troops. If Ebongrave's men are present, nearly all the residents shuffle away on sight; they assume the Space Marines share the local military's disdain for them. If the Battle-Brothers come alone, it is awe and disbelief that greets them. Some even look heartened that perhaps the Emperor has heard their pleas for help. Regardless of their reception, the Battle-Brothers may notice two things about the camp:

Any character who succeeds on a **Routine (+10) Perception Test** notices that several of the deserters are armed (with knives, laspistols, and stub weapons), and in some places they seem to have small stockpiles of weapons. Personal protection is a way of life in the Imperium, but the Black Zone would undoubtedly take exception to the armed deserters. If Imperial Guardsmen accompany the Battle-Brothers, the Test Difficulty increases to **Difficult (-10)** as the deserters are far more cautious; if the soldiers have their attention drawn to the weapons, they become noticeably alarmed.

Second, a group of deserters is hiding the corpse of a Kroot who entered their camp looking for a meal. The GM has several options to bring this to the Kill-team's attention, depending on their abilities. A **Difficult (-10) Scrutiny Test** to notice that the deserters seem to be shielding something, or a **Challenging (+0) Perception Test** to scent the odd odour of rotting flesh are both possibilities. The corpse is concealed in a makeshift tent. If questioned, the people nearby describe that for four months people have been vanishing from their tents. One night they spotted this creature attempting to drag off another victim. They managed to overpower it through numbers, but are terrified of what Ebongrave might presume if he knew there was an alien in their midst—even a dead one. When Straine hears that the xenos body has been discovered, he sends Elle Kryvak to request a meeting.

Personal Encounter: The Hero

A deserter named Surin approaches one of the Battle-Brothers. Recognising the heraldry of the Battle-Brother's Chapter, he is likely to pick a player character from a Chapter with a reputation for being protectors of the people, but any will do. Read aloud or paraphrase the following:

While most of the deserters have been keeping their distance, one young man huddled by a fire stands when he sees you. His eyes are wide in his gaunt face as he approaches.



Unless the Battle-Brother aggressively dismisses him, Surin says "(the Battle-Brother's Chapter) have come to save us. Praise the Emperor." He launches into an explanation of the deserters' plight, insisting that he and his are loyal Guardsmen who are acting in the best interest of the Crusade. While Surin answers any of the Battle-Brothers who speak to him, he is doggedly fixated on the Battle-Brother he approached. Surin witnessed the Battle-Brother's Chapter in action during his time fighting in the Imperial Guard and is in awe of their courage and honour. Surin is convinced that the appearance of a Space Marine bearing that Chapter's symbol is a sign from the God-Emperor.

If the Kill-team doesn't seem interested in aiding the seditionists, Surin takes it to mean their faith is being tested. He follows the Battle-Brother through the camp, continuing to ask for aid. If the Battle-Brother wants to make Surin desist without promising their aid, it requires a successful **Simple (+40) Interaction Test**.

MEETING STRAINE

If the Battle-Brothers desire to meet with Colonel Septimus Straine (or agree to his invitation if they discovered the Kroot), he can be persuaded to do so as long as it is only the Battle-Brothers (and none of Ebongrave's people) present. Arranging such a meeting requires the Battle-Brothers to enter the sedition camp (see the Four Pillars encounter above) and make enquiries about Straine. The message will quickly make it back to him.

Straine meets the Battle-Brothers alone, near a broken ground vehicle. Read aloud or paraphrase the following:

He looks just as shabby and haggard as the other deserters, but he moves with the straight-backed confidence of nobility. "You have to know what I want. What must we do to convince you to help us get this Crusade out of the hands of a madman?"

Straine assumes the Battle-Brothers can see the justness of his cause, but does not approach persuasion from that angle unless he gets the impression it will help him. Instead, like the shrewd commander he is, he focuses on what the Battle-Brothers need in return. While he doesn't recognise the symbol of the Deathwatch, he knows that a group of Space Marines wouldn't be in Four Pillars without a purpose. What he offers depends on what the Kill-team tells him.

- He believes that the Lord Commander's mind cannot be changed on this matter. Only force or command from a higher authority will get the Lord Commander to step down or get the Crusade back on track. He is unlikely to find much value in promises to "talk to the Lord Commander."
- During the discussion, Straine tries to get a sense of the Kill-team's feelings towards Ebongrave. If he senses they don't support him, he may suggest replacing the Lord General. One of the most diplomatic options might be to recommend him for a promotion out of the field and into Crusade high command. Straine's preference would be a much more direct method of replacing Ebongrave, but he is very cautious about suggesting real treason to the Space Marines.
- With or without his urging, the desperation in Four Pillars is close to boiling over. Food supplies have near run out and the nights grow colder with the onset of winter. The Black Zone's defences are not nearly so frightening when starvation and hypothermia are the certain alternatives. Straine knows such an uprising can only go one way. However, it would take a high toll on Imperial Guard resources and might halt the Crusade entirely.
- Straine knows about the dead Kroot in the camp. If they haven't already discovered it, he can tell them about it. Additionally, Straine has information on where the Kroot are entering the camp. He can point out a crag on the north side of Four Pillars where there are strange tracks. From there, the Battle-Brothers can track the trail back to the Kroot den in the same manner they could from the assassination site. However, outside the camp, all Tests involved have a +20 bonus compared to the assassination site because the aliens were not being as cautious.
- While Straine doesn't know about the Aegis Operation, he does know Gregorius Blount. Specifically (because Blount has told him), he knows the old man used to serve with many of the recently-dead officers.

Of course, if the Lord Commander finds out that the Kill-team has an opportunity to eliminate the troublesome Straine, he all but demands they do so (or direct the Ebon Cosh to him). If the Battle-Brothers refuse Ebongrave on this matter, it is likely to turn him uncooperative.

ASSASSINATION SITES

The Battle-Brothers may decide to visit the locations where the Officers were killed. Colonel Iedelus died in his quarters in the Achilus Bastion—a modest cell-like room. Like most of the Crusade's forces, Iedelus spent little time away from the front and has few possessions in quarters behind the lines. However, framed letters of commendation, pict of the Colonel with minor dignitaries, medals, and similar accolades cover the room's walls. Any character that takes the time to examine these items and passes an **Easy (+30) Scrutiny Test** notices something interesting in a pict outside the Achilian Bastion. The image shows the Bastion's sanctification ceremony. It centres on Lord Militant Achilus and the priests performing the blessing. However, amidst the crowd, a small group including young versions of Vann, Ligne, Iedelus, and Colten (and Blount if they recognise him) all stand together. The blood has been cleaned from Iedelus's quarters, but the lock on his door remains broken. It appears a bladed instrument was used to crudely remove it. The door is the only way into the room, meaning the killer had to enter the Bastion and pass through several hallways. This is not nearly as impressive a feat as it might have been before earthquakes created many huge cracks in the Bastion's outer layer that have yet to be repaired. Iedelus's quarters were not deep inside, but the killer would still have needed to know their location.



General Colten's body was found just north of the Black Zone while the Chimera and its slaughtered crew were found on a section of the landing zone. The Kill-team's guides can only estimate the tank's location as it has now been cleared from the busy area. However, the coordinates of the site where Colten was found are on record. An **Ordinary (+10) Tracking Test** (with a +10 bonus for Enhanced Senses and/or use of an auspex) can detect that a group of several individuals passed this way. Furthermore, a successful test allows these tracks to be followed back to the Kroot den. If a character examining the tracks also succeeds on an **Ordinary (+10) Lore: Forbidden (Xenos) Test**, they recognise the footprints as those of the Kroot.

WE ARE GETTING CLOSE

Once the Battle-Brothers look like they might be on the trail of the conspiracy to locate the Javar Ward, Shas'Vre Ren deploys Khart of the Syal Kindred to eliminate them. Khart knows he is not a match for an entire Kill-team and looks for an opportunity when the Battle-Brothers are separated or otherwise disadvantaged.

If Khart has the opportunity to attack a single Battle-Brother alone, the GM can run this as a Personal Encounter. Otherwise, he brings a small group of his Kindred with him and they wait until the Battle-Brothers are in a vulnerable location outside the Black Zone walls. The other Kroot try to decoy the Kill-team into splitting up, so that Khart can then single the Battle-Brothers out one by one. In this case, each attacker pulls back behind a different piece of cover or obstruction, trying to lure the Battle-Brothers into following them. One member (probably the most melee-capable) faces Khart.

You only have a moment to analyse the wiry, compact form that leaps at you. This Kroot is at least a head taller than the others, and he displays a diverse harness of trophies—ranging from Ork tusks and delicate Eldar skulls to the toothy maws of unidentifiable predators. The shade of his grey skin changes from every angle, constantly reflecting the hues around him.

If the fight appears to be going against Khart, he tries to retreat rather than fight to the death.

FURTHER ENCOUNTERS WITH EBONGRAVE

Ebongrave's reputation for being unstable and unpredictable is not undeserved. However, the Kill-team remains an exception—receiving only his deepest respect and full co-operation—as long as he does not begin to suspect they have turned against him. He tolerates a certain number of polite questions about his methods, his policies, and his actions and unflinchingly responds with his thoughts on any matter:

- The deserter camp is an unauthorised assembly, making its occupants criminals. *"Such a lawless pit is a breeding ground for disloyalty and rebellion. The Emperor would smile to see such an eyesore die out."*

THE KROOT DEN

The Syal Kindred has established a den near the Black Zone until they can fulfil their directive to kidnap one of the Operation Aegis participants. It is located directly next to the east point of the compass rose on the map of the Black Zone. It is an enclosed crevice roughly 3 meters wide and 15 meters deep. In it, the Battle-Brothers find about 10 Syal Kindred Kroot (see the profile on page 118). If the Kill-team tries to sneak up on the den, it requires an **Opposed Challenging (+0) Silent Move versus Awareness Test**.

It is up to the GM what percentage of the smuggled Kroot forces he wants to be at this location. It could be all but the Great Knarloc's handlers, or some of the Kindred could be out scouting or in Javar Prime. If the Battle-Brothers eliminate all the Kroot here, then there will be none to carry out the **A New Attempt** encounter on page 35. In this case, the GM may want to use Tau in Stealth suits for **A New Attempt** instead; Shas'Vre Ren can't complete his mission without some way through the Javar Ward.

Any Battle-Brother who passes the **Routine (+20) Awareness Test** notices that the ground outside the den bears deep indentations from the atmospheric transport that brought the Kroot here. This implies that they came from somewhere else on planet. Anyone who searches their den (with no Test required) finds remnants of the refugees they've been taking from Four Pillars as well as some neglected Imperial corpse starch rations that were apparently not to the Kroot's liking.

- Fear keeps the mind closed to foreign influences, in both civilians and soldiers alike.
- In his mind, every prisoner he has ever tortured in Sepulchre Sigma, every guardsman he has ever had flogged for infirmity of purpose, and every traitor the purgation platoons have ever executed has been guilty. There are no innocents in the Canis Salient.

If the Battle-Brothers become hostile, openly critical, or question Lord Commander Ebongrave too long, he may decide they are no longer his allies. Even Ebongrave would never suspect the Deathwatch of being Tau Sympathisers. However, he can concoct plenty of other reasons why they might be conspiring against him: such as Crusade politics or pure personal dislike. He is arguably insane, but he is not stupid. Under no circumstance does he initiate violence against the Kill-team, but if he feels they threaten his authority he may withdraw all co-operation from their Mission. (If that happens, GMs with access to the **ACHILUS ASSAULT** may wish to invoke the rules on page 104 for his unstable temperament.) Even if Ebongrave withdraws his request for aid, it would be a great dishonour for the Deathwatch to leave Spite without determining if xenos have infiltrated it. Other NPCs may continue to quietly aid the Battle-Brothers, depending on the relationships they have forged.

ENCOUNTERS: POLITICS OF SUCCESSION

Several NPCs are unhappy with Ebongrave's reign and see the Battle-Brothers as the bearers of a unique opportunity. Reila Vann is the most likely to bring up the subject. From their arrival, she monitors their reactions to the present situation carefully. If she has any reason to suspect that at least one of them shares her low opinion of Lord Commander Ebongrave, she requests to speak with the Battle-Brother in private.

She tactfully opens with:

I have been conflicted of late. I thought perhaps a Space Marine could provide an opinion I can trust more than even my own. You have seen the situation here. What do you think of the way Spite is run?

If the response suggests the Battle-Brothers oppose Ebongrave, she continues:

Vann lets out a relieved sigh. "Then I am not alone. I can't deny that the Tau are a subtle, insidious threat. The Canis Salient does need a strong hand. What it doesn't need is a madman's jealous fist."

She pauses to make sure the Battle-Brother is in agreement and then presents her idea. Ebongrave's position as Lord Commander is prestigious, but serving as member of Crusade High Command is even more so. If the Kill-team recommended him to such a station, it might be possible to see Ebongrave promoted off of Spite. Vann does not bring up that she would be the most likely choice for the new Lord Commander, but she acknowledges it if the Battle-Brother points it out. If she feels any of the Kill-team would actively support her for the position, all the better.

If either Septimus Straine or Prefect Adon Lynx sensed sympathy in the Battle-Brothers, they might make similar proposals. However, both Straine and Lynx favour Othram over Vann, viewing the Lord General's ideologies as too similar to Ebongrave's own. They therefore add the suggestion that the Kill-team recommend Othram instead of Vann as the Lord Commander's successor. While each party has their preferred method of dealing with the situation, they are all open to negotiation. If a Player Character is approached individually, he will most likely still need the support of the rest of his Brothers for any such plan to succeed.

- In his heart, Straine would like to see Ebongrave dead. However, the option he proposes is discrediting the Lord Commander. Lord Militant Tetrarchus views Ebongrave as a rival and would welcome a neat way to remove him from power. If the Kill-team was to alert Tetrarchus to Spite's security breaches, inefficiencies, and give Ebongrave a general vote of no confidence, it should give Tetrarchus all the ammunition he needs.
- Lynx would love to see Ebongrave "rewarded" with a commission to Rogue Trader. He thinks it a fitting reversal of roles and sincerely doubts that Ebongrave has the sanity or social skills to succeed in such a venture. Lynx believes he could make it happen if the Adeptus Astartes recommended the Lord Commander for such an honour.

IN JAVAR PRIME

"Such a hive ought to have a man like me keeping an eye on it. Wouldn't want the good people getting too comfortable, now would we?"

—Drem

The Battle-Brothers may venture to Javar Prime early in their Mission because of Lord Commander Ebongrave's allegations or because of other clues that point there. This section contains encounters that are likely to occur without information that leads them to a specific location in the city. Below is a description of Javar Prime to read or paraphrase the first time the Battle-Brothers approach it.

Javar Prime sits precariously at the edge of the Sorrow. Only a few kilometres separate its western wall from the yawning fissure. The devastation resulting from the creation of the Sorrow is a visible gradient in the city. The west side, closest to the Sorrow, is all but rubble. On the east side, where the spaceport lies, many tall spires have been repaired and the debris cleared. Unlike Complex 10-5, and unlike most cities on Spite, Javar Prime seems to have no refugees camped outside its gates.

MEETING THE PREFECT

If the Battle-Brothers don't request a meeting with the Prefect, he is quick to invite them to the Bronze Forest. Lynx welcomes the prospect of authority figures besides Ebongrave. He hopes they might be able to succeed in convincing the Lord Commander that finding the *Silent Pilgrim* is a lost cause, and he hopes they can do so before Ebongrave or anyone in his command discovers the missing mining equipment. Read aloud or paraphrase the following:

The Bronze Forest is true to its name. Metal trees line the walk up to the main building; each one is perfectly detailed with rippling bark and delicate leaves—no two alike. As you walk under the shimmering boughs, you see the sculpture of a bird about to take flight and a silver insect frozen on a branch.

A young page ushers them into the building, through doors reading "Memory brings only pain," and up a grand staircase to the Prefect's office on the second floor.

Prefect Adon Lynx is a well-fed, swarthy man displaying several gem-studded atramentum tattoos. He bows with a flourish of his cape when you enter. "Truly I am humbled by your visit—if perplexed. Tell me, what can bring the Adeptus Astartes to our peaceful city?"

Unless the Kill-team displays extreme allegiance to Ebongrave, Lynx is brazenly critical of the Lord Commander. He calls it no surprise that someone wants Ebongrave and his supporters dead, and uses phrases such as "*the old tyrant*," and "*a paranoid ratling hiding in his hole*." However, he is quick to

show that his hostility doesn't extend to the Battle-Brothers. He insists that their arrival is welcome and takes the first opportunity to tell them all about his woes with Ebongrave's obsessive hunt for the *Silent Pilgrim*.

Lynx tries to paint himself as the victim of paranoia; any wrong-doing is purely in the mind of that "self-important parasite." He attests that order reigns in Javar Prime and appears genuinely surprised if they bring any real evidence of a conspiracy or xenos within his walls. The GM should portray Lynx as exceptionally eager to dismiss everything as Ebongrave's imagination and see them leave Javar Prime. If any of the characters pick up on this, they can make an **Ordinary (+10) Scrutiny Test** to confirm that Lynx is hiding something.

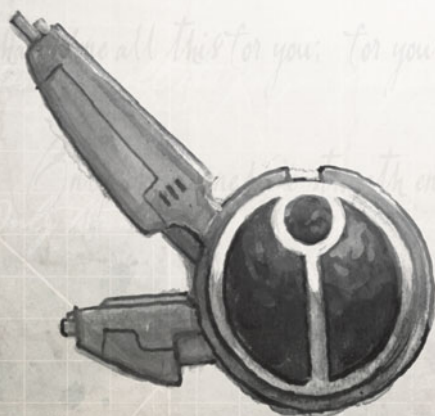
The Prefect feels desperate and trapped. If the Kill-team leans on him (either through roleplaying or **Ordinary (+10) Interaction Tests**), he is quick to throw himself on their mercy and better judgement. If cornered, he reveals:

"Forgive me. I-I didn't mean to stand in your way. Denial is the only form of safety with that lynch-crazed maniac. It has become second nature to me. I truly know nothing of assassins and the like in our walls, though it is possible, and I am sure we have Tau Sympathisers about; they are endemic under Ebongrave's rule. What I do know is that something is amiss under my city.

"Most of our mines and wells closed to turn our production over to supplying the Crusade. All but the Red Line should be still. Yet, much of the mining equipment left over has gone missing. For months I have seen reports of the sound of drills somewhere on the underside, but now that has stopped and been replaced with..." He shrugs helplessly, "Something else." I pray that you help me. If Ebongrave hears of any mysterious excavation under Javar Prime, he is going to assume it must be the Silent Pilgrim. Many will die in his subsequent hysteria to find it."

Lynx has only heard rumours of the unauthorised activity, and doesn't know where it is located. He offers to have his men begin combing the underground to find it, but warns that the underside is vast and unfocused searches will take time. He also gives them directions to the Detour:

"There is a place on the underside where petty criminals and harmless black merchants gather. If anyone is trading in stolen equipment, someone there is likely to know about it. My men have tried to loosen their tongues, but with no success. I imagine Space Marines will get a very different reaction."



THE UNDER WORLD

Drem has heard of the Space Marines in black and silver armour that punish men who touch xenos technology. If he hears they are in Javar Prime, he is eager to point them in any direction other than his own activities. He keeps away from the respectable city centre around the Bronze Forest, but may actively seek the Battle-Brothers if he can approach them in Javar Prime's shabby east side or its extensive underside. Most notably, he does the talking if they come near the Detour. In that case, skip to **The Movements of Criminals** section, on page 27. To open an encounter outside the Detour, read or paraphrase the following:

Ahead, you notice an unusual figure seated on a dented metal barrel. He wears a dirty half cloak that does a poor job of concealing the disfigured nature of his left side. His left eye is a functional augmetic and the surrounding skin—from jaw to temple—is pink and crinkled with old burn scars. He watches you intently, almost as though he has been waiting for you.

Drem hopes the Battle-Brothers come to him. If they pass by, he stands and trails after them, careful to keep his hands away from his weapons. He presents himself as a frightened hive-dweller (which he is) just looking to do his duty.

"Shining Saint be praised," the man says. "I heard the Space Marines had come to shine a light on this city's shadows, but I had to climb out of the pipes to see it with my own eyes."

He tries not to seem too eager, and waits to see if they will ask him to elaborate about the "city's shadows." If they seem about to pass by he asks if there is anything "humble Drem can do to help the noble warriors?" Otherwise, he happily divulges what he knows.

SEARCHING THE PIPELINES

Depending on how the mission plays out, the Kill-team may decide to investigate the cavernous underside of Javar Prime before they know exactly what is going on. The GM (and the players) should keep in mind that Javar Prime sits atop a labyrinth of mining and drilling tunnels built up through millennia. The Battle-Brothers have little chance of randomly stumbling across their objective. However, the GM may wish to at least let the players know that they are on the right track.

- The unusual amount of activity in the Detour makes it likely the Battle-Brothers will take notice of it. If this happens, Drem is eager to direct their attention elsewhere (as noted above).
- They discover evidence that something has been feeding on Javar Prime's subterranean inhabitants. This evidence could be actual bodies stripped of flesh or stories from the locals. An **Easy (+30) Lore: Forbidden (Xenos) Test** links this behaviour to the Kroot species.

THE MOVEMENTS OF CRIMINALS

If the Kill-team enters the Detour, most of its occupants go scurrying for exit pipes, dark corners, and debris to hide under. However, Drem tentatively approaches them and asks what they've come for. He tactfully avoids identifying himself as a criminal, but his motivation to give them what they want and see them gone is clear.

Regardless of where they encounter him, what Drem discloses depends entirely on what questions he is asked. If the inquiries are vague, his first instinct is to give up the spaceport. Its activities are competition for his own. In fact, the harder it is to move illegal items onto the planet, the more contraband is worth.

"If something came to Javar Prime that shouldn't have got here, I'd look to the spaceport. Martch Wirth—that's him who runs it—tries to keep people out of his business. But he lives mighty well on just that dock master's pay... if you know what I mean."

However, if the Battle-Brothers ask more pointed questions, he is not about to try the patience of Space Marines. The subjects on which he could provide information are listed below:

"Do you know anything about the Tau Sympathisers?":

"There is more than I imagine you'd care to count who you might call sympathetic to those soft, alien ideas. But ones actually doing anything about it? One's worth the notice of a Space Marine? That really just leaves the Vengeance Sept. The man you'd be looking for there is Tovir Aktemeon. Him and his mainly keep to Coldmann's Conduit."

"Is anyone else helping the Vengeance Sept?":

"There's dock master Wirth, of course. If they brought anything really bad on planet, it would have to go through him. And then there's something old Drem only thinks he saw down the pipes one night. One of theirs was meeting with a man dressed too fine for the underside. He was trying to hide his face, but he looked a lot like the fancy new Captain of the Iron Gaze."

"Who is drilling under the city?":

"I've heard the booms and echoes same as everybody else on the underside. I value my soul too much to go looking around for it in the forbidden darkness, but I do know Tovir Aktemeon has been trading for drill bits and the like for a long time now."

"Who are you? What is your interest in all this?":

"Name's Drem. Got burned up in the Red Line years back." He briefly reveals his withered left-hand. It is claw-like under all the scar tissue, and he waves it a few times before putting the thing away. "Haven't had much choice since then but to live in some of the darker places the underside's got to offer. I know anything that brings the Emperor's chosen to a place like this has got to be bad. Bad for the upside, bad for the outside, and especially bad for us that live in the underside until it's taken care of."

A MAN'S ENTERPRISE IS HIS FORTRESS

Most visitors to the Javar Prime spaceport never see the inside of the ageing operation terminal—they have little need to. If Martch Wirth sees the Kill-team pass through the landing platforms and into his domain of cluttered offices and squeaking servitors, he panics (whether or not they are actually suspicious of him). He activates the escape systems that Enginseer Aesoph constructed for him.

His first action is to change all the servitors to combat protocol. Inside and outside the terminal, monotask lifters and crate haulers suddenly turn their implements on the nearest living being. Wirth is currently in the control centre, a four-story tower in the core of the terminal, ringed by administrative offices. From here, he also sabotages the landing beacons. All this is meant to distract the Space Marines so he can flee in the confusion. It is when the Kill-team enters the terminal that the emergency becomes apparent.

"When you enter the terminal, the first thing you see is row upon row of interlinking chambers. Each one contains an old desk and an overworked adept scribbling over it, surrounded by ticking tape counters and stacks of manifests. Several of them glance up at you, take a moment to stare, and then return to their toil with renewed fervour."

Before the Battle-Brothers have a chance to proceed more than a few steps (or get any answers) a blood-curdling scream issues from deeper in the building. A few seconds later, a few scribes come stumbling out into the offices, blood sprayed across their robes and faces. This starts a panicked stampede for the exits; adepts and bookkeepers flood out of the terminal like rats from a sinking ship.

At the same time, an explosion shakes the ground. Through the windows, it appears that the exterior is no refuge. A pair of maintenance servitors brandish plasma cutters at nearby civilians, and the flaming wreckage of a cargo hauler burns on the tarmac. Over the commotion, the Battle-Brothers can faintly make out several overlapping and worried voices from the terminal's vox banks:

"Javar Prime, do you copy? Our approach co-ordinates look off..." "Confirming new heading. Solar Eyes adjusting course." "Javar Prime, this is the Beneficence. Our visuals seem to conflict with our new instructions. Are you sure that vector isn't occupied?"

At this point, the Battle-Brothers can proceed through the offices to the control centre to find Wirth and try to mitigate the navigation issue, or they can go outside and put down the rampaging servitors—the servitor profile can be found on page 120. Assuming at least some of the Battle-Brothers head further inside, they are relatively unobstructed until they reach the base of the control centre. Here, they find a room 30 metres by 30 metres lined with monochrome phosphor screens. Some of the screens scroll through lines of garbled text, while others show tracking grids cluttered with a dangerous number of blips. Also in the room are 6 more of the hostile servitors, quite obviously blocking an access hatch that leads to the maintenance levels below the spaceport. A small staircase leads to the upper levels of the tower, where the navigation systems reside.

Once the Battle-Brothers dispatch the servitors, they can pursue Wirth through the hatch or climb up to examine the navigation controls. The sabotage was crude. Wires have been haphazardly switched from one socket to another and the vox frequency dials spun randomly. An **Ordinary (+10) Tech-Use Test** can set the systems right. Another option is to simply destroy the system. While this effectively shuts the spaceport down, it at least turns the faulty navigation beacons off so that there are no further crashes.

Below, Wirth has not gone far, and his motorised tram is still within sight, trying to escape into the lower levels of Javar Prime. The vehicle is civilian-grade and un-armoured. A successful Called Shot to one of the wheels is all it takes to disable it; this causes Wirth to leap out and try to escape on foot. The Kill-team can easily catch up to the old man, who gasps and wheezes with the vain effort of trying to outrun them.

Terror only makes his scathing temperament worse, and no amount of Intimidation or threats seems capable of getting him to lower his voice. He rails for the Kill-team to “look what you done to my trolley!” He is obsessed with everything he has just lost, and any lucid responses he gives are jumbled among complaints like: “It’s all ruined now.” “Oh, there’ll be no more sweet Carmyn wine now!” and “These bones are too old for stone floors.”

However, he is capable of giving some useful information. He is all too happy to lay the blame elsewhere. “This is all Stoan’s fault! Her and Aktemeon and them no-goods. Ohhh, I should never have let ’em bring their big boxes through.” He has no idea what the crates contained or what they were to be used for, but does know where Stoan and Aktemeon can be found: “Below, down in the filthy Coldmann’s. That’s no place for the likes of me.”



Wirth eventually screams and moans himself into an exhausted, unresponsive heap. Any Battle-Brother who is Trained in the Tech-Use Skill can easily see how unlikely it is that the half-senile dock master had the ability to re-program the servitors himself.

CUSTODIAN OF THE MACHINE-SPIRITS

If the Battle-Brothers have questions about the technology at the spaceport (or need someone to repair it), the only member of the Adeptus Mechanicus with any real authority in Javar Prime is Enginseer Aesoph. He can be found in the east portion of Javar Prime.

The Enginseer's quarters have a cast-off feel. There is barely room to move between the stacks of files and overflowing bins of parchment rolls. The Tech-Priest himself almost looks like just one more artefact thrown into storage in the dusty room.

If asked, he explains his role as the keeper of Javar Prime's technology now that all of its most venerated machines have been sentenced to dormancy. After the city's manufacturums were re-tooled, many sacred repair scriptures were on the verge of being discarded if he hadn't rescued them.

If they inform Enginseer Aesoph of the incident at the spaceport, he replies:

"That was not forecast," he says in an emotionless tone. "I did not construct the spaceport's defence protocols to be used in such a manner. They were intended to keep the facility from being captured by xenos and their agents. The Omissiah would be displeased at such abuse of his works."

Aesoph has little to hide (and little to do). If he had the social skills, he would try to keep the Battle-Brothers talking to occupy his spare cycles. Instead, he can only answer their questions. He is removed from the politics and people of Spite, but if the term “Javar Ward” is brought up, it sparks recognition. The Battle-Brothers can also get the same information through a **Routine (+20) Interaction Tests** if they ask about anything unusual in the underside.

"It is a redundant question: the sub-terrain contains things unknown. This planet's edicts of ignorance make it so. If they did not exist, I hypothesise that I would have more data to share. Still, I have one schematic in my keeping that matches your query." His mechadendrites snake through the documents with unerring precision, as though he has every item in the overflowing room catalogued. He retrieves a folded document. It is mere decades old; the ink is still dark and crisp. A wax seal on one corner declares it: Commissioned by the Order of Warmaster Achilus. "I had no part in the construction of this device. Its location is unspecified, but I can tell you it does not exist anywhere in Javar Prime that I have ever been."

If the group has a Techmarine, the Enginseer presents the specification to him. Otherwise, Aesoph explains its contents himself. It depicts a huge hermetic seal constructed from adamantium and other advanced alloys. The annotations reference stress tests indicating it would hold up to the firepower of a Baneblade tank. The only mechanism to open the colossal locks is the living imprint of someone gene-synched to the seal at the time of its activation. Although with large amounts of talent and time, someone who possessed this schematic might also be able to bypass the seal.

THE RED LINE

Although the Battle-Brothers are unlikely to know it if they venture into the Red Line early, the promethium lines come close to the location of the Tau's drilling. When they first enter the area, read aloud or paraphrase the following:

The air is so thick with promethium that it appears to ripple before your eyes. Constant dripping sounds come from everywhere, mingled with the erratic heartbeat of struggling hydraulic pumps. A small stream of mixed, shimmering liquid runs through the bottom of the pipe beneath your feet.

It is because of this unsafe nature that Shas'Vre Ren and the Vengeance Sept have been using the Red Line to hide the by-products of their activities. If the Battle-Brothers continue deeper into the leaking pipelines, they start to observe strange anomalies.

As you continue deeper into the pipelines and refining vats of the Red Line, you begin to notice more than just the hazards of poor maintenance. Between the sounds of unhealthy machinery is the faint echo of repetitive impacts, like a giant hammer being swung. Large chunks of rock appear in the tunnel, and then the cracked and mangled cones of wrecked bits from some huge drill. Stranger still are the bizarre artefacts strewn amidst the rock. Most of them are made of a gleaming obsidian material. They combine clean planes and sharp angles with irregular pitted masses. Each one suggests an object without being shaped like that object, and their suggestions change under the distortions of the fumes in the air.

The reverberating pounding sounds nothing like a drill. The huge, hollow darkness of the underside reflects the sound so many times that it is impossible to judge bearing or distance. It could even be coming from some other area of the underside. The Battle-Brothers may examine the alien artefacts, which display rippling patterns if they shine a light on them. (If any of the characters went on **THE SHADOW OF MADNESS** Mission—the mission included in the **DEATHWATCH** Game Master's Kit—they may note similarities to the panels of the Delirium Trellises.) Any character that inspects one in close detail should make a **Challenging (+0) Willpower Test** or gain 1 Insanity Point.

A SHIELD OF FIRE

At some point (most likely after they have discerned the location of the Javar Ward and are on the approach) the Kill-team is going to get close to Platform 18-Delta. The Vengeance Sept has booby-trapped the tunnels surrounding it. The Kill-team can first make a **Hard (-20) Awareness Test** (modified by



Heightened Senses: Sight) to notice the tripwires and ignition caps. (If they spend a long time in the area, the GM may require more than one Test as they pass more of the mines.)

If the Kill-team triggers one of the caps, the chemical suspension in the pipes flares up, turning the Red Line into an inferno. When the caps first detonate, the Battle-Brothers each take 1d10+4 Explosion Damage. As this damage is the result of a blast in an enclosed space, if any of the Battle-Brothers are not wearing their Power Armour fully sealed, it offers no protection whatsoever against the blast. A Battle-Brother may make a **Hard (-20) Awareness Test** to notice the cap being triggered in time to seal a single portion of his armour (i.e. put on his helmet if he had it off at the time). At this point each Battle-Brother must make an **Extended Difficult (-10) Toughness Test** to outrun the racing flame. If a single Battle-Brother accumulates six successes within 3 Rounds he manages to escape the fire. Once the GM determines which Battle-Brothers outran the fire and who was caught in it, the pipelines explode in an enormous fireball. Characters caught in the fire take an additional 3d10 E Damage—again not reduced by Armour if the Battle-Brother's armour was not fully sealed—from the explosion and falling debris. The team's leader should also make a **Challenging (+0) Cohesion Test**. If he succeeds, the Kill-team stayed organised and together as they escaped. If he fails, they became separated: each of the Battle-Brothers is alone in the burning wreckage and everyone goes to Solo Mode. It will take the Kill-team some time to get their bearings if they get separated. Setting off the fire traps also alerts the Tau that someone is getting close to their operation.

EBONGRAVE'S REAL ENEMIES

Ironically, the assassination attempt that prompted Ebongrave's investigation into the Tau's activity on Spite was not a part of Aun'Kar's conspiracy, although the perpetrators are indirectly linked. Captain Essiter is behind that incident. Emboldened by his own command and incensed by the close contact he now has with the Lord General, Essiter and a small group of his trusted officers have taken it upon themselves to improve the leadership of the Canis Salient. While their first attempt on the Lord General failed, Essiter expects other opportunities as long as he is patient.

Captain Essiter knows the names and location of the Vengeance Sept on Spite, but has little contact with them. However, he did provide them with the floor plans he had for the Achilian Bastion. He did not ask how they intended to use them, as he would shed no tears over the loss of anyone loyal to Ebongrave. These plans were used in the attack on Colonel Iedelus.

During the Mission, the *Iron Gaze* remains in Spite's orbit. If the Kill-team suspects Essiter, they must be careful in how they approach the situation. If he is accused while aboard the *Iron Gaze*, he attempts to flee in the ship. If the Black Zone is on alert, Spite's orbital defence systems shoot down the *Iron Gaze* before it can leave the system. Not only does this destroy an important military vessel, it also removes any possibility of gaining information from Essiter.

However, the Battle-Brothers can easily meet with Essiter at any time aboard the *Iron Gaze*. Of course, he denies any wrongdoing and calls any information learned in Javar Prime "the divisive lies of traitors." He can be convinced to tell the truth with a **Difficult (-10) Intimidation Test** or any bargain that he believes might keep his freedom.

He does not volunteer that he was behind the attack on Ebongrave, but he does admit to supporting any cause that would rid the salient of the Lord Commander. Even though he is not a Tau Sympathiser himself, he sees them as the lesser of two evils and gave them information on the Achilian Bastion. Essiter was as surprised as anyone when they used this information to attack Iedelus instead of Ebongrave. He can reveal that Tovir Aktemeon leads the Vengeance Sept and their location in Coldmann's Conduit.

Even on his own ship, a personal confrontation with several Space Marines is not an attractive proposition. If the Kill-team opts to bring Essiter to justice, he does not resist (unless they make some mistake that leaves him an obvious escape). Once captured, he is taken to Sepulchre Sigma in short order.

THE DOUBLE-EDGED SWORD

The following encounter assumes the Kill-team still has Ebongrave's support when they go to the Sepulchre. If for some reason that is no longer the case, the isolation which guards the facility also makes it vulnerable. Sepulchre Sigma has limited contact with the rest of Spite, and word of any possible incidents with the Deathwatch has not reached them yet. As long as the Battle-Brothers can roleplay a convincing reason for entry, the interrogation officers still co-operate.

SEPULCHRE SIGMA

At any time in the mission the Battle-Brothers may decide they want to see the pilot captured during the initial attempt to kidnap Vann. This unfortunate is being held in Spite's infamous interrogation facility: Sepulchre Sigma. The site lies deep in a remote mountain range and takes days to reach if not accessed by air. When the Battle-Brothers approach, read or paraphrase the following:

From a distance, Sepulchre Sigma is majestic. Bas-reliefs of battle climb the steep valley walls, and statues of saints and war heroes crowd its many winding paths. It is a still, dead place with mist coiling between the magnificent tombs. Not until you set foot on the valley floor do you smell the overtone of blood and hear the wails echoing faintly between every rock. The sound has no source; it is constant as wind or tide—seeming to rise from the stone itself like the ghostly voices of the buried dead.

One of the Sepulchre's officers (bearing no rank or unit upon his uniform) soon appears from a nearby crypt. He provides the Kill-team with their records on the pilot, Prisoner UL1374-12-beta. Months of interrogation have not even produced his name. Occasionally he has grunted a curse or admonition at his tormentors, but otherwise he has said nothing at all.

He languishes in one of the Sepulchre's many marble tombs. The small, square room is empty except for a lidless coffin. The smooth, white floor and walls—decorated with reaper carvings and reliefs of pitiless Saints—show smears of old blood. The emaciated prisoner's many wounds are cleanly bandaged and he constantly twitches from the nerve damage of repeated interrogations.



The man, whose real name is Blaise Maddred, cannot conceal surprise at the arrival of the Battle-Brothers. He makes eye contact and waits warily to see what they have come for. The Battle-Brothers may try their hand at traditional interrogation, although they are extremely unlikely to succeed where Ebongrave's most talented torturers have already failed. However, those torturers did not have all the assets available to them that the Battle-Brothers might. Blaise knows better than to believe a word promised by the keepers of Sepulchre Sigma. However, he believes the word of the Adeptus Astartes. They can attempt to reason and bargain with him. His priorities, roughly in order, are:

- If the Battle-Brothers know about Janos, Blaise would do anything to ensure his safety. He can provide the location of his brother's small clinic and asks that they warn him to stay away from the Sympathisers and any retribution coming for them.
- He believes Ebongrave makes life more difficult for his allies and true civilians alike. If he senses that the Kill-team harbours doubts about the Lord Commander, he does what he can to encourage them to act.
- Naturally, Blaise wants respite from the horror of Sepulchre Sigma. He knows it is only a matter of time until his broken body finally gives in; while he would prefer to die free, he knows a quick death would still be a mercy.
- Blaise is not without sympathy for the refugees and takes the Battle-Brothers at their word if they indicate they are trying to save Spite's unfortunates.

Blaise knows a wealth of important information. It is up to the GM what the are able to Battle-Brothers convince him to disclose. What, exactly, Blaise knows is as follows:

- Blaise knows that something on Spite is of serious importance to the Tau. They have sent not just Kroot but a Shas'Vre to find it. Their objective is linked to an Inquisitorial concern called Operation Aegis that happened decades ago. The Tau need to capture someone alive who was part of Aegis—someone like Reila Vann.
- He doesn't know exactly what the Tau hope to gain, but they seem to think it will give them an edge in the battle for the Canis Salient.
- He is aware of the tunnel into Sepulchre Sigma (see the tomb of Hazar Vann) but does not expect such a valuable secret to be given up just to rescue him.
- He knows the identities of the Vengeance Sept in Javar Prime and their location in Coldmann's Conduit. However, he is extremely protective of this information unless he is sure Janos will remain safe.

INTERROGATING ESSITER

If former Captain Sarius Essiter is seized and sent to the Sepulchre, it does not take the rank-less officers long to learn what he knows. Their findings about his attempted assassination of Ebongrave and the Vengeance Sept's location in Coldmann's Conduit become available to the Battle-Brothers hours after his capture.

THE TOMB OF HAZAR VANN

The Vann family (of which Reila is only one member) has an illustrious history on Spite. They were one of the first houses to construct its mausoleum here in the valley that became Sepulchre Sigma. Over the centuries, the network of crypts grew vast and labyrinthine.

Two centuries ago Hazar Vann led the planet's military in defending against the attacks of a Chaos raider fleet. To honour him, a separate shrine was built on the opposite face of the valley's mountains, which lies outside the facility. Forgotten tunnels link the tomb complex to the Tomb of Hazar Vann, which would allow someone to enter the Sepulchre undetected. The Sympathisers have known of the breach in the fortified facility for some time, but they also know they will only have one opportunity to take advantage of it before the tunnels are discovered and sealed.

BREACHING THE SEPULCHRE

Captain Essiter could be a valuable ally to the Tau and Vengeance Sept. If he is found out and taken to Sepulchre Sigma, Tovir Aktemeon decides it is time to play their trump card and make use of the secret entrance through the tomb of Hazar Vann. Alternatively, if the GM wants to use this encounter and Essiter has not been turned in, the Vengeance Sept may have just decided that their star is in ascendance with the arrival of actual Tau and now is the time to press their advantage.

The Vengeance Sept attempts their raid just as the Battle-Brothers are preparing to depart the Sepulchre. A warbling klaxon resounds through the valley, signalling that something is amiss. Sepulchre guards and rank-less officers rush from one mausoleum to the other. If the Kill-team stops someone to ask what has happened, they explain that something has breached the valley and triggered its internal alarms.

The GM should represent the Vengeance Sept—or at least the members not stopped by the Sepulchre's guard—as 5 teams of 3 Sympathisers each, with Tovir Aktemeon randomly leading one team. Make a separate **Opposed Challenging (+0) Awareness vs. Silent Move Tests** for each team to determine whether or not the Battle-Brothers spot it (assuming they decide to help look). If any of the Battle-Brothers choose to wait specifically near the cells of Essiter or Blaise Maddred, they automatically discover one of the teams. If the Kill-team learned about the secret entrance to Sepulchre Sigma, they automatically find all 15 Sympathisers at once.

If the Battle-Brothers (or even one Battle-Brother) locate a team, it should be a short fight. If the characters take any prisoners, the GM may need to consider what the Sympathisers know about their operation. Each team that is not stopped rescues 1d5 prisoners from the Sepulchre, with Captain Essiter being their top priority and Blaise Maddred their second.

The Sepulchre may also be breached "off screen" with the Battle-Brothers hearing about it later. In this case, the rescue fails if the Battle-Brothers learned about the secret entrance and reported it to Spite's authorities so that it could be addressed; the rescue succeeds if they did not.

THE UPRISING AT FOUR PILLARS

"I knew it was only a matter of time before this rabble stepped out of line. Captain, see to it that this rebellion is stamped out!"

—Lord Commander Ebongrave

The situation at Four Pillars is a promethium tank just waiting for a spark. The GM can launch this event whenever it suits him during the story. The presence of Adeptus Astartes has struck fear into the hearts of the Vengeance Sept and the last remaining members on Spite have decided to enact a desperate plan in order to force Ebongrave's hand. The group of traitors, disguised as Four Pillars residents, attacks an Ebon Cosh patrol. Incensed by the public attack on his men, the first despite several incidents of violence against the deserters, Ebongrave orders his soldiers to retaliate in force. In the face of such persecution, tempers flare amongst the deserters and even Colonel Straine's usually cool demeanour is tested; eventually, the deserters take up arms in their own defence. Without the intervention of the Kill-team, the damage to both sides is grievous. This event should follow some significant moment during their time on Spite, perhaps after the revelation of the existence of the Javar Ward, the discovery of the connection between the Tau and the Vengeance Sept, or even after a meeting with Ebongrave which goes poorly. Whatever triggers the uprising, the Black Zone voxes the Battle-Brothers and asks for their intercession. If they come within visual range, read or paraphrase the following:

The Black Zone roils like a violent sea. The waves of rebel soldiers avoid the intact ramparts and pour over and through the most damaged sections. Uniformed Imperial Guardsmen rain las bolts and bullets down on the mob, but it is not enough to stop their numbers. Within the interior, the fighting is more even. Ebongrave's men have better weapons and armour, but the deserters stay in the tight mazes of rubble, which keeps the fighting close. They strip the equipment from downed soldiers—making it harder to distinguish friend and foe with every passing minute. The Commissars bellow in vain for their men to shoot anyone who looks like a traitor.

If the Battle-Brothers do not involve themselves, the conflict is short but costly. As most would have predicted, the deserters are slaughtered to a man. However, Ebongrave was unprepared for how disciplined and effective Straine's men were. Large numbers of loyal Imperial Guardsmen also lie dead. Morale and numbers are devastated, and Ebongrave immediately turns unstable, secluding himself beneath the Bastion and displaying reluctance to take audiences even with the Battle-Brothers. If the Battle-Brothers do not intervene, Lord Militant Tetrarchus will have lost not only an already suspect Lord Commander, but also a devoted and zealous Colonel, to make no mention of the casualties on both sides.

TURNING THE TIDE

The results of the conflict are grim if the Battle-Brothers do not intervene. However, as both sides of the conflict greatly fear the reputation of the Adeptus Astartes, the Kill-team has many options to affect the Four Pillars uprising if they choose to do so. Below are just a few examples of how the Kill-team might affect this event.

- The Kill-team can attempt to get Straine's men to stand down. Any Battle-Brother(s) making such an attempt first needs to position himself somewhere that a large proportion of the refugees can hear him. Possibilities include commandeering the Achilian Bastion's broadcast system, impromptu modifications (requiring a **Challenging (+0) Tech-Use Test**) of a vox into a vox-caster and assuming a visible position on the ramparts, or proclamations from an aircraft at low altitude. Depending on which tactic the Battle-Brother uses, the base Test is a **Very Hard (–30) Intimidation or Charm Test**—modified for good roleplaying. The Test is only Hard (–20) if the refugees can see the Battle-Brother rather than just hear him. One other character may assist in this Test per the rules for Assistance on page 204 of the **DEATHWATCH** Core Rulebook. If the attempt is unsuccessful and the Battle-Brothers are visible, the GM might call for a number of **Challenging (+0) Dodge Tests** as the mob reacts with hostile intent.
- The Kill-team can also try to persuade the Imperial Guardsmen to surrender. This is far more difficult and more risky than convincing the deserters. The Black Zone troops are well-disciplined and terrified of Ebongrave. The Kill-team can only make this Test once, making a **Hard (–20) Opposed Command Test** versus Ebongrave's **Command Skill**. Whether the Kill-team succeeds or fails, Ebongrave sees this as a direct challenge to his authority. As long as he remains in control of the Black Zone, he turns its forces against the Battle-Brothers as well as Straine's soldiers.
- Ebongrave is completely intractable. He sees the uprising as pure treason and accepts no other solution than exterminating the traitors. However, not all of his subordinates are so resolute.
- The Battle-Brothers may choose to directly participate in the conflict on one side or the other. If this happens, see **In the Thick of Battle**, on page 33.

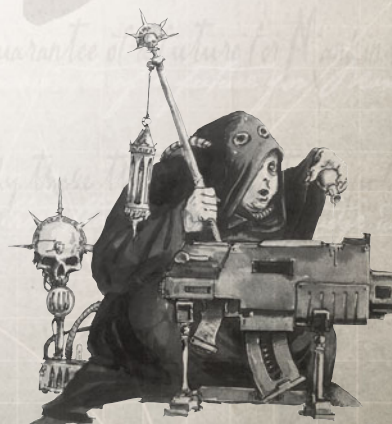


TABLE 1-2: KILL-TEAM'S EFFECT ON THE UPRISING

Turning Points Won	Battle-Brothers Support Straine's Men	Battle-Brothers Support the Black Zone
0	The deserters are cut down by the Imperial Guard. Those who don't die in battle are executed as traitors.	The Imperial Guard are overwhelmed by the rebellious horde. The Black Zone's troops suffer massive casualties and the mutineers gain control of the Achilian Bastion.
1	Same as above.	The Imperial Guard repel the refugees, but the cost in lives is high. The Black Zone's troops are vastly depleted.
2	The refugees manage to overcome the Black Zone's defences, but the cost in lives is high on both sides. Only one in four deserters survives, and the Black Zone's troops are vastly depleted.	The deserters are cut down by the Imperial Guard. The rebels' corpses litter the ramparts of the Black Zone.
3	Despite all odds, the mutineers' victory is swift and decisive. The majority of them survive and many Imperial Guardsmen are taken prisoner.	The Black Zone's defences are almost perfect. Few Guardsmen are lost and Straine's men quickly retreat back to Four Pillars. (However, Ebongrave intends to execute the surviving mutineers as traitors.)
4+	Seeing the Angels of Death support the deserters shakes the Imperial Guardsmen's resolve too badly for even the Commissars to spur them on. They surrender to the Adeptus Astartes after only a short battle.	Same as above, except Ebongrave is so impressed by the Kill-team's intervention that he asks them to decide the fate of the deserters.

IN THE THICK OF BATTLE

If the Battle-Brothers participate in the combat, the outcome is no longer certain. The Kill-team has the opportunity to change the course of events by participating in Turning Points below. If the Kill-team is particularly large or experienced, the GM may wish to declare that multiple Turning Points occur at once, thus forcing the team to split up. Compare how many Turning Points they win to **Table 1-2: Kill-team's Effect on the Uprising** to determine the outcome of the battle and how many lives are lost. (If the GM has access to **MARK OF THE XENOS**, he may wish to also use some of the additional rules it contains for running Massed Battles.) A Turning Point should not be used to determine who triumphs unless a Battle-Brother actively plays a role in it. At any point during a Turning Point encounter, the Battle-Brothers may attempt to cease hostilities on either or both sides. This works as above, save that the Battle-Brothers are attempting to affect the outcome of an individual situation rather than the entire combat. If the Battle-Brothers succeed in commanding one side or the other to stand down, it counts as winning the Turning Point for whichever side the Space Marines support.

TURNING POINT: THE BIG GUNS

The Black Zone's autocannons have a devastating effect on the un-armoured army of deserters, and they quickly try to take control of these large guns. There are three gun emplacements facing the direction of the siege. They are in a line along the top of the wall, with one emplacement every 40 metres. At each emplacement there is one autocannon manned by 2 Imperial Guardsmen, facing 1 Magnitude 30 Horde of Deserter Guardsmen. If opposed by the Kill-team, the gunners split their shots between

one Battle-Brother and the Horde each Round (the Horde attacks all adjacent enemies as normal). The victor is the side that survives. The autocannons have the following profile: (120m; -/-/10; 3d10+5 I; Pen 5; Clip: 200; Rld: 2 Full; Tearing, Unreliable)

TURNING POINT: CUT OFF THE HEAD

The Imperial Guard identify Septimus Straine on a rise among the battle. They dispatch an Ebon Cosh Detail unit to eliminate him and damage the morale of his men. The deserters respond by using their small and precious cache of grenades to defend their leader. A Magnitude 20 Horde of Ebon Cosh Detail Soldiers must cross 100 metres of rocky terrain while a Magnitude 30 Horde of Four Pillars Deserters lob frag grenades at them (see Profiles on page 120). The Soldiers may not shoot back at the Deserters with grenades, as they do not have a clear line of sight and are being forced to use their weapons to cut a swath through the general battle to Straine's location. If the Soldiers cross the distance without Breaking, they kill Straine and win the Turning Point. Otherwise, the deserters win the Turning Point.

TURNING POINT: INSIDE THE LABYRINTH

Deserter Guardsmen break through a large section of wall and flood the confined maze inside the Black Zone, trying to push towards the Achilian Bastion at the centre. At the point this happens, the Battle-Brothers have a limited amount of time to affect the situation before so many of the deserters have donned the armour of Imperial Guardsmen that the Battle-Brothers can't determine sides. Represent the deserters with 3 Magnitude 20 Hordes, and the Imperial Guard as one Magnitude 60 Horde. The presence of a Commissar gives the Imperial Guard Horde the Disciplined and Rally Traits. (Rally

allows them to ignore the first break test.) The Battle-Brothers have 5 Rounds to Break all the forces on one side or the other and win the Turning Point for their allies. If they do not succeed within 5 Rounds, the Turning Point counts as lost.

TURNING POINT: KRYVAK'S UNIT

Elle Kryvak leads a group composed of the most veteran and well-armed deserters. They drive a spearhead through the Black Zone forces until they come up against a Leman Russ tank. The Battle-Brothers can choose to attack either party, the Leman Russ tank or a Magnitude 30 Horde of Four Pillars Deserters. Assume the two sides balance each other out and do not track fighting between the Horde and the tank. If the Battle-Brothers successfully take out one enemy, it counts as a win for the side they aided.

TURNING POINT: DECEPTION BY THE VENGEANCE SEPT

The Vengeance Sept is aware that the Battle-Brothers are involved in the fighting and seeks to sow as much confusion and discord as possible in order to confuse the efforts of the Kill-team. The Vengeance Sept soldiers disguise themselves as members of the faction allied to the Battle-Brothers and ambushes the Kill-team. The Tau Sympathisers know they cannot win a fight against the Adeptus Astartes, but they hope to disorient the Space Marines enough to turn them against their allies. Treat the Vengeance Sept soldiers as a Magnitude 40 Horde of either Imperial Guardsmen or Four Pillars Deserters, depending on which side the Battle-Brothers have allied themselves with. If the Kill-team has thus far acted neutrally during the event or acted in such a way as to make peace on both sides, the Vengeance Sept soldiers disguise themselves as members of whichever side happens to be winning the battle. The Battle-Brothers can make a **Hard (-20) Perception Test** to notice some small detail which gives away the true nature of the ambushers. After two Rounds of fighting, the attackers break and flee.

COUNTING THE DAMAGE

If the Battle-Brothers intervene in the uprising, their actions can affect far more than just the number of lives lost. This section presents some of the most likely chains of cause-and-effect. Brilliant ideas and extremely persuasive roleplaying can always change the results if the GM thinks it is appropriate.

- Tally how many Turning Points the Kill-team won and compare it to **Table 1–2: Kill-team's Effect on the Uprising** on page 33.
- If the Battle-Brothers do not take up arms against Ebongrave, but show obvious ideological opposition such as trying to argue with him or—more importantly—trying to win the generals to their side, Reila Vann sees her opportunity. She offers to throw her support behind them if they agree that Ebongrave is unfit to lead. This counts as winning one additional Turning Point won in support of Straine's Men on **Table 1–2: Kill-team's Effect on the Uprising** on page 33 or provides +30 bonus to Tests to get the troops to stand down.
- If the Battle-Brothers fought on the side of the mutineers, Vann remains in her military mindset and supports Ebongrave to the bitter end. It is up to the GM whether she even survives the battle. Othram, however, cannot bring himself to oppose the Adeptus Astartes and abstains from the conflict. If the Battle-Brothers lead the refugees to victory, the surviving guardsmen (and the now-influential Septimus Straine) favour Othram as the Black Zone's new leader.
- Should the Battle-Brothers openly oppose Ebongrave and fail, the Lord Commander declares that the Battle-Brothers are enemies of the Imperium of Man and traitors to the Crusade. The Ebon Cosh actively hunts them across Spite. However, Ebongrave's bloody victory hardly changes any opinions of him and there are many NPCs who would still harbour and aid the Battle-Brothers with the right convincing.

A COMMANDER IN DISGRACE

Unless the Kill-team specifically targets him, it is unlikely that Ebongrave dies even if he is overthrown. So what becomes of the deposed Lord Commander Ebongrave? Even out of favour, the Lord Commander has a great deal of political and military power on his own world. It is very possible for Ebongrave to cause a great deal of trouble for the victors if he is defeated but not controlled or eliminated in some way. For this reason, the Battle-Brothers may decide to take him out of his secured bunker. Such an encounter would entail bypassing many traps and security systems that lead to his underground safe house. If they can reach him, Ebongrave should not prove a challenging opponent for a Space Marine. However, whether or not the Lord Commander survives the events of the uprising is a decision fraught with consequences and unforeseen repercussions throughout the Jericho Reach. The GM and the players alike should seriously consider the outcome of removing Ebongrave or allowing him to survive as a defeated tyrant. While either Othram or Vann makes a capable candidate to replace Ebongrave in the military hierarchy, the progress of the Crusade was largely dependent on Ebongrave's decisions and actions on Spite. Ebongrave's death could spark a great deal of infighting amongst his possible successors or could shake the Crusade to its very foundations. On the other hand, as a deposed Lord Commander, Ebongrave could become a powerful enemy of the Deathwatch or the Crusade as a whole. He is a man of great power and influence amongst the people of the Jericho Reach, and it would not take long for him to regain a state of modest, yet dangerous, military might. Indeed, Ebongrave's paranoia might gain the better of him and he might instigate action against the forces he is so apt to see as corrupt and traitorous. Using mercenaries and troops loyal to him personally, he might conduct purging raids on Imperial outposts throughout the Canis Salient. Players ought to consider their actions carefully regarding the fate of Lord Commander Ebongrave, and GMs should not fail to bring the consequences of their decision home to their players.

THE MARCH OF EVENTS ON SPITE

"Things have moved beyond your control. Step aside and clear the way for the Emperor's Chosen."

—Brother-Codicier Carrigan

Eventually events will gain a momentum that the Battle-Brothers are unable to halt. Each of the encounters below occurs only once some other event triggers it. This inevitable spiral is detailed in **Table 1–3: Action and Reaction**. Some of the pre-requisites are simply information the Battle-Brothers need to learn before they pursue their next Objective. Informational pre-requisites are also displayed here to help the GM facilitate the Battle-Brothers moving between encounters.

A NEW ATTEMPT

The Tau still need access to the Javar Ward, which means they still need to capture Lord General Vann or Colonel Ligne—or Gregorius Blount, if they can find him. While the Kill-team is near the Black Zone, they receive a vox transmission that Vann or Ligne is under attack.

The officer was inspecting troops in a drill yard. If the Battle-Brothers choose to intervene, the first challenge they face is navigating the deliberately maze-like complex. The Guardsmen give the Kill-team access, but even damaged by the earthquakes, approach through the Black Zone is slow. Creative Skill use, such as using Survival or Navigation (Surface), hastens their arrival. Equipment like a jump pack could also cut approach time.

Eight Syal Kindred Kroot (see the profile on page 118) are inside the compound. Their primary objective is to capture the officer. To that end, all of them carry needle rifles. Two stalk the officer, while the other six serve as a distraction, sniping at the guardsmen and leading them away from the officer. The nimble

WHEN TO USE A NEW ATTEMPT

Regardless of the outcome, the New Attempt encounter serves as a story transition leading the Battle-Brothers to the Javar Ward. This allows the GM a great deal of control over the Mission's pacing. Some players may enjoy turning over every stone and experiencing every encounter before the climax on Spite—in which case the GM can reserve **A New Attempt** for if they get stuck. Other groups may not be interested in politics and extensive investigations; in this case the GM can launch the **A New Attempt** much sooner.

It is entirely possible for the Battle-Brothers to find the Tau at the Javar Ward through their own investigations. In this case, the abduction attempt becomes unnecessary to the flow of the story—but not to the Tau. The GM can then use it as an optional encounter if he wants to add more combat.

TABLE 1–3: ACTION AND REACTION

Prerequisite Event	Encounter Triggered
Learning the location of the Tau Sympathisers (and choosing to pursue them)	Coldmann's Conduit
Arrest of Captain Essiter	Breaching the Sepulchre
A New Attempt, supporting Vann in the Politics of Succession or in Four Pillars Uprising	Operation Aegis
Successful Kidnapping of an officer in a New Attempt	The Opened Seal
Learning the location of the Javar Ward (and choosing to go there)	The Ghanathaar Ruins

Kroot use the broken ground for cover; spotting any of them requires winning an **Opposed Challenging (+0) Awareness** vs. **Concealment Test**, even when the Kroot are firing due to their silent weapons. The Kroot generally take the Aim action to benefit from the Accurate Quality of their weapons.

When describing the scene, the GM may wish to give the impression more than eight Kroot are present. The Imperial Guard are not ineffectual and are probably dealing with some of the assassins on their own despite the difficult circumstances. The eight listed for the encounter are the ones the soldiers cannot locate. These are the key enemies that will complete their mission if the Battle-Brothers do not stop them.

From the time the Battle-Brothers arrive on the scene, they have 4 Rounds to make it to the officer. Once the six snipers notice them, they concentrate all fire on the Battle-Brothers, trying to keep them from proceeding towards the officer. If any Battle-Brother reaches the officer's location by the end of the fourth Round, they can engage with the Kroot in normal Round-based combat. Otherwise, assume the Kroot successfully incapacitate the officer and carry him or her off. If the Battle-Brothers arrive too late, the GM may allow them to pursue if they have a good plan for how to track and keep up with the Kroot.

If the Battle-Brothers inspect the Kroot bodies, a **Routine (+20) Scrutiny Test** observes that the if weapons appear to carry Imperial manufacture marks. A successful **Ordinary (+0) Evaluate Test**—which may also be performed by an NPC if they ask one to research the weapons further—identifies the marks as coming from the production lines of Spite's own Javar Prime facilities.





++Astropathic Transmission Log++
++Canis Salient Command++
Record Location: Spite
Staus: Received as of 7836.779.M41

Choir Servitor 8296-C7

Inquisitorial Overrides: Active
Authorization Protocol: Azure

Most revered and faithful Forge,

May the God-Emperor protect you, Contessor Forge. I send for you in most urgent need. We have found something... terrible in the depths beneath the foundations of the bastion. The Lord Militant assures us that it is only a setback, but I fear that his confidence is only a show for the younger officers. For all of my fears, I still cannot quite fathom what the thing is. It appears to be some sort of door or gateway, though to where, I cannot say. Something lurks the threshold, this much I know for certain. To leave such a breach in our defences would be a terrible lapse in protocol, but I fear that the Lord Militant's pride is getting the better of him. It is for this reason that I write to you. Your blessings may be needed here, most honoured and wise Forge, for I fear that what stirs behind that doorway threatens to consume our very souls.

May the God-Emperor watch over you, my friend.

Colonel Reila Vann

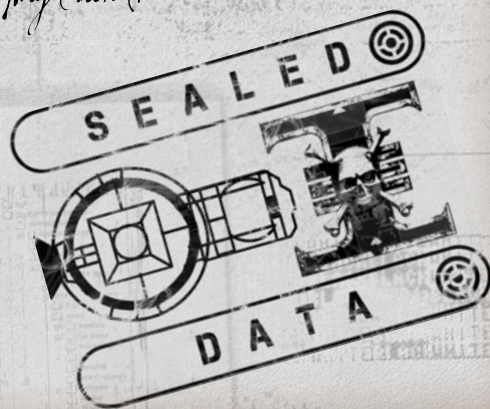


TABLE 1-4: THROUGH THE UNDERGROUND

Roll	Result
1	Factorum Floor: The tunnel opens into a manufactorum floor. The shriek of cutting blades and the hiss of metal presses fills the air. Make Challenging (+0) Toughness Tests to avoid being slowed by the intense noise and heat in the environment.
2	Merchant Residence: The Sympathiser climbs out of a grate into the large subterranean residence of a Javar Prime merchant. The opulent apartments are a maze of well-decorated chambers and the chase is certain to startle several liveried servants. Make Opposed Challenging (+0) Perception Tests as the Sympathiser tries to locate an exit point from the house.
3	Worker Residence: The tunnel connects to matrixed apartments where the working class live. The hab has grids of hallways with small, identical rooms attached. The Sympathiser tries to convince the residents to hide him. Make Opposed Challenging (+0) Awareness vs. Charm Tests .
4	Warehouse: The refugee dashes through a large warehouse. As he goes, he knocks over large stacks of heavy crates and topples precariously-balanced palettes. The Battle-Brother makes a Very Hard (-30) Strength Test to quickly move the obstacles aside. Add his Degrees of Success to, or subtract his Degrees of Failure from, his pursuit total.
5	Flea Market: The passage opens into cluttered rows of tables covered in questionable food and low-quality goods. Make an Opposed Challenging (+0) Awareness vs. Shadowing Test as the Sympathiser attempts to get lost in the crowd.
6	Shanty Town: The pipe emerges in the middle of several dilapidated, makeshift dwellings. Make Opposed Challenging (+0) Awareness vs. Silent Moves Tests .
7	Crumbling Pipes: The chase enters a stretch of pipes that are loose and rusty. Footing is treacherous and both the refugee and the Battle-Brother have to move carefully or fall. Make Opposed Challenging (+0) Agility or Acrobatics Tests .
8	Straightaway: The pipe continues in a straight line without any side passages. With his superior speed, the Battle-Brother is able to gain on the Sympathiser. Add one Degree of Success to the Battle-Brother's total.
9	Machinery Interior: The Battle-Brother drops after the Sympathiser into the spinning cogs and zigzagging platforms of a giant machine. Make Challenging (+0) Intelligence Tests to find an expedient way through the machine's metal heart.
0	Vermin Nest: The Sympathiser's flight hits an abrupt dead end, but aggressive carrion vermin have made a large nest here. If the Battle-Brother chooses to fight the Magnitude 20 Horde of Carrion Feeders, he can capture his quarry alive. Otherwise the hungry vermin devour the Sympathiser. (They have no interest in the Space Marine as long as he is in sealed armour.)

OPERATION AEGIS

The Battle-Brothers have several ways of learning about Operation Aegis. If they agree to support Vann's play to succeed Ebongrave, she immediately tells them her suspicions about Operation Aegis. If they learn about the operation from Gregorius Blount and confront Vann with the information, she does not deny it. Finally, after the **A New Attempt** encounter, one of the officers comes to the Kill-team with the truth. If they save the targeted officer, Vann decides the pattern cannot be coincidence and tells them. If the Kroot succeed in kidnapping their target then the survivor turns to the Deathwatch.

Unfortunately, the co-ordinates of the Javar Ward have been secured in a datacrypt that only Lord Militant Tetrarchus can access. Vann—or Ligne—informs the Kill-team that they can send an Astropathic request for the access codes—which takes 1d5 days—or have the Bastion's most senior Tech-Priest try to bypass the encryption—which takes 4d10 hours. In either case, unless the Battle-Brothers can find the location sooner, they are going to be waiting idle for some time while their enemies continue to make progress. The Bastion's Tech-Priest is quite skilled, and while the assistance of a Techmarine would cut the bypass time to 3d10 hours, the GM should discourage him from sitting out on the rest of the adventure to assist, since it is unlikely to materially affect the outcome.

COLDMANN'S CONDUIT

Coldmann's Conduit is an endless series of snaking twists and identical crossways. If the Battle-Brothers enter it looking for the Vengeance Sept, they come upon the first of the rebels quite suddenly in a 4-way intersection. The pipes on all sides are roughly two metres wide. The bulk of the Vengeance Sept's small forces try to hold the Kill-team at this intersection—giving time for their leaders, who are down the pipe opposite the Kill-team's approach, to escape. They form a Horde of Magnitude 20 with the Fearless Talent, meaning they do not Break.

Unless it takes the Battle-Brothers an inordinately long time to break through the Horde, they reach the location of the senior members just in time to see them flee in random directions through the snaking tunnels of Coldmann's Conduit. (Conveniently, there is one senior Vengeance Sept member for every Battle-Brother.) If the Battle-Brothers give chase, use the following rules for pursuit: the underground pipe network is confusing and neither the Battle-Brother nor his quarry has any idea where the next turn will lead. When the encounter begins, each Sympathiser starts out with 1d5 Degrees of Success towards escaping. After determining how much of a head start each Sympathiser has, roll once on **Table 1-4: Through the Underground** to determine the first place they emerge. Each type of location has different opportunities for the Battle-Brother to catch up. Make the Test(s) indicated on

the table and re-calculate relative Degrees of Success between the Sympathiser and the Battle-Brother. If at any point the Sympathiser accumulates 6 more Degrees of Success than the Battle-Brothers, he gets away. Otherwise, the Battle-Brother catches up to his target when he accumulates 2 more Degrees of Success than the Sympathiser. If neither reaches the required total for victory in a Round, then the Sympathiser bolts back into the maze of pipes. Roll again on **Table 1-4: Through the Underground** and continue the chase. When the refugee's lead drops to 0, the Battle-Brother is close enough to make a Ranged Attack (one attempt per roll on the Table) if he chooses to do so.

TIME TO ANSWER A FEW QUESTIONS

None of the Vengeance Sept is trained to resist interrogation, although the junior members in the Horde that defended the intersection don't know much that the Battle-Brothers haven't already determined. However, if the Kill-team gets their hands on a senior member, they have the potential to answer several questions. Phenicia Stoa has no real love for the Tau, only hatred for the Black Zone. If she is present, she volunteers (to the chagrin of the other senior members) to tell the Battle-Brothers anything they want, if they agree to kill her rather than let her be taken to Sepulchre Sigma. Depending on how the Kill-team has the other members secured, Aktemeon or Maddred may try to grab a weapon and silence Stoa before she reveals everything.

"Are there xenos on Spite?"

"We've been in contact with them for over a year. Five months ago, Shas'Vre Ren and a small group in battlesuits hid on a cargo transport. Since then, we've helped them smuggle in their Kroot allies as well."

"What are you trying to accomplish with the assassinations?"

"Assassinations? They weren't supposed to be killings. They were supposed to be live captures. Shas'Vre Ren came with a list of names. He didn't say what they're for, but he made it clear he needs one of them alive. We've helped locate them, track them, but the Kroot are the ones who go."

"What are you doing on the underside?"

"We don't go down there, but it's where the Tau are. They're looking for a weapon or something, buried and sealed away. They say it will help us win the Reach. We helped them get equipment to dig it out, but recently they've quit needing fuel and parts for the machines. I don't know why."

"Where are the Tau? / Where is the drilling?"

"We've never been down there, but we meet with them on Platform 18-Delta in the Red Line. It's close to there."

If the attack on Ebongrave specifically is referenced:

"Much as we'd love to claim it, you'd need someone on the inside to pull that off. Someone close to the Bastion. He keeps his movements too secret, and he wasn't on the list."

The Vengeance Sept has the list of targets: Reila Vann, Gregorius Blount, Mattheos Ligne, Marx Colten, and Barthamel Iedelus.



THE OPENED SEAL

If the Tau manage to capture someone who can open the gene-lock at the Javar Ward, and the Battle-Brothers are too far behind their trail, then the Tau open the gateway to the warp before the Battle-Brothers reach the Ghanathaar ruins. With no one to disrupt the release, a backwash of warp energy surges from the unstable portal into realspace, bathing Javar Prime in malignant energies. It subtly alters the city and more radically alters its inhabitants. Lieutenant-Colonel Nathanus may send a garbled report of strange shapes in the shadows and madness sweeping the streets. Either way, the Battle-Brothers have business in Javar Prime. Read aloud or paraphrase the following when they arrive:

Javar Prime is changed. The buildings have taken on subtle twists and irregular angles, as though they had started to melt. A thin miasma hangs over the city, flickers of prismatic light appearing in it like coloured lightning. The city howls like an asylum: full of anguished wails, terrified screams, and manic laughter. These sounds come from the citizens teeming through the streets—oblivious to the new unnatural corruption of their city.

Both above and below, the city is out of control. If the Battle-Brothers enter it, the most prevalent dangers are hordes of deranged citizens and bronze amalgams formed by the mixture of metal statuary and warp energy—see the profiles on page 122.

TABLE 1-5: MOVEMENT OPTIONS WHILE SUSPENDED

Option	Action Type	Effect
Leap from Wall	Free Action†	Any character who begins against the wall face can move his Full Move in any horizontal direction as a Free Action by pushing off the wall. However, he automatically swings back against the wall at the beginning of his Turn. If he is engaged in melee at the time, this counts as a Disengage action (but it is still a Free Action). He must make an Ordinary (+10) Agility Test or only be able to take a Half Action that Turn from the impact.
Abseil Down	Full Move	Move 5 metres down per Round; 10 with a successful Challenging (+0) Agility Test (see abseiling rules on page 206 of the DEATHWATCH Core Rulebook).
Ascend Up	Full Move	A character can use his climbing gear to raise his vertical height by up to his Full Move distance as a Full Action.
Sidle	Full Move	A character can move horizontally up to his Full Move distance by hugging the cavern wall.
Leaping Charge	Full Move	A character can use a combination of the above methods to Charge an opponent whose total distance (add vertical and horizontal distance together) is within his Charge range. He gains the normal bonuses for Charging.

†Leap from Wall can be combined with Abseiling Down or Ascending Up, but not with the other Movement Options while Suspended.

The walkway in front of the Bronze Forest has become slick with blood. Its namesake forest is no more. In its place, creaking amalgams of the metal statues wade through the carnage like angry giants. Their razor-sharp appendages flash with reflections of the unholy light as they reap through the frantic crowd.

However, it is also possible that any number of warp entities may have slipped through as a result of the thin barrier between realspace and the warp caused by the presence of the Javar Gate. If the GM wishes to put daemons in the Kill-team's path, it would not be inappropriate.

PLATFORM 18-DELTA

Platform 18-Delta is the best landmark for reaching the site of the Tau's drilling. If the Battle-Brothers have not been into the Red Line yet, see **The Red Line** encounter on page 29 for information on the approach to Platform 18-Delta.

Platform 18-Delta stands at the edge of underside, on the border of Javar Prime's industrial labyrinth and the forbidden darkness beyond. Standing on the metal hatching is like standing over a deep ocean of night. The blackness stretches on and on, swallowing any light in its expanse.

The repeated booming is louder here—unless the Kill-team is late arriving, in which case it has already stopped—and the characters are close enough to the source that there can no longer be any mistake. It is coming from almost directly below them. However, neither mag-torches nor the most advanced sight enhancers can make out anything more than a dark drop into blackness. Whatever the Tau are doing, it is far, far below.

THE GHANATHAAR RUINS

The alien ruins lie on the northwest side of the forbidden caverns. The gaping entrance to the ancient site is thousands of meters below the surface. The Battle-Brothers will have to scale down the underside to reach it. Javar Prime is replete with industrial harnesses and cabling that can hold even a Space Marine, and the Kill-team can easily acquire such equipment. Therefore, no Tests are required to make this climb unless the Battle-Brothers do it without climbing gear.

The Tau have sentries at the ruin entrance. When the Battle-Brothers get close (5d10 metres above the opening), a group of Stealth suit-equipped Tau (roughly equal in size to the Kill-team) switch their stealth field generators to active and attack. The GM can allow the characters an **Opposed Difficult (–10) Awareness** vs. **Concealment Test** to spot the hiding battlesuits. If the entire team fails, they count as Surprised.

The profile for Tau Stealth suits can be found on page 366 of the **DEATHWATCH** Core Rulebook. However, the Battle-Brother's vertical descent through the wide cavern complicates the fight. The Tau utilise their Stealth suits' Flier Trait to maximum advantage and try to stay out of melee range. Assuming the Battle-Brothers have climbing equipment, use **Table 1-5: Movement Options While Suspended** in place of the normal Movement rules. If the Battle-Brothers are climbing unassisted, then see the rules for Climbing on page 206 of the **DEATHWATCH** Core Rulebook. Jump Packs function normally.

It is recommended that the group track each character's relative height to the ruin entrance each Round using a piece of paper (or counters if the group plays with maps and miniatures). The GM may also wish to copy **Table 1-5: Movement Options While Suspended** and provide it as a reference handout during the fight.

Once the Kill-team gets past the sentries, the ruins lie before them. Read aloud or paraphrase the following:

TABLE 1-6: TAU PROGRESS AT THE SEAL

Determining Factor	State of Progress When the Battle-Brothers Arrive	Sounds of Excavation
The Tau try and fail to abduct an officer, or the Battle-Brothers wait for others to locate the Javar Ward. In either case, the Vengeance Sept must be able to reach Blount or Engineer Aesoph.	Javar Ward opened; in the process of opening Javar Gate.	Cease around the time the Battle-Brothers face the Stealth suits.
The Kill-team captures a Vengeance Sept member before an abduction can be attempted, or the Kill-team removes all possible avenues for opening the Seal (thwart abduction, remove Blount and Magos Aesoph's schematics from the Vengeance Sept's reach).	Javar Ward and Gate still closed.	Cease around the time the Battle-Brothers face the Stealth suits.
The Tau successfully abduct an officer.	Javar Ward and Gate opened before the Battle-Brothers arrive (The Opened Ward encounter).	Have ceased by the time the Kill-team reaches Platform 18-Delta.

You stand in a titan-sized corridor hewn from foreign stone. The smooth walls are cut from a glossy obsidian. Dark reflections dance on the stone's surface, but they bear no resemblance to the shapes or light in the cavern. At seemingly random heights and intervals, twining extrusions jut from the walls. Each one resembles a shape that the mind cannot quite complete.

This is, of course, the same material found in the Red Line. The loud vibrations abruptly halt, leaving a portentous silence. There is only way to go: down the wide, twisting corridor and towards the remaining sounds of faint activity at its end.

THE JAVAR WARD

How far the Tau have progressed in opening the seal depends on whether or not they have been able to seize a former member of Operation Aegis, and how much time they have had since finding that person. Consult **Table 1-6: Tau Progress at the Seal** to determine the stage of the release. This encounter details the most probable outcomes: the Javar Ward open and the Javar Gate closed. See the end of the encounter for modifications if the Kill-team arrives at a different point.

The passage dead-ends in a wide semicircle. There, the Battle-Brothers see a collection of Tau standing around a large circular aperture in the wall:

A large disc is set back at the end of the tunnel, with a retracted set of locks around its circumference; you can only assume the locks that once covered the strange disc were the Javar Ward. The closest enemies to you are a pair of Great Knarlocs, whose riders have pulled them back from the seal. Beyond them, ranks of Fire Warriors stand facing the disc, watching a single warrior as he touches something to the circle. The disc is the colour of the ruins, but smoother, and it bears interlocking, alien runes. As you watch, the runes emit a soft glow and begin to float across the disc like leaves on the surface of a dark pond. The glassy surface grows more transparent, thinning like melting ice.

Unless the Battle-Brothers hide and wait for this process to complete—in which case, see the details of the open Javar Gate on page 41—their arrival triggers a massive combat. The remaining

Fire Warriors form a Horde of Magnitude 25. Command has been left with a Shas'Ui, or Fire Warrior veteran. If the Kill-team is large or advanced in Rank, the GM may wish to equip the Shas'Ui with a Crisis Battlesuit to create more of a challenge. This uses the profile for a Tau Commander on page 365 of the **DEATHWATCH** Core Rulebook, but with WS 30, BS 40, and none of the Commander's special rules. Otherwise the Shas'Ui fights as part of the Horde. Additionally, there are the two Great Knarlocs with which the Battle-Brothers must contend.

As the fight rages on, the warp junction continues to grow thinner and more translucent. A dark silhouette takes shape on the other side. Towards the end of the battle (or sooner if one of the characters explicitly targets the junction), a stray shot (from the Tau or the Battle-Brothers—GM's option) shatters the fragile barrier. Read or paraphrase the following:

The glassy portal emits a sound like a thousand mirrors breaking. For a moment, its fractured pieces hold together, light pouring through the web of cracks. Then the circle explodes outward, emitting a surge of unsettling energy and blinding light. An amorphous shape tumbles from the opening and lies motionless on the cavern floor.

The Javar Gate had not finished synchronising with the Ghanathaar's location. The warp energy discharged is miniscule compared to what it would have been if the release had completed. The Fire Warriors and the Kroot continue to fight until Broken. Once that happens, the Battle-Brothers have the opportunity to examine what came through the junction.

At first glance it is only a jumble of black cloth that lies on the glassy stone. However, once you disentangle it, you see that it is some sort of xenofom wrapped in a voluminous dark cloak. The creature is unlike anything you have ever seen. Its oily flesh is pitted and mottled, as though it had already begun to decompose. It has a vaguely cephalopoid shape, with many, jointed tentacles that bow up above its body like a crab's legs. A giant, toothy maw dominates the centre of its body—a circular pit of teeth ringed by slit eyes. Aside from the cloak, the only other item on it is a metal mask in the poorly-detailed shape of a human face.

If the Javar Gate is Open

If the release has been completed, then the Tau are preparing to depart the site. The warp junction has fully dissolved, leaving just the ring of the unlocked Javar Ward. Most importantly, the Tau are accompanied by a living Ghanathaar (see profile on page 128).

In the Wreckage

One fact quickly becomes apparent as the Battle-Brothers sift through the remains of the battle: the leader of the Tau forces is no longer here. Even if any of the aliens survived and could be interrogated, they know only that their task was to open this Javar Gate. They are ignorant of what was expected to lie behind it or its greater significance. However, near the broken drills lies a discarded Tau Fire Warrior helmet containing a data feed relaying a message in the Tau language. Due to some unknown error in the device, the message is playing continuously; the alien vox systems emitting faint sounds drowned out by the combat, but now audible to the observant listener. Allow the Characters a **Difficult (-10) Awareness Test** to notice the sound and locate the device. While none of the Battle-Brothers can wear the undersized xenos helmet, the message can be coaxed from the device's alien machine spirits with a successful **Challenging (+0) Tech-Use Test**. It can be translated by elucidation cogitators or someone with the **Speak Language (Tau) Skill**. If the Battle-Brothers translate the message, read the following:

Shas'Vre Ren, we have previously questioned whether the low probability of reward at the site of Javar 1 is worth the risk of operating on the gue'la military capital world. However, we had no better options since the location of the remaining Javar [translation failed] remained unknown. [translation failed] has now confirmed that Javar 0 is on the planet that the gue'la call Eleusis. Leave a Shas'Ui and support to complete the Javar 1 operation and report immediately to Javar 0. I will send additional forces to rendezvous with you there. - Aun'O Ea KarHe'Or

If the Seals are Closed

If the Battle-Brothers reach the Javar Ward before it opens, then they see the Tau around the closed device: a complex circle of bolts, tumblers, and gears. In the centre of the ring, the inactive warp junction can be seen, fixed firmly closed by the seal. Once they deal with the Tau, the Battle-Brothers are faced with an important decision: do they open the Seal and the Javar Gate to find out what is inside? Or do they leave the mystery sealed beneath the city?

Should they decide to open the junction, this produces all the same consequences as if the Tau had successfully opened it: the warp backwash and the appearance of a Ghanathaar.



REWARDS

The Objectives known at the beginning of this Mission bear little resemblance to what the Kill-team actually had to accomplish. For this reason, the GM will most likely find it easier to award experience using the abstract method, or about 500 XP per 4 hours of play. If you want to use the detailed method, it is important to tacitly identify additional Objectives, and their priorities. The following are worth 1 Renown each:

- Ending the Four Pillars Uprising.
- Killing or capturing the Vengeance Sept.
- Defeating the Great Knarlocs.
- Preventing the release of the Ghanathaar on Spite.
- As always, the GM should feel free to further reward clever plans and good roleplaying.

DENOUEMENT

The Battle-Brothers have little time to waste if they're going to stop the xenos' plan to free the Ghanathaar. However, they may have instigated a great deal of change during their Mission on Spite. If they have taken part in a regime change for the Canis Salient, the Kill-team may wish to divulge some parting knowledge to the Black Zone's new leader. They cannot alter the individual's fundamental strengths or flaws, but the GM should do his best to have the character's future actions in the Salient reflect that they at least listened to whatever words the Adeptus Astartes left them to ponder.

The Kill-team must now travel to Eleusis. The Deathwatch rapid strike vessel is still in orbit around Spite and is ready to depart at a moment's notice. When the Kill-team is ready, a lander is sent down to the planet to retrieve the Space Marines. As soon as they are aboard the strike vessel, they make the translation to the warp and are on their way.



NEXT STOP: ELEUSIS

The information contained in the Tau data feed is vital to the progression of events into Chapter II of **RISE OF TEMPEST**. What if your players all fail their Perception Tests or do something completely unexpected that bypasses the message? What if they ignore it or destroy it? What if the GM just wants a different way to get them to the next chapter of the adventure? Here are some ideas:

- On Erioch, Librarians and Keepers research the Javar Gate and the revelations of the Omega Vault. They find evidence that another one of these "Javar Wards" exists somewhere on Eleusis.
- Shas'Vre Ren deploys Pathfinders to scout Eleusis. When reports reach the Deathwatch of Tau so far afield from the Canis Salient, the Kill-team goes to follow up.
- One of the Vengeance Sept or Fire Warrior survivors has enough information to set up the next chapter.

STIRRINGS IN THE OMEGA VAULT

Given the urgency, it is unlikely that the Battle-Brothers will return to Erioch between Spite and Eleusis. However, they may exchange communications via Astropaths or messengers. In this case, the GM should be aware of what happens next. As soon as Erioch's data core logs activity at the location of the Ghanathaar Javar Gate or about the lost xenos race itself, its enigmatic inner workings begin to turn. A new chamber opens in the Omega Vault. In it stands a life-sized statue of an Ultramarine Librarian. He is carved holding a book open to its last page. The cover inscription reads: The Fall of the Ghan. Lettering is inscribed on the open page, theorising about something called the Javar Gates. The few visible paragraphs suggest that these Gates were used to protect a xenos species from their enemies.

It is not critical that the Battle-Brothers hear about this right away, but the information is provided so that the GM can disclose it at the next logical opportunity.



ASSAULT ON JAVAR NIL



VERMILLION'S
GRACE

•

THE ANGELS
DESCEND

•

INTO THE DUSK

•

ASSAULT ON
MOUNT SIER



ASSAULT ON JAVAR NIL

"Truly, it is inspiring to see so many men come together under the Emperor's light in the name of his common purpose. The re-building of Eleusis is a testament to what we can achieve when we act as one in His name. Of course, now we must show those who misunderstand His word the error of their ways."

—Cardinal Llorus at the sanctification of Grace's Landing

Eleusis is the closest planet to a Shrine world that the Ecclesiarchy can claim in the darkness of the Jericho Reach. The original glass shrines and extravagant worship spires of the ancient planet were desecrated by the loathsome worshipers of Chaos who took control of the planet during the Age of Shadow, and were then razed to the ground twelve years ago in the Conquest of Eleusis. Since that day, the missionary forces of the Adeptus Ministorum have adopted the world to serve as the centre of Ecclesiarchy power in the Reach. Between the righteous zeal of devoted labourers and the endless coffers of the Ecclesiarchy, over a dozen centres of faith have already been rebuilt. Efforts to restore more cities to their former grandeur are unending.

Historical conjecture is a respected—and necessary—scholarly pursuit on Eleusis. The Ecclesiarchy's stated ambition is to rebuild the shrine cities exactly as they were before the Age of Shadow. This means that the ultimate trump in any reconstruction debate is proof of how things were before. Unfortunately most records were lost in the same flames that cleansed the tainted shrines and temples. "Proof" often comes down to expert opinions that cite precedents on other planets and make extrapolations in volume-long theses.

On each island of civilisation, hundreds of kilometres of ruin still exist. Each is a wilderness of shattered marble and kaleidoscopic broken glass. Huge bridges arch over the wasteland, connecting the scattered reconstruction zones. The Ecclesiarchy chose these sites for their religious significance, terming the spiritual paths between them, the Crescent of Enlightenment. Already, the key sites of the Crescent have been repaired, and pilgrims trek the lonely path, while below them the fractured hands of fallen statues reach towards the

THE FAITH OF THE ASTARTES

The second chapter of Assault on Javar Nil heavily involves the Imperial Creed. Understanding the way NPCs react in many events requires a firm knowledge of how the Space Marines fit (or more to the point do not fit) into the Ecclesiarchy's teachings. Page 75 of the **DEATHWATCH** Core Rulebook explains this ideological schism. GMs with players who are less entrenched in the setting are encouraged to educate their group about this background information prior to launching the second half of the adventure.

ashy sky. Among the ruins, bands of outlaws and heretics lurk, forlorn survivors of the purging fires of the Crusade. Now that the shrines are being rebuilt, and the islands have been largely retaken, these scattered bands are a matter of great contention between the rival factions now vying for control of Eleusis.

If Eleusis offers the Battle-Brothers one boon that Spite did not, it is that the doctrine of Greater Good has not spread this far. The Tau will not find any allies to help them operate covertly. However, Eleusis has more than enough subversive forces of its own moving in the shadows.

VERMILION'S GRACE

The new political centre of Eleusis and the planet's largest completed stretch of reconstruction is the city of Vermilion's Grace—named for the crimson flames that the Crusade used to cleanse the planet. It the seat of the only Arch-Diocese in the Reach, and also home to several of the Vermilion Synod's budding rivals. The city has no official boundary, just an ever-expanding circumference where the devastation ceases and new construction begins. This mobile perimeter is dotted with labour tabernacles—covered pews where the Toil Pilgrims eat, sleep, and worship.

THE BATTLE FOR FLESH AND SOUL

Beneath the political struggles of holy factions, a far more sinister war rages in the catacombs and lost temples of Eleusis. While fire can purge heretics, it takes an even deeper cleansing to scour the taint of Chaos from a planet. Since the Achilles Crusade burned the shrine world's original population, dark ideas and heretical faith have already begun creeping into the planet's new settlers. At present, the worship of the old gods

THE SHINING SAINT

The Jericho Reach has been fractured and scattered by the Age of Shadow and the Achilles Crusade, but a few legends still manage to echo throughout its diverse worlds. One is that of the Shining Saint, a hero figure to the virtuous. The particulars of the Shining Saint's origin and deeds vary widely, and some suspect her to be a composite of many local legends.

Whether the Shining Saint was ever real or not, the Vermilion Synod locked onto it as a tool for reaching the lost citizens of the Reach. Their first order of business was to select a name and history for this Saint. They chose Saint Ariette, the last living saint ever documented on Eleusis before it fell to the worship of the dark gods—thus reinforcing the place of Eleusis as Jericho's new spiritual centre.

has only started to germinate again. It is a fragile weed that only blooms at night and its followers carefully conceal their ways from the public eye.

Unbeknownst to the pious citizens of Vermillion's Grace, a foul creature from the dark ages before the purge lies dormant beneath their fair city. A Daemon Prince of Slaanesh, with neither name nor face, who once twisted the minds and souls of mortal men now turns its attention upward from deep in the crypts of the city. Fleeing the oncoming firestorm of the purge, seventeen years ago, the nameless horror discovered the Confessional Vault. Among the countless tomes filled to bursting with admissions, confidences, and confessions, it glutted itself on the forgotten secrets and hidden shames of the people who once populated Eleusis. The nameless daemon now craves fresher meat and looks to the new inhabitants of the shrine world hungrily. Knowing that among even the most pious people, there are always those with dark desires and twisted delusions. The daemon has begun to call to those of weak will, seeking them out to learn their secrets and to tempt their souls.

However, the Dark Gods are no longer the only force seeking to claim the people of Eleusis. The reaching tendrils of Hive Fleet Dagon have also found the shrine world. Vanguard organisms first infiltrated the ruins and crypts over a year ago, but their usual cycle has been interrupted. For unclear reasons, large numbers of vanguard organisms continued to arrive on the planet; Lictors and a new threat, previously unknown in Imperial Space, have burrowed deep into the crypts beneath Vermillion's Grace. There, they await the approach of Hive Fleet Dagon; biding their time and striking out at any who come near, lest their hidden lair be discovered and eradicated.

CARDINAL LLORUS AND THE VERMILION SYNOD

The city of Vermillion's Grace, the planet of Eleusis, and nominally the Jericho Reach, are the domain of Cardinal Llorus. Llorus was once a protégé of Cardinal Fortis in the Calixis Sector. Fortis's diocese of the Halo Stars put him in a strong position to support the new

spiritual leaders of the Jericho Reach. Cardinal Llorus and a hand-picked group of supporters have grown into the core of Vermilion Synod. They are the Reach's largest religious faction in terms of numbers and resources, but not without rivals.

Cardinal Llorus's primary ambitions are re-building Eleusis, and spreading the gospel of Saint Ariette, the Shining Saint. The Vermilion Synod frequently uses her legend as a bridge to the diverse interpretations of the Imperial Creed that have sprung up during the Reach's isolation. Llorus believes that the gospel of Saint Ariette can do more than simply solidify the disparate schisms of Imperial faith, he truly believes that with Ariette's gospel the surviving heretics of Eleusis can be purged of their corruption and returned to the Imperial fold. The Cardinal's rivals consider Llorus's hope of conversion and redemption to be utter nonsense at best, or paramount to blasphemy at worst. Regardless, Llorus has a strong following in the Vermilion Synod.

ARCHIVIST GRANT VALLATUS

Archivist Vallatus is the most senior adept in the Vermilion Synod's employ. It is his duty to advise Cardinal Llorus and compile what will one day be the history of Eleusis after the purge. His sharp intellect and compelling quill have won many debates of reconstruction for the Synod and the Archivist is considered invaluable by Cardinal Llorus. He is also, unfortunately, under the influence of the Ghanathaar. Their call beckons Vallatus to them like a moth to a flame. However, the Battle Sisters' zealous defences force him to take a less direct approach. The cunning and resourceful archivist devotes his energies to inflaming the rivalry between the Adepta Sororitas and the Vermilion Synod, hoping that one day the situation will grow violent and provide him an opportunity to slip into the Forbidden Minaret.



It was Vallatus who, at the bidding of his masters, sent confirmation of Javar Nil's location. However, he has no idea that the message went to Tau operatives, or even that the alien empire has anything to do with the residents of the Minaret. He does his best to appear as a helpful ally to the Battle-Brothers, all the while misdirecting them and throwing deadly obstacles in their path. Sister Piety has already begun to suspect that Vallatus is compromised.

THE ORDER OF OUR MARTYRED LADY

An overview of the power groups in Vermilion's Grace would not be complete without the Order of Our Martyred Lady. Although the commandery of Battle Sisters resides on Mount Sifr—several kilometres Northeast of the city—they exert a great influence upon Vermilion's Grace. No Adepta Sororitas order sent so many Sisters in the initial sortie through the warp gate as The Order of Our Martyred Lady.

Within the first year of the Crusade, The Order of Our Martyred Lady commandery under Palatine Ariel declared a divine calling to reach Eleusis, which was still shrouded in warp storms at the time. When they sent no further transmissions after disappearing into the turbulent storms, they were assumed lost. It was therefore a great surprise when Crusade forces took Eleusis almost three decades later, to find the Battle-Sisters holding an abbey upon an isolated mountain on the corrupt world.

The Sisters' military strength, as well as their knowledge of the planet, was instrumental in re-taking it from its profane masters. For this reason, many see the Order of Our Martyred Lady as the true guardians of Eleusis. The image of their mountain abbey as a beacon of light in the darkness resonates powerfully with the people. Naturally, this makes their seclusion and hard-line orthodoxy a difficult hurdle for the message of the Vermilion Synod. In particular, the Order of Our Martyred Lady is fiercely opposed to Cardinal Llorus' visions of a populace reclaimed from Chaos. To the mind of Palatine Ariel, the warbands of survivors are a horde of ravening heretics, deserving only of slaughter and purifying flame.

PALATINE ARIEL

Palatine Ariel led her Sisters through the warp gate and into the fallen Jericho Reach at the behest of Cardinal Cal. However, shortly after arriving she had a dream. In it she saw flesh-masked daemons cavorting atop fallen statues of the Emperor. Beyond them, a beam of light illuminated a tall mountain covered in interlocking aquilas. Beneath the mountain, a foul black cloud swirled. Even as she watched, the daemonic hordes grew closer to the mountain, and she knew that if they were to discover the evil beneath it, the consequences would be catastrophic.

When Ariel awoke, she was convinced the Emperor had revealed her real duty. Following their Palatine's vision, her commandery braved the warp storms around Eleusis and found the mountain she had seen. No one knows precisely what the Order of Our Martyred Lady found on Mount Sifr, but they are singularly devoted to protecting it from the unfaithful. Ariel has sworn a vow to allow only the confirmed faithful of the God-Emperor to pass through the gates of the Lethean Abbey, though her vision has made her suspicious of all who seek entrance.

Since the construction of the defences around Mount Sift, Palatine Ariel has allowed no one to cross the threshold into the Abbey, not even the Cardinal himself.

SISTER PIETY

Born on the world of Jove's Descent, Sister Piety was an early convert to the Imperial Creed, and as a young girl (recently graduated from the Schola Progenium) served the Ecclesiarchy's mission throughout her home system. The mission's preacher took the pious girl under his wing and blessed her with a new, more befitting name. Eventually he sponsored her admission into the Convent Sanctorum, and Piety has proved a most devoted Daughter of the Emperor. Piety bears the heavy title of Ward Sentinel; see the description of Javar's Watch for what this entails. Sister Piety's duties have made her a shrewd and insightful woman. While her faith in the God-Emperor is unwavering and she



JOVE'S DESCENT

Jove's Descent is detailed on page 350 of the **DEATHWATCH** Core Rulebook. It is more than coincidence that Sister Piety was entrusted with the burden of being Ward Sentinel. Her home world was once a core world of the Ghanathaar empire and it holds another Javar ward. Sister Piety has been building a solid resistance to the subtle calls of these aliens since birth.

trusts Palatine Ariel implicitly, the Ward Sentinel does not disdain the help of the Ecclesiarchy or the Inquisition as her Palatine does. In fact, Sister Piety has been in contact with Inquisitor Deschaine for several years—a fact that she has not shared with Palatine Ariel. In the course of her duties as Ward Sentinel, Sister Piety has permission to leave the Lethean Abbey and is encountered among the shrines of Vermillion's Grace far more frequently than any other member of the Adepta Sororitas.

SOLACE DESCHAIINE, ORDO HERETICUS INQUISITOR

A world with a history like Eleusis becoming the centre of faith and pilgrimage in the Jericho Reach is both a sign of the might of the Emperor's Church and an enormous risk. Should the Shrine World fall, once again, to the worship of the Dark Gods of the Immaterium it would come as a great blow to the faith and morale of the ongoing Crusade. For that reason, ever since the reconstruction efforts began on Eleusis, the Ordo Hereticus has kept a watchful eye on the growing population of ecclesiarchs, missionaries, pilgrims and labourers who have flocked to the scoured world. The woman in charge of the Ordo Hereticus activities on Eleusis is Solace Deschaine, a woman of unshakeable faith and indomitable spirit. Inquisitor Deschaine has spent the last twelve years on Eleusis in constant vigil, her agents living out amongst the populace and reporting any suspicions or subtle signs of heresy directly to her. During this time the Inquisitor has uncovered countless secrets hidden just below the surface of the reconstruction, both literally and figuratively.

It was not long after she arrived that Inquisitor Deschaine decided to make contact with Sister Piety. She had discovered that the young Ward Sentinel was finding and eliminating those who had come under the influence of some unknown force. Sister Piety did not share her Palatine's distrust of the Inquisition and saw Deschaine as a valuable ally against the force within the Minaret. Deschaine, previously stymied by Palatine Ariel's paranoia, now had eyes and ears within the Lethean Abbey. For the last ten years, Inquisitor Deschaine and Sister Piety have worked closely, but in secret, to hinder the manipulations of the presence within the Minaret.



PROMINENT LOCATIONS IN VERMILION'S GRACE

On a planet defined by its battered religious history, it would be impossible to detail every site of significance in Vermillion's Grace. Presented here are some of the most visible structures and those most likely to be of relevance to the Mission.

THE GATEWAY TO GRACE

Practicality demanded that the first and most important edifice constructed in Vermillion's Grace was a spaceport. At first, many clerics objected to docks being raised before shrines, arguing that faith must always be the foundation of civilisation. However, once these protesters realised that without labour, supplies, and resources they would be ministering from rubble platforms and living in canvas tents, a compromise was quickly reached. Grace's Landing is part spaceport and part church. Its gilded docking ring takes the form of a great halo and the ground facility itself is formed by 4 kilometre-high statues of the gateway's four patrons: Warmaster Achilus, Warmaster Tetrarchus, Saint Ariette, and Cardinal Llorus. More than a few critics have called it arrogance for the Cardinal have placed his image shoulder to shoulder with the Warmasters and the Saint.

The folds and crevices of each statue hide hundreds of docking platforms and the honour of docking in any of the saints' hands is reserved for the most venerated vessels. The Gateway to Grace is usually referred to in quarters named for each of the four statues. The Cardinal's quarter houses a giant cathedral in its base. Above that are the apartments where Llorus and many synod members live. The Tetrarchian Quarter and the Achilus Quarter are filled with warehouses, maintenance bays, monitoring stations and similar facilities necessary for running a large spaceport. Construction on the interior of the Saint's Quarter was never finished. Other than a few passages to connect the docking platforms to the ground, Ariette's statue is hollow. Local superstition says that it is ill fortune to dock in the Saint's Quarter.

VALOUR'S TESTAMENT

Most of Eleusis is built on materials salvaged from the previous regime, but this fact is particularly obvious at Valour's Testament. This church is the primary temple of the Adherents Angelus. Not wishing to taint the sanctity of his blessing with foreign stone, the Adherents meticulously sought out only the original pieces of the church within the rubble. Furthermore, they refused to alter these holy relics in any way, save to fuse them back together.

The result is glass windows with thousands of spider web fractures, and pitted walls that leave the church open to the elements in many places. This does not seem to bother the pragmatic Adherents, who have covered the worst of the gaps with large tapestries depicting the heroes of the Achilus Crusade (that are in some cases less than completely accurate). Although their church makes them look like paupers, the Adherents are known to pay exorbitantly for rubble that brings Valour's Testament closer to restoration. There have also been a number of incidents where would-be charlatans barely escaped with their lives for trying to pass off material of false provenance.



THE NAMELESS CATHEDRAL

The Vermilion Synod intended for this cathedral to be a glittering second sun in their city. New mirrors were forged to panel it, and massive amounts of metal, scavenged from the ruins of the planet's devastation, were melted down to repair its golden dome and gilded ornamentation. Much to the Synod's vexation, a cloudy tarnish is quickly crawling across the gold surfaces. No amount of scouring has been able to polish the metal clean, and even the most experienced caretakers are helpless to explain the cause. This is not the only setback suffered by the golden cathedral. Three times the Synod has begun the consecration ceremonies, but on each occasion an untimely event has disrupted the process. The unexpected death of a ranking priest, the collapse of a faulty buttress, and a small host of malfunctioning labour servitors have each brought the dedication services to a halt. Tensions concerning the Cathedral are pulled whip-cord tight and it is currently unknown what the Synod has planned for this would-be house of worship.

THE DUSK

Despite their many dangers, the crypts underneath Vermillion's Grace present a huge temptation. Their chambers hold troves of knowledge and reliquaries of valuable artefacts. Fear keeps most, but not all, men above ground. Of those who do dare to wander amongst the unknown horrors of the crypts, some have become prey to the recently arrived Tyranids, and some unfortunates stumble upon an even worse fate among the cold stones—the nameless daemon who now inhabits the Confessional Vault. These seekers, drawn ever-deeper into

the remains of old Eleusis, found that the ruins became an ever-changing realm of wonder; a realm now called the Dusk by the few explorers who have survived to see the light of day, though driven mad by their experience. The Dusk can no longer be navigated by memory or maps, as the nameless daemon who resides deep within the Confessional Vault now twists the gloom-filled corridors and shifts the forgotten vaults with little more than a whim. The insane mutterings of those unfortunate souls who survived their explorations of the crypts refer to the nameless daemon beneath Vermillion's Grace as the Patron of the Dusk.

VANGUARD NEST

The Tyranids are alien in the most literal sense, their very existence is a mystery. To understand the actions or the purpose of the Great Devourer is impossible, for it is truly inscrutable. No less so are the actions of the beasts which populate it. None can say what foul instinct has driven the Vanguard Organisms of Hive Fleet Dagon to colonise Eleusis so aggressively, but they are indeed present in numbers rarely seen on any single world. Dozens of Lictor-genus creatures have made their way into the vaults, mausoleums, and crypts beneath Vermillion's Grace, but with them has come another organism and in numbers never seen prior to full-scale invasion. Together, this new organism, called the Mahir Leaper by the Xeno-biologists who first discovered it, and the Lictors have made the outskirts of the Dusk their temporary nest. Whether they were drawn there by the call of the Patron, or whether their proximity is mere

coincidence is unknown. The Lictors now go about their usual instinctual duties, gathering information about the planet and its inhabitants, its defences and its resources. The Mahir Leapers, on the other hand, appear to be biding their time, remaining hidden as they multiply, their numbers growing until, one assumes, the moment of full-scale invasion.

THE CONFESSIONAL VAULT

The church that preceded the Nameless Cathedral was one of the first to lose sight of the Emperor. Long before disciples of the Dark Gods could worship openly in the street, the lesser vices of greed and ambition had corrupted this cathedral's priests. For centuries, they documented every sin revealed in

SIDEBAR: MAHIR LEAPERS

Mahir leapers are a evolutionary variant of the Gaunt genus, thus far only found in the extremes of the Jericho Reach. Originally discovered on the Deathworld of Mahir, the Leaper is a smaller, more heavily armoured breed of Gaunt which has never been witnessed elsewhere. It is currently believed by the Xeno-biologists under the auspices of the Deathwatch and the Ordo Xenos that the Leaper may be the result of genenetic evolution in response to the harsh conditions of the Mahir Deathworld. Originally this was thought to be a sign that the original Leapers had been stranded on Mahir, separated from the bulk of the Hive Fleet and left to evolve as they might. The presence of a similar genus on Eleusis, therefore, speaks to an entirely different explanation; one with possible implications in the ongoing conflict with Hive Fleet Dagon.

It appears that the Mahir Leaper may not be a quirk of survival adaptation, but may rather be a new form of Vanguard Organism in the Jericho Reach. If this is indeed the case, then the existence of a new Vanguard Organism, a supplement to the fearsome Lictor, speaks to a change in Hive Fleet Dagon's instinctive expansion. Whatever the case, the Deathwatch and the Ordo Xenos are currently unaware of the presence of this new Vanguard Organism abroad; a state of affairs which the Kill-team now has the opportunity to change.

During encounters which feature Mahir Leapers, the Game Master is encouraged to note their physical differences to the players and allow the Battle-Brothers to make **Hard (-20) Awareness Test** or a **Challenging (+0) Forbidden Lore (Xenos) Test** to recognise the Mahir Leapers as a breed of Tyranid separate from the Gaunts they so closely resembles. This information should come as a shock to the Kill-team and register as information valuable to their masters in the Deathwatch.

Mahir Leapers were first mentioned in **rites of Battle**, though that supplement is not required to make use of this Gaunt variant creature.

the confessionals, every secret, every grudge. They amassed a clandestine library that could blackmail generations of families. The power of this information was expanded by coupling it with more traditional archives. By the time Eleusis was purged, the cathedral was swollen with riches and power. The crypts have produced many gifts for those few who dared to walk the Dusk and returned alive, but the Confessional Vault is one of the greatest. In a society so obsessed with the past, the archives of the Confessional Vault contain secrets which could spell damnation for untold millions or could shine purifying illumination upon the darkest pages of Eleusian history.

THE COURTYARD OF PRAYER

It is not surprising that the strong granite cobblestones of this courtyard survived the Conquest of Eleusis intact. More mysterious is how the courtyard survived the centuries of heresy that came before. Each of the thousands of stones is engraved with a line of Imperial litany or partial verse of a hymn. In a rare show of solidarity, the city's three largest factions all contributed to building a beautiful stone wall around the courtyard. Day and night it is filled with bowed heads and murmured supplications, as it is believed that a prayer said here always reaches the Emperor's ears. However, some supplicants hear whispered answers in return, and the sibilant voices speak words that would make the Emperor weep.

THE NORTHEAST WARD

The Northeast section of Vermilion's Grace is perhaps the most visible bone of contention between the various religious powers of Eleusis. By design, Saint Ariette's spaceport statue overlooks this controversial prize. Historical records agree that the last remnants of the Imperial faith sheltered here long after the rest of Eleusis had given themselves over to debasement and corruption. There is also little argument that the famous ballad, "Last Stand Against the Night," refers to the conflict here. However, it is there that the agreement ends.

Already this district draws more pilgrims than the other sites in Vermilion's Grace combined. The local powers know that in time, this area will represent Eleusis in the collective eye of the worlds beyond. The pict's and paintings of the shrine city will feature this ward, and it will be the image visitors hold in their mind when they leave. For this reason, the district's original architecture is hotly debated, and dozens of recent texts each detail a different "complete history" of the area.

The more militarily-minded among the faithful maintain that the ward was largely home to soldiers. They insist that war memorials and shrines to heroes of the Crusade dominated what they believe should be the "Veteran's District." The Vermilion Synod contends that Saint Ariette performed many of her miracles here, and that it should be named "the Saint's Ward" in her honour. Adding to the controversy, several smaller groups and scholars also participate vigorously in the debate with their own interpretations of how the area should be restored.

While no one denies the intent to restore the contested area to its original state, in reality it has become mishmash of styles and iconography. Every building is reconstructed

according to the interpretations of the first hands to reach it. Stark monasteries stand next to elaborate monuments, and the placement of every stone creates hours of religious debate.

THE DECIFOLD STEPS

This simple monument is a ten-sided platform, with each edge being a staircase that contains a different number of steps. The steps converge on a large, equilateral decagon bearing a monument to the Emperor's unifying reach. The Decifold Steps would be only one more tribute to faith on the shrine world were it not for its mysterious origins. The edifice was built in a matter of days by a band of mysterious figures, adorned in the vestments of Ecclesiarchs from a bygone era. They cordoned off the area and worked silently and ceaselessly, day and night until it was completed. The accounts of witnesses agree that once the Steps were completed, the figures simply abandoned the site, never to be seen again. The Steps are almost constantly occupied by public sermons—often by multiple preachers with conflicting messages that shout over one another from the different stair facings.

THE VAN RYL APARTMENTS

The Van Ryls were a notorious family whose power was built on profane sacrifices and sorcery; their blood still runs strong in the Acheros Salient. Their residence complex on Eleusis somehow survived the siege and fires that demolished everything around it. After several inconclusive years of

debate on whether its inexplicable escape was an omen from the Emperor or the hand of sinister forces, the ruling powers reconciled to leave the apartments standing. However, the grounds were twice-consecrated: to the Emperor and Saint Ariette. The residence was then stripped of its lush appointments and turned into a Museum of Admonition.

Visitors can view dioramas of the infamous Van Ryls being interrogated, complete with vox recordings of their screams. Placards detail the final, grisly demise of a score of the captured heretics. In the penultimate room, a lifelike marble sculpture shows the sinners burning in eternal fire while satirical devils prod their charring flesh. This display emerges into a chamber bathed in warm light, where a replica of the Golden Throne sits below the proclamation: "The Emperor Condemns the Wicked."

MOUNT SIFR

Mount Sifr is home to a large force of Battle Sisters from the Order of Our Martyred Lady. Shrines and sites of worship sprawl up the side of the wooded mountain, visible from miles away. The Sisters claim these sites stood through heresy and fire, dating back to Eleusis's sanctified standing in the Jericho Sector of old. Of course, this claim can neither be confirmed nor denied, as the Sisters allow no one to set foot on Mount Sifr. By the time the Crusade caught up to the Adepta Sororitas on Eleusis, a towering wall stood around the entire



mountain. The fortification is topped with auto-defences and studded with scryer-spirits to prevent intrusion. The only entrance is the massive gates of the Lethean Abbey. The Battle Sisters keep constant vigil over their charge, with ceaseless patrols over the mountain, and a small contingent protecting their gates.

LETHEAN ABBEY

This vast fortress-abbey sits at the foot of Mount Sifr. Like the rest of the mountain, the abbey predates the Adepta Sororitas by millennia. Palatine Ariel claims that it was waiting for the righteous to take up the mantle of its guardians once again. The Battle Sisters eat, drill, sleep, and pray beneath murals of forgotten deeds and stained windows of barely remembered Saints. It is said that a thousand coats of arms adorn their atrium, although not one family's heraldry would be recognised by outsiders today.

THE ATHENAEUM

When the Order of Our Martyred Lady took custody of Mount Sifr, they found the crumbling wreckage of a great library. Many of its ancient texts were damaged beyond repair, but the Sisters salvaged what they could. Any doubts the Palatine's followers may have had about their purpose here were swept away by the merest hints of what the mountain holds. As one of the Jericho Reach's oldest known surviving archives, the answers to many mysteries may reside here, but like the rest of Mount Sifr, the Adepta Sororitas guard the Athenaeum's secrets with their lives.

THE ERODED MARTYR

While this immense statue did not succumb to the man-made turmoil on Eleusis, the natural elements were another matter. The porphyry carving's unsheltered position left it exposed to wind and water until it was only the androgynous suggestion of a robed figure. If the Battle Sisters have any information as to whose effigy watches over their abbey, they are not inclined to share.

THE HOUSE OF SONG

This unusual structure resembles the nave of a cathedral, with colonnades on either side of a vaulted roof. However, it has no walls, leaving it open to the air. It is here, rather than the abbey that the Sisters gather for service every morning. Even in the cold of midwinter, their canticles echo down the mountain and through the surrounding wastelands in the pre-dawn twilight.

THE DIVERGED LAKE

The light reflected off this lake's glassy surface radiates for miles like a beacon. Even viewed from the water's edge, its surface is a still mirror that conceals the lake-bed. Legend says that the Abbey's founders cast a blessing of ignorance on the lake to prevent men from looking into its depths and going mad from what they saw below.

ATHENAEUM INFORMATION

Should the Battle-Brothers gain access to the Athenaeum, it contains a wealth of information on Mount Sifr and, to a lesser degree, Eleusis. Provided they have sufficient time, successful Inquiry Tests could uncover the following information:

- The Forbidden Minaret houses a Javar Gate, a xenos device that can be used to access the warp. It is sealed with a Javar Ward. The way to open this ward appears to have been lost with the death of its creators, but the founders of Mount Sifr felt the risk was too great not to watch the Ward.
- The Javar Gate with its Ward is one of ten total Gates throughout the Jericho Reach.
- The Diverged Lake covers the site of a battle with the xenos that once occupied Eleusis. So many were driven to insanity by merely looking upon the aftermath, that the keepers of Mount Sifr obscured the remains through some arcane manipulation of the lake.
- The shrine complex that Mount Sifr has become began with the original guardians of the Javar Ward, the lake, and other alien remains that must be kept away from the foolish and the ill-intentioned.

The Athenaeum's records end in early M35. No research is possible on more recent events.

TRAVAIL'S END

In this graveyard the Battle-Sisters' own are interred. A dozen lonely graves hold those who fell when the commandery first took Mount Sifr. The broad expanse of cleared land testifies that the survivors have already prepared for the time when they join their Sisters at the Emperor's side.

WALL OF THE RESTLESS DEAD

This sheer stone cliff has been turned into a wall of tombs. The stacked graves climb a hundred high and line nearly a kilometre of the mountain's face. An inscription at the centre of the tomb wall reads:

*"The last faithful children of Eleusis / Lie beneath this stone.
/ We cannot rest while darkness reigns / It burns our blood.
/ It burns our bone. / So we sleep in restless wait / To pay the
balance of our hate."*

JAVAR'S WATCH

This fortified basilica has no stairs between its circular lower level and the cupola above. The ground floor's is surrounded by a continuous relief of women holding up one hand in warning. The upper dome—accessible only by climbing shallow exterior handholds—is a uniform ring of arched doors that access a wide balcony, except for the northern face. Where the cupola faces the mountain's peak, a crystalline oculus frames the view of the Forbidden Minaret.

TABLE 2-1: INTEL ABOUT ELEUSIS

Degrees
of Success Information

0	Eleusis is the primary seat of Ecclesiarchy power in the Jericho Reach, driven by the Adeptus Ministorum officials who came with the Crusade. It is also right in Hive Fleet Dagon's path, although the Tyranids have yet to assault it. The Deathwatch has been concerned about the ability of Eleusis to defend itself should Hive Fleet Dagon descend upon it. There is no love lost between the Adeptus Ministorum and the Space Marines, but the Deathwatch recognises that the fall of such a culturally important world would not be good for Imperial morale.
1	As above, and: While Eleusis has been a shrine world since the days of the Jericho Sector, it was completely overrun with followers of the Dark Gods. The Crusade purged the planet in 805.M41, and still have much reconstruction to do. The most powerful figure on the planet is Cardinal Llorus.
2	As above, and: Several religious factions are vying to shape the future of Eleusis, mainly by controlling how the planet's cities are reconstructed. One of the Cardinal's rivals is an Abbey of Adepta Sororitas that has been on the planet since before it was cleansed.
3	As above, and: Cardinal Llorus is at odds with the Adepta Sororitas on the planet over his desire to prove the might of the God-Emperor's righteousness by cleansing and reclaiming the corrupted survivors of the previous purge. Many in the Deathwatch believed that the planet displayed signs of a vanguard organism infestation close to two years ago. However, this information is now in doubt, as the Tyranid presence seem to have diminished in the intervening time.

On the mountain, the Watch is second only to the Minaret in age. Through arcane means that the Sisters do not understand, the circular window darkens whenever the Forbidden Minaret tries to extend its malign influence. Within the Watch they also found a small prism called the Sentry's Eye. Like the oculus, the Eye darkens in the presence of the Minaret's taint. This extends to people whose minds have been clouded by the same powers. Since the Order of Our Martyred Lady took possession of the mountain, Javar's Watch has always had a Ward Sentinel. This Sister monitors the oculus and is the keeper of the Sentry's Eye. She is responsible for preventing the tower from enticing anyone to its threshold. The only Sentinel to date is Sister Piety. Over the years she has quietly eliminated many would-be enemies before they could become a threat.

THE FORBIDDEN MINARET

Not even the Palatine or the Ward Sentinel know what is secured inside the tower on Mount Sifr's summit. The Minaret is a massive tower of stone and steel protruding from the mountain above the Lethean Abbey. Its smooth walls are ribbed with steel supports and buttresses, but the construction is clearly not of Imperial design. It is orbited by two intersecting haloes inscribed with admonitions against crossing the threshold. The tower's construction pre-dates the arrival of Imperial forces to reclaim Eleusis from the Dark Powers, and Palatine Ariel is convinced that whatever evil the Emperor sent her here to contain sits within the Minaret. The Sisters do understand this much: the tower contains an infectious darkness that unshielded minds cannot resist. The tower must be isolated and its occasional victims put down.

The Forbidden Minaret is actually a massive containment device for Javar Ward Nil. The first of the Ghanathaar's warp sanctuaries, it is also one of the largest and the closest to breaking. Close is still a relative term;

it would take at least another few thousand years for the ward to collapse if the process was not expedited. However, the degradation has begun and for centuries the Ghanathaar have attempted to infiltrate the minds of those who might be able to free them. Each such contact takes great effort, and their last vassal died years before Grant Vallatus first heard their voices.

WHAT DOES THE KILL-TEAM KNOW ABOUT ELEUSIS?

Eleusis is a prominent planet in the Jericho Reach, and if the Battle-Brothers know nothing else, they at least know it is the most prominent shrine world of the Crusade's regime. Anyone passing an **Ordinary (+10) Lore: Common (Jericho Reach) Test** has additional information, as according to **Table 2-1: Intel About Eleusis**.

ARMING AND OATH-TAKING

This Mission has a suggested Requisition rating of 90, based on the Objectives as known when the Kill-team deploys:

- **Primary Objective:** Uncover and stop the Tau actions on Eleusis (Skilled Objective, 25 Requisition).
- **Secondary Objective:** Prevent events on Eleusis from weakening planetary defences against the advancing Tyranid threat (Veteran Objective, 25 Requisition).
- **Secondary Objective:** Uncover information concerning the greater Tau/Ghanathaar plot in the Jericho Reach (Skilled Objective, 20 Requisition).
- **Tertiary Objective:** Avoid drawing the wrath of the Ecclesiarchy on Eleusis (Skilled Objective, 10 Requisition).
- **Tertiary Objective:** Discover evidence of Hive Fleet Dagon vanguard organisms on Eleusis (Skilled Objective, 10 Requisition).

THE ANGELS DESCEND

When the Kill-team arrives on Eleusis—their transport faithfully secured upon the *Ultima Ratio*—the moment the first Toil Pilgrim or choir serf spots them, word of their arrival races through Vermilion's Grace. Wherever they go, sermons fall quiet and the bustle of reconstruction stills. It is the first time since the Conquest that Adeptus Astartes have walked Eleusis and the first time that any of its new populace—save the highest Ecclesiarchy members—have ever seen a Space Marine.

The awe is so profound that none of the lay-people dare approach them; crowds simply part if the Battle-Brothers go into public. Anyone the Battle-Brothers approach speaks with deferent, downcast eyes. However, the leaders of Eleusis are not so bashful, and many of them have agendas that would prosper greatly from the appearance of support from the mighty Adeptus Astartes. Immediately upon their landing, the Cardinal contacts the Battle-Brothers through a messenger to invite the Space Marines to a private discussion in Grace's Landing.

THE CARDINAL'S AID

Should the Battle-Brothers accept the Cardinal's invitation, they are admitted to his chambers within the Gateway to Grace. His chambers are opulent, as one might come to expect in the apartments of a man of his rank. They are greeted by the Cardinal and Archivist Vallatus. After the customary greetings are exchanged, the Cardinal offers to provide any aid or information that the Space Marines may require, so long as it is within his power to give. If the Battle-Brothers make any mention of their mission or inquire about a Javar Ward, both the Cardinal and the Archivist are quick to suggest that their best source of information is the Athenaeum within the Adepta Sororitas fortress. The Cardinal and Vallatus know full well that the Battle-Brothers will be denied entrance to the fortress, but they each wish to use that event to their advantage. Llorus hopes that by denying the Space Marines, the Palatine might inadvertently push them more firmly into his own camp. The Archivist, on the other hand, seeks to destabilise the Adepta Sororitas defences. Whether the Battle Sisters allow the Kill-team access and in so doing weaken the sanctity of the mountain fortress, or they come to blows, it matters little to Vallatus.

Cardinal Llorus is quick to recognise the power that the Adeptus Astartes have as a symbol. He knows better than to ask for grand favours or for the Kill-team to weigh in on any matters of debate. His agenda is elegantly simple: he wants to bless the Battle-Brothers and their mission in a public ceremony on the Decifold Steps. He presents it as an opportunity to raise the spirits of the hardworking pilgrims, and to encourage the city to give the Deathwatch whatever aid they need. The Cardinal (or his messenger) is quick to assure them this does not require actually revealing their purpose on Eleusis, just that they participate in a general prayer for their success. The Kill-team should be fairly opposed to presenting

THE PRICE OF ADMISSION

Cardinal Llorus and Palatine Ariel do not see eye-to-eye on a number of matters. However, it is the Cardinal's wisdom, not his religious authority that the Palatine questions. If the Cardinal realises the Battle-Brothers seek entrance to Mount Sifr, he uses his power to its full benefit. He points out that accepting his public blessing would declare them agents of the God-Emperor's church. The Palatine would have no choice but to admit them after that. This is likely untrue, as the Palatine has openly denied Cardinal Llorus himself, but Llorus hopes that this argument will persuade the Battle-Brothers.

If the Battle-Brothers try to counter with the suggestion of a less public ceremony or some other alternative that meets their needs without giving him the display of authority he wants, the Cardinal tactfully but firmly finds reasons to reject such ideas. He makes statements such as "a private blessing is easily ignored" or "the Palatine could claim a quietly issued writ was forged." Llorus would never be unsophisticated enough to state that he will only help them if he receives a favour in kind, but it is very much the truth and he tries to make it clear without saying it outright.

themselves in such a public manner, and the very suggestion shows the Battle-Brothers how little the Cardinal knows about the Space Marines, or their purpose here.

Throughout his dealings with the Battle-Brothers, Cardinal Llorus is impeccably polite and composed. He does not bring up the issue of the Emperor's divinity and ignores even the most obvious slights to his office or his religious views. In such a tumultuous political environment, he knows that the Battle-Brothers are free agents that he can ill afford to turn against him. Archivist Vallatus appears accommodating and sagacious, though he is little inclined to actually help the Kill-team. A psychic character may make a **Challenging (+0) Psyniscience Test** to notice an unsettling air about the Archivist, though the Battle-Brother cannot quite pinpoint the source of the wrongness.

THE GATES OF MOUNT SIFR

Mount Sifr lies 20 kilometres northeast of Vermilion's Grace; its outline is visible from the city on a rare clear day. Whether someone points the Battle-Brothers to the mountain abbey or they opt to go there on their own, the Battle-Brothers may eventually present themselves at the gates of the Lethean Abbey. Psychic characters who pass a **Difficult (-10) Psyniscience Test** may feel a vague sense of unease centred on the mountain.

The Battle-Sisters do not open the massive adamantine gates for the Kill-team, but it is not long before Palatine Ariel approaches and stands just on the other side of bars. From the beginning, her demeanour is uncompromising.

The Palatine is the first person on Eleusis to regard you without a trace of unease in her eyes. As she stands there in front of her fortress-abbey and the looming shape of an Exorcist tank, the tilt of her chin says that she easily considers herself your equal. "The Emperor's divine blessing be upon you, Brothers. Why have you come to this place?" she asks in a neutral tone.

Ariel listens calmly to whatever the Kill-team chooses to tell her. However, she has no intention of allowing them through the gates and onto Mount Sifr. Her determination stems from three sources. The first is a rigid interpretation of the vows she and all of the Sisters here have taken. Palatine, like any affiliate of the Ecclesiarchy, knows that the Adeptus Astartes do not venerate the Emperor as a god. To women who have devoted their lives to his divinity, and who channel his holy power directly, this is not a small doctrinal difference. If the Sisters begin taking leeway with their strict vow, it is a slippery slope that easily leads to more questionable figures than Space Marines petitioning for entrance. The second reason is more pragmatic. Many holy wards protect Mount Sifr. In a very real sense, the power of the Adepta Sororitas is their faith. Their sanctuary is pure and united by that faith—a faith the Adeptus Astartes do not share. The Space Marines' presence could disrupt the harmony of purpose that strengthens the Sisters here—or at least the Palatine truly believes this to be the case. Lastly, Palatine Ariel has seen traitors and manipulators at work and knows that they rarely act in the metaphoric light of day. While the Palatine may not despise the Battle-Brothers, she certainly does not trust them. She is too cautious to allow a possible threat into her fortress-abbey, whether they are aware of the threat they pose or not.

Ariel did not rise to Palatine without some modicum of guile. She lets the Battle-Brothers give her as much information as possible before she denies them entrance. Any allegations that something sinister sits beneath the mountain are hardly a surprise to its guardians. However, indications that an alien force is actively on its way to free such a threat are something else again. If the Kill-team makes reference to xenos, the tower, the mountain summit, or Javar wards, Ariel summons Sister Piety.

A Battle Sister with tan skin arrives at the gate. Even within her power armour her movements have a sinewy grace, and her piercing black eyes are never still; they constantly scan her surroundings for threats.

The Palatine summarises what the Battle-Brother have said, and then asks:

"What do you make of this, Ward Sentinel?" The other woman glances up the mountain behind them. "The oculus has darkened frequently of late, but I have already told you of my suspicions. It is... possible the call of darkness extends further than we thought." Her black eyes halt momentarily over your Kill-team. "I do not believe the Adeptus Astartes would be here without good cause. We would be wise to consider what they say."

The Ward Sentinel does not believe that the Battle-Brothers are being manipulated by whatever lies within the Forbidden Minaret, but she does not dismiss her Palatine's fears that they may be acting under the orders of someone corrupt. Sister Piety meets the Battle-Brothers' gazes, but does not answer any statements they address to her, letting the Palatine speak for her. Ariel dismisses her, saying "I will take it under advisement." In the unlikely event that the Battle-Brothers participated in the Cardinal's Ceremony on the Steps, Palatine Ariel has heard word of the event. The fact that the Space Marines are working under the authority of the Ecclesiarchy on Eleusis does not change the Palatine's position. She has refused entrance to the Cardinal himself and has no intention of doing anything different for his agents. If the Kill-team has not received the Cardinal's blessing, the Palatine's distrust of the Cardinal and those who work for him is readily apparent.

At the conclusion of dialogue (or sooner if they press the point of entrance) she tells them:

"I cannot allow you within our walls. Your words may be true and your intentions just, but you lack faith in the God-Emperor." She stresses the word "god." "Your unbelief could weaken the sanctity of this place."

If they grow hostile, Ariel responds in kind:

"I have no desire to fight you, but understand: the Order of Our Martyred Lady has purged Imperial temples to prevent the spread of radicalism and Imperial Guard regiments who followed an unfortunate order. Duty often does not give us a choice in our foes. We will defend our sacred charge if you set foot upon this mountain."

It becomes obvious that at least part of this conversation has been transmitted over her vox, because several Battle-Sisters step out of the Abbey. The Battle-Brothers must choose what they do next carefully—a choice that may depend on whether they suspect that Mount Sifr is in fact the location of Javar Nil. Initiating an immediate confrontation at the gates of the Abbey an obviously unwise choice, so much so that the GM should require anyone about to take a hostile action to make an **Easy (+30) Tactics (Assault Doctrine) Test** or **Ordinary (+10) Intelligence Test**. On a success the GM should inform the Battle-Brother that it puts the Kill-team in a very poor position—although they are free to proceed attacking if they truly want to do so. If the Battle-Brothers decide to defy the Palatine, either openly or covertly, the time has come for the Assault on Mount Sifr (see page 64). If they return to Vermilion's Grace, additional options present themselves.

CEREMONY ON THE STEPS

Whether or not the Battle-Brothers first approach Mount Sifr, should the Kill-team agree to receive the blessing of Cardinal Llorus, the Vermilion Synod can arrange a public blessing in a matter of hours. Bells ring continuously to call the Toil Pilgrims in for the ceremony. Priests immediately commence hanging incense braziers around the Decifold Steps, and bedecking the monument itself in black and gold. When all is ready, the Battle-Brothers are instructed to climb the steps towards the waiting cardinal.

It is quite possible that every soul in Vermilion's Grace has turned out for the ceremony. As you ascend the Decifold Steps, you can see out over more and more of the city. There is no end to the sea of wide-eyed citizens, all straining to see past one another. The Cardinal stands above you, gleaming in his ornate robes of office. A cherub hovers on either side of him, each holding a vox amplifier so that his words will carry.

Lesser clergy members line the platform as well as the path up the steps. Altar boys throw rose petals at the feet of the Battle-Brothers while they pass. When the characters reach the top of the steps, a hush falls over the crowd. The Cardinal intones a catechism of valour and a blessing of wisdom, first in High Gothic and then again in Low Gothic for the crowd. He says a short orison before each Battle-Brother, and then the choir begins to sing a Terran hymn. Voices swell from the streets as the onlookers join in the song. The Cardinal and his procession begin to file down the steps. Several of them are not entirely able to hide smug expressions, particularly as they pass members of other religious factions. If the Battle-Brothers did not previously realise what an achievement this ceremony was for the Cardinal, they may now. With the ceremony completed, the Kill-team is free to go about its business.

FINDING JAVAR NIL

The Battle-Brothers came to Eleusis with a purpose. Unless they want to wait to see where the Tau show up (which is an option—albeit a strategically unwise one) they still need to determine the site of the Javar Gate. Unfortunately no one in Vermilion's Grace (not even those eager to curry favour) knows anything about alien ruins or a xenos portal. If the Kill-team makes inquiries with the populace or the individuals above, advice includes:

- **The Athenaeum:** Mount Sifr has one of the oldest surviving collections about the planet's history. The Order of Our Martyred Lady is notoriously protective of their mountain stronghold, but their archives are almost certain to help the Battle-Brothers if they can gain access. Both Cardinal Llorus and Archivist Vallatus strongly recommend this to the Kill-team.

- **The Confessional Vault:** It has long been rumoured that the precursor church to the Nameless Cathedral kept a secret and extensive underground library. Due to its underground location, the records may have survived the purge. Several expeditions have been launched to uncover this asset. None have been successful, and many never returned at all. Some have also quietly wondered: if the library could survive the purge, what other things might have as well? In any case, if the Battle-Brothers could locate this library, not only would it be of great value to the scholars (if the Battle-Brothers thought its contents safe to share), it is also likely to contain information on the ancient places of Eleusis. If the Kill-team consults with Inquisitor Deschaine (see page 56), she suggests this as their best option.

- **Javar's Watch:** If the Kill-team specifically uses the term Javar, members of the Vermilion Synod may note that there is a location on Mount Sifr called Javar's Watch. Eager to paint the sisters as uncooperative and even suspect, they describe at great length how the Order of Our Martyred Lady does not allow anyone to enter Mount Sifr. The Synod advises that the Kill-team will have to use political or physical force if they want to investigate Javar's Watch.

THE ORDO HERETICUS ON ELEUSIS

Yet another political faction on Eleusis hastens to contact the Kill-team. This event happens either as the Kill-team departs the Ceremony on the Steps or when they first leave the Gates of Mount Sifr. Realistically this event can be used at any time to spur the Kill-team into action. If the players seem to be floundering for direction, the Game Master should use this encounter to get them moving. Whenever the Game Master decides to use this encounter, each of the Battle-Brothers is alerted to a moderate-level threat by the vox relays within their helmets. The warning is accompanied by a short series of planetary co-ordinates which indicate a location named "Cell V"

in the Northeast Ward. If the Battle-Brothers investigate the source of the alert, they discover that it was sent via the long-range vox-relays aboard the *Ultima Ratio*. Further investigation reveals that the transmission's encryption was processed



directly by the communications servitors aboard the strike cruiser. An **Easy (+30) Ciphers (Deathwatch)** or **Ordinary (+10) Lore: Forbidden (Inquisition or Adeptus Astartes)** Test identifies the encryption as obscure ciphers of the Inquisition, invoking ancient oaths of co-operation between the Ordo Hereticus and the Deathwatch.

If the Battle-Brothers follow the alert, it leads to a small cloister attached to a conspicuously nondescript church. Within cell five they find a woman with long silver-white hair. She introduces herself as Inquisitor Solace Deschaine of the Ordo Hereticus. Given the history of Eleusis, it should be of little surprise that the Reach's Witch Hunters are monitoring the reconstruction. The Inquisitor asks the Kill-team their purpose on the Shrine World. If the Battle-Brothers mention Javar Nil or the mysterious xenos race they uncovered in **Chapter I: Depths of Treachery** they pique Deschaine's curiosity. The Inquisitor sends for Sister Piety and offers the Battle-Brothers what information she can while they await the Ward Sentinel's arrival.

THE EYES OF THE SENTRY

Sister Piety's suspicions about Archivist Vallatus mean that she frequents Vermillion's Grace more than many of her Sisters. She must determine whether the archivist is truly under the Forbidden Minaret's influence and take appropriate measures if he is. For this reason, the Ward Sentinel is close at hand when Inquisitor Deschaine sends her agents to summon the Sister of Battle.

When Piety arrives, she does not immediately engage the Battle-Brothers, but her conflicted expression betrays that she is not so resolved against them as is her superior. Deschaine and Sister Piety exchange a few quiet words as the Inquisitor informs the Ward Sentinel of what has transpired. Once they are finished, Deschaine offers the Battle-Brothers a chance to tell the Ward Sentinel what they know. The Battle Sister quietly listens to what they have to say. If prompted, she may reveal more about the myths surrounding the Forbidden Minaret, Javar's Watch, and her duty as Ward Sentinel. If asked to elaborate on what she said back at the Gate to Mount Sifr concerning her suspicions, the Ward Sentinel bids them *"Be wary of Grant Vallatus. The Synod may not be his only master."*

Sister Piety knows that the Battle-Brothers are righteous servants of the Emperor, but she will not directly oppose the Palatine. However, if the Kill-

team brings up their need to enter Mount Sifr, she informs them that she will only aid them to convince the Palatine of the purity of their mission.

At this point, the need for certainty should be paramount. The Battle-Brothers have a choice before them. Inquisitor Deschaine maintains that the Confessional Vault, if it truly exists, is the most comprehensive source of information concerning the civilisation on Eleusis prior to the purge. The Kill-team may also wish to confront Archivist Vallatus and learn what they can from him. If the Battle-Brothers decide to make their way to the Confessional Vault, Inquisitor Deschaine and the Ward Sentinel both insist that they accompany them. The Inquisitor claims the authority of her Ordo and the importance of what could be uncovered to the success of her mission on Eleusis. Sister Piety, on the other hand, assures the Battle-Brothers that whatever evidence they uncover will be better received by the Palatine if the Ward Sentinel can bear witness to it directly. At this point, proceed to **Into the Dusk**, on page 57.

If the Kill-team decides to approach Vallatus, the Archivist is warned of their coming by the agents he has secreted throughout Vermillion's Grace. With what little time he has available to him, he sets into motion the attack on the pilgrim settlement which precedes the attack on Mount Sifr. Proceed to **The Servant of the Minaret** on page 62.



INTO THE DUSK

"Down in the Dusk, all secrets are laid bare."

—A nameless wanderer in the Dusk

All accounts of the Confessional Vault say it is somewhere directly below the site of the old cathedral. All one has to do is keep going down. As many in the city half-jest, *"If you reach Hell, keep going; you're almost there."* Should the Battle-Brothers seek this option, they have no trouble locating a way into the broken sub levels of the city. Vermilion's Grace is still covered in fissures from the Conquest and replete with jagged openings into the sunken crypts and mausoleums. The entrance nearest to the Nameless Cathedral is within its very courtyard: through the hole left when an ancient tree and its buried roots burned to cinders in the purge.

The upper crypts are thick with detritus from the assault. Layers of ash clog the ossuaries, and the passages are littered with charred remains that were never intended to be interred here. As the Battle-Brothers find their way into the lower levels, into the Dusk, the rubble and crumbling remains become more sparse and eventually vanish altogether. From here down, the journey is utterly lightless. The Battle-Brothers must rely on whatever light sources they have brought, and their helmets' light intensification. Far more than just crypts lie forgotten beneath Vermilion's Grace. Eleusis was populated even before the Great Crusade and its foundations show the history of how one generation built on top of another. (It also shows the futility of trying to reconstruct a "true" version of Eleusis, since for any site there could be so many versions of the truth.)

THE OUTSKIRTS OF THE VANGUARD NEST

As the Battle-Brothers weave their way down, they begin to see evidence of Tyranid infestation. Traces of Tyranid ichor can be found here and there around the ruins and splatters of dried blood give evidence to the presence of some sort of predator. During their explorations, the Battle-Brothers draw the attention of the tyranid vanguard organisms that dwell underground. Seeking to keep their presence hidden from the population at large, a group of Lictors, equal in number to the Battle-Brothers' party, including the Inquisitor and the Ward Sentinel if they are present, begins trailing them through the crypts. Make an **Challenging (+0) Opposed Silent Move** versus **Awareness Tests**. If the Battle-Brothers do not detect the Lictors, they wait to attack until the Kill-team is in a less advantageous position.

The next point of descent the Battle-Brothers encounter is a tight, winding staircase of cracked stone. It makes a full circular revolution before it empties out onto the next level. It is so steep and narrow that inside it, a Battle-Brother can only see a metre in front of him and a metre behind him before the walls interfere. The Lictors wait until all but one Battle-Brother has entered the stairs, and then attack the last member from behind.

SIGHTS IN THE DUSK

The depths of Eleusis contain enough to form several adventures alone. However, the amount explored in Assault on Javar Nil is kept brief since the mission's focus is elsewhere, and some teams may opt not to go below the streets at all. However, if the GM wants to flesh out the experience a little more, here are some additional points of interest the Battle-Brothers may run across between the surface and the Confessional Vault.

- **Dark Murals:** The highest levels of ruins belong to the era when Eleusis was consecrated to Dark Gods. The Battle-Brothers encounter depraved murals of warp-torn skies, human sacrifice, and men kneeling before daemonic creatures.
- **Incorrupt Saints:** Beneath the Age of Shadow are remnants of the time the Ecclesiarchy strives so vainly to regain. Here lie fragments of the glittering shrine city that once brought pilgrims across entire sectors to pay homage at its temples. One of the most intact pieces of this history is a hall of robed bodies under glass. Over a hundred bodies lie in perfectly preserved repose. Their glass coffins are engraved with Imperial iconography and scriptures, but their names are lost to time.
- **Ghanathaar Ruins:** Once the Kill-team passes into the crypts, where the levels have no logical ordering, they may see evidence that the planet was once part of the Ghanathaar Empire. There are chambers made from the same glass found beneath Javar Prime. However, these xenos halls are more complete. In some places the Battle-Brothers can see how the seemingly random components combine to form structured patterns. Twisting helictites combine to form symmetrical rooms, and in one cavern is a series of formations that mimic a mountain range. A **Difficult (–10) Perception Test** can identify it as a replica of the range behind Mount Sifr.

Only two Lictors can effectively attack through the stairwell, but the location prevents anyone but the person directly beside the Battle-Brother from assisting him, and even then it might risk hitting the Brother under attack. One of the attacking aliens uses their Flesh Hooks in a Grapple to keep the Battle-Brother from withdrawing to the lower level where his brothers can support him. The rest of the Lictors hang back to the sides of the staircase where they cannot be sighted for Ranged Attacks but are ready to leap into place if one of the attacking creatures falls. As long as they can hold their position, it keeps the Kill-team's other members neutralised within the stairwell and on the level below.

If the Battle-Brothers don't find this position to their liking (nor should they), they have several options for remedying it. If the character under assault wins a **Grapple Test** with the Lictor, he can force it back enough for the rest of the team to get through. If the Lictors have their victim immobilised, one of the other Battle-Brothers may



attempt to destroy some portion of the crumbling ruins with high-penetration weapons such as krak grenades or meltaguns. If they create a breach into the upper level, they can enter through it and fight normally. Alternatively, if the creature fails to get a hold on the Battle-Brother to begin with, he can pull back with his team. However the Lictors are too clever to fall into their own trap. If the Kill-team pulls back, the xenos do not charge down the stairs. Instead, the Kill-team waits 1d10 Rounds in their new position: a 10 by 10 square room with multiple entrances and exits. During this time the Lictors (who know the ruins well) are crawling through other passages. At the end of this time they rush into the lower room through the different openings.

If half of the Lictors die without taking down any Battle-Brothers, the survivors disengage and attempt to flee in different directions. If the Battle-Brothers pursue all of the creatures, depending on how far the chase leads, the GM may call for a **Navigation (Surface)** or **Cohesion Test** to regroup.

THE PATRON'S WHIM

Eventually the Battle-Brothers cross through more than a dozen sub-levels stacked one atop another. At this point, Librarians can make an **Ordinary (+10) Psyniscience Test**. The nature of their surroundings has changed subtly, and if the Test is passed it gives the psyker a sense of "mutability." Reality's hold is weak here, and the Patron of the Dusk is

strong. They have entered an area where the fundamental laws of physics no longer rule. If the Kill-team presses on, they may find themselves glancing back to see that the junction they just left is no longer there, or discover that a straight line has led them in a circle.

Each Battle-Brother should take a **Challenging (+0) Willpower Test**—modified by the **Resistance (Psychic Powers)** talent. The Dusk manages to glimpse the desires of those who fail the Test. The GM should establish a vision of temptation for each character that failed. This could be anything: the Javar Gate that is their Objective, a missing Chapter Relic, or a hated foe they yearn to vanquish. It must only be something that the character would be motivated to pursue.

One by one, these temptations appear in the Dusk: down a side corridor or distantly ahead. However, each time someone nears the object, the Dusk shifts before it can be reached; corridors spin away; flights of stairs rise to block passages; or the temptation falls into a sudden void. The temptation should never disappear entirely, but rather always be blocked with the appearance of a new route. This new opening gives the impression that if the character follows it, they will be able to find the object at the end.

When such an event occurs, no **Willpower Test** is required to avoid seeking the temptation, but the GM should start with the most plausible sight (for example, the Javar Gate) and work his way to the least likely (such as dead comrades). He should do everything possible to support the illusion that the temptation is truly present in the Dusk, and can be obtained if sought.

If any character does break from the group to pursue their temptation, the Dusk moves swiftly. Its configuration changes yet again, immediately behind the pursuer, cutting them off from the rest of the Kill-team. (The GM may allow one other character who followed swiftly to make it through as well.) The Dusk's power is at its apex. The Battle-Brothers' voxes cease to work, and they overcome with a sense of disorientation. Until all members of the Kill-team are re-united, no one may enter Squad Mode. With the Battle-Brothers separated and possibly weakened, the Dusk changes its routes and leads each Space Marine toward the Nest of the Vanguard (see below), with the intention of letting the two greatest threats to its secrecy eradicate themselves.

THE NEST

The Tyranid Vanguard Organisms which made planetfall on Eleusis over a year ago have become quite a force unto themselves. Multiplying and reinforcing their position since the moment of their arrival, the number of Mahir Leapers has grown at an incredible rate. Several hundred of the creatures now exist below the surface of Vermillion's Grace. As the separated members of the Kill-team try to navigate the maddening tunnels of the Dusk, each begins to register a subtle increase in the ambient atmospheric temperature as the air thins considerably, as if some enormous beast were stealing the very breath from the Battle-Brothers' enhanced lungs.

The moment the Space Marines enter the perimeter of the Vanguard Nest, the Lictors acting as sentries catch their scent and begin stalking their new prey. Each group or individual is being stalked by a number of Lictors, equal

to the number of Kill-team member in the separated group, including Sister Piety or Inquisitor Deschaine if they are present. Starting with the largest group of separated Kill-team members, each group may make an **Opposed Challenging (+0) Awareness** vs. **Silent Move Test** to detect the Lictors pursuing them. If they are spotted by their prey, the Lictors strike. Once the first group has spotted the Lictors trailing them, forego any further Awareness Tests from other separated groups. With a shriek and a powerful release of pheromone signals, the spotted Lictors alert the entire Nest to the presence of intruders. Once one separated group has commenced combat, the Game Master should ask for Initiative Tests from all members of the Kill-team. Any other separated Kill-team members may make a **Difficult (-10) Awareness Test** on their turn in the initiative order to locate the direction of the sounds of combat. On a success, that group may begin moving towards their brethren. It takes each group $1d5+2$ combat rounds to reach their comrades. This number is reduced by each Degree of Success achieved on the Awareness Test to locate the source of the clamour. As each group of separated Kill-team members arrives, the Lictors trailing them strike, adding their own numbers to the fray. Unfortunately for the Battle-Brothers, the Mahir Leapers are also on the move to locate the attack on their Nest. A Magnitude 35 Horde of Mahir Leapers arrives at the site of the battle $1d5$ rounds after the combat begins. Every $1d5+1$ rounds thereafter, another Magnitude 35 Horde of Mahir Leapers arrives, until four Hordes have arrived in total.



Inquisitor Deschaine and Sister Piety each prove to be as fierce as one might expect an Inquisitor of the Ordo Hereticus and a Sister of the Adepta Sororitas to be, wading into the fight alongside the Battle-Brothers with grim resolve and true conviction. Knowing that their Nest is in danger, the Tyranid Vanguard Organisms fight to the death. While the Kill-team is distracted by battle, a party of several hundred Mahir Leapers and a half dozen Lictors scuttle out of the Nest. The Vanguard Organisms aim to relocate into another underground chamber, to begin anew the process of multiplying and preparing for the inevitable invasion.

Once the Kill-team has put down the last of the fighting Tyranids, they are free to investigate the Nest or continue on to hunt down the location of the Confessional Vault. If the Battle-Brothers move deeper into the Vanguard Nest, a **Hard (-20) Awareness Test** allows them to find evidence of the escaping Vanguard Organisms, although their route is impossible to follow. When the Kill-team decides to seek out the Confessional Vault, proceed to similarly titled section below.

THE CONFESSIONAL VAULT

At last, the Kill-team reaches the first glimmer of light since they left the surface. As they pass through what appears to be an ancient manse, an unsteady glow comes from the cavernous ballroom. Its collapsed floor forms a ramp to the floor below. There they can see dim, flickering lamps illuminating towering cases of books.

The Confessional Vault is massive. The records stretch for a kilometre or more, chronicling millions of lives over thousands of years. Row after row of towering shelves contain heavy leather-bound tomes of the corrupt priests' records. Each volume is labelled with the name of an individual (long-dead) and filled with notes. However, there is a smaller encyclopaedic section that was meant to be used to research matters from the confessions. There is also a thick ledger of moneys paid and debts owed from this illicit trade in secrets.

Given what information is provided below, the Game Master should determine what questions can be answered in the tomes of the Confessional Vault and in how much detail. Each question requires $1d5$ hours of research in the Vault due to the size of the library and the time it takes to navigate it. Once the research is complete, the researching Battle-Brother must make a **Challenging (+0) Inquiry Test**. If successful, the Battle-Brother finds answers to his question scattered throughout the buried tomes. Inquisitor Deschaine does not aid the Battle-Brothers in their search for evidence concerning the Ghanathaar or the Javar Ward, as she uses the time provided to pour over family histories and records concerning the multitude of Ecclesiarchy members present before the purge. The library is filled with a history of people, evidence provided by centuries of the confession of sin. In particular, the Confessional Vault holds information on the following topics:

- **Xenos Legacy:** There are a discouraging number of entries about people who believe they found alien relics or sites on Eleusis. However, the frequent mentions of Mount Sifr eventually reveal a pattern. The Battle-Brothers may turn up half a dozen confessions speaking of "the thing calling

He whispers but it does not know speech...

Do NOT trust it!



So strong the scent of death!

How can it live?



False...

False!



*All spines
beneath...*



*Its talons
rake on my
mind...*



...get them out...

Get them out!



*How foul
its eyes!*

me from the tower,” at Mount Sifr’s summit and “the sweet voice of the minaret.” In truth, thousands of such yearning statements exist if they had the time to find them all. Equally interesting is a reference to the Javar Watch. In his confessions, one of the obsessed individuals seems to imply that an edifice by that name on the mountain is keeping him from reaching Mount Sifr’s summit. The handout on page 60 is one example of the sort of statement found by the Kill-team.

- **Saint Ariette:** While there is no record for someone with the right name and profile to be the contentious Ariette, a woman by the name Heriet is mentioned as a miracle worker over centuries. Her importance diminishes as the accounts merge into the Age of Shadow. After the 36th millennium the supernatural becomes less noteworthy, and divinity takes on a very different meaning. There is no record of Ariette (or anyone else) being referred to as the Shining Saint.
- **The Van Ryl Family:** The Battle-Brothers could spend days reading the list of sins committed by the Van Ryl lineage, and months tallying the coin and threats exchanged between their house and the church. The Van Ryls were clearly some of the first to welcome dark powers onto Eleusis, and they did nothing but prosper when the Age of Shadow fell. Amid their many sordid tales is something more useful: a family tree that details other families tightly connected by marriage, and the names of several other vassal houses. While the Van Ryl name is too infamous to use in the open anywhere in Jericho, several of these family names can still be found in use by the elite of planets like Castobel and Vanir.

INVOKING THE PATRON

There is also the matter of the daemonic entity manipulating the Dusk. Although the defeat of its followers weakened it, the being is far from vanquished. Any character passing an **Ordinary (+10) Psyniscience Test** can sense this, and anyone who passes an **Easy (+30) Lore: Forbidden (Daemonology) Test** knows it to be the way of daemons. If the Battle-Brothers opt to leave the daemon to lick its wounds, it is no great transgression. The creature is but one of many trying to recover its power beneath Eleusis.

However, they may want to call it forth and vanquish it once and for all. Enough time in the Confessional Vault reveals the creature’s name, but even with that, a **Challenging (+0) Lore: Forbidden (Daemonology) Test** is required to force it to manifest. (If none of the characters have the Skill, they can also enlist the help of Inquisitor Deschaine.) If the Kill-team manages to force a confrontation, use the Daemon Prince profile on page 362 of the **DEATHWATCH Core Rulebook**.

A RETURN TO LIGHT

Once the Kill-team has uncovered the information hidden in the Confessional Vault, deep under the streets of Vermillion’s Grace, it is likely that they will wish to use this information to gain entrance into the complex on Mount Sifr. Sister Piety is convinced by the evidence the Battle-Brothers have unearthed and is willing to support their case with Palatine Ariel. Inquisitor Deschaine emerges from the Dusk bearing a number of tomes, ostensibly containing evidence of great value to her purpose here on Eleusis. When the Kill-team emerges from the Dusk, they feel as though they spent far more time below the surface of Eleusis than they actually had. Their chronometers read properly, but they have the sense that their explorations took days, not hours. The Battle-Brothers, and especially Sister Piety, should all feel the weight of urgency pressing down on them.

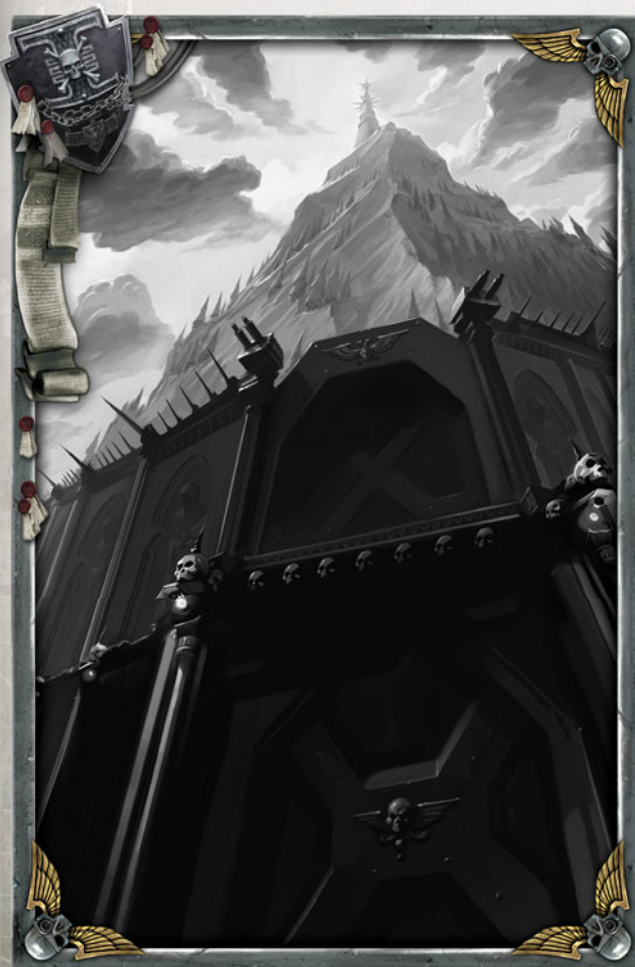


THE SERVANT OF THE MINARET

With the resources of the Synod and the vast knowledge of the Ghanathaar at his disposal, Archivist Vallatus is a liability. If the Battle-Brothers become aware that he is compromised and decide to deal with him, Vallatus himself is hardly a challenging foe. The greater problem is the Vermilion Synod. Vallatus is a valuable tool in their political arsenal, and it makes them reluctant to believe the quiet scholar could be a heretic.

Of course, with the Synod's relationship to the Adepta Sororitas strained, there is not much they can do if the Battle-Brothers decide to enter the Cardinal's Quarter and take the archivist by force. However, they do so with lesser priests hotly protesting most of the way. This also decidedly sets the Synod and the Cardinal against the Deathwatch, which could have far-reaching implications.

The Kill-team can take a subtler approach and spare themselves the Ecclesiarchy's remonstrations. If the Battle-Brothers give Vallatus a plausible reason to meet them somewhere secluded, they have the crude but effective option of disposing of him quietly. They may also try to trick or intimidate him into revealing the truth. Vallatus has become paranoid as a result of the double life he has lead for the last several years. Should the Archivist feel that the Space Marines are a threat to him at any point, he does what he can to distract them. Proceed to a Settlement in Danger, below.



A SETTLEMENT IN DANGER

The Tau are not far behind the Battle-Brothers, and a few extra hours could be all the time they need to reach Javar Nil first. If the Battle-Brothers do not neutralise Vallatus and he realises they are about to enter Mount Sifr (either through politics or force) his masters bid him to launch a ploy to distract the Kill-team. He uses a pheromone decoy to lure the remaining Tyranid Vanguard Organisms towards a new reconstruction settlement on the south edge of Vermilion's Grace—one populated by the pious members of a recent pilgrimage.

Vallatus hopes that the Deathwatch will not be able to ignore pleas from a group of Imperial citizens under xenos attack. He may be wrong. When the first vox signals of Tyranids reach the city, everyone certainly turns to the Battle-Brothers for aid. However, it is completely up to the Kill-team whether they delay their Primary Objective to deal with the Tyranids. If they do not respond, the entire population of the settlement will perish, but the Kill-team gains precious time to plan their defence of Javar Nil.

If they do answer the distress call, they arrive in the midst of a grizzly scene:

The labour tabernacle's pews are overturned and blood-spattered. Stooped, chitinous forms of Lictors leap from shadow to shadow, each movement accompanied by a flash of razor sharp claws that adds to the growing number of bodies. The Toil Pilgrims are neither equipped nor trained to fight. Some run in fear, but most are fighting back as best they can with tools and lengths of metal debris.

The GM can represent the battleground as an open field strewn with tents and low pieces of rubble. A large force of Tyranid Vanguard Organisms is present; the number of Lictors present should be 1 greater than the number of Battle-Brothers, and they are accompanied by 2 Magnitude 40 Hordes of Mahir Leapers. When the Kill-team arrives, the Mahir Leapers immediately attack them, while the Lictors continue preying on the pilgrims. Each Lictor attacked by a Battle-Brother immediately gives up its hunting and fights back with their wicked claws and talons, but the rest do not join in. The Kill-team can decide whether to provoke the entire group at once, or let them kill a few more pilgrims so that the Battle-Brothers can pick them off one at a time.

After the fight, there is no time to accept the thanks of the surviving pilgrims. As the uninjured pick through the camp for the wounded and the dead, read aloud or paraphrase the following:

An ear-splitting klaxon sounds from Grace's Landing. In the sky above, you see several contrails from Orca dropships entering the atmosphere. These incoming hostiles streak towards the Northeast—towards Mount Sifr; towards Javar Nil.

The Battle-Brothers reach Mount Sifr in the midst of the Assault on Mount Sifr encounter.



II: ASSAULT ON JAVAR NIL

ASSAULT ON MOUNT SIFR

"We are beset on all sides, sisters. Let us take up arms in defence of the God-Emperor's good works!"

—Palatine Ariel of the Order of Our Martyred Lady

The battle for Javar Nil ranges up and down Mount Sifr, and the Adepta Sororitas are greatly outnumbered. Only the Kill-team's intervention give them a chance for victory. Ultimately, all that matters is holding the Forbidden Minaret from the Tau. However, the course of events up until now, and which sites on the mountain are lost and won drastically impact the Kill-team's odds of defending the Minaret. The Tau's Orca dropships cannot land troops effectively on the steep, forested slope. Battlesuit units with jetpacks deploy at the higher altitudes, but the rest of their forces have to land at the base of the mountain.

The section below details each site of conflict on Mount Sifr, and how long the fighting goes on at that location relative to the others. The concept of a Strategic Phase is used to track the events. This is not a fixed unit of time, and it can contain many Rounds of normal Structured Time. This abstract representation exists so the players and the GM know where the fighting has ended and where it is still going on. Each location reaches its tipping point at a particular Strategic Phase. Until that time the fight is relatively balanced, but on the Strategic Phase where a location reaches resolution, the Turning Point emerges (which any Battle-Brothers present can participate in) and one side overwhelms the other.

To run the Assault on Mount Sifr, the GM should begin with the locations that resolve in Strategic Phase 1 and determine the outcome there—summarising the result for the players. Strategic Phases last long enough that forces can move between locations "within the margins." At the end of each Strategic Phase, both the survivors at sites

where the fighting has concluded—as well as the Battle-Brothers—can move to another location on the map. NPCs always stop at the next site of conflict. PCs may traverse sites with no active fighting freely, but passing through locations where forces are still engaged embroils the Kill-team in the fighting. Once any new locations of PCs and NPCs are determined, the GM resolves the outcome of the next Strategic Phase, culminating in the final battle at the Forbidden Minaret.

In all likelihood the characters will not be present at every location on Mount Sifr during the assault. However, the details for each site of consequence are provided so that the GM can tally the results, and so that he has the details for wherever the Battle-Brothers choose to deploy.

FORTIFICATIONS AND DEPLOYMENT

If the Battle-Brothers were delayed by the rescue of the pilgrim settlement (or they chose to simply wait and see where the Tau showed up), they arrive in the thick of the Tau assault. Otherwise, they may have had time to plan a detailed response and prepare defences along the mountain. In this case, each Battle-Brother can make one attempt to fortify a position of his choosing. This can be whatever the character chose to try: laying an ambush, setting mines, or created a reinforced position to shoot from. The GM should require a Test on the appropriate Skill for the preparation to have been successful. It is suggested that players whose characters succeed keep track of what they did and where, and be responsible for reminding the GM when it becomes relevant.

If the Kill-team was on Mount Sifr at the beginning of the Assault, each Battle-Brother may also decide where he is positioned. If they arrive once the conflict has started, they must begin at one of the locations at the base of the mountain—The Athenaeum, the Lethean Abbey, or Loyal Falls.

LOYAL FALLS

Resolves in Strategic Phase 1. The Adepta Sororitas did not expect any enemies at this location, and Kroot that quickly begin scaling the Falls take them by surprise. The abbey's small contingent of Seraphim deploys to intercept. The mobile warriors manage to slow the aliens down, but they are vastly outnumbered and unable to stop the wave of Kroot if they do not have support from the Kill-team.

Turning Point: Clear the Cliffs

The biggest challenge for the Seraphim is that to obtain a good vertical position for attacking the Kroot climbing the rock face, it makes them vulnerable to rifle blasts from enemies still on the ground. At the beginning of the Turning Point, the Kroot climbing the waterfall are a Magnitude 35 Horde, and the Kroot on the ground are another Magnitude 35 Horde. If the Battle-Brothers break one Horde, the Seraphim can handle the other. Some Seraphim then survive the battle and are able to reinforce their sisters at the Diverged Lake.

THE ASSAULT ON MOUNT SIFR ADVERSARY AND ALLY PROFILES

The Tau and forces present during the Assault on Javar Nil are quite a diverse group. As the Assault on Javar Nil is a complex battle for a Game Master to run, it is important that he familiarise himself with all the details of the Assault, including the profiles of the various allies and adversaries taking part in the battle. Profiles for Palatine Ariel, Sister Piety, Battle Sisters of the Order of Our Martyred Lady, Adepta Sororitas Seraphim and Retributors, Kroot Carnivores, Shas'Vre Tsu'Malor Ren'A, and the Ghanathaar are all provided in the Appendix. Profiles for Tau Commanders, Stealth Suits, Gun Drones and Fire Warriors are all presented in the DEATHWATCH Core Rulebook on pages 365-368.

THE TIDE OF BATTLE



THE ERODED MARTYR

Resolves in Strategic Phase 1. A stealth suit team lands near the featureless statue above the Lethean Abbey. Their intention is to infiltrate the abbey from behind and weaken its defences. The only opposition is a single patrol of Battle Sisters, who are greatly outmatched. They take down several Tau, but some make it into the abbey unless the Battle-Brothers stop them.

Turning Point: Stop the Stealth Suits

The Battle-Brothers are left a total of 4 stealth suits in active stealth mode. The Tau try to continue undetected down to the abbey and only stop to combat the Kill-team if forced. Any Stealth suit that gets 100 metres away from the closest Battle-Brother without being attacked is considered to have escaped the conflict and reaches the Lethean Abbey on Strategic Phase 2.

THE ATHENAEUM

Resolves in Strategic Phase 1. Fire Warriors and Kroot scale the wall near the Athenaeum, and move into the building. Only a handful of Battle Sister holds this location, and without intervention the xenos quickly overrun it. In the brief fight inside, the pulse weapons start several fires that consume a great many of the ancient texts, tomes that could have helped the Battle-Brothers learn more about the Ghanathaar. If the Battle-Brothers are present to win the Turning Point: Deflect the Horde. below, they can stop the aliens from ever getting inside.

Turning Point: Deflect the Horde

If the Battle-Brothers are present they can intercept the attackers: a Magnitude 40 Horde of Fire Warriors and a Magnitude 30 Horde of Kroot. To save the building, all the Kill-team needs to do is Break the Hordes. The remaining individuals move in towards the Wall of the Restless Dead either once they are broken, or once they secure the Athenaeum.



LETHEAN ABBEY

This location may resolve in Strategic Phase 2. The largest numbers and most intense fighting is in front of the Lethean Abbey. The gates have been blasted open, and warfare rages outside them as well as in the courtyard. The lightly armed Orca dropships quickly pull back from the battlefield once they deploy their payloads of Fire Warriors, although the burning wreckage of one shows that the Exorcist has not been idle. If the stealth suits make it from the Eroded Martyr into the Abbey, the Tau overrun the Abbey on Strategic Phase 2—unless the Battle-Brothers win the Turning Point by the end of that Strategic Turn. Otherwise, the evenly matched forces continue to blast one another until either the entire Assault is over, or the Kill-team wins the Turning Point. If the GM has access to Rites of Battle, he may wish to construct additional Turning Points using the Vehicular Rules.

Turning Point: Take the Landing Field

If the Battle-Brothers and the Adepta Sororitas can regain control of the area in front of the Abbey, the dropships will be unable to safely land more troops. At the beginning of the Turning Point, the area contains 3 Magnitude 25 Hordes of Fire Warriors. Every 3 Rounds (regular structured time Rounds), another Horde of the same Magnitude arrives. The Battle-Brothers win the Turning Point if they break all the Hordes present. They lose and the Abbey is overrun if the combined Magnitude of all enemy Hordes ever exceeds 100. If the Fire Warriors take the Abbey, they move forward to reinforce the troops at the Wall of the Restless Dead and the Diverged Lake.

WALL OF THE RESTLESS DEAD

Resolves in Strategic Phase 3. The fighting does not begin here until Strategic Phase 2, when the remnants of other locations come into view below the Retributors on top of the tomb wall. At a minimum their enemies consist of the Fire Warriors and Kroot from the Athenaeum. The enemy numbers are bolstered if the Tau also overran the Abbey.

As the Fire Warriors and Carnivore squads get close to the Wall of the Restless Dead, the ground suddenly begins to shake. Perhaps it is a fortuitous earthquake or perhaps the nearby explosions have de-stabilised the site. Whatever the cause, thousands of stone coffins collapse on top of the approaching Tau, crushing many of them. Due to this apparent divine intervention, the Retributors are victorious unless the Abbey was overrun. In this case, the Retributors still manage to defend their position, but they suffer extreme casualties unless the Battle-Brothers succeed at the **Thin the Ranks** Turning Point below. If the Retributors survive, they send the uninjured to reinforce their Sisters at the Diverged Lake.

(Conditional) Turning Point: Thin the Ranks

If the Battle-Brothers can reduce the number Fire Warrior reinforcements coming from the Abbey, the Retributors can finish off the survivors. Each Round for 3 Rounds, a Magnitude 20 Horde of Fire Warriors approaches. Following Shas'Ve Ren's orders, they attempt to bypass the Kill-team and clear a path up the mountain instead. The Battle-Brothers must Break each Horde or reduce its Magnitude to 50% or less, on the Round that it arrives. If any Horde remains intact it floods past the Battle-Brothers and the Turning Point is lost.

THE DIVERGED LAKE

Resolves in Strategic Phase 4. This pivotal location is a choke point that the victors from all the lower combat sites must pass through to reach the deciding battles at the mountaintop. A pair of Battle Sisters protects this position. The exact forces that clash here depend on how the Assault's previous combats went. See **Table 2–2: Additions to the Diverged Lake** for what other forces are present at the site during Strategic Phase 4.

Without Deathwatch intervention the combat's outcome is decided in the following matter. Sum the Attack Value of all combatants on each side. The pair of Battle Sisters has a combined Attack Value of 6. If the difference between the two

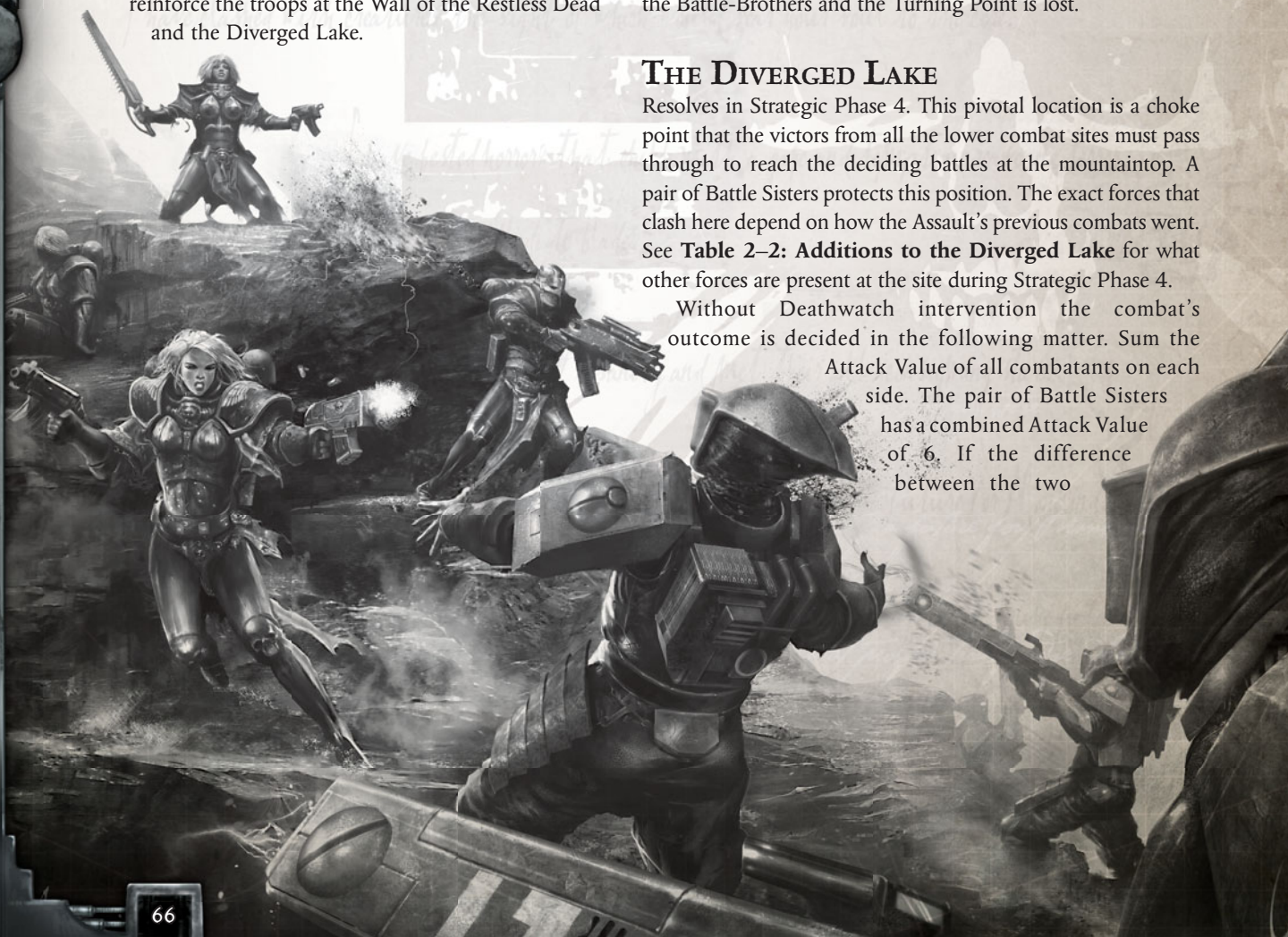


TABLE 2-2: ADDITIONS TO THE DIVERGED LAKE

Battle Site	If Sisters Won	If Tau Won
Loyal Falls	2 Seraphim (Attack Value 8 total)	2 Magnitude 30 Kroot Hordes (Attack Value 8 total)
Wall of Restless Dead	2 Retributors (Attack Value 8 total)	2 Magnitude 30 Fire Warrior Hordes (Attack Value 12 total)

sides is 5 or less, there is a stalemate and neither side makes progress. If one side exceeds the other's total by 6 or more, that side is the victor and their forces move up to Javar's Watch.

Turning Point: From All Sides

If the Battle-Brothers are present, their participation determines the battle instead. Each pair of Battle Sisters occupies one Horde (GM's choice). The Battle-Brothers must defeat the remaining Tau forces to win the Turning Point.

JAVAR'S WATCH

Resolves in Strategic Phase 5. Jetpack-equipped Battlesuits and Gun Drones were able to attack Javar's Watch directly. Palatine Ariel (if she lives) and the other Battle Sisters inside struggle to maintain control of the fortified basilica. Unless the Kill-team wins the Turning Point, the influx of forces from the Diverged Lake tips the scales, with the winner at the Lake gaining control of Javar's Watch.

Turning Point: Air Superiority

The battle for Javar's Watch is really a fight to control the open space around the structure's upper level. The Battle-Brothers face a Crisis Battlesuit team—4 members; uses the same modified Tau Commander profile suggested in **The Javar Ward** encounter on page 40; increase to 5 members if Ariel is dead. In the unlikely event that the lone Ghanathaar escaped from Javar Prime, he is present at this Turning Point—complicating matters considerably with his psychic abilities.

THE FORBIDDEN MINARET

Resolves in Strategic Phase 6+. At the end of Strategic Phase 5, Shas'Vre Ren and an accompaniment of Gun Drones lands outside the Forbidden Minaret. If the Battlesuit team takes Javar's Watch, they deactivate its outer protections. This is immediately obvious to anyone, anywhere on the mountain:

An echoing, mournful groan rolls down Mount Sifi. Gears that have been in motion for thousands of years reluctantly still as the spinning haloes grind to a stop around the dome of the Forbidden Minaret.

Strategic Phase 6 is essentially the last Strategic Phase; no one except the Battle-Brothers is changing location or disposition from this point. The GM can switch to pure Structured Time at this juncture. Unless the Kill-team is already at the Forbidden Minaret location (in which case the fight takes place outside), they must follow Shas'Vre Ren up the spiralling ramp and into the unlocked dome. When they arrive, he is surrounded by his full network of Gun Drones represented as a Magnitude 30 Horde.

If the Order of Our Martyred Lady holds Javar's Watch, it makes the Shas'Vre's task far more difficult. In that event, he is still outside, and only has a Magnitude 20 Horde of Gun Drones (having lost some while disabling the gun turrets on the Minaret).

The Shas'Vre's best chance for victory is to release his trapped allies behind the Javar Ward. For this purpose, Shas'Vre Ren possesses a strange



INSIDE THE DOME

The Battle-Brothers may end up inside the Forbidden Minaret during or after this encounter. It is a sphere with a 20 metre diameter. In the very centre hangs a disc identical to the one on Spite, except this one is not connected to any physical object. It floats in perfect suspension. The sphere's interior is inscribed floor to ceiling with containment runes and nullification wards; this reduces the effective Psy Rating of any psykers inside by 3. The dome is also filled with cold malevolence that even non-psykers can feel whispering against their minds, like cold seeping through the gaps in a dilapidated wall. This feeling is accompanied by a mild sense of vertigo and disorientation. All Perception-based Tests are at -10 while inside the dome.

Ghanathaar artefact, a bizarre contraption of clockwork and ever-changing warp-stuff. To use the device the Shas'Vre must keep it in contact with the Javar Ward for 3 continuous Combat Rounds while it synchronises with the fluctuating energies behind the Ward. Although his battlesuit's mounted weapons allow him to do this and fire at the same time if he can get inside the Minaret, it is still not easy while under attack from a Kill-team. Should he succeed, 5 Ghanathaar emerge, all covered in cloaks and the masks of various races. They are not physical combatants, and quickly seek targets for their Dominate psychic power—targets that may include the Battle-Brothers. If the Ghanathaar are released, there is a good chance the encounter will go against the Kill-team. Should this happen, they wake up minus a Fate Point, but alive. The Tau and their new allies were in a great hurry to leave this Imperial planet.

Regardless of the outcome of the desperate battle, the Kill-team comes into the possession of the strange Ghanathaar device. If the Battle-Brothers defeat the Shas'Vre, the object is dropped at their feet, evidently of some dark import. If they Shas'Vre is successful in his attempt to free the Ghanathaar, the item is dropped in his haste to leave Eleusis. Either way, the importance of the artefact is clear; it is capable of penetrating the defences of the Javar Wards. It is certain that the Battle-Brothers' masters in the Deathwatch will wish to investigate it further.

ANOTHER IMPERFECT WARD

Assuming the Battle-Brothers stop Shas'Vre Ren from releasing the Javar Gate on Mount Sifr, they are faced with a possibly familiar quandary: The Javar Gate is still closed, but the Wards that make it a prison are failing. If they open it they may do the Tau's work for them, but to simply leave only invites disaster.

For the short term, a lengthy ritual and **Challenging (+0) Lore: Forbidden (Warp) Test** can strengthen the Wards—immediately ending its disorientating whispers. (Multiple NPCs possess this Skill if the player characters do not.) No one argues that a more permanent solution must be found, and soon. If anything remains of the Athenaeum, the Abbey offers the Battle-Brothers full access.

FINAL MATTERS ON ELEUSIS

The Battle-Brothers may have a number of loose ends to tie up in Vermilion's Grace, depending on when violence erupted on Mount Sifr. The climax of the mission is over, and lingering too long on the denouement could make for a lacklustre finish. The GM should consider summarising any other activity before the Kill-team departs Eleusis. (If the GM owns the **DEATHWATCH GAME MASTER'S KIT**, he may wish to use the rules presented there for Off-Screen Operations.)

When the Battle-Brothers are ready to leave, the *Ultima Ratio* is awaiting their request for transport.

REWARDS

As with The Depths of Treachery, the GM may find it easier to award experience using the abstract method, or about 500 XP per 4 hours of play. If you want to use the detailed method, it is important to tacitly identify additional Objectives, and their priorities.

The Kill-team gains 1 Renown for each of the following:

- Eliminating the Tyranid Vanguard Organisms on Eleusis.
- Alerting the Deathwatch of the existence of a new Tyranid Vanguard Organism.
- Defeating Shas'Vre Ren.
- Preventing the release of the Ghanathaar on Eleusis.
- As always, the GM should feel free to further reward clever plans and good roleplaying.

The Kill-team lose 1 Renown if they have brought the Ecclesiarchy's enmity down on the Deathwatch.

DENOUEMENT

When the Kill-team returns to Erioch, they have the opportunity to learn about the recent revelations of the Omega Vault (if they have not already), and piece together their experiences and research so far using the Watch Fortress's resources. Through their own research or follow up by Deathwatch scholars, the GM should make sure the Kill-team forms at least a high level picture. This is also a good opportunity to introduce terminology that may not have been used in front of the characters: the Tau are trying to release another alien species from their hiding place in the Immaterium, sealed behind Javar Gates. These Gates were sealed by the Imperium with Javar wards, powerful archeotech created by the Inquisition for this purpose. According to some evidence this race may have been the Ghanathaar—who were believed to have been defeated in the ancient past of the area now known as the Jericho Reach. The Kill-team may also hear isolated reports of the Tau scouting more planets that are far outside their usual borders.





EXTERMINATUS



THE SUMMONS
•
INTO THE
MAELSTROM
•
COMES THE
GHANATHAAR



EXTERMINATUS

"The situation has gone from bad to worse. My centre is giving way, my right flank is in retreat, and we are surrounded. I am happy to report that we have the enemy exactly where we want them."

—Captain Angus Macfane, Fifth Company, Storm Wardens.

After their ordeals on both Spite and Eleusis, the Battle-Brothers can now be assured that a great evil is stirring throughout the Jericho Reach. The Kill-team now has evidence as to the nature of the threat and some knowledge of the role the Tau are playing in its awakening. The Space Marines likely have as many, or more, questions as they do answers and they would be well advised to return to Watch Fortress Erioch to tell of their discoveries and find more information concerning what they have uncovered.

THE SUMMONS

Once the Kill-team wraps up their operation on Eleusis and they are safe aboard the *Ultima Ratio*, Brother-Captain Mordrus sets course for the system's edge to make his transition into the warp. During the journey to the system's Oort cloud, a chapter serf approaches the Kill-team's squad leader with an encoded message from Watch Fortress Erioch. The message, double encrypted with Deathwatch ciphers, contains orders requiring the Kill-team to report to Watch Fortress Erioch with all due haste.

A WARM WELCOME

The Ultima Ratio's lighter approaches the open hangar bay, a glaring rectangle of harsh, white light the size of a frigate in the sombre flank of the Watch Fortress. You've spent a number of weeks aboard the Ultima Ratio engaged in prayer and preparation, and now the time has come to see what the senior members of the Deathwatch make of your actions on Spite and Eleusis. There is a tingling sensation as the small ship passes through the hangar's void shield, and a light thump as the pilot at the controls adroitly sets her down on the deck. Through the lighter's ports you can see Watch Captain de Dominova, an unfamiliar Techmarine, one of the Inquisitors from the Brass Tower, and a number of scribes waiting for you. To a man, they wear looks of grave expectation.

As the Kill-team disembarks the *Ultima Ratio's* lighter, they are met by Watch Captain de Dominova, who praises them and gives thanks for their safe and speedy return. He introduces Senior Techmarine MacKrentan and Inquisitor Vils Andarion, who both gaze upon the Kill-team with a considering eye, saying little. After the requisite formalities, the Watch Captain bids them follow, and the entire retinue winds its way through the halls of Watch Fortress Erioch to a debriefing theatre. Here, de Dominova invites all the Battle-Brothers present to sit around a copper-faced adamantine briefing table with a hololithic display unit at its centre. Once all are seated, the scribes set to their recording apparatus, and the Watch Captain bids the Kill-team to recount the events of their latest mission.

"I have heard many disparate reports about your activities on Spite and Eleusis," says Watch Captain de Dominova. "It is largely rumour and hearsay, I would wager, and that is why I ordered you here. Much of what we have gathered is quite shocking and I would like to separate the truth from the fiction as soon as possible. Please, proceed."

What follows is roughly an hour of intense debriefing at the hands of Watch Captain de Dominova that borders on an interrogation. There are no questions from the Watch Captain at first, as de Dominova prefers for the Kill-team to make their full report without interruption before questions are asked of them. The officers show little emotion throughout the debriefing, and their reactions are reserved no matter what the Kill-team's actions were. Mostly they sit, listen, nod, and look hard and thoughtfully at the Kill-team as they speak. The Kill-team should, at this point, turn over the Ghanathaar artefact they discovered on Eleusis. When they produce the artefact, a perceptive Battle-Brother who succeeds on a **Challenging (+0) Perception Test** notices Senior Techmarine MacKrentan paying what could be considered undue attention to the artefact. Watch Captain de Dominova refuses to take the artefact if it is handed to him, instead motioning to the Battle-Brothers to set it on the briefing table. After a quick description of the artefact and the conditions under which it was recovered, Watch Captain de Dominova summons a chapter serf and bids him deliver the blasphemous thing to Forge Master Greyweaver.

Once the Kill-team has recounted their chronicle and the strange artefact turned over, the real questioning begins. For the most part it is the Watch Captain doing the asking, but occasionally the Inquisitor or Senior Techmarine MacKrentan asks a pointed question regarding the Tau sympathisers, the Ghanathaar, and the Javar Gates. Once the members of the Kill-team answer the Watch Captain's questions to his satisfaction, they are dismissed to an antechamber while the senior Deathwatch members confer. After no more than a quarter of an hour, the Kill-team is summoned back to the briefing theatre and Watch Captain de Dominova addresses them in steady, grave tones:

"This is disturbing news indeed. Your tale, and the data you have provided us, paint quite a grave picture. The Tau we are more than familiar with, and mundane as far as xenos go. Your reports concerning the Tau and their interactions with these unknown xenos, to say nothing of these so-called Javar Gates, constitute a far more serious concern. Further analysis of your report is required before I can make a decision regarding your next mission, so as of now I am standing you down. You are to return to your preparations, your rites, and your drills. You may be called upon by your brethren or the Inquisitors here. You are to make yourself available to them when required."

With this, the Watch Captain dismisses the Kill-team. For the next several days, the Battle-Brothers return to the ordered life of the Watch Fortress. They spend their days conducting bolter-drills, in periods of deep prayer, and making repairs to their armour and wargear. Servitors and chapter serfs attend their mundane needs while the Battle-Brothers prepare themselves for war—mind, body, and soul.

After all other business has been attended to, the Kill-team is summoned to a briefing by Watch Captain de Dominova and told to prepare for deployment. When the Battle-Brothers

TETE-A-TETE

During this period of preparation, members of the Kill-team are called in to private conferences with one or both of the officers present at their recounting with Watch Captain de Dominova.

THE INQUISITOR

The Kill-team is approached by Inquisitor Vils Andarion for a private conference. Andarion, who was present at the Kill-team's recounting, is currently ensconced in the Tower of Brass, studying telemetry and data from the Jericho Gate. Aside from his studies on the Warp Gate, he is intensely interested in legends of xenos long dead in the Jericho Reach, and their possible connection to the Gate. In the interview, the Inquisitor makes it known that he would like to be kept abreast of the Ghanathaar situation. He also makes it clear that this is to be kept off the record, and that the reason for this is strictly need to know. A profile for Inquisitor Andarion can be found on page 129 in the Appendix.

THE TECHMARINE

If there is a Techmarine among the Battle-Brothers of the Kill-team, he is summoned to the Watch Fortress forges by Senior Techmarine MacKrentan. A member of the Storm Wardens Chapter from the Calixis Sector, the Senior Techmarine is a fervent follower of the Machine God and a master craftsman known throughout the Watch Fortress for his skill as a weapon-monger. If the summoned Techmarine makes a **Challenging (+0) Common Lore (Deathwatch) Test**, he also knows that the Senior Techmarine is known, and widely avoided, for his taste for xeno-tech devices and his open and ongoing feud with Forge Master Greyweaver. Once the Player Character and the Senior Techmarine are alone in the great Techmarine's chambers, MacKrentan proposes a working arrangement with the Kill-team. If, during the course of their mission, the Kill-team retrieves any archaeotech or xeno-tech devices, the Senior Techmarine would like them turned quietly over to him and only to him. For this service, he offers to provide one weapon, cybernetic implant, or piece of wargear worth up to 50 Requisition to the Kill-team for the remainder of their mission. If the Kill-team member succeeded on his Common Lore (Deathwatch) Test earlier, he immediately sees that this is a dangerous proposition indeed. If he accepts, he gains a powerful piece of wargear for his Kill-team, but in the process will undoubtedly earn the ire of the powerful and highly respected Forge Master Greyweaver, and perhaps of many of his fellow Techmarines in the Deathwatch. The politics of Watch Fortress Erioch's Forges are Byzantine and dangerous and not to be entered into lightly. A profile for Senior Techmarine MacKrentan can be found on page 129 of the NPC index.

arrive at their briefing with their wargear, they find the Watch Captain accompanied by Master Qajutai, the current head of training for Watch Fortress Erioch and Master of the Hunting Grounds. Watch Captain de Dominova bids them enter, says a few words to Master Qajutai, an ancient and heavily scarred Battle-Brother of the White Scars chapter, and bids the Kill-team to go about their training with the wisdom of the Primarchs. Once the Watch Captain leaves, the Master of the Hunt turns his baleful gaze on the Battle-Brothers; read the following passage aloud:

The heavy doors sigh closed in Watch Captain de Dominova's passing, leaving you alone with the hulking, sour-faced Master of the Hunt. He glares at you with his single, considering eye, piercingly grey beneath a wispy white eyebrow. "You have been assigned training to prepare you for your upcoming endeavours," he says in his creaking voice. "Shall we begin?"

THE HUNTING GROUNDS

Initially created by Watch Captain Prascus some four centuries ago, the Hunting Grounds are a crucible designed to forge Battle-Brothers of disparate, often adversarial, Chapters into finely honed and smoothly operating Kill-teams. Within its walls can be found every conceivable environment and terrain, from pleasant rolling plains to burnt out husks of Imperial hives, and from stygian marine abysses to the vast and endless darkness of outer space. Along with the numerous environmental hazards found within the Hunting Grounds,

numerous species of sentient and bestial xenos stalk through its countless chambers and compartments. Here everything from mindless beasts and nightmarish Tyranids to cunning and treacherous Eldar can be found, released from holding cells deep within the Watch Fortress into their native environs where the Battle-Brothers can confront them on their own turf, or at least in faithful simulacra thereof.

It is to this hallowed and deadly section of the Watch Fortress that the Kill-team is brought to begin training for their next mission. The Kill-team enters the Hunting Grounds with Master Qajutai, and the ancient Brother of the White Scars leads them to an observation chamber that looks down into a dimly lit clearing, knee-deep in broad-bladed grass, surrounded by thick, seemingly impenetrable jungle. As they watch, a serpent as big around as a Space Marine's thigh and nearly ten metres long glides through the clearing, holding its regal head up over the grass. In an instant it is set upon by a massive avian predator which tries to pluck the serpent from the clearing, presumably to make a meal of it. Through vox-grills set on either side of the observation window, the Kill-team can hear the screaming of the avian creature, the thrashing of the serpent, and a cacophony of bird calls and insect noises.

Eventually, the avian is able to kill the serpent, tearing it apart and scattering much of its corpse to the edges of the clearing. It then grasps two massive hunks of bloody serpent flesh in its talons and takes flight, leaving the carnage of its kill behind. Within minutes of the avian's

THE MASTER OF THE HUNT

Over the centuries since its founding, the Hunting Grounds of Watch Fortress Erioch have always been overseen by a Master of the Hunt. Always bestowed on a senior Deathwatch Space Marine with vast experience in both the hunting of xenos and the training of Space Marines, the title of Master of the Hunt is as unique to the Jericho Reach as the Hunting Grounds they oversee. Often extremely old, even by the standards of the long-lived Adeptus Astartes, and typically heavily scarred by centuries of service, each of these veterans has overseen the daily operation of the Hunting Grounds during the decades of their stewardship. They are responsible for maintaining the facility and keeping it stocked with xenos specimens, and work closely with the Forge Master to keep the numerous arcane mechanisms found within the complex operating.

The current Master of the Hunt is an ancient and grizzled Battle-Brother of the White Scars chapter named Master Qajutai. Master Qajutai refuses to discuss his age, but most believe the battered old White Scar's days are closer to their end than their beginning. Already a highly decorated veteran when most of the Battle-Brothers aboard the Watch Station were yet mortal men, he has a tendency to speak to even the most senior members of the Deathwatch as if they were the greenest neophytes of the 10th Company. This behaviour is tolerated due to his rank, his age, and the great respect that many, even the Watch Commander, hold the old Master in.

departure, a hunting party of Kroot enter the clearing from the same direction that the serpent entered. Obviously on the serpent's trail and visibly put out by having been beaten to their quarry, the xenos go about gathering up the remains of the serpent and return into the jungle from the direction they arrived.

Once this grisly little tableau has played out, Master Qajutai motions for the Kill-team to follow and leads them to a briefing room near the entrance to their training area. Once they are assembled, read the Kill-team the following passage:

Within this compartment is a Kroot encampment of no small force. You will be inserted into the clearing you just observed, and your mission in this training simulation is simply to locate the Kroot encampment and destroy it along with all of its inhabitants. This is a test not only of your fighting and scouting prowess, but also of your thoroughness and acuity in ferreting out and destroying all of the xenos within the designated area. There is no time limit, but you will be judged accordingly if you are seen to be loitering, dallying, or malingering. Do you have any questions?"

Should the Kill-team have any questions, Master Qajutai answers them to the best of his knowledge. Specific information regarding the number and disposition of the enemies contained within the training chambers is restricted information and the Master of the Hunt refuses to share it

with the Kill-team. If pressed he states that it is the Kill-team's job to discover this information themselves. Eventually, Master Qajutai bids the Kill-team make ready and dismisses them, unlocking the entrance to the training chambers and giving the Battle-Brothers the Emperor's blessing before he locks the doors behind them.

INTO THE TRAINING CHAMBERS

Once inside the training chambers, the Kill-team are on their own. While they are being monitored by Master Qajutai and his assistants, there are no reinforcements to be had and they must succeed or fail on their own merits.

As the last of you steps through the entrance to the training chambers into the sweltering jungle clearing, Master Qajutai slams the door shut behind you—the clang of the heavy door and his final blessing ring in your ears like an omen. As you watch, the door you just passed through dissolves in a flurry of static and optical distortion as a hololithic image descends like a curtain and obscures the entrance from view.

At this point, the Game Master should have the members of the Kill-team make a number of appropriate Tests to prepare for the ordeal ahead of them. Battle-Brothers can make either a **Challenging (+0) Tactics (Assault Doctrine) or Tactics (Recon and Stealth) Test** to plan the best course of action in locating the Kroot encampment. Librarians can make a **Challenging (+0) Psyniscience Test** to sense any strange psychic phenomena. On a Successful Test they sense the typical background psychic noise inherent in the Watch Fortress and faint traces of the Kroot, as well as a few psychically active beasts in the area. Once the Kill-team is ready, they can move out of the clearing and begin their training simulation.

The next section proceeds in seven Strategic Phases that last roughly fifteen minutes each as the Kill-team advances through the simulation and battles against the Kroot and assorted beasts contained within. Each Strategic Phase, the Kill-team as a whole is granted a single **Challenging (+0) Awareness, Lore: Common (War), Search or Tech-Use Test** to represent their efforts while advancing through the scenario. Each Strategic Phase, after the Kill-team has made their required Test, the Game Master rolls a d5 and consults **Table 3–1: Training Encounters**. This roll is modified by –1 for every two Degrees of Success achieved by the Kill-team on their Test that Strategic Round. This modifier represents the Kill-team assessing the terrain and the movements of their prey, to better engage their foes on their own terms.

This area of the Hunting Grounds is built to resemble the kind of thick, deadly jungle typically found on death worlds. Various kinds of alien flora huddle together beneath a soaring canopy of jungle trees with trunks the size of a Predator tank. The air is hot and incredibly humid. Water drips from every surface, pooling in low places and making the jungle floor slick and treacherous. Aggressive, stinging insects swarm about any exposed flesh causing a slightly painful distraction to any member of the Kill-team who decides to go about without his helmet on. There is a deafening sound of life in this fecund compartment, and there is no escape from the

TABLE 3-1: TRAINING ENCOUNTERS

Roll	Encounter
1	Nothing.
2	Two Kroot Carnivores leading a pack of Kroot Hounds. The Kroot Hounds are considered a magnitude 10 Horde.
3	A hunting party of 1d10 Kroot Carnivores accompanied by 1d5 Kroot Hounds.
4	A Magnitude 10 Horde of Kroot Carnivores led by a Kroot Shaper.
5	A Magnitude 20 Horde of Kroot Carnivores led by a Kroot Shaper and accompanied by 1d10 Kroot Hounds

constant chatter of unseen animals, the screech of birds, and the incessant buzzing of insects. Occasional violent rainstorms lash through the jungle canopy, soaking the Kill-team and reducing visibility to mere metres. While much of the actual flora and fauna of the training area appears to be relatively benign, at least to the Battle-Brothers themselves, constant harassment by the Kroot make for a challenging and quite dangerous training simulation indeed. While in the jungle, the Kill-team suffers the effects of moving alternately through mud, dense underbrush, shallow water, and darkness, with all the inherent penalties that come with those hazards as outlined on page 206 of the **DEATHWATCH** Core Rulebook.

After an appropriate amount of time in the Hunting Grounds, the Game Master should read the following passage aloud to the Kill-team:

Suddenly, as you are closing in on a pack of Kroot Carnivores, loud emergency klaxons sound in the training area, startling a flock of jabbering, iridescent birds from their roost in a tree in front of you. As the klaxons wail, Master Qajutai's voice booms from unseen loud hailer, ordering you to return to the clearing and exit the training area immediately.

Upon hearing the klaxons and summons, the Kill-team should waste no time in exiting the training area. As they reach the clearing, the hololithic mask over the doorway dissolves and the door swings open as the Battle-Brothers approach. In the corridor outside of the training area, they are met by a visibly shaken Master Qajutai who informs the Kill-team that there is a xenos incursion, that there are conflicting reports of Tau and unknown xenos aboard, and that shots have been fired in the Watch Fortress' forge near Forge Master Greyweaver's private work area. The Master of the Hunt orders the Kill-team to proceed with haste to the Forge and discover the true nature of the commotion.

As the Kill-team moves through the Watch Fortress, they discover that it is a hive of sudden, furious activity. Squads of Deathwatch Space Marines perform

sweeps through corridors and armed chapter serfs set up weapon emplacements and seal off compartments while orders bark and sirens wail from the station's loud hailer. The closer to the forge they get, they find evidence of armed struggle. Here and there corridor walls are scored with blast marks or pocked where bolters missed their mark. The Kill-team also comes across the occasional chapter serf dead in a pool of blood. Once at the doors of the Forge Master's sanctum itself, the Kill-team hears the noise of a pitched battle and the hoarse shouts of Forge Master Greyweaver.

Upon entering the Forge Master's sanctum, the Kill-team is met with a truly astounding sight. The entire place is a shambles, machinery and forgeworks wrecked by fighting. The floor is littered with dead chapter serfs, a few dead or dying Space Marines, and some blasted, burning Tau Stealth Suits. The floor is slick with the mingled blood of the serfs, Adeptus Astartes, and xenos, and the air is thick with the smell of burning flesh and the bright, acrid smell of energy weapons. In one corner of the chamber, Forge Master Greyweaver and two beleaguered Techmarines hold off a mixed group of Tau and Ghanathaar. Behind the xenos infiltrators, a gaping tear in reality fluctuates, bound by coruscating bolts of dark energy. The gate billows out from the Ghanathaar artefact the Battle-Brothers retrieved on Eleusis. More Tau emerge from the dark gate as the Space Marines approach and the Kill-team must act quickly

AN IMPOSSIBLE INCURSION

Watch Fortress Erioch is an impenetrable bastion of Deathwatch power in the Jericho Reach. Its innumerable wards and the secrecy of its location make it likely one of the most secure places in the entire Reach. How then were the Tau and the Ghanathaar able to penetrate this holdfast? The Ghanathaar artefact which the Battle-Brothers recovered from Eleusis was the key. Trapped as they were behind the Javar Gates, the Ghanathaar spent near-aeons reaching out with their minds—with their very souls—for the objects which could one day spell their release. The relic which the Shas'Vre Ren attempted to use to open the Javar Gate on Eleusis was one such object. It's strong psychic connection to the Ghanathaar not only has the power to break the seals on the Javar Gates, but its very existence is now intrinsically tied to the Ghanathaar themselves. Utilising this connection, the Ghanathaar who led the incursion into Watch Fortress Erioch was able to open a warp gate directly to the artefact. The Ghanathaar and its Tau minions intended to assault the Battle-Brothers and retrieve the artefact for themselves. Little did they know that they would confront the Kill-team in the heart of its power. A strange quirk of the Ghanathaar's ability to create gateways through the warp spelled the doom of the entire expedition, though the incursion force had no way of knowing it at the time. The gate itself and the Tau who passed through it were slaved directly to the life energy of the Ghanathaar who opened the way—when the Ghanathaar was killed by the Battle-Brothers, the gate collapsed and subsequently snuffed out the life of those who had passed through it.

Forge Master Greyweaver witnessed the opening of the warp gate and recognises the danger the Ghanathaar artefact poses to Watch Fortress Erioch. It is for this reason that the grizzled techmarine insists on locking the object away in the depths of the Omega Vault, sealed in a stasis field, until such time as the Ghanathaar are no more, or he is able to utterly obliterate the foul relic.

here, for the Forge Master and his colleagues are in grave danger of being overrun and the xenos must be stopped before they can leave the chamber.

The confrontation between the Kill-team and the infiltrators involves Shas'Vre Maau, his remaining Tau, and their Ghanathaar associate. The Tau leader fights like a being possessed while the Ghanathaar keeps well back and attacks the Kill-team with its psychic powers. Despite the fact that the Stealth suits are in the forefront of the combat, it becomes clear to the Kill-team quite quickly that the real threat here is the Ghanathaar. Any Battle-Brother who makes a **Challenging (+0) Awareness Test** or an **Ordinary (+10) Forbidden Lore: (Xenos) Test** notices a number of strange things about the way the Tau fight that suggest that they may not be masters of their own actions. When the Kill-team overcomes the Ghanathaar, read the following:

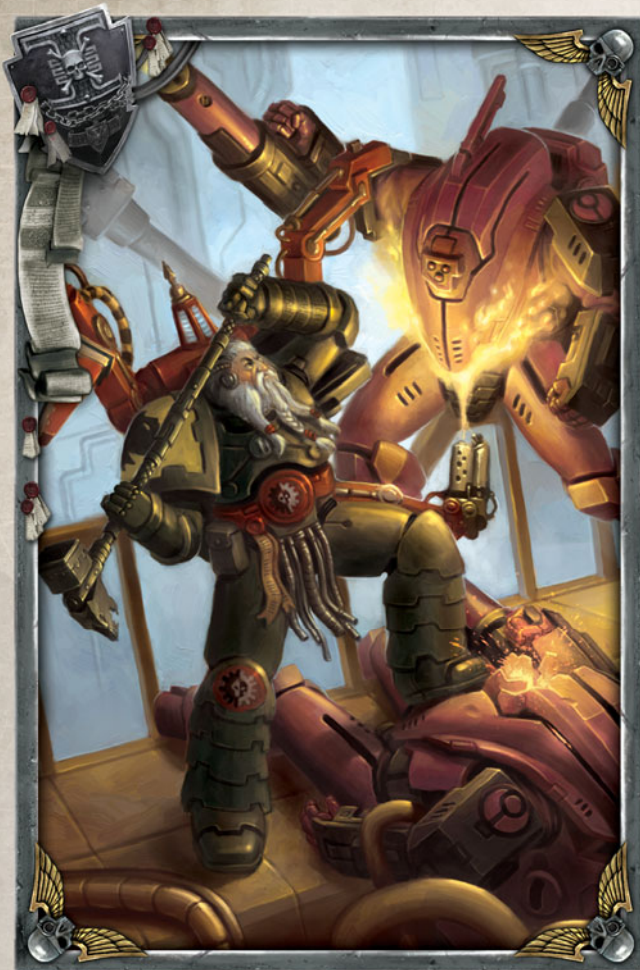
When the Ghanathaar falls, it has a catastrophic effect on the gateway and the remaining Tau. Dark bolts of energy lance back to the Ghanathaar artefact as the gate collapses in an inferno of sable fire. A handful of Tau Fire Warriors who were about to emerge from the gate are consumed and their screams of agony and terror erupt from the gateway moments before it implodes. The xenos artefact shudders as black lightning arcs around its alien form for a moment, then lies dormant once more. Meanwhile, the Tau present immediately stop fighting, one crumpling to the ground and the other quickly pulling the helmet of his Stealth suit off. He is obviously out of breath, a look of strained horror on his alien features, and blood seeps from his eyes and ears. The helmetless Tau falls to his knees, raises his hands in supplication, and addresses you in thickly accented High Gothic. "Honourable Sons of the Emperor of Man, please, I beseech you, have mercy on me. I am Shas'Vre Vior'la Abu Maau, a leader among the Tau Empire. We have a common enemy, your people and mine. An enemy that will stop at nothing less than the complete destruction of the area you call the Jericho Reach. You must..." and with that, the Tau collapses face first to the deck in a pool of his own blood.

As the last xenos is dispatched, a squad of eight Battle-Brothers led by Watch Captain de Dominova bursts into the forge at a dead run. The newly arrived Battle-Brothers take charge of any still breathing xenos, lifting them onto heavily reinforced stretchers under the watchful eye of the Watch Captain and wordlessly carrying them away, presumably to the Watch Fortress' interrogation chambers. Watch Captain de Dominova then confers quickly with Forge Master Greyweaver, who cautiously gathers up the Ghanathaar artefact, then motions to the Kill-team to follow him and the Forge Master out of the forge.

As they walk, the Watch Captain informs the Kill-team that soon after the Kill-team entered their training, strange fluctuations in the warp were reported near the Watch Fortress. Suddenly, reports of xenos aboard started flooding the command chamber and Forge Master Greyweaver called for assistance. The hoary Space Wolf adds that immediately prior to the incursion, the artefact the Kill-team recovered on Eleusis had begun to emit strange energy signatures. Before he could devise a way of shutting down the relic, the dark

TAU INFILTRATION FORCES

While stealth and speed are of the essence for the Tau infiltrators, they are not unprepared to meet stiff resistance if their mission goes awry and they are discovered by the Battle-Brothers aboard Watch Fortress Erioch. There are six Tau in Stealth suits, one Ghanathaar, and a number of Shield Drones, Gun Drones, and Scanner Drones. While the number of Tau and Ghanathaar are generally fixed, the Game Master should feel free to customise the number and disposition of Drones as he sees fit to challenge his players. Profiles for Tau Stealth suits and Gun Drones can be found on page 366 and 367 of the **DEATHWATCH Core Rulebook**. The profiles for Ghanathaar, Tau Shield Drones, and Tau Marker Drones can be found in the NPC appendix of this book on page 140.



gateway ripped from the device and the Tau and Ghanathaar invasion was under way. The Forge Master notes that the first xenos through the gate seemed confused and disoriented, seemingly unaware of their location, but ready for a fight. It is clear to Greyweaver that the artefact must be contained until the repercussions of its existence can be uncovered. To this end, the Watch Captain and the Forge Master have decided to entomb the artefact in a stasis cask within the Omega Vault.

Suddenly, as the Forge Master comes to the close of his tale, a deafening, sonorous bell tolls throughout the Watch Fortress, shaking the very foundations of the ancient edifice.

"Blood of Sanguinius!" exclaims the Watch Captain. "The Omega Vault opens of its own accord. Quickly, come with me." As you follow Watch Captain de Dominova, you hear his name and the name of your squad leader announced over loud hailers, summoning you to the entrance of the hallowed Omega Vault.

SHAS'VRE VIOR'LA AHU MAAU

Leader of the mixed Tau and Ghanathaar infiltration force deployed against Watch Fortress Erioch, Shas'Vre Maau is atypical for a member of the Fire Caste. Lean and compact with a quiet grace, he is deeply sardonic and has a dark intensity about him which unnerves even his closest acquaintances. While still young as far as Tau go, Maau has made a name for himself as a consummate warrior and master of reconnaissance and guerrilla warfare. With a hand-picked team of steady and quietly professional guerrilla fighters armed with Stealth

suits, Maau has time and again foiled the forces of the Achilus Crusade by attacking supply lines, destroying infrastructure, assassinating important Imperial officials, and generally making a nuisance of himself and his team in the Canis Salient.

Recently, and much to the surprise of his leadership and colleagues, Shas'Vre Maau voiced his support for the iconoclastic Fire Caste hero Shas'O Mai and his new Ghanathaar colleagues. Always a friend to Shas'O Mai, Maau is now fully under the psychic control of the Ghanathaar, one more pawn in their plan to exact revenge on the Imperium of man and the denizens of the Jericho Reach. Maau was specifically picked for the mission to infiltrate Watch Fortress Erioch thanks both to his impressive record and his loyalty to Mai's cause. Only Shas'Vre Maau and the Ghanathaar accompanying him know the true nature of his orders, and as long as the Ghanathaar minders are with him, he will go to his grave keeping them a secret.

ONE FROM THE VAULTS

Once the long and bloody battle with the mixed Tau and Ghanathaar infiltrators is over and any prisoners whisked off to the Watch Fortress' interrogation chambers, the Kill-team is summoned to the entrance of the Omega Vault along with Watch Captain de Dominova. At the doors of the Vault they are met by none other than Watch Captain Mordigael, Master of the Vigil, and his retinue.

"Blessings and honour be with you in this moment of your glory, Brothers," says Watch Captain Mordigael by way of greeting. "Strange days are upon us, stranger and darker than usual. I was just informed of your actions in the forges, a xenos incursion into our sanctum is an unprecedented event, and one that bodes ill I believe. I have also been told that a great honour has been bestowed on you and Watch Captain de Dominova, and that you are to go into the Omega Vault and gain its knowledge. Go quickly, for I would have a longer audience with you. Come to briefing chamber Omicron when you are done with the Omega Vault, there is much to discuss." With that, the Master of the Vigil turns away and his retinue follows.

Once they finish their conversation with the Master of the Vigil, the Kill-team and Watch Captain de Dominova can make their way to their appointed vault. When they arrive, the Kill-team discovers two vault doors opposite one another at the end of a long and echoing corridor. The doors are closed, and above each is a decorative lintel engraved with a simple saying in High Gothic. Above the right door are the words *Aeternus Vigilantia* and a clenched adamantite fist above a banner reading "PRAETORIAN" is set in a boss in the centre of the door itself. Above the left door is the word "SANGUINE", and the door itself is decorated with what appears to be a family crest. An **Arduous (-40) Heraldry Test** reveals that this crest is that of one of the powerful noble families of the Jericho sector.

While still closed, the doors themselves are unlocked thanks to the arcane machinations of the Vault. As the Battle-Brothers approach, the sound of plainchant is broadcast from hidden loud hailers and a light above each door changes from red to green, accompanied by the deep-voiced tolling of a cathedral bell. To enter a chamber, a Battle-Brother needs simply to approach the door and it slides up on silent rails, revealing the treasure within.

TABLE 3-2: MECHANICUS DATA

Degrees of Success	Data Revealed
1	The report deals with the study of some manner of archeotech item discovered by the Mechanicus on Imbru.
2	The artefact appears to either control or manipulate the Warp in some fashion, likely localised travel or communication.
3	The tone of the report and many of the notes contained within give the impression that the research being done on the artefact is both dangerous and unsanctioned by the Mechanicus leadership on Imbru.
4 or more	Whoever wrote the report contained in the data packet was experimenting on one of the deadly Javar Gates scattered throughout the Jericho Reach. The research was incredibly risky, following none of the prescribed rituals set down by the Priesthood of Mars, and was kept secret from all but a few coconspirators. The Javar Gate upon which the experiments were run is hidden deep in the bowels of the Mechanicus Forge on the lost world of Imbru. See page 77.

A TRUTH REVEALED

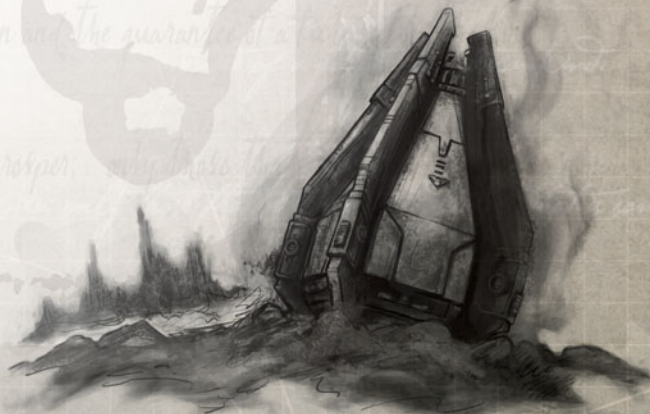
As you enter this dark chamber, a massive orange glow-globe at its centre slowly comes to life, casting a ruddy, pulsing light and revealing the arcane machine that lies within. Set in the floor are adamantine rails arranged in twelve concentric circles around the central globe. Mounted on each rail by a pylon are globes of varying size, some twice as big as a Space Marine, themselves surrounded by numerous smaller globes mounted on spindly arms. The central globe itself is set atop a heavily engraved plinth that rises from a dizzying array of adamantine gears, cogs, and ratchets exposed inside the area of rail set closest to it. In the blackness of the chamber's ceiling, pinpoints of light flare to life showing stars and constellations and the mellow glow of nebulae. There is a sound in the chamber like the ticking of a clock, and the air is thick with the smell of sacred machine oils and incense.

The chamber on the left contains a massive orrery, a mechanical device used to illustrate the relative positions and motion of stellar bodies, and is a combination of both a planetarium and an astrarium. The central glow-globe represents a system's star, and the smaller globes are its planets and moons. When the Battle-Brothers enter, the glow-globe comes to life, revealing the machine and an ornate brass-inlaid adamantine stand holding a control panel. Using the control panel requires a **Challenging (+0) Tech-use Test**. Once the test is made, the orrery springs to life, its mechanism clattering and the planets and moons spinning and moving about the room along their rails.

Once activated, the orrery will run for a few minutes then stop suddenly. As the orrery grinds to a stop, one of the globes is illuminated from above by a bright spotlight. A **Hard (-20) Lore: Common (Jericho Reach) Test** reveals that the planetary system represented here is the Hemic System, an empty, long-abandoned system on the very fringe of the Hadex Anomaly, and the illuminated planet is the lost hive world Imbru. At this point a quiet tone sounds from the control panel and a red light starts insistently blinking over an input jack. Any Battle-Brother with a Mind Impulse Unit or carrying a data-slate can

plug in to the control panel to receive a heavily encrypted data packet bearing the hallmarks of the Priesthood of Mars. Once the data is transferred, a noise emanates from the floor like a powerful machine winding down and all the lights in the room go out at once, leaving the Battle-Brothers blinking in the darkness. If none of the Battle-Brothers have the capability to access the panel through the input jack, the packet is scribed for them on a roll of parchment and then everything shuts down as before.

However they get their data, either straight from the panel or via the hard copy, the Battle-Brothers must now decipher the gift that they've been given. At first glance, the data is gibberish, heavily encrypted with Mechanicus ciphers. To attempt to decipher it, a Battle-Brother must possess the **Lore: Scholastic (Cryptology) Skill** and be fluent in **Techna-Lingua**. Due to the age and the complexity of the encryption, deciphering the data requires a **Hard (-20) Lore: Scholastic (Cryptology) Test**. A simple success on the Test reveals that the data is a technical report from the Mechanicus Forge on Imbru. Further Degrees of Success reveal more information and give the Battle-Brothers a better picture of the challenges they face. See **Table 3-2 Mechanicus Data** for more information on what the data packet contains.



+++Orrery Record 629.K47.T32+++

+++Subject: Artefact 297+++

Inquisitorial Access: Granted

Auxilia Access: Granted

Record Date Stamp: 6972654.M40

Unidentified artefact discovered on Forge world H491, in the Hemic system. Planet classified Imbru. Construction material: Unknown. Molecular decay divination: inconclusive. Technology not of human design, possibly xenos in origin. Explorator Delphon reports that artefact shows potential as possible warp translation device; requests the establishment of research facility at excavation site. Request Denied. During excavation, 21 lay adjuncts of Explorator Fleet Theta-7 restrained and entombed in stasis chambers due to erratic behaviour and violent outbursts. Two adepts injured beyond aid while attempting to stop lay adjuncts from activating Artefact 297; mechanicus implants reclaimed, biological components recycled for servitor consumption. Investigation of afflicted lay adjuncts reveals possible warp taint. Explorator Delphon requests further divination be performed into the nature of Artefact 297. Request Denied.

Device declared heretical by the edicts of the Adeptus Mechanicus. Molecular annihilation of Artefact 297 ordered to commence without delay. Explorator Delphon demands that further investigation and experimentation required for conclusive findings. Demand denied. Unsanctioned construction of research facility begun temporis protinae.

Contact with Forge world H491 lost. Hemic system engulfed by the expanding Hadex Nebula. Further action concerning Artefact 297 ceased. Contact with Explorator Delphon or Explorator Fleet Theta-7 forbidden by edict of the Adeptus Mechanicus. All reference of Forge world H491 expunged at the request of Inquisitorial Attaché Xaron.



A NEW-FOUND ALLY

The door of the right-hand chamber rises to reveal an awe-inspiring sight. In the centre of the small, dark chamber, illuminated by a single shaft of light from an overhead spotlight, stands the imposing form of an ancient Dreadnought. Painted in the sombre black and silver of the Deathwatch and adorned with the livery of the Imperial Fists, the Dreadnought is connected to an array of support machinery arranged along the walls of the circular chamber. The cables and hoses that provide the slumbering Dreadnought its needed power and nutrients snake from its hull and lie in thick bundles throughout the chamber. As you enter, previously unseen backlit stained glass windows flicker on, showing scenes of great glory and sacrifice from the Imperial Fists' long history and filling the chamber with their mellow, coloured light.

The chamber on the right is home to a Dreadnought of unknown origin and pattern. There is little in the chamber, which resembles a chapel more than a storage vault, to suggest how or why this powerful machine was interred in the Omega Vault, or why it is now revealed to the Kill-team. Any Tech-Marines or Apothecaries among the Kill-team can make **Challenging (+0) Tech-Use** or **Medicae Tests** to assess the Dreadnought and his support equipment.

Successful Tech-Use Tests tell the Battle-Brothers that the Dreadnought hull is a heavily armoured variant designed with siege warfare and close-in combat in mind, although its pattern and origin is a complete mystery. Any Battle-Brother who cares to make a **Challenging (+0) Lore: Common (Jericho Reach) Test** notices that the engravings and banners refer to battles which took place before the Age of Shadow, making this Dreadnought and the Battle-Brother within truly ancient indeed.

Successful use of the Medicae skill and inspection of the life support machinery reveals that the Battle-Brother entombed in the Dreadnought's sarcophagus is alive and well. He is also in a state of suspended animation, and has been so for some millennia. Further investigation reveals little else aside from the fact that he is a member of the Imperial Fists. There is no record of just how long he has been in stasis, of his service with the Deathwatch, or the circumstances under which he came to be sealed up in the Omega Vault. After a few minutes of contemplating the Dreadnought and making their Medicae and Tech-Use Tests, read the following passage to the players.

As you contemplate the Dreadnought, a short, shrill alarm rises from the life support machinery, only to be replaced by the quiet singing of hymns from unseen laud hailers. Within moments, the tell-tale runes on the Dreadnought's hull change from amber to blue one at a time and a quartet of bright floodlights flare to life on its hull as the massive machine awakens. With a deep sigh, it straightens and seems to contemplate you. Red lances of laser light spring from the Dreadnought as it scans each of you, and in a deep, tired voice it announces, "What do you require of me?"

Before the players, in armoured and battle-scarred glory, is nothing less than a living, ancient hero of the Adeptus Astartes. When asked, he gives his name as Brother



Szobczak, and his chapter as the Imperial Fists, but he can remember little else. It becomes quickly apparent that his long sleep has left Brother Szobczak confused and disoriented. Watch Captain de Dominova suggests that the Dreadnought be handled with care, and calls for a cadre of Techmarines and Apothecaries to report to him via his micro-bead. As Brother Szobczak shakes off his long sleep, he questions the Kill-team as to their names, their chapter affiliation, the date, and numerous other small, inconsequential items. His distracted air and slurred speech suggest the ancient Dreadnought is running a diagnostic augury on his internal systems and attempting to wake himself up more fully. Indeed, as the minutes pass his speech becomes clearer and he attends more closely to the answers given him by the Kill-team.

If the Kill-team desires, they can ask questions of Brother Szobczak as they wait for the medicae response team to arrive. This is largely an academic exercise however, because questioning the Dreadnought nets the Kill-team precious little information. Indeed, if the Kill-team is too insistent with their questioning or asks about the Dreadnought's past or origins, he becomes increasingly agitated and refuses to speak, instead cursing the Battle-Brothers for ill-mannered whelps with no respect for their elders. Eventually, the medicae team appears with a mind-bogglingly arcane array of medicae and technical equipment, and Watch Captain de Dominova ushers the Kill-team from the chamber.

BROTHER SZOBCZAK

Brother Szobczak is an ancient, cantankerous Dreadnought formerly of the Imperial Fists 5th Company. A technomat by both training and inclination, he originally hailed from a long-lost Imperial forge world in the Gothic Sector that was consumed by a Chaos invasion. He survived his trials and was inducted into the 10th Company Scouts in late M34 where he served with distinction. As a Scout, he exhibited an ability to size up the strengths and weaknesses of enemy positions and fortifications quickly and accurately with the merest glance, as well as a real genius for dealing as much damage as possible to fortifications with as few friendly losses as possible. He rose through the Imperial Fists companies, and was sent to Mars for training as a Techmarine.

As a Techmarine attached to the Imperial Fists' 5th Company, Brother Szobczak distinguished himself as both a gifted siege engineer and tech-priest. Few fortifications could stand against his critical glare and the pinpoint precision of his use of force, and he gained a reputation among his Battle-Brothers for his miraculous ability to keep wargear functioning in the field with only the most basic tools and little in the way of materials or spare parts. For nearly two centuries he served the 5th company, smashing the fortifications of thousands of renegade and xenos worlds.

In early M35, Brother Szobczak was seconded to the Deathwatch and took his Oath of Vigil at a long-lost Watch Station in the galactic East of Ultima Segmentum. During his first vigil, he led a small, highly trained Kill-team composed of Scouts and Techmarines renowned among the Battle-Brothers of the Watch Station for their skills at infiltration and fortress breaking.



PLAYING BROTHER SZOBCZAK

Brother Szobczak is extremely cross-grained, gruff, and bitter. He relates everything to his past war experiences, and can find even the most tenuous parallels between current events and his actions all those years ago. If and when he becomes attached to the Kill-team, he will, at every opportunity, ramble on about battles long since fought, lost Battle-Brothers, and the particulars of why, in his day, Space Marines were better. He also has a tendency to react with surprising and often inappropriate anger or violence to even the slightest provocation. He can escalate any situation, and excels at making mountains out of molehills. In all, Brother Szobczak is a very trying, capricious, and frankly dangerous companion, traits that are only just made up for by his unwavering loyalty, his prowess in battle, and his incredible skill and breadth of experience.

At the end of his Vigil, Brother Szobczak petitioned to be allowed another, as he felt that his work was far from complete in this part of the galaxy. He was granted his request and served three more vigils, acting as an infiltrator and sapper, until he was grievously wounded in a campaign supporting the Imperial Guard against an Ork Waaagh! His experience, vast knowledge of siege tactics, and his unique insights into the tactics of xenos were deemed so important to the Deathwatch that he was honoured by being placed in a Dreadnought so that he could continue to serve.

Now, once again the venerable Brother Szobczak is called upon to sweep aside the walls and fortifications of the enemy for his honoured Battle-Brothers. While he can remember his early days with the Imperial Fists and his first Vigils with Deathwatch well enough, he remembers little to nothing about his time as a Dreadnought. He can offer no insight as to how he ended up in the Jericho Reach or how he came to be entombed in the Omega Vault. Records at Watch Fortress Erioch mention no Imperial Fists matching his name or description, and he is not entered into the list of Battle-Brothers slumbering in the Watch Fortress's Chamber of Elders where the few Dreadnoughts officially attached to the Deathwatch are kept.

REWARDS

For the interlude aboard Watch Fortress Erioch and the action in the Hunting Grounds, the Game Master may find it easier to award Experience Points via the abstract method, roughly 500 XP per four hours of play. If the Game Master prefers the detailed method, it is important to clearly identify all objectives and their completion parameters. Along with the Experience Point awards, the Kill-team gains one point of Renown for each of the following actions completed:

- Destroying the xenos infiltrators with minimal damage to the Forge Master's chamber.
- Delivering the captured Tau leader to the Inquisition.

The Game Master may also award any further Experience and Renown awards for quick thinking, good roleplaying, conspicuous heroism, or any other reasons as he sees fit.

INTO THE MAELSTROM

With their data and their new Battle-Brother retrieved from the Omega Vault, the Kill-team now needs to heed Watch Captain Mordigael's summons. With the blood of the xenos still on their armour and the strange and wondrous events of the Omega Vault still with them, Watch Captain de Dominova leads them quickly to Briefing Chamber Omicron, where the Kill-team is greeted with quite an imposing sight.

You file into Briefing Chamber Omicron to find quite a crowd already assembled. Situated around a large, oval, basalt war table are Watch Commander Mordigael, Inquisitors Carmillus and Andarion, Epistolary Axineton, Forge Master Greyweaver and Senior Techmarine MacKrentan, a handful of other Battle-Brothers, a number of scribes and servants, and a flock of chittering, blank-eyed servo skulls. Indeed, it seems that a large majority of the members of the Hall of the Vigil are assembled here. Disconcertingly, they all turn thoughtful gazes upon you as you enter. Seeing much of the leadership of Watch Fortress Erioch gathered together and watching you intently as you enter, the gravity of the situation becomes quite clear.

Once the Kill-team enters the chamber and all the right and proper formalities are exchanged, Watch Commander Mordigael beckons them over and bids the Battle-Brothers to sit in the many open straight-backed stone chairs that ring the massive basalt table. Once all are seated, Watch Commander Mordigael, who remains standing, begins by giving thanks to the Emperor for the safe return of the Kill-team from their labours on Spite and Eleusis, and apologises for such a hastily assembled meeting. He goes on to praise their actions during the xenos incursion in the Forge, and gives thanks that such an august and venerable Battle-Brother as Brother Szobczak has been returned to the ranks of the Deathwatch. As the Master of the Vigil completes his speech, Forge Master Greyweaver stands and thanks the Kill-team for their quick thinking in the forge, which surely saved his life and the lives of countless other Battle-Brothers.

From here, the meeting proceeds much like the smaller, less well attended debriefing the Kill-team endured when they arrived at the Watch Fortress from Eleusis. Watch Captain Mordigael, who received a full report of the events on Spite and Eleusis from Watch Captain de Dominova when the Kill-team first arrived back at the Watch Fortress, presents the report to the assembled officers. There are rounds of questions, often quite pointed questions, in which the Kill-team is grilled on numerous aspects of their missions.

If any member of the Kill-team possesses the Total Recall Talent, and has a Fellowship Characteristic of 40 or more, he may make a **Challenging (+0) Fellowship Test** during the questioning. If the Battle-Brother also possesses the Charm Skill he gains a +10 Bonus to the Test. A success on this Test, along with his Total Recall Talent, allow the Battle-Brother to not only remember

facts about the missions than his less astute Battle-Brothers may have missed, but also allows him to weave together a tale that paints the Kill-team's actions in the best possible light. For every Degree of Success gained on this Fellowship Test, each member of the Kill-team gains an additional five Renown Points as the members of the Chamber of the Vigil are duly impressed with their actions, or at least the way in which those actions are reported.

Once all of the assembled Astartes and Inquisition officers are satisfied with the Kill-team's report, they then turn to the action in the Hunting Grounds and the information gained from the Omega Vault. There is much consternation regarding the infiltration of the Watch Fortress. The Battle-Brothers are asked to provide the pict, vox, and auspex telemetry from their power armour to Forge Master Greyweaver via a device used to harvest such data from the suits' machine spirits. This is then played back for those assembled via a hololithic display and heavily commented on by the assembled officers. Forge Master Greyweaver then states that the xenos appeared in his sanctum through some sort of warp gate as he was running experiments on the Ghanathaar artefact recovered from Eleusis, and that the artefact shattered when the xenos were eliminated. Once this is done, and further discussion is had regarding the meaning of the information gleaned from the Omega Vault, and the appearance of the Venerable Dreadnought, Watch Captain Mordigael decides that all of this new information requires proper, serious consideration before any action can be taken.

The Kill-team is once

again stood down, but not relieved of duty. While waiting for their orders, they are required to render aid to the Forge Master and Inquisitors in analysing the data gained in their previous missions and in the Omega Vault, continue training, see to their wargear, and generally prepare themselves for whatever orders might be coming their way. This is a perfect time for the Battle-Brothers to spend time researching the Ghanathaar, the Javar Gates and the planet Imbru. The Game Master is encouraged to take time focusing on the Battle-Brothers at this point, advancing any of the Player Characters' personal agendas, highlighting any important interactions between the Battle-Brothers themselves, and generally giving the Players a chance to see their characters as living breathing members of the Deathwatch.

During this time, the Kill-team also encounters Brother Szobczak going about the business of re-acclimating himself with the land of the living. The thunder of his massive guns can be heard day and night in the Hunting Grounds as he pushes himself and his mechanized body through a gruelling set of challenges in all manner of environments. He is seen in the Forges, acquainting himself with unfamiliar Deathwatch wargear, as well as in the Watch Fortress' archives, studying the history of the Jericho Reach over the past millennia, reviewing the actions of the Deathwatch during that time, and searching for faces and names of long-lost Battle-Brothers among the records. When the Kill-team first encounters him in the Watch Fortress, read the following passage aloud:

You hear a heavy, rhythmic thumping like the sound of a hammer on an anvil, and the massive, gleaming form of Brother Szobczak heaves into view around a corner, the deck plates trembling at his approach. His hull refurbished and repaired, his Deathwatch livery of black and silver is finely accented with red and gold highlights and the iconography of the Imperial Fists. As far as can be determined in an ancient, expressionless machine like a Dreadnought, the venerable Battle-Brother seems to have an air of quiet determination about him as he moves down the corridor. He spies you and his demeanour changes perceptibly as he adjusts course to intercept you. Massive and intimidating up close, he looms over you as you all halt in the middle of the corridor. After initial pleasantries, the Venerable Brother leans toward you and says in his basso profundo, "I do not have much time, as my duties keep me busy. I do, however, wish to give my sincerest thanks to you for delivering me from my long sleep in the Vault. If you ever require my assistance, or indeed the assistance of any of the sons of Dorn, do not hesitate to ask." With that, he excuses himself and goes on about his business.

If the Kill-team has any further encounters with Brother Szobczak before they receive their new orders, the Venerable Brother is generally distracted and aloof, although he will spare at least a few minutes for any of his deliverers. There are times, however, when the Kill-team might notice a more wrathful, perhaps unstable side of the Dreadnought. Often he can be heard shouting at Techmarines or Apothecaries who come to him from time to time to check his systems and vitals, complaining of phantom pains or incessant buzzing noises within his sarcophagus that only he can hear. At one point during a training mission, the Kill-team is witness to an apocalyptic shouting match between the Venerable Brother

and the Master of the Hunt, the cause of which no one around can quite make out. It seems as if his long sleep disturbed some part of Brother Szobczak's mind, and that he is not quite master of his passions.

After a span of some standard weeks of constant training and preparation, the Kill-team gets the orders they have been waiting for. A summons comes for them from Watch Captain de Dominova to report to him for their new mission.

You arrive in the briefing chamber to find only Watch Captain de Dominova sitting at a briefing table and, to your surprise, Brother Szobczak looming in a corner muttering to himself. De Dominova stands and with little ceremony jumps right into your briefing, "Thanks to the data you retrieved from the Omega Vault, as well as your discoveries on Spite and Eleusis, it seems that your next mission takes you close to the Hadex Anomaly. Imbru," and here the room lights dim and a hololithic display flares to life over the briefing table, "was one of the lesser hive worlds of the old Jericho Sector. Initial reports from the interrogation of your Tau prisoner suggest that another of these Javar Gates created by the Ghanathaar exists there, and the Mechanicus data from the Omega Vault confirms this. Unfortunately, we have little intelligence on Imbru save for the fact that it still exists and is possibly a stronghold for elements of one or more of the Traitor Legions. Your mission is to find the Mechanicus Forge if it still exists, infiltrate, and neutralise this Javar Gate. Your insertion into the Mechanicus Temple, or whatever structure is extant, is to be via teleporter. You will be equipped with teleport homers for each member of the Kill-team, and all available intelligence. The Ultima Ratio is again at your disposal, and Brother Szobczak has volunteered to accompany you on this mission if you would have him." At this, the Watch Captain gives you a significant look which you are unable to decipher and carries on. "Make your decision and preparations with all haste—you are to ship out in eight hours. You are dismissed, Brothers, and may the blessings of the Emperor go with you. I am afraid that you will need them."

With the briefing done, the Kill-team must make their hasty preparations and go aboard the *Ultima Ratio* for their deployment to the Hadex Anomaly. They are provided with encrypted dataslates containing their orders, known information on Imbru, and all pertinent intelligence related to the mission. They also need to make a decision regarding Brother Szobczak.

The volatile Dreadnought is eager and willing to accompany the Kill-team, insistent even. While the offer is generous, it poses quite a conundrum for them. The skills and abilities of a Dreadnought, especially one as cunning, knowing, and deadly as Brother Szobczak, are surely a boon to any operation. The breadth of his experience, his expertise at the art of the siege, and his prowess in battle are unquestioned, and his loyalty and standing as a Battle-Brother are unimpeachable. On the other hand, by just observing him in the Watch Fortress since his re-awakening, the Kill-team knows him to be capricious, cantankerous, and given to fits of unbridled rage. Not to mention the fact that a three-metre tall walking artillery emplacement with a known inability to mitigate his rage negates any hope of a stealthy insertion. The Kill-team must tread lightly here, as taking Brother Szobczak could unnecessarily complicate an already delicate mission, but leaving him behind could cause insult to him to the point that he becomes a rival or outright enemy.

ARMING AND OATH-TAKING

The mission to Imbru has a suggested Requisition rating of 75 based on the Objectives as known by the Kill-team when they deploy from Watch Fortress Erioch.

- **Primary Objective:** Infiltrate the Mechanicus Forge on Imbru and neutralise the Javar Gate there (Skilled Objective, 30 Requisition).
- **Secondary Objective:** Gather intelligence regarding the current state of Imbru (Skilled Objective, 25 Requisition).
- **Tertiary Objective:** Engage and neutralise any Chaos Space Marine forces based at Imbru (Veteran Objective, 20 Requisition).

THE PASSAGE

Aboard the *Ultima Ratio*, the Kill-team must now make the perilous journey to lost Imbru. The beginning of their journey is relatively uneventful, with little in the way of ship or warp troubles. Upon their approach to the Charon Stars, however, things begin to immediately go awry. A powerful warp storm engulfs the *Ultima Ratio*, and in short order a number of terrors befall the ship. Strange dreams plague the sleep of all aboard, and disembodied voices can be heard whispering and gibbering at the limit of hearing. Daemons can be heard howling and scrabbling at airlocks and lighter bay doors. Spectral voidmen, the ghosts of long dead crewmen, are reported walking through corridors or appearing at watch stations. An unexplainable screaming madness grips the chapter serfs of the lower decks, and those affected run amok

among their shipmates. Finally, the unthinkable happens, after a severe battering from the storm, the ship's Gellar Field falters for a moment and allows the daemons who have been scratching at the airlock doors a split second in which to pour into the ship and wreak havoc.

During the lead up to the warp incursion, little is asked of the Kill-team other than to stay vigilant and to stay out of the way. Any particularly conscientious or specially trained members of the Kill-team, such as Apothecaries, Librarians, Techmarines, or any Battle-Brothers who hail from fleet-based chapters, may see fit to volunteer their services at the first sign of trouble, however. Whatever the Kill-team is doing when the Gellar Field fails, whether soothing the minds of the troubled chapter serfs, wrestling with the *Ultima Ratio's* unruly tech sprites, or simply praying in their chambers, read them the following passage:

A vicious impact like that of a full broadside rocks the Ultima Ratio and sends her listing to starboard. Every unsecured item is dashed into the corners of the compartment and the deck slopes like the prow of a Land Raider. The lights in the compartment flicker, and the tenor of the ship's distant engines changes almost imperceptibly for a moment. The ship rights herself and immediately a piercing klaxon echoes throughout the corridors. As the klaxon screams, an announcement is piped through the ships loud hailers, "Warning! Confirmed warp incursions reported aboard ship. I repeat, warp incursions reported and confirmed. All hands to action stations!"

At this point, the situation has become dire indeed, and the Kill-team is called upon to render aid. While the *Ultima Ratio's* crew is composed of thousands of loyal chapter serfs who are both veteran voidmen and competent warriors, dealing with a full daemonic incursion, no matter how small, is largely beyond their capabilities. As is typical of small Deathwatch ships like *Ultima Ratio*, the number of actual Astartes aboard is relatively small. The bridge crew under Brother-Captain Mordrus are all Space Marines, and a small squad of Deathwatch Battle-Brothers serve as the core of the ship's security under the *Ultima Ratio's* Master at Arms, Brother Aleksandr. In all, aside from the Kill-team, there are perhaps twenty Battle-Brothers total aboard which, despite the fact that they are Space Marines, is a small force indeed with which to combat a daemonic incursion.

The Kill-team's first order of business should be contacting Brother Aleksandr, the ship's Master at Arms, to see where their skills and talents may be best put to use. The Master at Arms can be contacted via ship's vox, and when he is reached he requests that the Kill-team report to the ship's primary security station. He also requests that the Kill-team take the time to reconnoitre the decks between their current position and the security station, and gives them the authority to take command of any chapter serfs pressed into service as ship's security they encounter on their way. The number of decks between the Kill-team and the security station is ultimately left up to the Game Master's discretion, and the Kill-team can do as much or as little recon as they like on their way. However, the Kill-team should have the opportunity for



TABLE 3-3: SHIP ENCOUNTERS

Roll	Encounter
1-3	A number of armed chapter serfs going about the business of sweeping a portion of the ship. They constitute a Magnitude 10 Horde, and use the Security Team Member profile as found in the NPC Index.
4	The Kill-team encounters a single Plaguebearer, bloody to the waist, standing among the mutilated remains of a group of chapter serfs.
5	The Kill-team enters a large darkened compartment. As they enter, the lights come on automatically, revealing a Magnitude 30 Horde of Nurglings, who all turn simultaneously toward the Kill-team and scream with eerie joy before they swarm.
6	The remains of a number of armed chapter serfs are strewn about the passage. The bodies have been hacked to pieces, their intestines draped from overhead pipes and cables, and the walls and floor painted with their blood and bile. Three sets of bloody footprints lead away from the carnage in the direction in which the Kill-team is travelling. The scene has a Fear Rating of 1.
7	The sound of gunfire draws the attention of the Kill-team. Investigating, they find a Magnitude 10 Horde of armed chapter serfs fighting a Magnitude 30 Horde of Nurglings in a passage. It is immediately clear that the security team is about to be overrun by the daemons.
8	A lone Deathwatch Battle-Brother of the Ultramarines in mangled power armour, one of Brother Aleksandr's Astartes security forces, hangs impaled on an iron beam. On the brink of death, he gives the Kill-team an account of his killer, a creature that matches the description of neither a Nurgling nor a Plaguebearer, then passes away. A Challenging (+0) Perception Test reveals an unnameable stench lingering around the Battle-Brother and the compartment in which he was found.
9	The Kill-team comes upon a group of four Plaguebearers, who immediately attack.
10	The Kill-team crosses a catwalk above a massive cargo hold. Beneath them, a Magnitude 55 Horde of Nurglings gibber and scream for their blood.

at least one encounter with the daemonic intruders to get a taste of things to come. For each deck crossed, roll on **Table 3-3: Ship Encounters** to determine the nature of the encounter.

Once the Kill-team reaches the security centre to which they were summoned, read the following section aloud:

You find a grim and harried Brother Aleksandr sitting before a bank of dozens of monitor-screens and barking orders into the ship's vox. Numerous loops of fibre-leads run from the console to half a dozen polished input jacks set in Brother Aleksandr's wrists and skull. Visibly angry, with sweat beading on his gleaming bald pate, the ancient Battle-Brother orchestrates his security forces from his console, reacting with preternatural awareness to threats even before they appear on his monitors, and moving his armed chapter serfs around the ship as if they were pieces on a game board. As you enter, he mutes the chattering vox, casts a stern eye on you, and addresses you in his harsh voice. "Well?" He asks simply.

Depending on how many random encounters the Kill-team triggered, they may have quite a bit of information for the Master at Arms. Brother Aleksandr has already seen both the Nurglings and the Plaguebearers, and can identify the creatures as such if the Kill-team was either unable to identify them or didn't encounter them. If the Kill-team encountered the impaled Space Marine, Brother Aleksandr listens gravely to their report, then dispatches them to hunt this unnamed menace down and destroy it. If they did not trigger this encounter, read the following passage.

With your report given, Brother Aleksandr shakes his head and sighs deeply. "It is as I suspected. More of these daemons made it through than we thought at first. That is not all, however. There is something else, something worse. Come, look at this."

He beckons the Kill-team's squad leader over and motions to one of his monitors which shows the unmistakable form of a Space Marine in shattered power armour hanging impaled on a long and bloody iron beam. With a thought, Brother Aleksandr rewinds the data stream displayed there. The image swims, there is a bit of static, and the dead Space Marine's last moments play out. Seen from above, an unnamed Battle-Brother showing the sigil of the Ultramarines on his shoulder fires his bolter at something off screen from behind the cover of a shipping container. A huge, dark, hunched form rushes across the screen, scattering the massive container and flinging the Battle-Brother bodily through the air as



though he were no more than a child. The picture changes angle as it switches feed from one camera to another, just in time to see the Battle-Brother fall on to the exposed beam in an explosion of blood, bone, and ceramite.

Brother Aleksandr, deeply moved by the death of his Battle-Brother, turns away from the monitor and it goes blank. "This thing has gone to ground somewhere in the ship. There are no other reports of it, and that is deeply troubling. My serfs have the situation with the Plaguebearers and Nurglings in hand at present. I want you to find this other beast and deal with it. I want it off my ship, and I want it off now. I will give you access to the ship's security network to assist you in your duties. Now go, I have matters to attend to."

Brother Aleksandr pulls a small data wafer from his console and hands it to the Kill-team's squad leader. This data wafer contains access codes with which the Battle-Brothers can access the ship's security network and fits any standard Astartes data-slate. With his orders given and the access codes to the *Ultima Ratio's* security network provided, Brother Aleksandr turns back to his monitors and his chattering vox. The Kill-team is now free to proceed with carrying out their orders. Hunting down this new threat is harder than it seems at first. While it is one of the smallest ships in the Deathwatch fleet, the *Ultima Ratio* is still more than a kilometre long with countless places in which a creature may hide, even one as large as the Kill-team's target. Add to this the chaos of a warp incursion and running battles throughout the ship, and finding one lone creature, no matter how loathsome, is a tall order indeed.

The Kill-team's task is not impossible, however. With the codes provided by Brother Aleksandr, the Kill-team can access the ship's massive network of pict-stealers and vox recorders. They can also isolate corridors and compartments by remotely locking or unlocking doors and hatches. Accessing the security network, which requires a security access panel or console and a **Challenging (+0) Tech-Use Test**, grants the Kill-team a +10 Bonus to all Tests made to locate the daemon.

The Kill-team may also acquire the services of any security personnel they encounter not currently engaged with the enemy with a successful **Ordinary (+10) Command Test**. If the Kill-team acquires any armed chapter serfs they can be used to scout parts of the ship or taken along as extra firepower. While the Kill-team can, in theory, surround themselves with chapter serfs and present a massed front of shotguns and bolters, the actual number of serfs is limited due to necessity. While serfs may be more than willing to assist the Kill-team, they generally have very important business of their own to attend to—the larger defence of their ship. All told, the Kill-team can only have a number of armed chapter serfs accompany them equal to twice the squad leader's Fellowship Bonus. This provides the Kill-team with a Magnitude 12 Horde.

The actual work of finding the daemon takes time and requires a number of Skill Tests to accomplish. To locate the daemon, each member of the Kill-team makes either a **Hard (–20) Search or Tracking Test**, whichever is higher. Any Techmarines among the Kill-team may instead make a **Challenging (+0) Tech-Use Test** to use the ship's security

systems in tracking the creature. Once all Tests are made, the Game Master tallies all of the Kill-team's Degrees of Success and subtracts any Degrees of Failure. Once the Kill-team has accrued twelve or more Degrees of Success, they locate the creature in a machinery compartment near the *Ultima Ratio's* water holding tanks and can use their access to the security network to isolate it so that it may be dealt with. When the creature is finally located and the Kill-team moves in to deal with it, read the following passage aloud:

As you enter the large, humid, dimly lit compartment, you are overwhelmed by a horrible, foetid stench even through the filtering systems of your power armour. Huge dripping pipes line the walls here, floor to ceiling, interspersed with wheels a Space Marine's arm span across attached to massive valves. Above the drip and rush of water in the pipes and the normal sounds of a voidship underway, you hear a snuffling noise as if some creature were rooting about for food among the pipes and valves that line the walls. The daemon is here, you can feel its otherworldly presence, an affront to the Emperor and all that is holy. The snuffling stops suddenly, there is a pregnant pause, a moment of silence, and then, with a bellow, the daemon rushes out of its hiding place straight into your group.

There is no Surprise Phase to this combat, as both sides are fully aware of the other. In the split second before Initiative is rolled however, any member of the Kill-team may make a **Hard (–20) Forbidden Lore (Daemonology) Test** to identify the daemon as it rushes from its concealment. A successful Test reveals that this is Ghulroth the Slaverer, a slow-witted, violent, and incredibly dangerous Herald of the Lord of Decay.

Once the battle is joined, it proves to be a difficult one indeed. Ghulroth uses its strength and size to bowl over or toss about its enemies, something the Herald does with disturbing ease. In its rage it constantly bellows and flails about, lashing out with its massive fists and biting anything that comes near. Although the compartment in which the Herald was hiding is on the large size, the creature's huge bulk takes up much of the space. In the relatively close confines of the compartment it is a truly dangerous adversary. There are few places outside of its reach, and the daemon, the Battle-Brothers, and any serfs they brought with them, make for a crowded combat. In addition to the limited manoeuvre space, as soon as the Herald takes wounding damage, the copious amounts of pus and ichor that seep from its wounds, combined with the already extant puddles of standing water in the compartment, make the deck treacherously slippery. Under these conditions the deck is considered Difficult Terrain, and all combatants suffer the effects as outlined on **Table 7-6: Treacherous Environment Difficulty Modifiers** on Page 206 of the **DEATHWATCH Core Rulebook**.

THE HERALD

Ghulroth is a relatively minor Herald of Nurgle, a powerful and stupid beast of roughly humanoid form nearly the size of an Astartes Dreadnought. A mass of muscle and fangs beneath heavy rolls of stinking blubber, its thick, rubbery, grey-green hide is covered in weeping pustules and necrotic sores, and the creature's foetid stench that is equal parts decay, excrement,

and foul daemonic ichor hangs around the Slaverer like a shroud. Although roughly humanoid, Ghulroth has a build more simian than human, with large powerful shoulders, long arms, and relatively short legs. While it can stand upright, it tends to move about on all fours.

Ghulroth has little natural intelligence and possesses no subtlety, though what it lacks, it makes up for with child-like enthusiasm for violence and corruption. The Herald attacks by charging into the midst of its enemies and uses its massive strength to toss them about or grapple and pummel them into paste. Despite this mindlessness, it is an incredibly dangerous opponent. Ghulroth's daemonic nature and rubbery hide allows it to shrug off incredible amounts of damage and the nauseating, eye-watering stench that constantly surrounds it makes it difficult or impossible to approach without respirators and eye protection. The Slaverer's bite is venomous, and the deep wounds caused by its rending claws quickly fester and become infected. Also, while not particularly agile, it has incredible straight-line speed, can outrun vehicles over short distances, and can close with enemies more quickly than its corpulent form may suggest.

When manifest in the physical realm, Ghulroth spreads disease in a virulent wake with its passing. Typically found on agri-worlds touched by the taint of Chaos, its stench and the numerous fluids that leak from its necrotic flesh spoil food, kill animals, and foul water. Indeed, the Slaverer is attracted to sources of water and has been found wallowing in cisterns, reservoirs, and even in the water tanks aboard voidships unlucky enough to have suffered a warp incursion. Ghulroth, despite its lack of intelligence, has earned the fondness of Grandfather Nurgle thanks to its unchecked enthusiasm for destruction and corruption—what the Lord of Decay has termed “play.” As such, Ghulroth is most often accompanied with “playmates,” a small host of Plaguebearers, Nurglings, and Beasts of Nurgle sent by the Lord of Flies to encourage the Herald on to ever greater flights of putrefaction and savagery.

MOPPING UP

Once the Kill-team dispatches the Herald, the majority of the threat to the ship is removed and they are contacted by Brother Aleksandr, who requires them to return to the security centre and make their report. While they were hunting down the daemon, the Master at Arms' security forces were making short work of the remaining Plaguebearers and Nurglings aboard. If the Game Master wishes, he can provide additional combat encounters with the daemons aboard once the Herald is dead by rolling again on **Table 3–3: Random Ship Encounters** for every deck the Kill-team crosses on their way to report back to Brother Aleksandr, or by concocting his own encounters. These shouldn't be too arduous, and should have extra firepower in the form of security personnel readily available.

If the Game Master doesn't care to make life any more difficult for the Kill-team, they simply return to Brother Aleksandr, make their report, receive their commendations, and proceed with their mission.

HITHER IMBRU

Millennia ago, when The Reach was known as the Jericho Sector and firmly under the stable control of the Imperium, Imbru was a small but bustling and exceedingly ambitious hive world home to an unusually large Mechanicus mission. A stark and lovely world of broad, undulating plains, seething volcanic calderas, and vast, towering, obsidian-faced hive cities, Imbru was home to billions of the Emperor's subjects. From the great, sprawling hive of Rhyolis, the lords of Imbru oversaw their industrious people, and made the world into the envy of hives across the segmentum. For countless generations, the great families of Imbru toiled to make their world into a military and economic powerhouse in an attempt to challenge the sector capital of Verronus for economic and political primacy within the Sector. Goods from the world commanded the highest prices, craftsmen and artisans from its hives were in high demand throughout the sector, and the soldiers and voidmen trained in its academies were held as paragons of military honour and prowess.

A LONG SLIDE INTO DARKNESS

The might and glory of Imbru eventually came to a slow and painful end, however. Countless generations of unchallenged power made the Lords of Imbru complacent, detached from the workaday concerns of their vassals, and millennia of intermarriage between the families gave birth to many curious and strange, if not outright mad, family members. Rumours swirled about court that spoke of dark rites, of bloody-handed daemons wandering the halls of the Obsidian Palace, and of screams echoing in its chambers in the dead of night. Many disregarded these rumours outright, either believing them too outlandish by half or desperately not wanting to consider that they could be true.

As with most rumours however, these had more than a whiff of truth in them. While there were not, in fact, daemons stalking the palace, at least not yet, there were dark things afoot. The sons and daughters of the Lords of Imbru, as happens often with

A BAD INFLUENCE

The fallen world of Imbru lies at the very edge the roiling sea of warp-stuff known as the Hadex Anomaly, bathed in its baleful, flickering, bruise-coloured light. As soon as the Battle-Brothers step foot on its surface, they are bathed by the faint but still potent energies of the Empyrean. Although protected by their power armour and their unshakeable faith, even this is not enough to stand up to the corruption of the warp. The Game Master should keep a rough tally of the time spent on the planet in search of the Javar Gate. For every hour on the planet's surface, each Battle-Brother should make an **Ordinary (+10) Willpower Test**. Success means that the Battle-Brother has shrugged off the effects of exposure to warp energy. If a Battle-Brother fails his Willpower Test, he gains 1 point of Corruption, and suffers a -5 penalty on all subsequent Willpower Tests made to resist the corrupting powers of the warp.

the bored and wealthy children of the elite, began communing with the Ruinous Powers more out of a spirit of rebellion and adventure than of any true malevolence. They threw huge, decadent galas, squandered the riches of their forefathers and of their home world, and indulged in dark rituals with an innocent zeal, like a child dressing in his father's court clothes.

BLOOD ON THE WALLS

Soon, however, this dalliance with the Ruinous Powers took a dangerous and very real turn. Once the first steps on the dark paths of Chaos are taken, it is a rare individual indeed who can turn back toward the light. The scions of Imbru lacked this courage and strength of will, and they ran to the arms of the Chaos Gods as if to a long-lost lover. Now daemons did stalk the halls of the ancient capital. Numerous cults worshipping one or the other of the Chaos Gods sprung up all over the planet and warred with one another over the supremacy of their dark masters. The agents of the Imperium were hounded from the planet or killed in their beds, and the towering cathedrals and monuments erected to the glory of Him on Earth were torn down, their stones scattered and their art and trappings defaced. In their place arose blasphemous halls dedicated to Chaos, twisted mockeries of the once proud and holy buildings they replaced.

The taint of Chaos spread throughout the planet, the cult leaders consolidated their power over the populace, and the men and women of this formerly pious and proud Imperial world fell upon one another in an orgy of blood and violence. All bonds between family and friends, colleagues and neighbours were torn asunder. No deed was too heinous, and no sacrifice too great for the glory of Chaos. Millions died of famine and disease, wars swept the land, consuming whole continents, psykers and sorcerers tore open the skies themselves, calling forth horrific daemons from the Empyrean, and the leaders that the populace, once looked to for protection and guidance, devolved to debauchery and perversion. As this maelstrom of Chaos reached its zenith, Imbru and countless thousands of surrounding star systems were consumed in an instant in the opening of the Hadex Anomaly.

Today, Imbru is essentially a shabby, disreputable fiefdom of the Iron Warriors overseen by Warsmith Zhorisch. He and his Chaos Space Marines rule the debased world completely, driving its enslaved denizens to their deaths as they work the forges and manufacturums. No longer a rich and lovely world, it more resembles the corrupt forge world of Samech. Warsmith Zhorisch's labours have turned the entire world into an industrial wasteland, and centuries of exposure to the forces of Chaos have irrevocably and fundamentally changed the planet for the worse. The seas are thick and dead, a viscous sludge of oily black ichor and toxic run-off. The skies are choked with ash and smoke and stinging caustic smog that belch from the howling daemoniac forges day and night. Blood weeps from walls and slickens floors, a reminder of the awful sanguinary rites of the corrupt nobles. In the ash wastes and blasted plains, feral, daemon-powered constructs of brass, clockwork, and preserved skin wander and cavort in the poisonous reek. Mutation



runs rampant among the slave population as they are constantly exposed to both industrial pollutants and the raw energies of the warp. It is into this deadly, Emperor-forsaken place that the Kill-team must descend to find the Ghanathaar artefact and destroy it at all costs.

INSERTION

The Ultima Ratio transitions from the warp in the far reaches of the Hemic System, once home to the capital of the Jericho Sector, the long lost hive world Imbru. Brother-Captain Mordrus performs a quick augur of the immediate area and finds the beleaguered frigate shelter in the lee of a massive ice asteroid. After the nightmare of the warp storm and the ensuing daemoniac incursion, the peace of lying at anchor in the oort cloud of even as corrupt a star system as this is a pleasant proposition.

Here at the farthest reaches of the Hemic System, the Kill-team have a moment of peace as they take stock of their current state of readiness and make their final plans for the insertion into the corrupt Mechanicus Forge. Being so far from the inhabited parts of the system, and shielded by the countless, massive comets and ice asteroids of the oort cloud, there is little chance for detection. Unfortunately, there is also precious little vox chatter to intercept, and what little can be detected is garbled and mostly unintelligible. Eventually, after a short delay, the *Ultima Ratio* gets under way again, running silent with passive augury and auspex, directly for Imbru.

As the small ship creeps silently toward the Battle-Brothers' target, her passive augury picks up more and more enemy communications from the system. It becomes quickly obvious that, while there is no comprehensive space-borne defence network in the system or a great many system patrol ships, there are a number of Chaos raider and slaver ships operating in the few designated spacelanes. The closer they get, the more treacherous their passage, until finally they reach the lee of Imbru's moon. While at anchor behind the fallen world's moon, Brother-Captain Mordrus dispatches a fast reconnaissance ship, a heavily modified and lightly-armed Thunderhawk, to make a series of passes over the planet. Once the Thunderhawk completes its mission and the information it gathers is processed, the Kill-team is summoned to the Brother-Captain's state room.

You enter Brother-Captain Mordrus's austere state room to find the ancient void-faring Battle-Brother poring over a number of freshly printed maps and orbital pict-captures. "Good, you're here." He says by way of greeting. "The scout ship was able to get a rather comprehensive picture of the state of this planet on both the surface and in orbit. There is no orbital defence network nor any operational satellites that could be detected. There is, however, this." He hands the squad leader a pict-capture of a vicious looking cruiser-sized ship of indeterminate pattern. Obviously ancient, it is painted in silver and gold livery and covered with blasphemous Chaos iconography. "Iron Warriors," spits Brother-Captain Mordrus. "That is not the worst of it, however. These pict-captures show that the Mechanicus Forge, or something very much like it, is still standing where we expected it." He produces a number of large detailed holostills, showing the ruined hive Rhyolus, the sprawling industrial wasteland at its foot, and the imposing Mechanicus Forge to the South. "What was not expected was this." Another transparency, this one showing a twisting warren of fortifications, trenches, bunkers, revetments, and weapon emplacements surrounding the Forge for a good kilometre in all directions. "If the strike cruiser was not enough evidence, that seals it. It looks like the Iron Warriors are dug in deep. Those fortifications are some of the worst I have ever seen. I would not want to be in your place were you to stray there. Luckily, with this intelligence and these co-ordinates, my Master of Teleportation should be able to put you directly on the Forge's front step with ease. Let me know when you are ready to depart, Brothers. Emperor be with you."

Once the Kill-team is ready, they report to the *Ultima Ratio's* Teleportarium for their insertion. With a final check of their equipment and one last blessing by Brother-Captain Mordrus, they step into the Teleportarium and are flung from the ship into the heart of the lost sector capital. It immediately becomes clear, however, that something has gone dreadfully, lethally wrong. As soon as the Kill-team materialises on the planet, in that instant of disconcerting confusion so common after a teleportation, they come under withering fire from an unseen heavy weapon. Each member of the Kill-team must make a **Challenging (+0) Agility Test** in an effort to find cover. Any Battle-Brother who fails this test takes 3d10+6 I Damage with a Penetration of 6 and the Tearing quality. Once the Kill-team goes to ground, read the following passage aloud:

You are boxed in by thick slabs of reinforced rockcrete topped with vicious snarls of razor wire. The only way out is the way you came in or a sub-grade trench to your left half filled with putrid water and floating gobbets of the Emperor-knows-what and just covered by a grate of rusted iron bars. Somewhere away and to your right, an autocannon spits and howls, and hunks of rockcrete rain down on you as the big rounds smash into the walls and jangle through the razor wire overhead. You can hear the Chaos Space Marines hunting you, their blasphemous vox signals picked up by the receivers in your helmets.

The air is filled with shouts, running feet, and the brutal clatter of heavy automatic weapons fire. While it is obvious that the Kill-team is not in the Forge as they were supposed to be, it is not immediately obvious where they in fact are. A successful **Challenging (+0) Intelligence Test** reveals that the Battle-Brothers have arrived on the planet somewhere in the midst of the maze of fortifications surrounding the Forge. With a quick **Challenging (+0) Perception Test**, the Battle-Brothers see the Forge looming in the distance through a thick cloud of caustic ochre-coloured smog. Whenever they put their heads up to get their bearings, the heavy weapon speaks again, sending powerful shells screaming and whistling overhead. The Kill-team is now in a very tight spot indeed, and need to pool all of their prodigious skills and talents to extract themselves.



NAVIGATION HAZARDS

Traps abound in the Maze, and there are very few places of safety to be found within its rockcrete walls. Whenever the Battle-Brothers are in danger of falling afoul of a trap, the Game Master should require each one to make a **Challenging (+0) Awareness Test**. Any member of the Kill-team who succeeds on his Awareness Test knows that there is a trap nearby, but doesn't know its nature or location. To find the trap requires a **Difficult (-10) Search Test** or a **Hard (-20) Perception Test**. If and when the traps are found, disarming them requires a **Challenging (+0) Security Test** for mechanical traps such as drop-away floors or falling walls and blocks, or a **Challenging (+0) Demolitions Test** for mines, bombs, and other explosives. Below is a selection of common traps found within the Maze. The Game Master can feel free to use any or all of those listed, or may create his own devious pitfalls for his Kill-team to endure.

- **Falling Wall or Block:** A loose section of reinforced rockcrete wall or ceiling rigged to fall and crush victims. Typically triggered by a pressure plate or proximity sensor. These traps deal 1d10+5 points of Impact Damage that bypasses armour to 1d5 targets. If not discovered and disarmed, a Battle-Brother can still attempt to escape harm with a **Challenging (+0) Dodge Test** or **Difficult (-10) Agility Test**.
- **Plasma Anti-Personnel Mine:** Small, pressure activated anti-personnel mines buried in high traffic areas make for incredibly effective weapons. The AP mines deployed by the Iron Warriors in the Maze are an unknown pattern of plasma mine designed to kill Space Marines, that deal an incredible amount of damage to a very small area in very short order (1d10+10 E; Pen 8; Blast (2), Volatile).
- **Leaper Mine:** These are nasty, relatively uncommon anti-personnel mines occasionally issued to Kill-teams operating in the Jericho Reach. Used to devastating effect on massed infantry formations or tight-packed hordes of xenos, they appear to be little more than a discarded heavy bolter shell or other roughly cylinder shaped piece of detritus. Typically hidden in piles of debris along heavily travelled routes, they are equipped with sensitive bio-monitors that can sense even the weakest bio-signs at a range of two metres. Once a bio-sign has been detected, a small shaped charge propels the leaper roughly two metres into the air where it detonates, spraying an area five metres across with lethal shrapnel. While deadly against un-armoured and lightly armoured enemies, leaper mines do little damage to heavily armoured individuals or vehicles (2m; S/-/-; 2d10+5 I; Pen 3; Blast (5)).

THE MAZE

Using all their millennia of experience at the art of the siege, the Iron Warriors of Warsmith Zhorisch's warband have created a deadly gauntlet of fortifications, at the centre of which stands the Obsidian Forge. A thick, dizzying snarl of trenches, breastworks, bunkers, and traps guarded by heavy weapons emplacements, roving patrols of Chaos Space Marines, and even an infernal, daemon-powered engine of war await anyone foolish enough to tread its confounding paths.

The Maze itself is constructed primarily of adamantine reinforced rockcrete walls eight metres high and a metre thick topped by rusted, matted nests of razor wire. Here and there are squat, unlovely bunkers housing heavy weapons emplacements and home to either small fire teams of Iron Warrior Chaos Space Marines or squads of the mad Corrupt Skitarii. Trenches four metres deep and half full of mud, offal, and stagnant water crisscross the Maze, covered in gratings or solid slabs of stone and accessible via the occasional ladder. Sections of the Maze can be opened and closed remotely by thick steel doors, which allow the Iron Warriors to herd intruders into choke points or fields of fire to better dispose of them. There are also countless traps throughout the maze, everything from simple pits and falling blocks to anti-personnel mines.

Along with the dangers posed by the Maze itself, the entire complex is home to a small number of very dangerous creatures. Daemons of Tzeentch and Khorne can still be found stalking and crawling through the deadly passageways, mutable beings of pure warp-stuff who breathe searing flame or gibbering balls of teeth and claws who know only hunger.

The Iron Warriors of Warsmith Zhorisch's retinue patrol here as well, corrupt Space Marines who spent centuries building this huge labyrinth and who know it like the back of their hand. It is they who walk the patrols, man the bunkers, and keep the entire place free of intruders. Finally, somewhere in the Maze, going about errands of its own, is a terrifying, daemon-powered war machine called a Defiler—a thing like a giant metal crab bristling with heavy guns and driven by a bound daemoniac essence.

In all, the Maze is an incredibly deadly and confusing place. One massive trap designed to stymie would-be thieves and intruders, and to keep the Obsidian Forge safe from prying eyes and unwanted guests so that Warsmith Zhorisch can pursue his heretical scientific and technological research in relative peace and quiet. Very few have ever entered the Maze of their own will, and no one has come out of it alive.



TABLE 3-4: ENCOUNTERS IN THE MAZE

Roll Encounter

1-2	Dead End: The Kill-team's progress is blocked by a blind alley, plasteel gate, disabled vehicle, or some other impassable obstacle. They must retrace their steps and roll once more on this table.
3	Killing Field: The Kill-team exits a meandering passage straight into the field of fire of a heavy weapons emplacement, which immediately opens up on them. The type of weapon is left to the Game Master's discretion. If one of the Battle-Brothers was scouting ahead, or any member of the Kill-team can successfully make a Challenging (+0) Awareness Test , they are not caught by surprise and can deal with the gun emplacement at their leisure from any available cover.
4	Trap: The Kill-team runs afoul of one of the many traps strewn about the Maze. The nature of the trap is left to the Game Master's discretion.
5	Daemon: The Kill-team enters a small circular plaza to find a Flamer of Tzeentch thrashing about the area, spraying scintillating goutts of warpfire and causing havoc throughout. The Daemon attacks immediately and fights to the death. The profile for the Flamer of Tzeentch is found on page 137.
6	Chaos Space Marines: The Kill-team encounters a patrol of four members of the Iron Warriors Traitor Legion. The exact type and disposition of the Chaos Marines is left to the Game Master's discretion. Profiles for the Iron Warriors are found on page 136.
7	Thronging Masses: The Kill-team is set upon by a Magnitude 20 Horde of Horrors of Tzeentch that boil into a passageway they're travelling through via an underground trench. The Horrors spend a few turns attacking the Battle-Brothers, but will flee when they lose half of their Magnitude. The profile for Horrors of Tzeentch is found on page 137.
8	Air Strike: A group of Iron Warriors Raptors drops out of the sky on to the Kill-team. There is one Chaos Space Marine for each member of the Kill-team, plus two more if Brother Szobczak is present. Profiles for the Iron Warriors are found on page 136.
9	Surprise: The Kill-team scares a group of six Flesh Hounds of Khorne from beneath an overhang. The daemons attack the Battle-Brothers for 1d5 Rounds, then flee into the sky. The profile for Flesh Hounds of Khorne is found on page 136.
0	Heretek: The Kill-team comes upon a Magnitude 15 Horde of Corrupt Skitarii running a sweep through the Maze in search of a group of slaves. These NPCs engage the Battle-Brothers with amazing zeal and fight to the death. If the Horde is not destroyed in five Rounds, they call for reinforcements and a squad of eight Chaos Space Marines appears in 1d5 Rounds. Profiles for the Heretek are found on page 138.

NAVIGATING THE MAZE

Despite all of its dangers and obstacles, it is not impossible to navigate the Maze, merely incredibly difficult. Once the Kill-team gets their bearings after the initial shock and takes cover, they can begin plotting their course through the deadly network of passages, bunkers, traps, and fortifications. Doing so requires the efforts of all the members of the Kill-team, however. To successfully navigate the Maze, each Battle-Brother in the Kill-team must make a **Hard (-20) Navigate (Surface) Test**. If the Battle-Brothers thought to bring copies of the orbital pict-captures of the Maze taken by the reconnaissance ship, the Brothers' individual Navigate (Surface) Tests all enjoy a +10 Bonus.

Once the Tests are made, the Game Master tallies up all the Degrees of Success, subtracts the total number of Degrees of Failure, and if the net total Degrees of Success equal twelve or more the Battle-Brothers thread their way through the Maze and reach the Obsidian Forge. If the total number of Degrees of Success does not equal or exceed twelve, then the Battle-Brothers are lost and must make a new round of Navigate (Surface) Tests to find their way out.

This success comes at a price, however. News travels fast among the defenders of the Maze, and word of the Battle-Brother's dramatic insertion via teleporter has the entire complex on high alert. Within moments of their arrival, alarms sound and troops, daemons, and Chaos Space Marines are deployed en masse to find the Kill-team and neutralise them before they reach the Forge. For every Degree of Failure incurred by the Kill-team during their Navigate (Surface) Test, no matter if they meet or exceed the requisite twelve Degrees of Success needed to make their way to the Forge, the Game Master rolls on **Table 3-4: Encounters in the Maze** to see what manner of trouble befalls the beleaguered Kill-team. Or, if he prefers, he can generate his own encounters using the obstacles and hazards in the sidebar above and the daemons, Chaos Space Marines, and Heretek found in the NPC Appendix on page 129. This ensures that the Kill-team has at least one encounter with the defences or denizens of the Maze in their travels. Once the Kill-team makes their way to the Forge, they enter the plaza and encounter one final, deadly obstacle before they can enter.

IF YOU BUILD IT, BUILD IT STOUT

The fortifications within the Maze are built of a combination of native stone, rockcrete, adamantine, iron, steel, and armaplas. While all of this material is incredibly difficult to blast or punch through, it makes for extremely effective cover if needs be. The following are some of the common constructs and obstacles found in the Maze and their respective Armour Points.

- **Automated Doors:** Heavy, reinforced steel doors or gates that slide quickly across openings on rails driven by a long screw to block passage or secure areas. These doors have an AP of 16.
- **Breastworks:** Solid walls of reinforced rockcrete nearly a metre and a half high, crenelated at the top and faced with sheets of steel. These fortifications are typically built to defend the approach to a trench complex, and are designed to shelter Chaos Space Marines and Corrupt Skitarii as they fire on intruders from the relative safety of the trench. Breastworks provide 24 AP to the Torso and legs of anyone standing behind them.
- **Bunkers:** Squat and unlovely, the thick exterior walls of the bunkers are made of reinforced rockcrete (24 AP). Each wall is at least a metre thick and set with doors of heavy, reinforced steel (16 AP). Bunkers are either barracks that house squads of Chaos Space Marines or Corrupt Skitarii, or heavy weapons emplacements. Barracks are large enough to house up to eight warriors with storage lockers for their wargear and other accoutrements, and bare steel bunks for sleeping. Heavy Weapon emplacements are armed with either a belt fed Missile Launcher (250m; S/-/-; 4d10+6 X; Pen 10; Clip 8; Rld Full; Blast (1)), belt fed Reaper Autocannon (300m; S/3/6; 4d10+5 I; Pen 4; Clip 500; Twin-linked), or a Multi-melta (60m; S/-/-; 4d10+6 E; Pen 13; Clip 12; Rld 2 Full; Blast (1)). The heavy weapon emplacements have a 180 degree field of fire, and are manned by a gunnery team of three Corrupt Skitarii, a profile for which can be found in the Adversary and NPC Appendix.
- **Daemon's Teeth:** Daemon's Teeth tank traps resemble squat flat-topped pyramids made of reinforced plascrete. Each is roughly three metres on a side, stands about one and a half metres tall, and weighs over half a tonne. Bunched close together in offset rows, these obstacles are used to either deny an area to vehicles or to funnel them into designated kill-zones. Impassable to anything but the heaviest tanks, they also make excellent cover for infantry. Each single tank trap can conceal a single person and grants 32 Armour Points to all locations when crouched, and to the body and legs when standing, for purposes of cover.
- **Fighting Positions:** Small, metre-deep pits surrounded by sandbags or breastworks just big enough for one or two Space Marines to take cover in. These provide better than average cover and give anyone inside a defensible position from which to fight.
- **Razor Wire:** Made of super high-tensile wire studded with countless razor sharp blades, razor wire comes in thick coils and is used to cordon off areas, deny passage, or to add an extra layer of protection to walls, fences, and fighting positions. Razor wire snags clothing, entangles limbs, and tears flesh with disconcerting ease, and once an individual becomes ensnared in a patch or coil of razor wire, it is nearly impossible to extract himself without assistance or cutting tools. While it poses little or no threat to power armoured Space Marines, it deals 1d5 points of Rending damage per turn when moving through it or becoming entangled in it.
- **Sandbags:** Stuffed with dense natural soil and ground obsidian, these make excellent, if light, impromptu cover. Stacks of sandbags can be found throughout the Maze protecting fighting positions or obscuring traps. Due to the uncommon density of their filling, these sandbags provide ten points of cover, and are typically stacked waist high, providing the cover to the legs when standing behind them or to the whole body when prone.

SETTING THE STAGE

Thanks to the sheer size and complexity of the maze, a full accounting of the complex passage by passage is simply outside of the scope of this adventure. Instead, this section gives what amounts to a prospectus of the place, and is largely narrative. Navigating the Maze involves long stretches of creeping, searching, hiding, scouting, and consulting maps interspersed with short flashes of brutal violence, all of which is summed up through the extended Navigate (Surface) Test and the rolls on the Encounter Table. During game play, the Game Master should play up the deadly and claustrophobic atmosphere in the Maze. The passages are close and winding, full of debris and traps, and rarely can a Battle-Brother see more than a few dozen metres at a time thanks to the constant gloom and smog. When moving through the Maze, a passage is just as

likely to end in a blind alley or a deep pit full of caustic, polluted water as it is to dump the Battle-Brothers out into an open area teeming with daemons or protected by an entrenched assault cannon and a squad of Chaos Space Marines. Every bit of exposed metal is rusted and surfaces are covered in soot, grime, and foul, eye-watering graffiti in the heretical language of Chaos.

There are also less mundane and altogether more horrible threats in the maze. While spared the full brunt of the opening of the Hadex Anomaly, Imbru nevertheless has suffered greatly beneath the heel of the Ruinous Powers, and its occupation by the forces of Chaos has changed it. While it has been centuries since the foul rites of its leaders brought the forces of Chaos here and much of their influence has waned, there is still a lingering taint of foulness about everything. The

temperature within the maze varies wildly, fluctuating from bitter cold to sweltering heat in the space of even a few metres. Spirits of dead slaves and Chaos Space Marines alike stalk its twisting passages, howling and gibbering. Ghostly apparitions lunge from walls, and spectral arms reach from piles of debris to scabble at the legs of passing Space Marines. Here and there bright red blood seeps from stone and rockcrete or bubbles up from shell craters and pot holes. Piles of scrap and debris animated by minor, feral daemons shuffle about, creating obstacles and deadfalls and giggling all the while. The Maze seems alive and cognizant of any intruders, a fact that is deeply unsettling to even the most hearty and veteran Space Marine.

The exact nature of these threats, and any game effects they may have, is left to the Game Master's imagination. It is important to remember, however, that everything about the Maze is dangerous and there is little respite save for escape or death.

WITH FRIENDS LIKE THESE

If the Kill-team brought Brother Szobczak along on the mission to Imbru, it soon becomes plain that his flaws may very well outweigh any assistance he might offer. While the passage was largely uneventful, at least as far as the Venerable Brother and his strange outbursts were concerned, once Brother Szobczak realises that his chapter's ancient enemies, the vile Iron Warriors, are on Imbru, it takes a very strong leader indeed to keep him in check. Once the Kill-team is on the ground, Brother Szobczak wastes no time in engaging any forces of Chaos or Chaos Space Marines he encounters. In his rage, he refuses to listen to reason or take any actions that don't result in direct confrontation with the enemy. To rein in the Venerable Brother requires a **Difficult (-10) Command Test** whenever he encounters members of the Iron Warriors. If the Command Test is successful, the Game Master should make a **Difficult (-10) Willpower Test** for Brother Szobczak, with a +5 bonus for every Degree of Success gained on the previous Command Test. If Brother Szobczak passes his Willpower Test, he resists flying headlong into his enemies and pays heed to the Squad Leader, for the time being at least. If he fails his Willpower Test, he flies into a passion and attacks the enemy without quarter. Brother Szobczak's rages last for 1d5 rounds, or until all forces of Chaos are destroyed. While he is in the grips of his passions, he is treated as if he possesses the Frenzy and Berserk Charge Talents.

Despite his eccentricities and his barely controlled passions however, his breadth of knowledge and his prodigious skills prove extremely useful as the Kill-team begins the work of navigating the Maze. A master of siegecraft and a cunning strategist with millennia of experience fighting the Iron Warriors in just such environs as these, he quickly becomes his own master once the real work of breaking the Chaos fortifications begins. While making their way through the Maze, Brother Szobczak's incredible skill and experience grant the Kill-team a +10 bonus to their Navigate (Surface) Tests.



ENEMY AT THE GATES

Finally, after your arduous trial in the Maze, you stumble into a broad, rubble-strewn plaza from which the Obsidian Forge rises like the fire-blackened prow of a voidship. The stone slabs of the plaza, once white and flecked with some native coppery metal, are stained and cracked. Far off to your left, the crumpled, blackened remains of what appears to be a Thunderhawk lie at the end of a deep, long furrow, a heap of rubble piled over its bows. Here and there the bones of men lie mingled with rubble, spent shell casings, shattered fortifications, burned out armoured vehicles, and ruined heavy weapons emplacements. Across the plaza you see that the mighty doors of the Forge, huge slabs of solid brass, stand open. As you watch, a huge, crab-like machine lumbers out of the doors into the plaza. It is a massive, evil looking thing, supported on six spidery legs. It is painted in the silver and gold livery of the Iron Warriors and bearing the eight pointed star of Chaos on its flanks. On the front of its hull, between its two massive, crushing claws, the word "Asterion" is painted in Low Gothic, and on its back a howdah-like turret bristles with heavy weapons. This is the Keeper of the Maze, and it has been expecting you.

When the Kill-team finally reaches the plaza at the base of the Forge, they meet the daemon machine known as the Keeper of the Maze. When it enters the plaza, a **Challenging (+0) Forbidden Lore (Daemonology) or Forbidden Lore (Traitor Legions) Test** reveals the ghastly thing to be a Defiler, a blasphemous melding of daemon and machine deployed by Chaos forces as a mobile heavy weapons platform. It doesn't notice the Kill-team at first, and the Battle-Brothers have the opportunity to take cover

THE LOST KILL-TEAM

After the battle with the Keeper of the Maze, if the Kill-team so chooses, they can search the plaza before proceeding into the Forge itself. As mentioned earlier, in one corner of the plaza is the shattered, burned-out hull of a spacecraft that looks much like a Space Marine Thunderhawk. Upon closer inspection, it is indeed a Thunderhawk, one bearing the iconography of the Jericho Reach Deathwatch. If any of the Battle-Brothers investigate further, they find the blackened, twisted bodies of six Deathwatch Battle-Brothers and the doomed ship's crew in the wreckage. There is little of physical value here, the Thunderhawk is a total loss, all aboard have likely been dead for centuries and the weapons, power armour, and gear of the dead Space Marines inside is so heavily damaged as to be completely worthless, save for a single, largely undamaged and powerless data-slate. It is, however, the final resting place of a Deathwatch Kill-team, and therefore holy ground. The explanation for this grisly, tragic tableau, the Kill-team's reaction, and what other adventures, if any, it may lead to are ultimately up to the Game Master and his players and could very well lead the Kill-team down paths and throw them into situations that put their current mission to shame.

before it sees them which requires an **Opposed Challenging (+0) Concealment Test** versus a **Challenging (+0) Perception Test**. This test automatically fails if Brother Szobczak is with the Battle-Brothers, as he flatly refuses to take cover in the face of such an enemy and immediately moves to engage, cursing the members of the Kill-team as shy and cowardly.

If the Kill-team manages to find cover, which is ample in the plaza, they can observe the Keeper for a few moments before committing to battle. If they do so, read the following passage aloud.

As you watch, the Keeper moves about the plaza, lifting slabs of stone and brushing aside piles of debris as if searching for something. Occasionally, it stops and raises its claws in the air for a moment, their huge shearing blades snapping open and closed a few times before going back to its search. It brushes aside the burned out hull of what was once a Chimera as if it were a child's toy, and as it passes within metres of your position you can hear it chittering to itself in the foul language of Chaos. It is indeed searching for something, it is searching for you, and it is only a matter of time before it finds what it's looking for.

However the battle with the Keeper of the Maze begins, whether on the Kill-team's terms or not, it largely plays out the same way. Despite its size and bulk, the Keeper is deceptively fast and manoeuvrable, able to scuttle quickly around the plaza on its many legs and dictate the terms of an engagement. In combat, it prefers to keep the Battle-Brothers at a distance so that it can bring its numerous heavy weapons into play. Thanks to the breadth of the plaza and its raw short distance speed, the Keeper typically has no problem keeping the Kill-team at a distance equivalent to Medium Range for their weapons. While the daemon that drives this infernal machine is bestial, it's far

from stupid. A dangerous and cunning adversary, it makes good use of cover and uses its environment, which it knows intimately, to keep the Kill-team off their stride by leading them into pits or pinning them in corners or piles of rubble with its big guns.

If the Battle-Brothers manage to close to melee range with the Keeper, it proves to be every bit as dangerous up close. In melee, the Keeper uses its bulk and flashing claws to its advantage, pinning opponents with its razor tipped legs and grappling when it can. The Keeper uses its claws to both swat opponents away and crush them between their great shearing blades, and has a tendency to throw grappled opponents to the far corners of the plaza if it can so that it can bring its guns to bear again. As the Keeper fights, it keeps up a continuous, disconcerting patter of screams, howls, and blasphemous chittering. When engaging the infernal machine in melee combat, the Battle-Brothers need to succeed on an **Ordinary (+10) Willpower Test** or be distracted by the continuous cacophony, suffering a -5 penalty on all WS and BS Tests.

The battle with the Keeper of the Maze is both extremely bloody and highly conspicuous. A protracted gun battle between a squad of highly trained Adeptus Astartes, possibly with Dreadnought support, against a chittering, howling, daemon-driven artillery platform in full view of a Chaos corrupted Mechanicus Forge is sure to draw attention, no matter what precautions the Battle-Brothers take. Within 1d5+2 Rounds of the beginning of the battle, additional forces show up in the plaza to investigate, complicating the battle and putting the entire mission in jeopardy. Typically, the reinforcements are either a squad of eight Iron Warriors with Terminator support or a Magnitude 20 Horde of Corrupt Skitarii led by an Aspiring Champion of the Iron Warriors. However, the exact number and disposition of the reinforcing troops is left to the Game Master's discretion and should depend on the Kill-team's strength and rank, how much damage they've suffered, and whether or not they have Brother Szobczak in tow.

Once the battle in the plaza is finished, and the Keeper of the Maze and any of its reinforcements are dealt with, the Kill-team is able to enter the Forge and begin their search for the Javar Gate.

With a sound of shattering machinery and unwinding springs, the Keeper of the Maze collapses in on itself like a deflating bladder. A cold wind shrieks through the plaza and a hazy, shimmering black form pulls itself from the wreckage. The terrible shade hangs in the air over its shattered body, takes the measure of the Kill-team, and with a final infuriated scream explodes with a flash and a thunderclap into a cloud of black birds which scream off in every direction. In an instant, the once powerful armoured carapace of the Keeper loses its colour, its armour plates cracking and shattering, and crumbles into dust. You stand in the midst of the smoking plaza among the smouldering bodies of your enemies with the alarms of the Maze ringing in your ears, and feel the weight of your mission on your shoulders. Before you stands the Obsidian Forge, implacable and stark. Your target awaits.

THE OBSIDIAN FORGE

"Never allow the blind and ignorant dogma of the Corpse God and his lackeys to deter you from knowledge. Remember, knowledge is neither good nor evil, and only in knowledge can a man be free."

—Warsmith Zhorisch of the Iron Warriors

Standing well south of the remains of Hive Rhyolus, the former capital hive of Imbru, built into the base of a jagged, ancient volcano stands the Obsidian Forge. Once the heart of the Adeptus Mechanicus mission on Imbru, this vast ebon edifice was, like all forges, a combination of research laboratory, manufacturums, and a grand cathedral dedicated to the glories of the Machine God. Once upon a time, the laboratories hummed with hymns of discovery and the forges rang with the song of a thousand hammers as the furnaces, fired by the fiery heart of the volcano itself, churned out tools and weapons, vehicles and voidship components in equal measure. A multitude of red-robed tech-priests thronged in the cathedral and in the crypts and halls, attended by their servitors and servo-skulls and watched by the reliable and doughty Skitarii. Even the occasional Techmarine could be found in the forges, conferring with the masters of the Obsidian Forge on some manner or another of technological arcanum.

Looking for all the world like the prow of a mighty Imperial Navy battleship jutting from the base of the volcano, the Forge sweeps in elegant curves some five hundred metres from a semicircular plaza at its base to its crenelated parapet. Built of huge solid blocks of native, jet black volcanic glass faced with thick slabs of brass plated adamantium, it is decorated with

sprawling bas reliefs depicting circuit patterns, gear trains, and other mysterious glories of the Machine God. Now, however, the Forge is a shadow of its former self. The once gleaming brass and copper facings are tarnished and blackened, and their engravings defaced. The volcanic glass from which the forge is built is cracked and faded, stained by plasma fire, pollution, and warp-stuff. The plaza at the Forge's base, once a broad expanse of statuary and reflecting pools, is littered with debris and the remains of countless men and women.

When Imbru fell, the Obsidian Forge was the last Imperial stronghold to fall with it. The long slide into chaos and ruin was foretold by readings of the Emperor's Tarot and watched by the cold, analytical eyes of the Tech-Priests housed in the Forge. Vast stockpiles of weapons, food, medicae supplies, and other materiel were laid up in massive sealed storage chambers. The most important and delicate technologies and research data were shipped to safety off world, and the powers of the cogitators and data looms in the bowels of the Forge were turned toward calculating the likelihood of surviving a siege. The Forge itself was reinforced, with siege masters from both the Imperial Guard and the Imperial Fists consulted on the proper construction of anti-siege defences.

When the days of ruin finally arrived, the Obsidian Forge was more than prepared. Tens of thousands flocked to the Forge, fleeing the destruction of the Ecclesiarchy's chapels and cathedrals. Most were taken in, housed in chambers carved from the very living rock of the volcano, and put immediately to work operating the forges and performing labour and maintenance while the Skitarii and Tech-Priests



battled to defend the Forge from the onslaught of both Chaos-maddened citizenry and the daemons that clawed and gibbered at the gates. The defenders of the Forge successfully held off their attackers for what seemed like an eternity, and the walls of the Forge remained un-breached until the coming of Warsmith Zhorisch of the Iron Warriors and his retinue.

THE WARSMITH COMETH

The siege of the Obsidian Forge lasted even after Imbru was consumed by the Fall. Even as their world died around them, consumed by daemons and mutants, those still left within the Forge continued to resist their attackers. Despite dwindling numbers, rapidly diminishing food supplies, little fresh water, and a severe morale problem, the Tech-Priests and the Imperial citizens they'd taken in to protect fought valiantly on. There was no hope of rescue or reinforcement and all involved knew that the only respite was death, but still they defended their walls and pushed back wave after wave of attackers.

Word of the tenacity of the Imperial hold-outs spread. In the far off Eye of Terror, word of the opening of the Hadex Anomaly and the fall of Imbru reached the ear of the Warsmith. So, too, did news of the intact Mechanicus temple there and its tenacious defenders. Amused by their pathetic defences and consumed with lust over what might lie inside the Forge, the Warsmith gathered his warband and set out for Imbru to show the puny followers of the Corpse God what siege breaking really meant. Zhorisch, a grasping, greedy, and wrathful Chaos Space Marine with a near unquenchable lust for discovering hidden knowledge, jumped at the chance to walk freely in a Mechanicus forge, and with unprecedented zeal gathered his troops and set out for this new bastion of Chaos. Within a mere standard day of their arrival, the Iron Warriors broke down the Forge's defences, slaughtered its defenders to a man, and took the labourers and Imperial citizens who were left as slaves. Warsmith Zhorisch set himself as the master of the Forge and began a long and thorough catalogue of every piece of data and all Imperial equipment that could be found.

For years, the Iron Warriors worked diligently, building impregnable defences within the Forge and without, unearthing its secrets, and building for their Warsmith a well-equipped and easily defensible fortress within which he could pursue his quest for knowledge. While the prescient Tech-Priests and Forge Masters had sent the majority of the sensitive information stored within the Forge's data looms away for safe keeping, much was left behind. Various patterns of weapons, vehicles, and other wargear previously unknown or unavailable to the Chaos Legions were here for the taking. Information regarding the materiel used by Imperial Forces in the Jericho Sector were discovered and used to devastating effect in theatres of war throughout the Segmentum by exploiting weaknesses and even, in some cases, turning the Imperials' own equipment against them.

Sadly, the glory of Warsmith Zhorisch's labours was short lived. Soon after the completion of the fortifications known as the Maze, one of the ancient Javar Gates was discovered deep within the volcano that forms part of the Forge. Driven by his lust for knowledge and power, and with some time to spare now that his new home was fortified, the Warsmith immediately set to studying the artefact in an attempt to unlock

its secrets. Always obsessive and passionate, the Warsmith was soon consumed with his work, much to the detriment of his operations on Imbru. He became more and more reclusive, spending the majority of his time studying the artefact and performing numerous and ultimately futile experiments on it. Eventually, without the Warsmith's strong leadership, the Chaos Space Marines slowly, inexorably fell into idleness and self-destructive pastimes. His underlings, to whom he delegated the majority of his responsibilities, fell to warring among one another over power and resources. Open warfare consumed the Forge, Chaos Space Marines died or fled the world in droves with their leaders, and all the while the Warsmith toiled away in his Forge, struggling with the puzzle of the gate while his fiefdom collapsed around his ears.

As the centuries ground on, the once well-tended fortifications of the Maze and the entirety of the Forge itself have fallen into disrepair. Many things still work, the manufactories still churn out their products and the society, such as it is, still functions. However, without the strong hand and watchful eye of the Warsmith to guide things, nothing runs with the smooth efficiency that it should. As for the Iron Warriors, few are left now, but their blades are as sharp and their bolters shoot as straight as ever.

THE ANTECHAMBER

You walk through the massive brass doors of the Obsidian Forge into the vast, dimly lit coolness of the antechamber. Long ago, this room welcomed supplicants and pilgrims from all across the Jericho Sector who had made the journey to pay their respect to the Machine God. Now, like much of its surroundings, the antechamber lies in ruin. The brass-inlaid stone floors are scarred and buckled, shattered glass and arcane bits of machinery lie in deep drifts here and there, and what few lights still work flicker and stutter, their weak light creating deep, impenetrable shadows instead of driving them away. In the centre of the room, a platinum, brass, and obsidian cog and skull, holy symbol of the Machine God, lies smashed and broken, driven into the stone of the floor as if it fell from a great height. There is no sign of life, and no sound save for your crunching footsteps and a distant, barely perceptible humming. If not for the events of the past hours, you would swear that the entire place was abandoned.

The Antechamber is a huge, roughly bell-shaped room seventy metres across and nearly two hundred metres high that once composed the majority of the public space in the Forge. In its day the room served as chapel, lecture hall, and meeting place, and was a marvel of Mechanicus design, with cunning omnidirectional lighting and passive sound dampening and focusing systems that made the vast, echoing hall seem at once expansive and intimate. The interior was once faced with burnished copper, crisscrossed with balconies and mezzanines on one wall, and pierced with intricate stained glass windows declaring the glories of the Machine God on the wall facing the plaza. Now the copper is gone, stripped from the walls and smelted down in the forges. The windows are gaping wounds that let the smog and weather in, their glass heaped on the floor with other debris, and most of the balconies hang askew or are gone altogether.

TABLE 3-5: ANTECHAMBER FINDS

Roll Item

- | | |
|---|--|
| 1 | A malfunctioning hand-held auspex. An Ordinary (+10) Tech-Use Test is required to get it working again (DEATHWATCH Core Rulebook page 174). |
| 2 | An unused medi-kit that provides a +5 bonus to treat any minor wounds. |
| 3 | One Stummer (DEATHWATCH Core Rulebook page 176). |
| 4 | A Multikey (DEATHWATCH Core Rulebook page 175). |
| 5 | Four applications of Repair Cement (DEATHWATCH Core Rulebook page 173). |

A cursory search of the room reveals little of value and gives few clues to what awaits the Kill-team deeper in the Forge. There are three closed and locked doors in the wall opposite the main doors, which presumably lead to other areas of the Forge. Each door is a thick slab of adamantine defaced with blasphemous iconography and slogans, and sealed with a cunning techno-arcane lock that seems impossible to bypass. A more thorough search of the antechamber and a successful **Challenging (+0) Search Test** reveals a few items of interest in the rubble. For every Degree of Success on the Search Test, the Kill-team may roll on **Table 3-5: Antechamber Finds**, to see what they've discovered. The Game Master can also allow the Kill-team to find anything else he thinks they would need should he so choose.

Along with any trinkets found in the rubble, a successful Search Test also turns up a functional cogitator interface terminal equipped with an MIU port buried beneath a fallen kinetic statue. If there are any Techmarines in the Kill-team, or any other Battle-Brothers with an MIU, the Tech-Use Skill trained, and an excess of courage, they can directly access the terminal. Once connected, the Battle-Brother must make a **Challenging (+0) Tech-Use Test** to actually use the terminal. The terminal possesses basic information about the Forge that appears to date to before the appearance of the Hadex Anomaly. Devotional schedules, lists of holy days, and a basic map of the public spaces within the Forge are all accessible with the basic Tech-Use Test. Multiple Degrees of Success do nothing other than reveal sections of the terminal which are off-limits to casual observers and require security clearance to access.

To access the encrypted data, the connected Battle-Brother needs to make a **Difficult (-10) Tech-Use Test** to convince the terminal that he is actually cleared to access the data. If the Battle-Brother has the Scholastic Lore (Cryptology) Skill, he enjoys a +10 Bonus to his Tech-Use Test. If the Battle-Brother is successful in breaking through the terminal's encryption, he is treated to a treasure trove of information, the most useful of which is a detailed, annotated map of the Forge as it was before the fall. He is also granted security clearance to open the three doors that lead deeper into the Forge, labelled in the terminal "Cloisters," "Cogitator," and "Forge." The Game Master can and should dole out any other information he sees fit via this terminal.

Failing the Tech-Use Test to break through the terminal's encryption angers the machine spirits within, and has unforeseen and potentially dire consequences. If the Test is failed, the Battle-Brother is immediately set upon by angry machine spirits who attack his mind via his MIU, and he must make a **Challenging (+0) Toughness**

Test to resist their onslaught. If he succeeds, he is able to disconnect himself from the terminal but gains one level of Fatigue. If he fails, he takes 1d10 points of temporary Intelligence Damage, one level of Fatigue, and is forcibly ejected from the system, which goes into lockdown and cannot be accessed again from this terminal.

If everything goes well, the Battle-Brothers get their detailed map, access to the deeper recesses of the Forge, and a much needed rest after the trials of the Maze and plaza. Once they are rested and prepared, they may pick a door and continue their search for the Javar Gate.

THE CLOISTERS

Up a broad, decorative staircase accessed from the Forge's antechamber are the cloisters. Equal parts dormitory and hostel, the cloisters were built to house not only the Tech-Priests and assorted functionaries who lived and worked in the Forge, but also the countless visitors and pilgrims who visited the Forge from around the Sector and who held status enough to secure a spot for themselves. Dust and soot lie everywhere, softening the lines of the furniture and carpeting the corridors. Here and there, footprints can be found in the dust, some human and some obviously not. Clear proof that many of the rooms are still in use.

The cloisters were once home to the faculty, staff, and priesthood of the Forge as well as a rotating cast of visiting dignitaries, Tech-Priests, artificers, Techmarines, and pilgrims. Designed with only the barest of human necessity in mind, these tiny, intimate chambers are nevertheless comfortable in their own way. At least they were, before the fall of Imbru, the appearance of the Hadex Anomaly, and the coming of the Iron Warriors. Now there is little but decay and the echoing loneliness of years along with the occasional desiccated body or smashed impromptu fortification clogging a corridor.

This area consists of hundreds of individual rooms on numerous floors, interspersed with common areas, chapels, and small libraries. Each individual room is just large enough for one occupant and contains a bed, a small workstation with a desk and cogitator access terminal equipped with an MIU interface, a cupboard for personal belongings and a very small and spartan necessary room. There is precious little of interest in the cloisters after so many centuries of looting and debasement at the hands of the Iron Warriors and their minions. There are, however, the cogitator access terminals in the rooms.

Each terminal is connected directly to the Forge's main cogitator array, and can be used by the Kill-team to access the cogitator remotely, although the access is necessarily limited. Many of the chambers are currently inhabited by Heretek in the service of the Iron Warriors, and they are required to spend a number of hours a day connected to their terminals to "receive the truths of Chaos." These truths come in the form of sermons given by Warsmith Zhorisch extolling the virtues of the heretical sciences being studied within the Forge, and constant, droning plainchant in a deeply corrupt and heretical dialect of Mechanicus binary. Any Battle-Brother who connects to one of these "litany interlocutors" is overcome by an unnameable discomfort and unease, and must make a **Difficult (-10) Willpower Test**. Those who pass this test are unaffected, but Battle-Brothers who fail are entranced by the plainchant and constant harangue from Warsmith Zhorisch. A Battle-Brother so affected suffers 1d5 Corruption Points from the experience of listening to the twisted Magos and his blasphemous sermons.

With a **Challenging (+0) Tech-Use Test**, a Battle-Brother can override a panel's security functions and access parts of the Forge's cogitator array. While the access granted through the terminals is necessarily limited, with one or more Degrees of Success on the Tech-Use Test, the Battle-Brother discovers that the battle servitors are controlled by a complex call and response code in a debased dialect of Techna-Lingua. A Battle-Brother who commits this sequence to memory can successfully answer any challenges by battle servitors throughout the Forge, which identifies him as a friend and allows him and his companions to pass the servitor unmolested. With this information, he may also attempt to take control of any servitors he encounters by making a **Difficult (-10) Tech-Use Test**.

While the cloisters once hummed with life and learned conversation, it is now a lonesome, dusty tomb home only to haunting memories and the current corrupt inhabitants of the Forge. If the Kill-team spends any amount of time in the cloisters, they will inevitably come into contact with its current inhabitants. Heretek, Corrupt Skitarii, members of the Iron Warriors Traitor Legion, and even the occasional daemon can be found stalking the corridors, taking their ease in a common area, or performing their dark devotions in one of the individual rooms. The Game Master can populate the cloisters with as many or as few enemies as he sees fit, depending on the current health and readiness of the Kill-team. At minimum, the Kill-team should have one relatively challenging encounter in the cloisters to keep them on their toes.



THE COGITATOR CHAMBER

You walk down a short corridor whose walls are covered in defaced Mechanicus scriptures and pierced with niches holding shattered statuary, and come to an archway that once held a powerful security door, the remains of which can be seen hanging from the jambs. Through the shattered doors is the cogitator chamber. The air in this frigid room hums and clicks and chitters with the working of the massive, ancient cogitator banks arrayed within, and your breath steams as you enter. A thin skein of frost lies on every flat surface. The cogitator banks, each one an ornate edifice of brass, crystal, and polymers covered in lights and flat pict screens, are sealed behind force fields to prevent their being tampered with. As you enter, four armoured stasis tubes near the entrance open and release a quartet of heavily armed battle servitors who immediately begin chittering at you in a very insistent tone.

Here lie the cogitator arrays and near endless data stacks that form the Forge's nerve centre. Billions of calculations per second are performed by the ancient and cunning machine spirits who call the glittering techno-arcane assembly home. Many of the tasks they were designed to perform are long over now, the equipment they operated or the systems they oversaw destroyed in the fall and the coming of the Iron Warriors. Due to age, poor maintenance, and lack of need, much of the cogitator array is currently off-line. The systems that are online are unfortunately deeply tainted by Chaos, and their machine spirits wrathful and insane due to long misuse and disrepair.

The room itself is 50 metres on a side and twenty metres tall. Its centre is taken up by the dozens of brass and crystal monoliths, each taller than a Space Marine and weighing hundreds of tonnes, that make up the core cogitator array. Around the perimeter of the room are numerous workstations designed to monitor the cogitators, input data, perform maintenance, and to assist in the countless small tasks undertaken by those tasked with keeping venerable machines like this operating. Due to the immense heat generated by the cogitators, the room is kept at a constant, near freezing temperature to ensure the comfort of the cogitators' many and capricious machine spirits. While the cold itself has no effect on an armoured Battle-Brother, unless he goes about without his helmet, the frost that settles on the floor and all flat surfaces in the chamber make footing treacherous, and moving in the cogitator chamber counts as moving over Difficult Terrain. Battle-Brothers without their helmets, or wearing Deathwatch Scout Armour, are exposed to the cold, and must make a **Challenging (+0) Toughness Test** or suffer one level of fatigue. The Game Master may choose to give Battle-Brothers penalties or bonuses on this Test based on their Chapter (Salamanders suffering a -10 penalty, and Space Wolves enjoying a +10 bonus for example).

When they enter the chamber, the Kill-team's first task is to neutralise the corrupt gun servitors guarding the cogitators. These are ancient Imbru-Pattern Battle Servitors as found on page 138, mounting heavy weapons, and pose a legitimate threat to the Battle-Brothers. Two of the Servitors are armed with plasma cannons and two with heavy bolters. As with the other servitors encountered in



III: EXTERMINATUS



the Forge, these speak the binary language of the Mechanicus, and will directly address anyone wearing the symbol of the Omnissiah, requesting access codes and passwords. If the Kill-team discovered the control word for the servitors elsewhere in the complex, they simply need speak it and the servitors return to their stasis tubes. If the Kill-team does not have the control word or gives an incorrect answer, an alarm sounds and the servitors immediately attack. Being simple and bloody-minded machines, there is no art in their attack. They simply turn on the Battle-Brothers and lay down incredible amounts of fire with their heavy weapons until they or their targets are dead. When the Kill-team destroys the servitors, the alarm continues to wail. There is a security panel next to the entrance, and the alarm can be silenced with a **Challenging (+0) Tech-Use Test**. If the alarm sounds for more than five Rounds, a squad of four Iron Warriors arrives in 1d5 minutes to investigate.

Once the servitors are either deactivated or dead, the Kill-team is free to investigate the room. There is little of interest here for the average Battle-Brother, but to any Techmarines among their number this chamber is a veritable gold mine. The information stored in the cogitators' data-stacks promises to keep the scribes and archivists at Watch Fortress Erioch busy for years. Anything could be lurking in the cogitators from a Mechanicus-centric but quite comprehensive history of the Jericho Sector to years' worth of experiments, research, and secret projects undertaken by the Tech-Priests who lived here. With a **Challenging (+0) Tech-Use Test** a Techmarine can access any of the control terminals around the perimeter of the room and have full, unfettered access to the main cogitators. Once a Battle-Brother accesses the cogitators, he must make a **Difficult (-10) Tech-Use Test** or a **Challenging (+0)**

Scholastic Lore (Cryptology) Test to crack through the encryption on the cogitators. If he fails, he takes 1d5 Intelligence Damage per round until either his Battle-Brothers disconnect him or his Intelligence is reduced to zero. This damage is not permanent, and can be restored through natural recovery, medicine, bionic repair, or possibly psycho-conditioning. If the Kill-team manages to disconnect their suffering Battle-Brother, and they should be quick to do so once he starts convulsing and smoking from his MIU port, he must make another **Challenging (+0) Toughness Test** or immediately fall unconscious. He also gains 1d5 Insanity Points thanks to having his brain scrambled by angry machine spirits.

If the Battle-Brother safely navigates through the encryption, he has access to the entirety of the data stored in the cogitator array and can access many of the Forge's mechanical systems such as its power plant and power delivery systems, security systems, and ventilation system. If the Battle-Brother connected to the cogitator array gets three or more Degrees of Success on his Tech-Use Test, he also finds evidence of the Javar Gate stored in the far recesses of the data stacks. The information is spotty and shows obvious signs of being concealed and disguised as other types of data, but it is still there. With a successful **Challenging (+0) Logic Test**, the Battle-Brother can piece together enough information to discover that the Javar Gate is somewhere in the industrial heart of the complex known as the Forges, that it is concealed deep in the heart of the volcano within a secret research facility, and that Warsmith Zhorisch has made this place his personal sanctum. The exact nature of any other historical

or technological records is left to the discretion of the Game Master, and can lead to countless other adventures if he should so choose.

Unfortunately, after a few minutes working with the cogitators, the source of the strange uneasiness sensed when using terminals in other parts of the Forge becomes quite clear. The machine spirits of the Forge's cogitator array are irrevocably corrupt now, deeply tainted by Chaos and driven completely mad. After 1d5 minutes of being connected to the cogitator array, the Battle-Brother doing the work must make a successful **Challenging (+0) Willpower Test** or take 1d10 points of Corruption. Every minute thereafter he gains an additional 1d5 points of Corruption until he disconnects, which requires a **Challenging (+0) Willpower Test** as the corrupt machine spirits are loathe to let their new plaything go.

THE FORGES

From the antechamber, you proceed through a number of corridors, stairwells, and hatches embossed with defaced sigils of the Mechanicus, deep into the bowels of the volcano comprising the bulk of the Obsidian Forge. After walking for what seems like kilometres, you exit onto a catwalk over the sweltering cacophony of one of the Forge's manufactorums, a sprawling open cavern filled with conveyors, fabricators, automated plasma welders, and thousands of arcane bits of industrial machinery teeming with slaves, Hereteks, and servitors. Here and there you see the burnished gunmetal carapace armour of Corrupt Skitarii or the gleaming silver and gold livery of the Iron Warriors as they pace among the slaves, keeping order.

The beating industrial heart of the Obsidian Forge, the forges burrow deep into the volcano and contain a multitude of workshops, laboratories, manufactorums, refineries, and smelters. While there is little of interest in the Forges, aside from any industrial or technological curiosities that might catch the attention of a Techmarine or other historically-minded Battle-Brother at the Game Master's discretion, the Kill-team needs to make their way through these hellish environs to reach Warsmith Zhorisch and the Javar Gate. The Forges are full of both slaves and the minions of Chaos, and present both physical and environmental obstacles to the Kill-team as they attempt to move through undetected. Due to the incessant din, poor lighting, and general ordered chaos in these levels, any Concealment or Silent Move Tests made in the Forges enjoy a +10 Bonus due to the relative ease of hiding and sneaking. Of course, these conditions also make any Perception based Tests such as Scrutiny and Search harder, and impose a -10 penalty on such Tests.

There are four distinct areas within the Forges, the manufactorums, the furnaces, the power plant, and the concealed and dangerous private sanctum of Warsmith Zhorisch containing the Javar Gate. With any luck, the Kill-team discovered evidence of the private forge and the Javar Gate chamber, as well as a general layout of the forges through diligent and cunning use of the various cogitator access terminals or direct access to the cogitator array itself. Now they must search this industrial purgatory for the entrance to the Warsmith's private sanctum and for a way to seal the Javar Gate forever.

The forges are by far the most heavily populated area within the Obsidian Forge complex. Thousands upon thousands of diseased and mutated slaves toil away here, driven to their deaths and discarded or rendered down to their base elements, overseen by the ruthless Corrupt Skitarii. Monotask servitors go about their business guided by the debased Hereteks in service of the Iron Warriors, and the Chaos Space Marines themselves seem to be everywhere, working, walking patrols, and making sure the work gets done and all due praise is given to the Ruinous Powers. The description for each area states how many enemies are found there, but the Game Master is encouraged to alter these numbers as he sees fit, and as suits the needs of his campaign and the relative strength and health of the Kill-team.

Manufactorums

Once these manufactorums rang day and night, producing numerous goods and services for the people of Imbru and giving praise to the Omnissiah. Then, as Imbru fell, the assembly lines and fabricators were retooled to build the weapons, wargear, and raw materials needed to fortify the Obsidian Forge against the coming siege. Now they serve the needs of the Ruinous Powers, churning out weapons and materiel for the Iron Warriors and providing a steady stream of guns and ordnance.

Within these manufactorums are a dizzying array of apparatus and robotic assemblers all connected by conveyor belts and overhead trams carrying parts, tools, and finished products. At one time, the manufactorums of the Obsidian Forge made everything from household goods for Imbru's middle-hivers to components and ordnance for the mighty voidships of the Imperial Navy and countless products in between. While many of these manufactorums are shuttered now, there is still a steady pulse of work and industry here, and finished goods still come off the assembly lines to be packed and shipped by monotask servitors at a regular pace.

Within each manufactorum, of which there are dozens in varying states of readiness, constructing nearly every conceivable item, are a number of servitors and Hereteks overseen by Chaos Space Marines. On average, a manufactorum has a Magnitude 20 Horde of monotask servitors, a Magnitude 25 Horde of Hereteks, and four Chaos Space Marines. The manufactorums are also home to a number of Corrupt Skitarii, the profile for which are found on page 138, and the occasional daemon.

Furnaces

As you enter the massive cavern that houses the smelting furnaces, you suspect that the depths of purgatory must be very much like this. The heat is unbearable, the air choked with soot and ash, and the sound is like a living thing, aggressive and pervasive and shot through with the hissing and popping of molten metals and the occasional anguished scream.

The cavern that contains the blast furnaces, crucibles, and smelters that feed the Obsidian Forge's constant hunger for raw ores and refined alloys is nearly two kilometres in length and five hundred metres tall. The huge furnaces and pits of molten

metals cast a dull, hellish red light over everything as the slaves toil away operating dangerous machinery and stoking fires. Any Battle-Brother not completely sealed in power armour, if he's gone without his helmet or is wearing Astartes Scout armour for example, immediately suffers a level of Fatigue due to the incredible noise and heat and the choking, near unbreathable air. Visibility is severely reduced here, even more so than in other parts of the Forge, and all Perception-based Tests suffer a -20 penalty.

While the entire place is a bustling hive of activity, it is clear that it is only running at partial capacity. There are many furnaces and kilns that are cold and shuttered, either damaged beyond repair or closed due to lack of need. Within one of these—an ancient, towering blast furnace encased in a spider's web of gantries and lifts—is the entrance to Warsmith Zhorisch's private forge. Clues to its location can be found by sifting through the information in the cogitator array and making a **Challenging (+0) Intelligence Test**, or by interrogating any slaves or servitors in the area. Finding the entrance, a concealed lift within the very heart of the furnace itself, requires a **Difficult (-10) Search Test**. Once discovered, the lift requires a **Hard (-20) Tech-Use Test** to bypass the security systems and bring the lift to the surface. Failure on the Tech-Use Test sends the security system into lockdown mode and another attempt to bypass the security cannot be made for ten minutes. Failing the Tech-Use Test by more than three Degrees of Failure sounds an alarm and summons a squad of six Chaos Space Marines to the location within 1d10 Rounds.

Aside from the countless slaves and mono-task servitors (**DEATHWATCH Core Rulebook** page 376), the cavern holding the furnaces is home to a Magnitude 20 Horde of Heretek, a Magnitude 30 Horde of Corrupt Skitarii operating as overseers and guards, and a dozen Chaos Space Marines of the Iron Warriors.

Power Plant

Located at the very heart of the volcano and fed by the seething molten heart of Imbru itself, the Forge's power plant is a monument to the ancient arts of the Ommissiah. Using ancient and mysterious machineries that date from the Dark Age of Technology, the power plant uses the heat and tectonic energy of the living planet to run a series of massive turbines the size of gun cutters in the generatoriums, which in turn generates the incredible amounts of power needed to operate the various systems and manufactorums of the Obsidian Forge.

Even in ages past, when the power plant was maintained and carefully ministered to by the devout followers of the Ommissiah, the generatoriums and power plant were dangerous places. Now, after centuries of neglect and exposure to the forces of Chaos, it is an incredibly deadly place. Poorly maintained steam pipes as big around as a Rhino APC, and under hundreds of kilograms of pressure, vent live, scalding steam through cracks and loose fittings with the force of a plasma cutter. Errant crackling beams of greenish-purple energy arc between screeching generatorium turbines, instantly electrocuting or corrupting anything in their path. Weakened catwalks collapse under the lightest weight, molten lava leaks through fissures and pools here and there—damaging machinery and melting the structure of the room itself. The floors are slick with oils and the blood of unlucky Heretek.

In game terms, just walking through the power plant is inviting grievous injury. The floors and catwalks are considered Difficult

Terrain due to the amount of oil on the floors and the rickety, dangerous nature of the catwalks. The venting steam pipes deal 1d10+5 points of Energy damage with a Penetration of 4 and the energy discharges deal 2d10+4 points of Energy Damage with a Penetration of 6 and the Shocking Quality. Also, if a Battle-Brother is hit by an energy discharge, he must make a **Challenging (+0) Willpower Test** or take 1d5 points of corruption as he is bathed in the corrupt energy generated by the turbines. Both of these dangers can be avoided with patience, keen observation, and an **Ordinary (+0) Dodge Test**. Whenever a Battle-Brother walks across a catwalk, the game master should roll 1d10. On a result of 8-0 the catwalk collapses beneath the Battle-Brother's weight and he plunges back to the power plant's floor. Catwalks are, on average, ten to fifteen metres above the floor, and a falling Battle-Brother takes falling damage as normal.

A **Challenging (+0) Intelligence Test** or **Ordinary (+10) Tech-Use Test** reveals to an observant Battle-Brother that this chamber is a powder keg, and the slightest spark will set it off. An explosion, an overload in one of the generatoriums, or a simple over-pressuring of the system could set off a chain reaction that would not only destroy the forge, but could quite possibly trigger a catastrophic geological event that would destroy everything for hundreds of kilometres around the volcano. Doing so would effectively destroy the Javar Gate and neutralise the Chaos problem on Imbru, possibly for good.

The power plant and generatoriums are mostly home to dozens of relatively harmless monotask servitors programmed to minister to the machinery. Also in the area is a Magnitude 10 Horde of Heretek and four Chaos Space Marines of the Iron Warriors Legion.

Storage

There are a number of storage areas scattered throughout the laboratories that hold tools and supplies. The door to each one is equipped with a simple lock that requires a **Challenging (+0) Security Test** to bypass or a **Routine (+20) Strength Test** to force open. The rooms are full of lockers and chests, each requiring yet another **Challenging (+0) Security Test** to open. In each storage room are a number of nameless, arcane tools, medical instruments, and various and sundry supplies. A Battle-Brother making a **Challenging (+0) Search Test** can find many useful items in the storage rooms. The Game Master should roll 1d10 on **Table 3-6: Storage Finds**, found on page 100, if a Battle-Brother succeeds on his Search Test, and an additional 1d10 for every two Degrees of Success he achieves. The Game Master can also allow the Kill-team to find anything else he thinks they would need should he so choose.

Armouries

Throughout the Forge levels are a number of fortified armouries stocked with both human and Chaos Space Marine scale weapons and patrolled by squads of sharp-eyed Corrupt Skitarii overseen by Chaos Space Marines of the Iron Warriors. While most of these weapons carry a powerful taint about them, and are adorned with the blasphemous icons and slogans of Chaos, here and there an astute Battle-Brother can find weapons and equipment from before the fall tucked away in storage crates and ordnance lockers. This wargear is largely free of the taint of Chaos and the Kill-team may find it extremely useful in the near future.

TABLE 3-6: STORAGE FINDS

Roll	Item
1	A blasphemous icon dedicated to the worship of Chaos. It is a hideous construct of thin, papery preserved skin stretched over a lattice of brass and bone with a clockwork heart. Its purpose is a mystery to the Battle-Brothers, and should likely be cleansed with fire immediately. If a Battle-Brother chooses to keep this item, he gains 1d5 Corruption.
2	A Seismic Escalation Detonator in a locked case embossed with the symbol of the Imperial Fists. This item is both a tool and a weapon and is ideal for demolitions and siege work. The unit consists of a powerful sound emitter roughly the size of a man that is planted in solid ground or the walls of a fortification by way of a large spike. Once in place, it broadcasts ultra-low frequency sounds that set up sympathetic vibrations in ground and structures. These units are powered by rechargeable power packs that are good for about one hour of constant operation. The longer the unit operates, its tremors grow more powerful and it causes more and more damage to surrounding terrain and structures. For every ten rounds of use, increase the generator's damage by 1d10. Anyone attempting to approach an operating seismic wave generator must make a Very Hard (-30) Agility Test or be immediately knocked down and dealt half the current damage the unit is producing. (100m; S/-/-; 4d10+10 I per Round; Pen 0; Clip Special; Rld 3 Full; Blast (10)).
3	1d5 doses of Deadlock with an Injector (see page 172-173 of the DEATHWATCH Core Rulebook).
4	A crate containing a dozen data-slates with full colour pict and vox outputs. Each data-slate bears the cog and skull of the Mechanicus embossed on the cover, and contains one of a twelve volume set of the history of the Mechanicus mission in the Jericho Sector. The information contained within these data-slates grants a +10 bonus to any Common Lore (Adeptus Mechanicus) or Forbidden Lore (Adeptus Mechanicus) Tests made regarding information related to the Adeptus Mechanicus in the Jericho Sector.
5	Six doses of Sacred Unguents in vials set in a small, baize-lined metal box stamped with the skull and cog of the Mechanicus. Unfortunately, due to their age and exposure to powers of Chaos, these Sacred Unguents are utterly corrupt and have the opposite effect on machines than they were designed for. When applied to a weapon, the first Ballistic Skill Test that results in a Jam for that weapon does some lasting harm to it. Instead of a simple Ballistic Skill Test to clear the Jam, the weapon needs to be stripped and repaired, which requires a Difficult (-10) Tech-Use Test .
6	One Narthecium with ten doses of Resuscitex (see page 173 of the DEATHWATCH Core Rulebook).
7	A malfunctioning Breaching Augur that requires a Challenging (+0) Tech-Use Test to repair. A breaching augur is made of super-dense adamantine alloys and fitted with a matter-wave generator that causes it to vibrate millions of times per second. It can be used to great effect breaching walls and bulkheads and destroying fortifications and vehicles. The augur can also be used against individual enemies with gruesome effect, rending flesh and drilling holes through armour and carapace alike. Heavy and awkward, a breaching augur comes with a harness mount for ease of use, but can also be fitted to a Techmarine's servo-harness for extra flexibility. Breaching augurs can also be grafted onto servitors, and even implanted as a cybernetic limb on a wounded Battle-Brother. Along with its regular damage, any attack with a breaching augur that results in Righteous Fury (see page 245 in the DEATHWATCH Core Rulebook) sees the damage doubled on the Righteous Fury damage roll.
8	A unique Combi Tool designed for repair and maintenance of cybernetic and bionic systems. It grants a +15 bonus to Tech-Use Tests made on cybernetics and bionics, but only a +5 Bonus for general Tech-Use Tests due to its specialized tools.
9	A brass and iron lock box bearing an unknown sigil on the lid. The lock itself is a fiendishly complex mechanism that requires a Hard (-20) Security Test to bypass. Once open, the Battle-Brothers discover a number of cybernetic implants set in thick red baize. There are four eyes of various colour and numerous delicate looking neural implants. Even to an untrained eye, the sleek design of the augmetics and their obvious quality speak of ancient technologies. The exact nature of these implants and what, if any, bonuses they may grant or features they may have is left to the Game Master's discretion.
0	A malfunctioning elucidator that is, unbeknownst to the Battle-Brothers, deeply corrupted by its exposure to the warp energies that washed over Imbru in the distant past. A Challenging (+0) Tech-use Test is required to restore the corrupt elucidator to working order. Unfortunately, whenever it is used to decipher alien or unknown languages, it gives subtly inaccurate translations which may lead to uncomfortable or dangerous situations. In addition, continued use of the corrupt elucidator begins to corrupt the mind of its user as it slips heretical and blasphemous information subliminally into its strange translations. After ten uses, the user must make a Challenging (+0) Willpower Test or gain 1d5 points of Corruption. Once the initial Corruption is gained, the user gains an additional point of Corruption every time the corrupt elucidator is used.

TABLE 3-7: SPOILS OF THE ARMOURY

Roll Item Found

1	An unknown pattern bolter of extremely high quality with an impressive array of integral accessories is mixed in with a number of Chaos Space Marine bolters (50m; S/2/4; 2d10+5 X; Pen 5; Clip 28; Rld Full; Tearing, Accurate, Reliable, Integral Folding Stock, Motion Predictor, and Preysense Sight).
2	A large, long barrelled bolt weapon with no marks of provenance, built to Space Marine specifications, lying in a steel grey armaplas rifle case. This gun is a bolt action, single shot precision weapon chambered for Astartes bolt rounds and fitted with light absorbing polymer furniture. Obviously built to hunt powerful, thick-skinned xenos, it is a deadly and elegant weapon. Also in the case is a silencer, a rare and valuable Omni-Scope (combines the effects of a red-dot laser sight, a telescopic sight, negates penalties due to shooting in darkness, grants the shooter +20 to vision-based Perception Tests in darkness if using the scope, and can be connected to a MIU or other cybernetic weapon interface), and one dozen Kraken Rounds. (250m; S/-/-; 2d10+5 X Pen 8; Clip 4; Rld Full; Accurate, Reliable, Tearing).
3	A box of six Astartes EMP grenades.
4	The helm from a suit of Mk. VI Corvus power armour, painted red and bearing the Mechanicus' skull and cog on the forehead. Obviously owned by a Techmarine at some point in the past, aside from its adornments, the helm gives no indication of its former owner. If worn, the Battle-Brother who wears it discovers that there are numerous systems built into the helm that are not standard issue. This helm grants a +15 bonus to Awareness Tests due to the sophistication of its auto-senses, and grants a +10 bonus to any Tech-Use Tests made while wearing it due to built-in machine diagnostors.
5	Three clips of Implosion Shells, three clips of Metal Storm Rounds, and three clips of Dragonfire Shells in an armoured, locked ammunition crate.
6	One anti-armour missile launcher of an unknown pattern and six plasma missiles. This missile launcher appears to be specifically designed to destroy armoured vehicles and heavily armoured xenos. It is fitted with a powerful augur array that combines the effects of a red-dot laser sight and a preysense sight. This weapon grants a +20 bonus to Ballistic Skill Tests to hit ground-based targets. (200m; S/-/-; by missile; Pen by missile; Clip 1; Rld 2 Full).
7	A deadly looking two-handed chainsword, every inch of which is engraved with prayers to the Emperor. It is a standard chainsword save for a +2 bonus to damage and the Sanctified Trait.
8	A matched pair of Master Crafted Astartes Lightning Claws, each with a purity seal.
9	One vortex grenade.
0	An Astartes Conversion Beamer.

Each armoury is an echoing, hangar-like chamber two hundred metres long, one hundred metres across, and at least fifty metres high. They are packed floor to ceiling with containers of weapons, ordnance, and assorted wargear stacked on rank upon rank of specialised steel racks accessible by rolling ladders and piloted load-lifters that resemble primitive, unarmed Imperial Guard Sentinels. Armouries have but one entrance, a huge reinforced adamantine hangar door with a smaller, man-sized door set in it, locked with a cunning electronic security system that requires a **Difficult (-10) Tech-Use Test** to bypass. A Battle-Brother needs simply to succeed at this Test to bypass the security and gain entrance to the armoury, and no further Degrees of Success are required. If the Battle-Brother fails the Test, the security system goes into lockdown, increasing the difficulty of any further attempts by one step. If the Battle-Brother attempting to bypass the security system rolls a 99 or 100, the security system goes into panic mode, which raises an alarm and draws the attention of a Magnitude 15 Horde of Corrupt Skitarii.

Armouries are also guarded day and night by mixed teams of gun servitors and Corrupt Skitarii overseen by members of the Iron Warriors Legion. Each armoury contains either a Magnitude 10 Horde of servitors or a Magnitude 15 Horde of Corrupt Skitarii and 1d5-1 Chaos Space Marines. These guards are not incredibly alert, having quite possibly the dullest duty in the Forge, many are assigned here by way of punishment and

suffer a -10 to all Perception based Skill Tests such as Scrutiny or Search. While they are relatively easy to avoid among the maze of racks, pallets, and containers, they immediately engage any intruders they encounter and call for reinforcements.

If the Kill-team can get into an armoury either singly or en masse, avoid the guards or dispose of them quickly and quietly, and succeed on a **Challenging (+0) Search Test**, they can roll on **Table 3-7: Spoils of the Armoury** to see what their searching has turned up.

THE WARSMITH'S FORGE

You descend on the lift from the shuttered blast furnace, directly into the blackened, corrupted heart of the Obsidian Forge. In a few moments you will meet the Forge's master, the obsessive and mad Warsmith Zhorisch. What awaits you at the bottom of this dark shaft is unclear, although a vicious struggle with a powerful leader of the Iron Warriors and his equally powerful retinue is almost a certainty. For now, however, there is only the dark of the shaft and the whine of the lift mechanism. Suddenly, almost gently, the lift bumps to a stop at the bottom of the shaft and a door slides open, spilling bright white light into the shaft and bringing with it the sounds of labour and industry. You have arrived at the Warsmith's Forge.

Deep beneath the forges and manufacturums and hustle and bustle of the Obsidian Forge, nestled at the very root of the volcano into which the Forge was built, lies the private sanctum sanctorum of Warsmith Zhorisch, leader of the Iron Warriors Traitor Legion on Imbru and the de-facto leader of the entire debased world. This room, a small, extremely clean and well equipped combination of laboratory and manufactorum was not built by the Iron Warriors, however. Indeed, it was already ancient when the Warsmith discovered it, built millennia in the dim past when the Jericho Sector was still young and the walls of the Obsidian Forge were first erected. For here, deep at the heart of this mighty volcano, lies a Javar Gate, one of the mysterious artefacts that is all that remains in the physical realm of the long dead Ghanathaar.

Discovered by the very first Forge Master sent to Imbru from Mars to raise up a Forge in praise of the Omnissiah, the inscrutable techno-arcane artefact confounded generations of Tech-Priests and Forge Masters, and gave rise to numerous sects and cults devoted to unlocking its secrets. When Warsmith Zhorisch and his Iron Warriors broke the siege of the Obsidian Forge at the beginning of the Age of Shadow and took possession of it, the Chaos Space Marines scoured the entirety of the complex searching for secrets of the Mechanicus, and it was relatively quickly that they came upon this hidden research facility and the artefact it was built to study. As the centuries passed, the Javar Gate refused to reveal its secrets to the Iron Warriors, just as it had for millennia under the scrutiny of the Mechanicus.



THE GATE FLUNG WIDE

When the Battle-Brothers arrive in the Warsmith's Forge, they immediately notice that the Javar Gate here is active. How and why the gate opened is anyone's guess, but the fact that there's an open and active two-way portal directly into the warp here in the middle of this room should give the Battle-Brothers a grave sense of urgency. The Emperor only knows what lies on the other side of that portal, and after dealing with the gates on Spite and Eleusis, the Kill-team should be loath to learn what could be lurking beyond its swirling, bruise-coloured surface.

The Warsmith's Forge is small compared to the sprawling manufacturums above. Perhaps one hundred metres on a side, the entire space is crammed with all manner of techno-arcane apparatus, at the centre of which is the Javar Gate itself. The space is exceedingly bright, with powerful lights illuminating stark white laboratory apparatus and gleaming steel micro-fabricators. There are numerous doors that open off of the main floor that lead to other, smaller laboratories, cells for the Hereteks who work here and the Chaos Space Marines who guard the place, and the Warsmith's chambers themselves. A studious, intense quiet pervades the Warsmith's Forge, broken only by the quiet hum of machinery and, disconcertingly, an occasional incomprehensible mechanical bellow from one of the side chambers.

When the Kill-team enters the Warsmith's Forge, there is a curious lack of surprise or alarm. Read the following passage aloud:

Through the door at the bottom of the shaft you see the Warsmith's private forge laid out before you. Hereteks in white robes go about their arcane business, Chaos Space Marines stand here and there either toiling at technical tasks or standing guard, and in the centre of the room before a swirling, obviously active Javar Gate, stands the ancient, hoary form of Warsmith Zhorisch. He turns to you, his weathered face obscured by bulky goggles and curious, bulbous cybernetic implants. "So it is you who have been making a mess of my forge. I see that you have finally arrived. You are just in time to witness my triumph in all of its glory. No? Not interested? Very well. Brother Hak," with this he turns to one of his Chaos Space Marine subordinates, "release the Elder and deal with these rabble."

The Warsmith turns back to his mysterious work before the swirling Javar Gate and the assembled Chaos Space Marines close on the Kill-team to engage them. The Chaos Space Marines advance on the Kill-team in pairs with tactical precision. They make use of available cover, overlapping fire, and distraction tactics utilising smoke and nova grenades. There is one Chaos Space Marine for every member of the Kill-team, plus as many additional as the Game Master sees fit based on the Kill-team's readiness, health, and whether or not they have the support of Brother Szobczak. Strangely enough, there is no reaction at all among the Hereteks and the monotask servitors working in the Forge, even when the Iron Warriors open fire on the Kill-team. Through the clatter and scream of weapons fire, the intent Hereteks continue their work despite the fact that the occasional errant shot shatters their technical apparatus or kills one of their

fellows. After 1d5 Turns, the door of one of the side chambers explodes from its frame in a shower of steel and stone, and a maddened Chaos Dreadnought in the livery of the Iron Warriors strides into the room. Read the following passage aloud:

As your fight with the Iron Warriors progresses, the howling and bellowing from the side chamber increases. Suddenly there's a higher pitched scream that descends quickly into an agonised gurgle accompanied by a sound like a compactor crushing scrap. A huge steel faced stone door explodes from its hinges, showering the surrounding area and Hereteks with deadly shrapnel, and a massive, ancient Chaos Dreadnought lumbers from its confinement, carrying in its huge claw the remains of one of the Chaos Space Marines sent to release it. The Dreadnought howls and gibbers for a moment, throws the body of the dead Chaos Space Marine straight at you, and charges.

As if the battle with the Chaos Space Marines wasn't enough, now the Kill-team is faced with the unbridled fury of Manzanar the Elder, an extremely violent and sadistic ancient Chaos Dreadnought fully in the grips of madness. Where the Chaos Space Marines used caution and co-ordinated tactics to close with the Kill-team, the Dreadnought simply charges into their midst, scattering scientific apparatus, Hereteks, and Chaos Space Marines alike in its rush to engage with its ancient enemies of the Adeptus Astartes. There is nothing subtle in the Dreadnought's approach, he simply closes with the Kill-team, or the largest concentration of the Kill-team if they've spread out, firing its weapons as it comes. Once it is within range, it begins lashing out with its Dreadnought close combat weapon and its chainfist. The Dreadnought, called Manzanar the Elder, is not picky about its targets, and lays about the Kill-team with wild abandon. If Brother Szobczak is with them however, the Elder ignores all other enemies and makes straight for the Venerable Astartes Dreadnought, who is more than happy to oblige and meets the Chaos Dreadnought with equal fury.

Once at least half of the Chaos Space Marines are dead or otherwise neutralised, the Warsmith turns away from the Javar Gate with a look more of annoyance than rage or concern on his face. He orders the Hereteks to abandon their stations and take their servitors with them, mainly to get them out of the way, and retreats to his chambers. Not for long, however, for in an instant the Warsmith returns to the forge fully armed, bearing a deadly looking archeotech weapon, and joins the fray in support of his dwindling forces with little ceremony. Read the following passage aloud when the Warsmith enters:

More like a man performing an annoying, slightly distasteful task than a warrior entering a pitched battle, Warsmith Zhorisch takes his place with his brother Chaos Space Marines in an attempt to dispose of you once and for all. He wears an ancient and utterly corrupt suit of artificer power armour that bears a striking resemblance to the venerated Mk. IV armour still sometimes fielded by the Adeptus Astartes. The armour is painted in the silver and gold livery of the Iron Warriors and bears blasphemous icons and engravings declaring the Warsmith's loyalty to both his Daemon Prince and to the Lords of Chaos. A complex, spidery array of lashing appendages rises from his servo-harness, tipped with all manner of vicious looking hooks, blades, and tools. Up close, his age and experience become clear, and you realise that you are in the presence of a truly dangerous warrior.



The Warsmith absolutely does not want to engage the Kill-team. Not out of fear or from some sense of self-preservation, but simply because they are a nuisance and an interruption to his research, and killing them is, frankly, beneath him. If he must, however, he must, and when he joins the fray he poses quite a considerable threat to the Battle-Brothers. When he appears from his chambers with his wargear, he first takes stock of the tactical situation, makes a mental list of targets and their importance, and immediately begins firing his devastating Atomizer weapon at the most obviously powerful Battle-Brothers or those in leadership positions. For the first few Turns that he is in battle, he stays fifty or sixty metres away from the action, firing his horrible energy bolts into the fray and shouting orders at his Chaos Space Marines.

While the Warsmith prefers to attack from afar with his energy weapons, he is not above getting his hands dirty in melee combat, and the wear and tear on his Chaos Space Marine thunder hammer is testament to that. If forced to engage in melee combat, the Warsmith first deploys EMP and Nova Grenades to distract and incapacitate his foes, then he wades in to their midst, pummeling them with his thunder hammer. While a proficient melee fighter, the Warsmith cares little for it, and he will disengage at his earliest convenience to continue his withering support fire with the Atomizer. If things are truly dire for the Chaos Space Marines, the Warsmith attempts to disengage from combat. If successful, he salutes his enemies and enters the active Javar Gate, leaving his remaining Chaos Space Marines to fend for themselves against the Kill-team.

When the Warsmith is gone, his Chaos Space Marines continue to fight and will fight to the death as they have nothing to lose now that their leader has abandoned them. When all Chaos Space Marines and the Dreadnought are dead or otherwise incapacitated, the Kill-team finds themselves alone in the Forge, the Hereteks having fled during the battle with their servitors, and must now find a way to destroy the obviously active Javar Gate before anything comes through it. Throughout their scouring of the Obsidian Forge, the Kill-team should have discovered a number of ways to neutralise the threat of the Javar Gate, most of which involve blowing up the Obsidian Forge or causing a volcanic eruption. Once the destruction of the Gate is set in motion, all that remains for the Kill-team to do on Imbru is to return to the plaza, activate their Teleport Homers and wait for the *Ultima Ratio* to extract them.

WARSMITH ZHORISCH

Ancient nearly beyond reckoning and a master of scientific and technical pursuits as well as a cunning practitioner of the art and science of siege warfare, Warsmith Zhorisch is truly a force to be reckoned with. A member of the original Iron Warriors Legion raised up by Perturabo, the Warsmith was initially a pre-heresy precursor of the modern Techmarine, a highly trained fighting engineer. Born and raised on the Iron Warriors' home world of Olympia, young Zhorisch was chosen for Legion service and sent for training on Mars. While never outstanding as either a warrior or engineer, during the Great Crusade he proved himself competent enough and showed a dogged perseverance and real gift for leadership. He served with distinction, rose through the ranks, and was wholly dedicated to his beloved Primarch. As the Legion slowly fell into bitterness and treason, he gleefully followed his leaders in rebellion against the Emperor.

Zhorisch saw action at many of the bloodiest battles during the Horus Heresy, patching up Legion heavy armour during the Drop Site Massacre, and smashing fortifications on Yarrant and Vanaheim. He fought the Imperial Fists in the killing trenches of the Iron Cage with distinction, proving to be a persistent and implacable foe. Over the millennia following the Horus Heresy, he rose in power with guile and cunning, eventually reaching the rank of Warsmith and leading his own warband. As a Warsmith, he developed his well-known lust for hidden knowledge, leading many a campaign of terror against unsuspecting Imperial worlds in pursuit of secrets both academic and technological.

When he was given the chance to take the Obsidian Forge at Imbru and loot what he believed to be a treasure trove of Imperial secrets, he immediately accepted the task. In the aftermath of his invasion, he found all that he was looking for and more. Not only did he have the entirety of an Imperial forge to sift through, but it was a forge with a curious secret, one of the ancient xenos artefacts known as Javar Gates. Now, after centuries of study and experimentation, the Javar Gate has come to life, much to the delight of the Warsmith.

REWARDS

As with the Depths of Treachery and Assault on Javar Nil, The Game Master may find it easier to award Experience Points via the abstract method, roughly 500 XP per four hours of play. If the Game Master prefers the detailed method, it is important to clearly identify all objectives and their completion parameters. Along with the Experience Point awards, the Kill-team gains one point of Renown for each of the following actions completed:

- Cleanse *Ultima Ratio* of her warp incursion with minimal loss of life.
- Successfully negotiate the Maze and disable the Keeper of the Maze.
- Collect information on Imbru, its fall, and Chaos operations within the Hadex Anomaly.
- Kill or otherwise neutralise twenty or more Chaos Space Marines of the Iron Warriors.
- Kill Warsmith Zhorisch before he can disappear into the Javar Gate.
- Destroy or permanently seal the Javar Gate by any means necessary.

The Kill-team loses one point of Renown if they allow Brother Szobczak to be killed. The Game Master may also award any further Experience and Renown awards for quick thinking, good roleplaying, conspicuous heroism, or any other reasons as he sees fit.

OUTCOMES AND INTERLUDES

Throughout the course of the Kill-team's mission to Imbru, they have yet another opportunity to make an impact on the Jericho Reach, albeit one that is perhaps more subtle or academic than anything resulting from their actions on Spite or Eleusis. Along with the obvious, the destruction of the Javar Gate, killing a powerful Traitor Legion leader, and hindering the activities of agents of the Ruinous Powers in the Hadex Anomaly, there is also the matter of the information contained within the Obsidian Forge's cogitator arrays.

Depending on the quality and amount of data the Kill-team was able to recover from the Obsidian Forge's data vaults, they may carry with them, from lost Imbru, parts of an enormously important historical record that could help the Imperial cause within the Jericho Reach in any number of ways. First and foremost is the information that the former sector capital world still exists, though in a much reduced and debased state. This knowledge itself could be used by the Crusade as something to rally around, the idea that the old capital has been found and one day could be retaken and restored to its former glory. The Game Master can also use data found in the Obsidian Forge to set up side missions or to spin this adventure into a larger, galaxy-sprawling campaign, in which the Ghanathaar ultimately play a minor role.

Whatever the information and whatever they plan to do with it in the long run, it is clear to the Kill-team that in the short term they need to return to Watch Fortress Erioch with all haste and report on the success of their mission.

COMES THE GHANATHAAR

"Xenos hate us for our humanity and for our faith in the Emperor. They can never be redeemed, never be brought into the fold, never countenanced at all. They can only be dealt with by force of arms."

—Brother Tobin of the Black Templars

Their work on Imbru finished, the Kill-team is teleported aboard the *Ultima Ratio*, still at her anchorage in the lee of Imbru's moon, to find a flurry of activity and a ship's company that seems completely absorbed in whatever emergency that they are currently dealing with. The Kill-team is met in the Teleportarium by Brother Aleksandr who informs them that he has been ordered to bring the Kill-team to Brother-Captain Mordrus as soon as they are aboard. The taciturn Master-at-Arms gives the Battle-Brothers little indication of what is happening aboard the ship aside from the fact that there is some sort of emergency or complication with the Battle-Brothers' orders. Once the Kill-team reaches the bridge of the *Ultima Ratio*, they find a grave-faced Brother-Captain Mordrus conferring with the ship's Astropath. Read the following passage aloud.

You enter the Ultima Ratio's brightly lit bridge to see the ship's captain, Brother-Captain Mordrus, standing at a battle table. As you cross the deck, the Brother-Captain turns to you with a grave face. "You have returned, thank the Emperor. I have no idea what you did down there, but it stirred up a nest in this system. Vox traffic has increased tenfold in the past four local hours, and half a dozen ships bearing Chaos markings, two of which are cruisers, appeared in system not half an hour ago. You made someone incredibly angry, Brothers. Well done. Now, as per your orders, we must return to Watch Fortress Erioch. Leaving this system will not be easy, however, so I suggest you ready yourselves. The next few hours will be trying indeed."

With that, the Brother-Captain dismisses the Kill-team and they are free to return to their quarters for some much needed rest. If the Kill-team decides to linger on the bridge and ask questions of the Brother-Captain regarding his current course of action, he tells them that with the increase in traffic in the system, the moment they leave their secluded anchorage the ship will be spotted by the Chaos ships whether or not they are running silent. Their only hope is to slip moorings and pull as hard as they can for the system's edge where they can transition to the warp, counting on the *Ultima Ratio's* speed and fine sailing qualities to get them out as opposed to her not inconsiderable fighting qualities.

If some or all of the members of the Kill-team wish to assist in readying the ship for her flight, the Brother-Captain is grateful and puts them under the command of Brother Aleksandr, who they are ordered to report to immediately. Once at the security station, Brother Aleksandr sets the members of the Kill-team to their assorted missions. Techmarines or any Battle-Brothers with Tech-Use as a trained Skill are sent to the

enginarium to help the *Ultima Ratio's* Techmarine engineers soothe the ship's machine spirits and ready her for the hard, fast burn to the system's edge. Battle-Brothers with strong leadership skills are sent to take charge of chapter serfs under Brother Aleksandr, and those with high Ballistic and Weapon Skills are assigned to lend their prodigious combat prowess to those same chapter serfs. Apothecaries are attached to the Ship's Chirurgeon, Brother Jakob, and Librarians are stationed wherever the Game Master feels their powers would serve the most good.

Whether the Battle-Brothers take on shipboard duties or simply return to their quarters to rest, pray, and recuperate, the escape from Imbru goes off with little trouble. The *Ultima Ratio* proves faster and more agile than her Chaos fleet pursuers and, aside from a few jarring blows from errant macrobattery rounds, she makes it to the edge of the system unharmed.

INTO THE BREACH

The Ultima Ratio transitions from warp into a dead system somewhere coreward of the Hadex Anomaly, where a guttering white dwarf star stands a lonesome vigil over an empty expanse of asteroid rings and debris fields. Within minutes, a nervous looking chapter serf arrives at your quarters with orders from Brother-Captain Mordrus to report to the bridge. When you reach the bridge, you find the Brother-Captain in much the same place as you last saw him. The Brother-Captain's face is grave, even disturbed, and he seems relieved as you enter the bridge. "There is news, Brothers. New orders from Watch Station Erioch," Brother-Captain Mordrus says. He hands you a sealed scroll covered in both Deathwatch and Inquisition iconography. Within are the catalogued visions of the ship's astropath, interpreted and rendered in their usual fashion, yet cryptic and disturbing as ever. "Orders from Watch Station Erioch. It seems that you are in high demand Brothers, and my ship and I are at your service, Brothers. What is our target?"

Immediately before their transition from the warp, the chief astropath aboard the *Ultima Ratio* received a distressing vision from his brethren in Watch Fortress Erioch; a vision of possible futures of death and chaos. Yet the vision contained an ember of



SHORT COMMONS

Since time is of the essence, the Kill-team has no time to return to Watch Fortress Erioch. All is not lost, however, and the Battle-Brothers need not fear lacking the basic necessities to carry out their Mission. While she is indeed small and carries a light complement, the *Ultima Ratio* is still a fighting ship and has numerous armouries and magazines to serve the needs of her chapter serfs and those Battle-Brothers stationed aboard. At the beginning of this Mission, during the Requisition phase, the Kill-team can draw on the *Ultima Ratio's* resources to fit themselves out for their trial ahead. Each member of the Kill-team can automatically replenish their supplies of basic ammunition for every weapon they carry without any Requisition cost. They can also avail themselves of the *Ultima Ratio's* engineers and the tools and equipment in the enginarium to affect repairs of their armour and equipment, as well as the ship's sickbay to get patched up from their fight on Imbru.

For everything else, the Kill-team is welcome to search the armouries but may not find exactly what they are looking for. The *Ultima Ratio's* armouries contain all basic Astartes ranged and melee weapons, ammunition, and wargear up to a Requisition Cost of 30. A Battle-Brother who succeeds on an **Arduous (-40) Search Test** while poring through the armouries and magazines can find one exotic or rare weapon or piece of wargear with a Requisition Cost of up to 60. The nature of this weapon is solely up to the Game Master's discretion. By the time they reach Watch Station Belarius, the Kill-team should be fully healed, their equipment repaired, and they should be ready for action.

hope, a possible path down which only the Kill-team can tread, to the defence of all. During the Kill-team's time on Imbru, those Ghanathaar who were able and in control of their mental faculties escaped from their prisons in the warp with the help of their Tau minions and are now at large in the Jericho Reach. These few dozen Ghanathaar, the last remaining individuals of their race existing in realspace, are gathering at a lost Deathwatch Watch Station, deep within the Hadex Anomaly, where they might consolidate their strength in one final attempt to bring about the revenge they so greatly desire. At Watch Station Belarius, the Ghanathaar have harnessed the rampant Warp-energy of the anomaly and twisted the technology of the Watch Station itself, combining them into a horrific device of pure blasphemy. Should they activate this infernal construction, the resultant pulse of warp-energy would send a shock wave through the Immaterium, shattering all the remaining Javar Gates and freeing the remaining Ghanathaar trapped inside. At the same time, the very fabric of space within the Jericho Reach would be ripped apart, and the Hadex Anomaly would expand a hundred-fold to engulf the entire area.

To stop this from happening, the Battle-Brothers are ordered to travel into the Hadex Anomaly itself. Their instructions are to infiltrate the long lost Watch Station and destroy it,

in an effort to bring an end to the diabolical xenos plan that threatens to destroy the entirety of the Jericho Reach. On this mission, the Kill-team has no support from the Deathwatch or any allies in the Imperial Guard or Imperial Navy. They are on their own, again, deep in the Hadex Anomaly and tasked with executing nothing short of a miracle. To fulfil their orders and save the Jericho Reach, the Kill-team needs to muster every ounce of their skill, battle prowess, and strength of will. There is no chance to resupply or to requisition new wargear, aside from what little the *Ultima Ratio* may be able to offer from her armouries, or to make more than the most basic of mission plans before they go into action. The Battle-Brothers are on their own, and must go into the fray with what they have.

Included among the astropathic utterances is a frantic, yet disturbingly well-detailed sketch of the Watch Station's layout. Throughout the text, recorded in sharp, almost tortured script, are numerous strings of meaningless symbols and numbers. The scribes of the astropathic choir has marked these as access codes and ciphers both specifically linked to the watch station as well as ancient codes used by the Deathwatch from the time the station was still active.

Urgent bursts of scrawl scattered throughout the record and accompanied by splotches of what appears to be blood, proclaim, *"The plasma furnaces... white fire! Such glorious flame... freed from its bonds... purify the filth of the xenos heresy! Leave not the relics of the past! Lore lost for all time... get it back!"* These passages are heavily annotated with the notes of scribes and interpreters from the astropathic choir, describing the countenance of the grizzled Forge Master, Harl Greyweaver. The annotations declare that these particular visions are likely sent by the Forge Master, perhaps they are of some import.

With the cryptic information from Watch Fortress Erioch, the possible pass codes, and with what materiel the *Ultima Ratio's* armouries and magazines can provide, the Kill-team is as well prepared and provided for as can be hoped for on such short notice.

ANCIENT KEYS

While the Kill-team has the codes and ciphers for Watch Station Belarius, there is no guarantee that they will work. Due to their antiquity and the ravages of time and warp energies on the Watch Station's systems, to make no mention of the inconsistency of astrotelepathic communication, many of the codes and ciphers from the vision are completely useless. Throughout the adventure, whenever a Battle-Brother has need of one of these codes, to unlock a door or access a cogitator for example, the Game Master should roll 1d5. On a roll of 1-3 the code works as promised and the Battle-Brother succeeds in getting what he wanted. A roll of 4 or 5 indicates that the code simply does not work and the Battle-Brother needs to find another way to reach his objective. Of course, using these defunct pass codes could have other effects as the Game Master sees fit, such as causing security systems to lock up or tripping alarms.

ARMING AND OATH-TAKING

The final Mission to Watch Station Belarius has a suggested Requisition rating of 60 based on the Objectives as understood by the Kill-team when they receive their orders.

- **Primary Objective:** Board Watch Station Belarius and put an end to the machinations of the Ghanathaar. (Skilled Objective, 30 Requisition).
- **Secondary Objective:** Eliminate key members of the Tau leadership (Skilled Objective, 25 Requisition).
- **Tertiary Objective:** Secure any Deathwatch or Chapter artefacts found at Watch Station Belarius as well as any data from the station's cogitators. (Veteran Objective, 20 Requisition).

WATCH STATION BELARIUS

"The number of lost, forgotten, and forsaken Watch Stations in the out-of-the-way places of the Galaxy is unknown. No matter their number, it is our duty to reclaim them for the Emperor and for the honour of the brave Battle-Brothers who died to protect them."

—Watch Commander Mordigael, Keeper of the Vigil

Deep in the midst of the Hadex Anomaly lies an empty star system composed of little more than a massive, nameless blue giant, a scattering of small planetoids, and trillions and trillions of square kilometres of beautiful, roiling dust clouds. The whole system shimmers with mellow shades of green and blue, and the occasional ice asteroid winks in the dust like a gem on a jeweller's mat. Here in this out-of-the-way system, carved into a massive, deeply scarred asteroid, is Watch Station Belarius, long thought lost and destroyed in the coming of the Hadex Anomaly.

Built by the Deathwatch millennia ago to monitor xenos activity in and around the important worlds that once lay at the centre of the Jericho Sector, a billet on

THE VEIL IS THIN

As was mentioned earlier, the veil between realspace and the Empyrean is particularly thin in this area of space, making the use of psychic powers more of a gamble than usual. Librarians who use their powers aboard the Watch Station find their power and efficacy increased dramatically, but the price paid for failure of mind and will is increased accordingly as well. All Focus Power Tests enjoy a +10 Bonus in system. Additionally, powers used at a Fettered power level here are treated as if they were used Unfettered, Unfettered powers are treated as if they were Pushed, and if a Librarian dares to Push a power here, the effects as described on page 185 of the **DEATHWATCH** Core Rulebook are doubled. The downside to all of this is that whenever Psychic Phenomena are invoked during the use of a power, the Librarian adds +20 to his roll on **Table 6-1: Psychic Phenomena** on page 187 of the **DEATHWATCH** Core Rulebook. If a roll results in a Perils of the Warp roll, the Librarian adds +20 to that roll as well.

THE VENERABLE BROTHER

If the Kill-team left Watch Fortress Erioch with Brother Szobczak and he survived the trials on Imbru, he is still with them as they infiltrate Watch Station Belarius. As on Imbru, Brother Szobczak's zeal and barely controlled rage may pose quite a problem for the Kill-team, especially as this mission is even more delicate and relies more on stealth and cunning than the last. The Game Master may choose to cool Brother Szobczak's rage for this section, perhaps with the explanation that the action on Imbru sated his bloodlust and calmed his mind to a point where he can think clearly and rationally again. Of course, if the Kill-team plans on hitting the Watch Station with guns blazing, the venerable brother's unbounded potential for violence will come in very handy.

The Game Master may also wish to tie Brother Szobczak to Watch Station Belarius for narrative purposes and to give the Kill-team an extra bit of support in their mission. Perhaps Brother Szobczak stood a vigil here long ago, or visited for some reason or other.

Watch Station Belarius was once one of the most coveted assignments for a Deathwatch Battle-Brother. It was newly constructed and located near the beating heart of the Sector, but well removed from it and isolated in its system. This arrangement allowed a Battle-Brother solitude for his contemplations and devotions but also kept him close enough to the sector capital at Verronus and many important warp routes that he and his Kill-team could respond to threats at a moment's notice.

For centuries, the Battle-Brothers of Watch Station Belarius stood vigil over the sector's core worlds, their Kill-teams always ready to respond to xenos activity at a moment's notice. Unfortunately, when the Fall came, the Battle-Brothers stationed at Watch Station Belarius were simply overwhelmed by the sheer number and force of the Daemons screaming in from the Empyrean.

When the Hadex Anomaly opened and spilled the raw energies of the warp into the Jericho Sector, it all but engulfed Watch Station Belarius. In an instant, most of the Watch Station's inhabitants, chapter serf and Battle-Brother alike, were mutated or killed outright by the intensity of the warp energies. Those who survived this initial onslaught were left alone and cut off from all support to defend the Watch Station from the hordes of slaving daemons and warp entities that swarmed into Belarius, devouring all before them. The end came quickly for these few beleaguered defenders, quickly but not painlessly. There was a general slaughter in the corridors and compartments of the Watch Station. The Battle-Brothers and remaining chapter serfs fought to the last, and the Watch Commander took his own life as his body twisted and mutated before his very eyes. One final Astropathic transmission was received by Watch Station Midael seventy-two Terran standard hours after the first arrival of the Anomaly, a short message that stated simply, "We are holding our own."



For decades the Watch Station stood silent, the bodies of its defenders slowly turning to dust and its corridors stalked by gibbering, howling daemons. Its chapels were debased, its towers cast down, its armouries and reliquaries looted, and all reference to the God-Emperor defaced or simply erased from existence. Eventually, the tides of Chaos receded and the daemons abandoned their charnel playground, leaving behind destruction, dust, and ghosts. Watch Station Belarius hung there in its orbit for centuries, stricken from the list of active Watch Stations and declared lost with all hands, the station and the system in which it was anchored fell into obscurity and was forgotten.

BEST SERVED COLD

Watch Station Belarius is now poised to play a pivotal role in the history of the Jericho Sector after centuries of lonely obscurity, but not in a way in which its original architects envisioned. Unbeknownst to its original builders or any of the Battle-Brothers who stood vigil there, the star system in which the Watch Station is based shares a curiously close relationship with the warp. The veil between realspace and the Empyrean is dangerously thin, so thin, in fact, that Librarians stationed at Belarius often commented that their gifts were more powerful, sometimes dangerously so, and easier to use while in system.

It was the tenuous nature of this separation between realspace and warp that attracted the Ghanathaar here millennia ago. Throughout the time of their ascendancy and rule over what would become the Jericho Sector, the system in which Watch Station Belarius orbits was a holy place to the

Ghanathaar known as Ha'ahga S'aal, home of the gods. The natural beauty of its dust clouds and the ease with which they could commune with their gods brought Ghanathaar pilgrims here from all across this sector of space. At the end of their reign in the Jericho Sector, as their empire was crumbling around them, the Ghanathaar leadership chose this holy system as the site for one of their warp gates. The gate they placed here was unusually large, built within a pressurised sphere in an asteroid close to the star. Now the Ghanathaar have returned to their holiest site in their hopes of visiting an apocalypse on the Jericho Reach and seeking their revenge.

Their plan is as simple as it is catastrophic. Throughout the time in which the Ghanathaar were gathering their strength for their return and seducing Aun'O Ea KarHe'Or, they had their new Tau allies scouring the Jericho Reach, tracking down the Javar Gates and scouting the remains of their once great empire. When the Tau were sent to scout the holy Ha'ahga S'aal, the Ghanathaar were at first furious at the desecration of their holy site by the hated Deathwatch. Eventually, though, cool heads prevailed among the Ghanathaar and they decided to use this turn of events to their advantage. The Tau were asked to secure the Watch Station they discovered there, search it for anything of value, and bring it back to operational status. The Tau did as they were asked and, during the process of securing the station, they found in the deepest, most hardened armoury a dozen Astartes Vortex Torpedoes. Truly frightening weapons designed to tear holes in realspace upon detonation, the Tau catalogued them and left them where they were, sealed away in their huge storage lockers.

Now that they are free, the Ghanathaar hope to combine the power of these devastating weapons and their own powerful sorceries to essentially “supercharge” the Hadex Anomaly in the hopes that it will grow so quickly and so violently that it consumes the entire sector. The Ghanathaar know that this will ultimately destroy them as well, and they simply do not care. So deep is their madness, and so strong is their lust for revenge, that they will make the ultimate sacrifice if it means making every man, woman, and child who lives in what was once their empire suffer ultimate negation in the warp for all eternity.

UNINVITED GUESTS

The Ultima Ratio transitions from warp into the beautiful, glittering sea of dust that fills the system where Watch Station Belarius keeps its lonely vigil. You stand on the ship’s bridge, and as the ship resolves fully, the deck and walls are painted in mellow greens and blues. Through the vast expanse of viewports you can just make out the bulk of the ancient Watch Station at the edge of sight, hanging in space, backlit by the distant star, and surrounded by Tau voidships. Brother-Captain Mordrus calls for a status report and, one after another, the chapter serfs in the pit report all systems clear. A vox operator reports that the ship is being queried by the Watch Station’s automated systems and is requesting identification. “Broadcast the codes,” orders the Brother-Captain. “Watch Captain de Dominova included these ancient identification codes in case Belarius’ auto-beacons were still active, and apparently they are. I pray to the Emperor that this works.” A pregnant pause in which a thousand thoughts race through your mind, and the vox operator sings out, “All clear, my lord! Watch Station Belarius accepts the codes and we have docking clearance at Port-ventral Dock Lambda.” Brother-Captain Mordrus exhales, and you realise that you weren’t the only one on the bridge holding your breath. “Gather your weapons, Brothers. Time is of the essence and we must move immediately.”

Once in system with the Watch Station, the Battle-Brothers need to get aboard as quickly as possible and put an end to the Ghanathaar menace. Brother-Captain Mordrus is loath to bring his ship any closer to the Watch Station than he already is. Clearly, no notion of fear has any bearing on the Brother-Captain’s decision, but the number of Tau warships tied up to the Watch Station and the inherent danger of using teleporters in conditions such as these, to make no mention of the paucity of asteroids big enough to conceal a ship even as small as the *Ultima Ratio*, combine to make any approach a fool’s errand. As it stands now, the *Ultima Ratio* is just at the edge of the station’s vox range, and is relying on the interference caused by the system-wide dust cloud to keep her hidden long enough to deploy the Battle-Brothers. To get the Kill-team to the station, Brother-Captain Mordrus recommends using the reconnaissance Thunderhawk used in the Hemic system to scout Imbru. If the Battle-Brothers are amenable to this, they should immediately ready themselves and board the Thunderhawk with all haste.

INSERTION

The reconnaissance Thunderhawk moves swiftly and silently through the perpetual stellar dust toward Watch Station Belarius. Using every trick he knows, and every technological advantage available to him, the Battle-Brother at the controls brings her around to the lee side of the station while his co-pilot monitors augury and vox traffic. As you fly over the vast bulk of the watch station, you can make out Tau battlesuits on the hull—bulky things armed with huge guns—and you give thanks to the Emperor for the dust and the cool professionalism of your Battle-Brother in the cockpit. Without raising an alarm, the pilot brings the Thunderhawk in and gently sets it down in a shadowy alcove on the dark side of the ancient station. He turns in his command chair and looks back through the hatch at you. With a complicated bit of sign language he tells you to seal your armour as he’s about to open the hatch and expose the cabin to the void. He makes the sign of the Aquila, gives you the Emperor’s blessing, then closes the hatch that separates the cockpit from the cabin. There is the hiss of atmosphere escaping, and the hatch opens onto the darkened hull of the Watch Station.

As soon as the Kill-team disembarks the Thunderhawk, it lifts off and retreats to a predetermined staging area on an asteroid within quick reach of the Watch Station. The Kill-team’s first order of business should be finding the nearest airlock and gaining entrance to the watch station. A quick look at the map and a **Challenging (+0) Navigation (Surface) Test** shows the Battle-Brothers a very likely looking entry



A TIGHT SQUEEZE

If Brother Szobczak is with the Kill-team, it quickly becomes clear to all involved that the venerable brother will never fit through the standard airlocks, such as the one patrolled by the Broadside battlesuits. This puts the Kill-team in a bind and requires them to do some creative thinking. One option is to look for an oversized airlock used to move cargo to and from voidships, a task that requires a **Difficult (-10) Search Test** and runs the risk of being spotted by more patrolling battlesuits. Another option is to steal aboard through one of the massive, open ship hangars that dot the station here and there. The difficulty of this task is left to the discretion of the Game Master, but should reflect the placement of the hangar and what, if any, enemy activity is occurring within.

point a few hundred metres from their position. While there is some small amount of gravity on the station's hull, it is very faint and the conditions still count as zero gravity for reasons of movement and combat. Battle-Brothers who had the foresight to fit their power armour with magboots aboard the *Ultima Ratio* see all penalties for moving and fighting on the station's hull reduced by half per the rules for magboots outlined on page 171 of the **DEATHWATCH** Core Rulebook.

There is also the added complication of the stellar dust for the Kill-team to deal with while on the station's hull. The dust is quite thick around the station, attracted by its gravity and electro-magnetic radiation leakage, and reflects and distorts the light from the system's star in a way that is quite distracting. Sight range while on the station's hull is reduced by half, and all Perception based Skill Tests are made at a -10 penalty. The swirling dust also interferes with communication, reducing the range of all vox systems and micro-beads by half.

As the Kill-team approaches their entry point, they observe two of the bulky Tau battlesuits that they saw during their approach in the area. Quick thinking and an **Ordinary (+10) Concealment Test** allow the Battle-Brothers to seek cover before the battlesuits notice them. Failing this test draws the attention of one of the battlesuits, which approaches the Kill-team's position while its partner covers it from afar. If the Kill-team manages to go to ground without drawing attention to themselves, a **Challenging (+0) Forbidden Lore (Xenos) Test** reveals that these are Broadside-class battlesuits—plodding, heavily armoured suits armed with sophisticated auspex systems and an array of very heavy, long-range anti-aircraft weapons. Observing the suits for a moment, the Kill-team sees that the battlesuits are walking a patrol route that keeps them well within sight range of the airlock, and that they are accompanied by two of the ubiquitous Tau drones.

The Kill-team is faced with a choice here. They can engage the battlesuits, who haven't noticed them yet, and attempt to neutralise them quickly and relatively quietly, or they can search the station for another entrance. Finding another entrance requires another **Challenging (+0) Navigation Test**, as well as an opposed **Ordinary (+10) Silent Move Test** vs. a **Difficult (-10) Awareness Test** to leave their

hiding places unnoticed by the Tau. If they choose to engage, the battlesuits are accompanied by one shield drone and one targeter drone, and the profiles for all three units can be found on page 140. The Broadside battlesuits fight as a team, covering each other and overlapping their fire to create truly lethal fire lanes and bringing an incredible and punishing amount of ordnance down on the Kill-team.

While extremely deadly at range, if the Battle-Brothers can close to within pistol range (30m) of the Broadside, they have extreme difficulty bringing their heavy guns to bear. This, combined with their slow and awkward movements make them easy fodder for a dedicated Kill-team at close range. If they do engage, either by choice or accident, the Kill-team must strike hard and fast, for if the battlesuits are not neutralized within five rounds, they call for reinforcements, and a squad of four Crisis battlesuits comes to their aid in 1d5 rounds. This also alerts the station that there are intruders, which can add further complications to the Kill-team's mission as the Game Master sees fit. It is important to note that the thick clouds of stellar dust make combat difficult, and fighting on the station's hull counts as fighting in fog, mist, or shadow which incurs penalties as outlined on page 248 of the **DEATHWATCH** Core Rulebook.

Once the Kill-team gains access to an airlock, either by destroying the patrolling battlesuits or simply finding a different entrance, they must now get the airlock open. If their code does not work (see the Ancient Keys sidebar earlier in this section), opening the airlock requires a **Challenging (+0) Tech-Use Test**. If the Test succeeds, the Battle-Brothers gain entrance to the station and they can proceed to the next section. If the Test fails, the security system goes into lock-down mode and its machine spirits refuse to take any input for ten minutes. If the Tech-Use Test fails by three or more Degrees of Success, the security system goes into permanent lock-down and an alarm is sounded that summons six Tau Fire Warriors that arrive in 1d5 minutes inside the station to investigate the alarm.



A RUSH JOB

"The two things needed for assured victory are a good plan and not quite enough time."

—Ancient Terran Proverb

Finally, you gain entry to the station and escape the zero gravity and ever-present stellar dust of the station's hull. You seem to have entered a small maintenance compartment, its lights automatically coming on as you step through the inner door of the airlock. It is a small, grimy space perhaps ten metres on a side crammed with dry-rot stricken voidsuits, numerous lockers and cabinets, and arcane tools still hanging on their racks. What's left of a servitor is propped forlornly in a shattered stasis tube, and the mummified remains of a Deathwatch chapter serf sit slumped over a cogitator terminal workstation, an ancient pattern stub automatic just out of reach of its outstretched hand and a dull brown stain on the terminal beneath the yellowed skull. You can hear the faint hum of a living station, and in the distance a loud hailer makes an unintelligible announcement.

The Kill-team is now aboard Watch Station Belarius, and their target is within reach. All they must do now is navigate this ancient and forsaken Watch Station that is currently crawling with very efficient and vigilant Tau fanatics and exceedingly powerful and completely insane psychic xenos, overload the station's power plant, and make their escape before being consumed in the ensuing explosion. A daunting task, indeed.

Once aboard and assembled in the maintenance compartment, the Kill-team's first order of business should be locating and gaining access to a station cogitator terminal. There is a terminal in the maintenance compartment, but a **Challenging (+0) Tech-Use Test** shows that it is currently malfunctioning, and it seems that the terminal's machine spirits are not in contact with the station's larger cogitator network. A second **Challenging (+0) Tech-Use Test** is needed to repair the damage, seemingly caused by water or some other liquid damage. Once the terminal is up and running, the Battle-Brothers can access it by connecting via an MIU and using either one of the provided ancient ciphers or, if that fails, a **Difficult (-10) Tech-Use Test**. If the Battle-Brother has the Scholastic Lore (Cryptology) Skill, he enjoys a +10 Bonus to his Tech-Use Test.

Failing the Tech-Use Test to break through the terminal's encryption angers the machine spirits within and has unforeseen and potentially dire consequences. If the Test is failed, the Battle-Brother is immediately set upon by angry machine spirits who attack his mind via his MIU. He must make a **Challenging (+0) Toughness Test** to resist their onslaught. If he succeeds, he is able to disconnect himself from the terminal but gains one level of Fatigue. If he fails, he takes 1d10 points of temporary Intelligence Damage, one level of Fatigue, and is forcibly ejected from the system, which goes into lock down and cannot be accessed again from this terminal.

With enough skill and a bit of luck, a talented and dedicated Battle-Brother can use this terminal to burrow straight through the station's cogitator array, commune with machine spirits throughout the station, and even take control of a number of key station systems. If his Tech-Use Test was successful, the Battle-Brother gains access to the station's maintenance and engineering systems which tell

BEATING THE CLOCK

The Kill-team is now working against the clock. To ratchet up the tension and give the Kill-team the feel of actually struggling against rapidly diminishing time, the Game Master is encouraged to use the rules for narrative countdowns presented on page 379 of the **DEATHWATCH Core Rulebook**.

him the health of the ancient station and its subordinate systems, and the general well-being of its machine spirits. This basic access also grants control over the station's damage control systems. For every degree of success the Battle-Brother gains on his Tech-Use test past his initial success, he gains access to one additional system via the terminal. Each system is accessed in order, not by random chance, so the more the Battle-Brother placates the machine spirits, the more access he gains to the system.

- **Security:** The Battle-Brother is connected to the many pict-stealers and motion sensors scattered about the station, both within and on the hull. He can also activate or deactivate any locks or alarms controlled by the security system and open or close any automated hatches or blast doors.
- **Life Support:** Access to all life support systems including air re-circulators, water purification systems, and all heating, cooling, and ventilation systems aboard.
- **Power:** Provides the Battle-Brother with access to the station's power grid. With this level of access he can redirect power to and from different sections of the station,



TABLE 3-8: WATCH STATION BELARIUS ENCOUNTERS

Roll	Encounter
1-4	Nothing.
5	A pack of four drones: two Gun Drones, one Shield Drone, and one Marker Drone. The Battle-Brothers encounter these adversaries patrolling a corridor. The corridor has little in the way of cover or concealment beyond the ribbed inner buttresses of the structure the Kill-team is investigating.
6	Two Tau Fire Warriors accompanied by two Gun Drones. The Kill-team comes upon these xenos standing guard at a locked hatch. If the Battle-Brothers are attempting to remain unseen, they may make an Opposed Challenging (+0) Concealment or Silent Move Test vs. the Fire Warriors' Challenging (+0) Awareness Test . The hatch is in a corridor similar to the one described above.
7	Two Crisis Battlesuits accompanied by a Ghanathaar. These xenos are performing some unknown task in a side chamber, replete with power converters, atmosphere scrubbers and other miscellaneous tech. The chamber is dense with cover, though much of it appears to be delicate machinery.
8	A squad of eight Fire Warriors accompanied by two Shield Drones. This squad of Tau appears to be on the hunt for the Kill-team. The Battle-Brothers must make an Opposed Hard (-20) Awareness Test vs. the Fire Warriors' Silent Move Test . Should the Battle-Brothers fail this test, they suffer the penalties of being surprised during the encounter.
9	Four Crisis battlesuits accompanied by four Fire Warriors. These warriors have set up an ambush for the Kill-team in a hold filled with cargo containers and lift equipment. The Fire Warriors have taken up positions behind cover on gantries 10 metres above the hatch through which the Battle-Brothers enter. The Crisis Battlesuits are scattered throughout the hold and use their manoeuvrability to their advantage amongst the cargo containers.
0	A Tau Commander accompanied by eight Fire Warriors, a Shield Drone, four Gun Drones, and two Hordes of Kroot, each with a Magnitude of 20. This is the Personal retinue of the Simulacra Tau Commander. The Fire Warriors and Drones take up defensive positions around their Commander while the Kroot advance to engage the Kill-team. These combatants are highly co-ordinated. This encounter takes place within a massive audience chamber in the simulated environment, dominated by ornate pillars, vaulted ceilings, and raised platforms.

causing all manner of mayhem. It is important to note that the Battle-Brother cannot set the power plant to overload from this terminal. That is an action that requires him to be physically present in the generatorium to wrangle personally with the power plant's machine spirits.

- **Defence Systems:** Limited access to the station's external defence systems including its void shields and all anti-ship and anti-ordnance weapon systems mounted on the hull. This access does not allow the Battle-Brother to load or fire the weapons, but does give access to data outlining their current operational status as well as a detailed inventory of the station's magazines.

Thankfully, unlike the cogitator array on Imbru, the station's cogitators and the machine spirits that call them home have not been corrupted by the touch of Chaos. Thanks to this small miracle, a Battle-Brother connecting to the station's terminals does not risk his immortal soul in doing so.

Once the Battle-Brothers spend any length of time connected to the cogitator terminal, it becomes clear that the situation aboard the station is quite dire, and the Ghanathaar's plans are moving along more quickly than anticipated. No matter the level of access attained on the Tech-Use Test, the Battle-Brother working on the cogitator terminal comes across some shocking information. The first is that six pieces of ordnance, torpedo warheads that by their description can only be vortex warheads, have been removed from their magazine and transported to Hangar 13—one of the station's largest hangar bays. How these devastating weapons came to be aboard the station in the first place, and just how much the Ghanathaar or the Tau understand about their operation, is not made clear

in any data the Battle-Brother can find, but what is clear is that the Ghanathaar are using the warheads in some fashion to power their device. The second is that the Ghanathaar have issued a call to assemble themselves and all of their Tau lackeys in that same hangar in four standard hours.

A moment's consideration tells the Battle-Brother that both of these events are related to whatever blasphemous sorcery the Ghanathaar have planned for their final revenge. It should also galvanize the Kill-team and spur them to quick and decisive action as each minute that passes now brings them, and everything in the Jericho Reach, one step closer to oblivion. The Game Master should impress upon the Kill-team the importance of haste now, and make a concerted effort to discourage delay and dithering through use of tense narrative and creative time-keeping.

PLACES OF INTEREST

As the Kill-team moves through the station toward the enginarium, there are a number of points of interest within the station that they may want to investigate. None of these are vital to the completion of the mission, indeed tarrying too long in any one of these places may very well put the mission, and the entire Jericho Reach, in jeopardy. They do, however, contain items and information of interest to both the Kill-team and the leadership of the Deathwatch. As the Kill-team spends its time among the ruins of Watch Station Belarius, the Game Master should, as he sees fit, roll on **Table 3-8: Watch Station Belarius Encounters** to present the players with added challenges.

BATTLE-BROTHER CELLS

Here is where the Battle-Brothers assigned to stand their vigils at Watch Station Belarius took what little sleep they needed and tended to their private devotions. The cells span two decks and contain dozens of tiny, spartan chambers with a pallet, a foot locker, and a small devotional shrine within each. The cells appear untouched by the xenos, each one a small time capsule from the end of the Jericho Sector. Some are clean and show no signs of habitation, some still hold the artefacts of the Battle-Brothers billeted there when the station was overrun, and at least one contains the mummified remains of a long-dead Space Marine killed by sudden mutation and exposure to the raw energies of the warp.

Spending some time here and making a **Challenging (+0) Search Test** turns up many curious but ultimately mundane artefacts of the Battle-Brothers who fell here such as prayer beads and personally annotated copies of the Codex Astartes. The first Battle-Brother to get four or more successes on his Search Test discovers a truly powerful artefact in one of the cells. Lying in the rubble of a heavily damaged cell, clutched in the disembodied gauntlet of a suit of power armour, is a bulky stasis tube, much battered and bearing the symbol of an Astartes Apothecary. cursory inspection shows that the tube is sealed and still has power, and a **Challenging (+0) Tech-Use Test** or **Ordinary (+10) Medicae Test** reveals that the stasis tube carries the harvested gene seed of a fallen Space Marine! The exact nature and provenance of this gene seed is ultimately left to the Game Master's discretion, and its safe return to Watch Fortress Erioch grants 1 point of Renown.

LIBRARY

Once as full of curious and deadly artefacts as any watch station's storehouse of lore, the Librarian at Watch Station Belarius is now an echoing tomb, home only to memories and the mutilated bodies of those few Librarians who stood against the daemonic onslaught when the station was plunged into the warp. The taint of the warp is still here, lingering among the rubble and bones. Any Librarians among the Kill-team are immediately assailed by visions when they enter, visions of the last stand among the artefacts. They see the endless tide of daemons tearing and smashing and defiling everything in their path. They see the

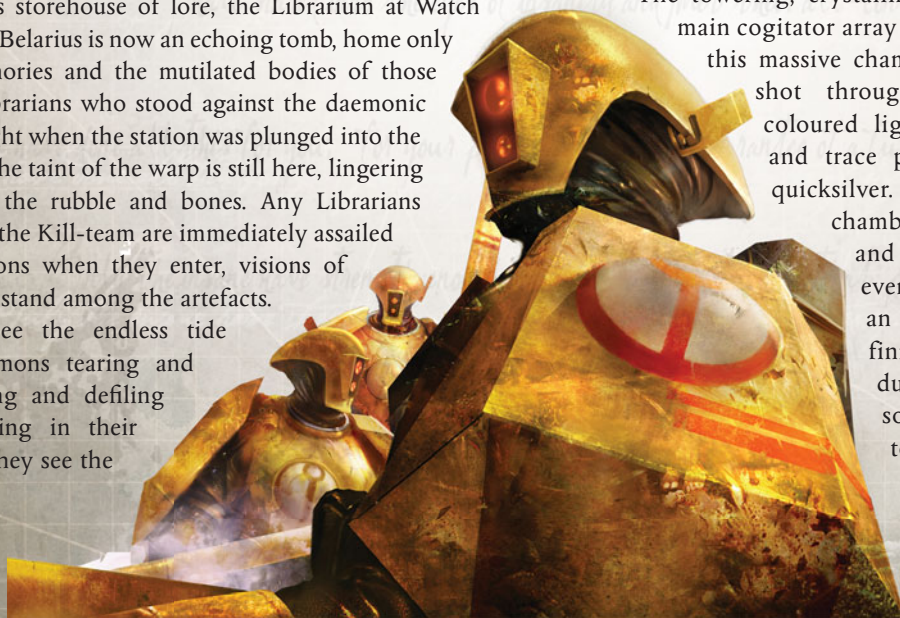


valiant Deathwatch Librarians in the fullness of their glory, smiting the intruders with bolter and force blade and the sheer power of their will. They see and feel the visceral emotions of rage and righteousness, and feel the death of each Librarian who fell here like a physical blow. Librarians entering the shattered Librarianium automatically gain a level of Fatigue, and must make a **Difficult (-10) Willpower Test** or be stunned for 1d5 Rounds. A Librarian who fails his test is consumed by his visions, falls unconscious, and takes 1d10 points of temporary Willpower Damage. If he fails his roll by three or more Degrees of Failure, the Willpower damage is permanent, and he also gains 1d5 Insanity Points as a part of his soul is eroded away.

There is precious little left in the Librarianium now, most of its artefacts having been destroyed or carried off by the daemonic intruders. A success on a **Difficult (-10) Search Test** does turn up one curious and dangerous artefact however. In the rubble, the Battle-Brothers find a small, ornate reliquary built of platinum chased with gold, holding a finger bone in a stasis field. The reliquary is embossed with scripture and covered in purity seals, and hangs from a stout gold chain. The bone in the stasis field belongs to a saint from the Jericho Sector whose name is lost to time. It is still a potent and holy relic however, and as long as it is in the Battle-Brother's possession, all of his attacks have the Sanctified weapon quality.

COGITATOR ARRAY CHAMBER

The towering, crystalline structure of the station's main cogitator array runs floor to ceiling through this massive chamber. Thirty metres tall and shot through with glittering, multi-coloured lights that flash and twinkle and trace patterns in the crystal like quicksilver. Everything in the cogitator chamber is pristine, the red lacquer and burnished brass that covers every surface gleaming as if an army of chapter serfs just finished their work with brick dust, polishing compound, and soft cloths. Truly a monument to the gifts of the Omnissiah, it appears that the cogitator





array survived the stations desecration with no lasting effects. The cogitator accepts any cipher or code the Kill-team cares to give it, and provides them with a wealth of information from its near bottomless well of data.

Two problems present themselves immediately, however. The first is that there is more data available via the cogitator than the Battle-Brothers can carry. This means that they must choose what to take and what to leave behind with great care. The second problem is that age and long disuse has confused the cogitator's machine spirits, and the data is so disorganised and in so many different formats and languages that it takes a heroic effort indeed just to make sense of it. Filtering this confused mess of data takes time, which is in very short supply, and much skill in the ways of the Mechanicus. A Battle-Brother harvesting data from the bewildered cogitator must make a **Difficult (-10) Tech-Use or Logic Test** to make any kind of sense of what information the poor machine possesses. Succeeding on the Test gives the Battle-Brother a fair bit of important information worth one point of Renown for each member of the Kill-team once it is analysed at Watch Fortress Erioch. For every two Degrees of Success above the initial success, the Battle-Brother gains enough additional important information from the cogitator that the Kill-team members gain an additional point of Renown.

THE ENGINARIUM

At long last, after so much blood and toil, you have reached your target, the enginarium of Watch Station Belarius. The cavernous space stretches away from you for three hundred metres and is a maze of pipes, power conduits, catwalks, esoteric generatorium equipment, and the four huge and powerful plasma generators that form the beating heart of the entire station. The air here is heavy with power. There is a smell of hot metals and a taste like iron or blood in your mouth. Your hair stands on end and orbs of St. Yuri's fire fly up from every surface you touch and cling to your power armour like limpets.

As the Kill-team enters the enginarium, a heavily armed Tau bearing a command rank on his battlesuit appears on a catwalk above them.

"Honoured sons of the Emperor of Mankind!" He addresses you from his vantage point. "I am Shas'O Vior'la Aisulu Mai, Protector of the Greater Good and a friend to the Ghanathaar. Don't look so surprised honoured humans, did you think you were able to pass through this station undetected? We have known of your presence for some time, though until now I had hoped that your own station would prove an obstacle capable of delaying your arrival. For the greater good of the galaxy, I cannot allow you to proceed. I do not wish you or your kind harm, but what you intend cannot be allowed."

At this, similarly armed and armoured Tau appear on catwalks above the Kill-team.

TABLE 3-9: WARP-TIME EFFECTS

Roll	Effect
1	The Battle-Brother has become engulfed in an eddy of decreased time. The Battle-Brother receives only a single half-action this round.
2	The Battle-Brother has become caught in the wake of a passing pocket of decreased time. The Battle-Brother acts normally this round; on the following combat round and in subsequent rounds, he is moved down the Initiative order by three points (i.e. a Battle-Brother with an Initiative roll of 12 has it reduced to 9 and is changed in the Initiative order accordingly).
3	The Battle-Brother has successfully avoided any warp-time phenomenon. The Battle-Brother acts normally this round.
4	The Battle-Brother has become caught in the wake of a passing pocket of increased time. The Battle-Brother acts normally this round; on the following combat round and in subsequent rounds, he is moved up the Initiative order by three points (i.e. a Battle-Brother with an Initiative roll of 12 has it increased to 15 and is changed in the Initiative order accordingly).
5	The Battle-Brother has become engulfed in an eddy of increased time. The Battle-Brother receives an extra half-action this round.

"They are here to ensure that the good of all is not hindered by the misguided zealotry of your Imperium. What happens this day shall be remembered throughout history; today the might of the Ghanathaar is joined to the wisdom of the Greater Good. I cannot let you proceed for our cause is just. Stand down, Sons of the Emperor."

When the Kill-team reaches the enginarium at last, they are confronted by the leader of the Tau military forces aboard the Watch Station, the charismatic and utterly mad Shas'O Vior'la Aisulu Mai. Unwaveringly loyal to Aun'O Ea KarHe'Or, and fully under the control of the devious Ghanathaar, Shas'O Mai has come to meet the Battle-Brothers and do everything in his power to deny them their ultimate goal. This deadly confrontation tests both the Kill-team's skill and mettle as they fight a highly trained squad of Tau in Crisis battlesuits led by one of their race's brightest and most ambitious military commanders.

Shas'O Mai leads from the front like most of his race, and begins the combat by issuing orders to his subordinates and deploying against the Kill-team the Tau equivalent of EMP and Nova Grenades. Along with the Shas'O there are two Crisis-suited Fire Warriors in the room (three if Brother Szobczak is present). These battlesuit pilots are members of Shas'O Mai's elite personal cadre, and are extremely well trained

and equipped. For these warriors, use the profile for the Tau Commander on page 365 of the **DEATHWATCH** Core Rulebook with their Ballistic Skill and Willpower reduced by -10 and their Wounds reduced by half. In addition, the Shas'O has two Fire Warriors for each Battle-Brother in the Kill-team (three for Szobczak, if he is present), three shield drones, and a Horde of Gun Drones with a Magnitude of 20. These Tau and their commander are extremely cunning and will stop at nothing to prevent the Kill-team finishing their mission. Due to the presence of the

many Ghanathaar and their powerful ritual, each Tau warrior here is fully under the mind control of the mad xenos and fights to the death as is expected of him. In addition, the eddies of warp energy created by the device at the centre of the ritual have caused time and space to flow entirely out of sync. As the Tau are being controlled by the Ghanathaar—beings grown accustomed to the erratic flow of the Warp—they are little troubled by the phenomenon. The Battle-Brothers, however, have to deal with time itself stuttering and stopping altogether without warning. As such, each player, on their turn in the Initiative order each round, must roll a d5 and consult **Table 3-9: Warp-Time Effects**. If Brother Szobczak is present, the Game Master should feel free to include the Dreadnought in the time-altering phenomenon or not, as is most convenient for the flow of the combat. When the Tau are eliminated, read the following aloud:



Shas'O Mai falls to his knees before you, his battlesuit battered, smoking, sparking from a thousand bolt holes and gaping slashes. He struggles for a moment with the collar of his battlesuit, manages to remove his helmet, and promptly discards it. His alien face is bloody, wracked with pain and regret and the damage done to him by the Ghanathaar's psychic control. He spits a mouthful of blood at you, and with his dying breath says, "You... fools. It would have been... beautiful." With that he pitches forward to the deck and expires, a pool of blood spreading beneath him. There is no time to celebrate, however. You have only minutes, perhaps not even as long, to destroy the watch station and end the Ghanathaar threat once and for all.

With the Tau Commander and his personal troops dead, nothing stands between the Kill-team and their final target. All resistance is gone, the remainder of the Tau are currently in the hangar with the Ghanathaar, being drained of their life force to fuel the final treachery of the mad xenos. A treachery that now, thanks to the Battle-Brothers, has no hope of bearing fruit. Unfortunately for the Battle-Brothers, the altered flow of time and space caused by the Ghanathaar ritual now prevents them interacting with the xenos directly. While the Battle-Brothers can look upon the actions of the Ghanathaar from afar—from atop a gantry within Hangar 13 or through a pict-stealer display in the enginarium itself—the roiling warp-energy of the partially active device has twisted time and space to such a degree that the Battle-Brothers are unable to approach closer than several hundred metres distant. What is required now is for a Battle-Brother to entreat with the machine spirits of the generatorium, and convince them that their self-sacrifice ultimately serves the Emperor and furthers the goals of mankind. To do this, a Battle-Brother must interface with the cogitators that run the generatorium and succeed on a **Difficult (–10) Tech-Use Test**. Success on this test means that the Battle-Brother overrides the fail safes and convinces the machine spirits to destroy themselves for the good of the Galaxy and the Imperium. Failure means that the Battle-Brother isn't convincing enough, and can try again, at a cumulative –5 penalty to his Tech-Use Test.

Once the task is done, alarms sound throughout the station as the plasma generators overheat and go critical. The Battle Brothers have only a few minutes to hail the Thunderhawk, make their way to an airlock, and escape the doomed station with their lives. Once the Kill-team is aboard the Thunderhawk, the pilot wastes no time with pleasantries. He seals the hatch and, before the Battle-Brothers are secured, he buries the throttles and flies as fast as he can for the *Ultima Ratio* at her anchorage. As the Battle-Brothers flee in the Thunderhawk, read the following passage aloud:

You watch as the ancient, doomed Watch Station recedes in the viewport. You watch the hull shudder, blister; then erupt with the released fury of the massive plasma reactors. The station splits like a rotten fruit, spilling fire into the void and tearing the ships moored there to pieces. In an instant the station is gone, and with it the Ghanathaar and many of the Jericho Reach's Tau. A moment later the Thunderhawk shudders violently as it is hit by the rapidly expanding shock wave, turning end for end and tossing you around the cabin. Then, like a great behemoth drawing an enormous breath, the fire, smoke, plasma, and atmosphere created by the reactors is all pulled inward. The devastation seems to have been pulled through a ragged tear in existence and, like that, is gone. Soon it is over and the pilot regains control of his ship.

REWARDS

For this, the final reward for their labours, the Game Master may find it easier to award Experience Points to the Kill-team via the abstract method, roughly 500 XP per four hours of play. If the Game Master prefers the detailed method, it is important to clearly identify all objectives and their completion parameters. Along with the Experience Point awards, the Kill-team gains one point of Renown for each of the following actions completed:

- Successfully infiltrating Watch Fortress Belarius.
- Recovering the mysterious gene-seed from the Cells.
- Discovering the reliquary in the shattered Librarium.
- Destroying Shas'O Mai and his retinue.
- Destroying Watch Station Belarius and putting an end to the Ghanathaar threat.

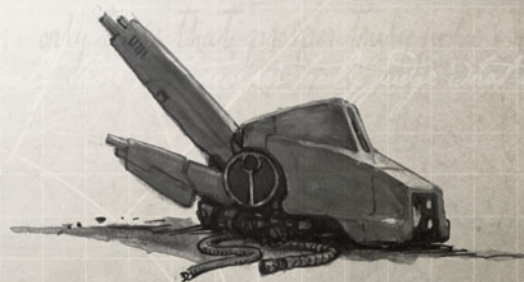
The Game Master may also award any further Experience and Renown awards for quick thinking, good roleplaying, conspicuous heroism, or any other reasons as he sees fit.

DENOUEMENT

With the Ghanathaar utterly annihilated and the Tau dealt a crippling blow in the Jericho Reach, the Kill-team returns to Watch Fortress Erioch satisfied that they have done the Emperor's work this day. The Ghanathaar themselves have been removed entirely from the Jericho Reach and likely the whole of the galaxy. The implosion resulting from the interrupted activation of the Ghanathaar device tore through the Immaterium, collapsing the hidden prisons behind each of the remaining Javar Gates. The twisted creatures within have been utterly annihilated, wiped clean from reality. At some point after they return to Watch Fortress Erioch, the Battle-Brothers are informed by Harl Greyweaver that the artefact they recovered from Eleusis was consumed in the same manner as the Javar Gates. Upon being removed from its stasis vault for examination, the xenos relic imploded in on itself in a blaze of dark fire.

Over the course of this mission, the Battle-Brothers may have had some effect on the Jericho Reach that has nothing to do with the Ghanathaar. The leadership of both Spite and Eleusis may have been changed by their actions. The GM should keep track of how his own campaign now differs thanks to the actions of the Battle-Brothers.

The Deathwatch has many reasons to be concerned about the questions and implications this mission triggered. However, their other duties do not wait just because new concerns have been raised. There is nothing to do but remain vigilant. Of course, a Kill-team's work is never truly done, and with the information and treasures the Battle-Brothers carry home with them, they can rest assured that their cups will runneth over with both glory and honour for the foreseeable future.



APPENDIX: NPCS AND ANTAGONISTS

All weapon damages include Strength Bonus and any other bonuses from Talents and Traits. In cases where one Talent completely supersedes a prerequisite Talent, the superseded Talent does not appear in the profile for brevity. The following profiles do not list any Weapon Training Talents, as all NPC and Antagonists should be considered to possess any necessary Weapon Training Talents for the weapons they possess.

CHAPTER I: DEPTHS OF TREACHERY

Below are the NPCs and Adversaries the Kill-team is likely to encounter during their exploits in **Chapter I: Depths of Treachery**.

LORD COMMANDER EBONGRAVE

Lord Commander Ebongrave is a masterful tactician and military leader, though recent events have given credence to his detractors.

Lord Commander Ebongrave Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	30	35	35	45	45	40	40

Movement: 3/6/9/18

Wounds: 18

Armour: Mesh Woven Dress Uniform (Arms 3, Body 3, Legs 3).

Skills: Awareness (Per), Climb (S), Command (Fel) +20, Common Lore (Imperium, War) (Int) +20, Deceive (Fel), Evaluate (Int), Intimidate (S) +10, Scrutiny (Per) +10, Speak Language (Low Gothic, High Gothic) (Int) +10, Scholastic Lore (Tactica Imperialis) (Int) +20, Swim (S).

Talents: Air of Authority.

Traits: Touched by the Fates (3).

Weapons: Power sword (1d10+8 E; Pen 6; Balanced, Power Field), Compact Lasistol (15m, S/-/-; 1d10+1 E; Clip 15; Reload Full; Reliable), Digital Laser (3m; S/-/-; 1d10+3 E; Pen 7; Clip 1; Rld: Full; Reliable).

Gear: Medals and marks of rank, data-slate, personal encrypted comm-link.

GENERAL MALTUIS OTHRAM

A man of humble origins, General Othram idealises Ebongrave and is utterly loyal to the Lord Commander.

General Maltuis Othram Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	30	35	35	45	45	40	40

Movement: 3/6/9/18

Wounds: 18

Armour: Mesh Woven Dress Uniform (Arms 3, Body 3, Legs 3).

Skills: Awareness (Per), Climb (S), Command (Fel) +20, Common Lore (Imperium, War) (Int) +20, Deceive (Fel), Evaluate (Int), Intimidate (S) +10, Scrutiny (Per) +10, Speak Language (Low Gothic, High Gothic) (Int) +10, Scholastic Lore (Tactica Imperialis) (Int) +20, Swim (S).

Talents: Air of Authority

Traits: Touched by the Fates (3).

Weapons: Power sword (1d10+8 E; Pen 6; Balanced, Power Field), Compact Lasistol (15m, S/-/-; 1d10+1 E; Shots 15; Reload Full; Reliable).

Gear: Medals and marks of rank, data-slate, personal encrypted comm-link.



LORD GENERAL REILA VANN

The Lord General is charismatic and forceful leader. Many see her as Ebongrave's likely successor.

Lord General Reila Vann Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	30	35	35	45	45	40	50

Movement: 3/6/9/18

Wounds: 18

Armour: Mesh Woven Dress Uniform (Arms 3, Body 3, Legs 3).

Skills: Awareness (Per), Charm (Fel) +10, Climb (S), Command (Fel) +20, Common Lore (Imperium, War) (Int) +20, Deceive (Fel), Evaluate (Int), Intimidate (S) +10, Scrutiny (Per) +10, Speak Language (Low Gothic, High Gothic) (Int) +10, Scholastic Lore (Tactica Imperialis) (Int) +20, Swim (S).

Talents: Air of Authority.

Traits: Touched by the Fates (3).

Weapons: Power sword (1d10+8 E; Pen 6; Balanced, Power Field), Compact Laspistol (15m, S/—/—; 1d10+1 E; Shots 15; Reload Full; Reliable).

Gear: Medals and marks of rank, data-slate, personal encrypted comm-link.

EBON COSH DETAIL SOLDIERS

These cold-hearted soldiers are the dedicated police force of the Black Zone. They have nearly absolute autonomy while within the Black Zone or the Four Pillars camp; Ebongrave himself being the only authority they answer to.

Ebon Cosh Detail Soldiers Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	40	40	40	35	40	35	40	30

Movement: 3/6/9/18

Wounds: 15

Armour: Flak Armour with Helmet (AP 5).

Skills: Awareness (Per), Carouse (T), Ciphers (War Cant) (Int), Lore: Common (Imperium, Imperial Guard, War) (Int), Deceive (Fel), Dodge (Ag) +10, Interrogation (WP), Intimidate (S) +10, Search (Per), Scrutiny (Per) +10, Speak Language (Low Gothic) (Int), Swim (S), Survival (Int).

Talents: Iron Jaw, Jaded, Nerves of Steel, Resistance (Fear), Swift Attack.

Weapons: Purgation-Pattern Lascarbine (60m; S/3/—; 1d10+4 E; Pen 0; Clip 40; Rld 1 Full, Reliable), Ebon Truncheon (1d10+7 R; Pen 2; Unbalanced).

Gear: Vox and rebreather built into helmet.



KROOT OF THE SYAL KINDRED

The Syal Kindred prize stealth and melee prowess. The Velk'Han Sept frequently deploys them for covert assassinations.

Kroot of the Syal Kindred Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
50	40	⁽¹⁰⁾ 50	45	60	30	⁽⁸⁾ 40	40	30

Movement: 6/12/24/48

Wounds: 18

Armour: Hide Armour (Body 2; Primitive).

Skills: Acrobatics (Ag) +20, Awareness (Per) +10, Climb (S) +20, Concealment (Ag) +20, Dodge (Ag) +10, Silent Move (Ag) +20, Speak Language (Kroot, Tau) (Int), Tracking (Int) +20, Survival (Int) +10.

Talents: Ambidextrous, Assassin Strike, Furious Assault, Leap Up, Lightning Reflexes, Sprint, Swift Attack.

Traits: Eaters of the Dead, Fieldcraft, Natural Weapon (Beak), Stalker, Unnatural Strength (x2), Unnatural Perception (x2).

Weapons: Syal hunting monoblades (1d10+17 R; Pen 3, Balanced), Kroot beak (1d5+10 R; Pen 0) Needle Rifle (180m; S/—/—; 1d10 R; Pen 0; Clip 6; Rld 2 Full, Accurate, Toxic) with Laser Sight (provides +10 BS on Single fire).

Gear: Trophies and talismans, tranquiliser needle ammunition—the weapon loses the Toxic quality but requires anyone who takes Damage from it to make a **Challenging (+0) Toughness Test** or fall unconscious).

KROOT TRAITS

The Traits listed below are unique to the Kroot species.

EATERS OF THE DEAD

A Kroot who devours a fresh corpse gains a number of bonus Wounds equal to the unmodified Toughness Bonus that the corpse possessed when it was alive. These bonus Wounds may not exceed the Kroot's own Toughness Bonus and remain for a number of hours equal to the Kroot's Toughness Bonus or until they are lost, whichever comes first. These bonus Wounds are removed when affected by the Damage of any successful attack, and are always removed first before applying Damage to the Kroot's normal Wounds. A Kroot can only receive bonus Wounds from one consumed corpse at a time.

FIELDCRAFT

Kroot gain a +10 bonus to all Concealment, Shadowing, and Silent Move Tests. In addition, Kroot treat forests, jungles, and similar environments as open terrain.

HYPER-ACTIVE NYMUNE ORGAN

The Kroot's nymune organ releases incredible amounts of energy, improving his reflexes. He gains 1 additional Reaction per Round. When taking the Full Move action, the Kroot may move a number of extra metres equal to his Agility Bonus. When taking the Run action, he may double his movement for one Round. He gains one level of Fatigue if he uses this Talent in two consecutive Turns unless he passes a **Challenging (+0) Toughness Test**.

STALKER

These Kroot have evolved for stealth. The Kroot may make Concealment and Silent Move Tests as a Free Action and may do so even when being observed.

PREY STALKER KHART

Khart is a venerated member of the Syal Kindred. A predator's pedigree and years of training make him one of the best killers his people have to offer. Khart's Talents and Traits give him a total of 2 Reactions, plus one additional Parry and one Additional Dodge per Round. His Wounds total reflect having recently fed before entering battle.

Prey Stalker Khart Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
60	40	55 ⁽¹⁰⁾	50	60	40	45 ⁽⁸⁾	50	40

Movement: 6/12/24/48

Wounds: 25 (29)

Armour: Light Midosaur Scale (Body, Arms 3).

Skills: Acrobatics (Ag) +20, Awareness (Per) +10, Climb (S) +20, Concealment (Ag) +20, Dodge (Ag) +20, Silent Move (Ag) +20, Speak Language (Kroot, Tau, Low Gothic) (Int), Tracking (Int) +20, Survival (Int) +10.

Talents: Ambidextrous, Assassin Strike, Blademaster, Blind Fighting, Catfall, Counter Attack, Crippling Strike, Crushing Blow, Dual Strike, Fearless, Hard Target, Heightened Senses (Hearing), Leap Up, Lightning Attack, Lightning Reflexes, Two-Weapon Wielder (Melee), Sprint, Step Aside, Street Fighting, Sure Strike, Talented (Silent Move), Wall of Steel.

Traits: Eaters of the Dead, Fieldcraft, Hyper-Active Nymune Organ, Natural Weapon (Beak), Stalker, Unnatural Strength (x2), Unnatural Perception (x2).

Weapons: Master-Crafted Syal hunting monoblades (1d10+20 R; Pen 3, Balanced), Kroot beak (1d5+12 R; Pen5).

COLONEL SEPTIMUS STRAINE

The leader of the Four Pillars Refugees looks haggard beyond his years. He relies on the training he received in combat and diplomacy before the fall of his noble family.

Colonel Septimus Strain Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	30	35	35	40	35	40	45

Movement: 3/6/9/18

Wounds: 14

Armour: None.

Skills: Awareness (Per) +10, Carouse (T), Charm (Fel) +10, Command (Fel) +20, Deceive (Fel), Dodge (Ag), Literacy (Int), Lore: Common (Imperium, Jericho Reach, War) (Int), Lore: Scholastic (Heraldry, Imperium) (Int), Scrutiny (Per) +10.

Talents: Air of Authority, Master Orator.

Weapons: Combat Knife (1d5+6 R, Primitive), Laspistol (30m; S/-/-; 1d10+2 E; Pen 0; Clip 30; Rld Full; Reliable).

Gear: Battered family emblem.

FOUR PILLARS DESERTER

The men and women who inhabit the Four Pillars camp are destitute and haggard, but Imperial soldiers nonetheless.

Four Pillars Deserter Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	30	30	35	30	20	30	35	20

Movement: 3/6/9/18

Wounds: 10

Armour: Flak Armour (All 4, Horde 4).

Skills: Awareness (Per), Climb (S), Lore: Common (War), Speak Language (Low Gothic) (Int), Swim (S), Survival (Int)

Talents:

Traits: Disciplined (Horde).

Weapons: Combat Knife (1d5+6 R; Primitive), Lasgun, (100m; S/3/—; 1d10+3 E; Pen 0; Clip 60; Reload Full; Reliable).

Gear: Respirator, 3 lasgun reloads, lho sticks, *The Infantryman's Uplifting Primer*.

MARTCH WIRTH

The ageing supervisor of the Javar Prime spaceport cares for little these days except maintaining his own comfort.

Martch Wirth Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
29	31	25	28	25	35	35	40	18

Movement: 2/4/6/12

Wounds: 10

Armour: None.

Skills: Awareness (Per), Lore: Common (Imperium) (Int), Deceive (Fel) +10, Intimidate (S) +20, Speak Language (Low Gothic) (Int).

Talents: Jaded.

Weapons: Weathered Laspistol (30m; S/—/—; 1d10+3 E; Pen 0; Clip 30; Rld Full, Reliable), Cane (1d10 I; Pen 0).

Gear: Clipboard.

Insanity: Wirth has 45 Insanity Points. This means that he does not take Fear Tests for anything with a Fear Rating of 2 or less.



ENGINESEER AESOPH

This overworked and under-appreciated Tech-Priest oversees the majority of the Machine-God's purview in Javar Prime.

Enginseer Aesoph Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	48	40	55	35	65	40	45	20

Movement: 3/6/9/18

Wounds: 23

Armour: Flak Armour and Armoured Flesh (All 7).

Skills: Ciphers (Imperial Code) (Int), Command (Fel), Dodge (Ag), Evaluate (Int), Literacy (Int), Lore: Common (Imperium, Machine Cult) (Int) +20, Lore: Forbidden (Archaeotech, Adeptus Mechanicus) (Int) +10, Lore: Scholastic (Bureaucracy, Chymistry) +20; Scrutiny (Per), Speak Language (Low Gothic, High Gothic, Techna-Lingua) (Int) +20, Tech-Use (Int) +20.

Talents: Ambidextrous, Autosanguine, Binary Chatter, Chem Geld, Cleanse and Purify, Electrical Succour, Electro Graft Use, Fearless, Feedback Screech, Ferric Lure, Ferric Summons, Foresight, Infused Knowledge, Logis Implant, Luminen Charge, Master Enginseer, Mechadendrite Use (all), Swift Attack, Talented (Tech-Use), The Flesh is Weak (2), Total Recall.

Traits: Mechanicus Implants, Tech-Specialist†.

Weapons: Plasma Pistol (30m; S/2/—; 1d10+6 E; Pen 6; Clip 10; Rld 3 Full; Overheats); Flamer (20m; S/—/—; 1d10+4 E; Pen 2; Clip 6; Rld 2 Full; Flame).

Gear: Auspex, Combi-tool, numerous cybernetic implants, tattered robes of office, utility mechadendrites.

†**Tech-Specialist:** As a Full Action, the Magos may increase the functionality of one piece of technology that is not a weapon or protective device by 50%.

KILL-PROTOCOL SERVITOR†

Once their kill protocol is activated, these labour servitors become murderous and deadly.

Kill-Protocol Servitor Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	40	(10) 50	(10) 50	20	10	25	—	—

Movement: 2/4/6/12

Wounds: 20

Armour (Machine): All 4.

Skills: Awareness (Per), Trade (Shipwright) +10, Trade (Technomat) +10.

Traits: Dark Sight, Machine (4), Natural Weapons (Servo Fist), Sturdy, Unnatural Strength (x2), Unnatural Toughness (x2).

Weapons: Servo-Fist (1d10+10 I, Pen 6).

Gear: Internal vox (to receive instructions only).

†The Servitors fall into one of 2 models:

Repair: Add a Plasma Cutter (10m; S/2/—; 1d10+6 E; Pen 6).

Hauler: Increase Unnatural Strength to (x3).



SEPULCHRE GUARD

These elite, jaded soldiers are personally chosen by Ebongrave to make safe his most feared prison. They are hardened veterans who feel no remorse for the tortures and torments enacted upon their charges.

Sepulchre Guards Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	40	40	40	35	40	35	40	30

Movement: 4/8/12/24

Wounds: 15

Armour: Sinister Flak Armour with Helmet (AP 5).

Skills: Awareness (Per), Carouse (T), Ciphers (War Cant) (Int), Lore: Common (Imperium, Imperial Guard, War) (Int), Deceive (Fel), Dodge (Ag) +10, Interrogation (WP), Intimidate (S) +10, Search (Per), Scrutiny (Per) +10, Speak Language (Low Gothic) (Int), Swim (S), Survival (Int).

Talents: Iron Jaw, Jaded, Nerves of Steel, Resistance (Fear), Swift Attack.

Weapons: Purgation-Pattern Lascarbine (60m; S/3/-; 1d10+4 E; Pen 0; Clip 40; Rld 1 Full, Reliable), Guard Detail Pole-Axe (1d10+7 R; Pen 2; Unbalanced).

Gear: Vox and rebreather built into helmet.

SEPULCHRE SIGMA WARDEN

Usually drawn from the ranks of the Sepulchre Guards, these dead-eyed men and women are the wardens and interrogators of Sepulchre Sigma.

Sepulchre Sigma Warden Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	40	40	40	35	40	40	45	30

Movement: 4/8/12/24

Wounds: 15

Armour: None.

Skills: Awareness (Per), Carouse (T), Ciphers (War Cant) (Int), Lore: Common (Imperium, Imperial Guard, War) (Int), Deceive (Fel) +10, Dodge (Ag) +10, Interrogation (WP) +20, Intimidate (S) +20, Search (Per), Scrutiny (Per) +10, Speak Language (Low Gothic, High Gothic) (Int), Survival (Int), Swim (S).

Talents: Basic Weapon Training (Universal), Iron Jaw, Jaded, Melee Weapon Training (Universal), Nerves of Steel, Pistol Weapon Training (Universal), Resistance (Fear), Swift Attack.

Weapons: Purgation-Pattern Laspistol (30m; S/-/-; 1d10+4 E; Pen 0; Clip 30; Rld Full, Reliable), Monoblade Sabre (1d10+6 R; Pen 2; Balanced).

Gear: Uniforms without rank or insignia.

SPITE TAU SYMPATHISER

These misguided individuals have been lured to treachery by the honeyed words of the Tau. Such unfortunates can be found across the Canis Salient and are particularly prevalent on Spite.

Spite Tau Sympathiser Profile

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

Movement: 3/6/9/18

Wounds: 11

Armour: None.

Skills: Awareness (Per), Lore: Common (Imperium), Deceive (Fel), Shadowing (Ag), Silent Move (Ag), Speak Language (Low Gothic) (Int).

Weapons: Combat Knife (1d5+6 R; Pen 0), Las Pistol (30m; S/-/-; 1d10+2 I; Pen 0; Clip 1; Rld 5 Full).

Gear: Tome of heretical Tau doctrine.



DREM

This minor crime boss has survived fire, famine, and earthquakes. He will do whatever it takes to ensure he also survives the transient visit of the Deathwatch.

Drem Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	30	35	35	40	40	35	40

Movement: 3/6/9/18

Wounds: 14

Armour: Flak Vest (AP 4 Body).

Skills: Awareness (Per), Carouse (T), Charm (Fel), Command (Fel), Deceive (Fel) +10, Dodge (Ag), Lore: Common (Imperium, Underworld) (Int), Lore: Forbidden (Xenos) (Int), Intimidate (S), Literacy (Int), Scrutiny (Per), Speak Language (Low Gothic) (Int).

Talents: Deadeye Shot, Die Hard, Good Reputation (Underworld), Jaded, Lightning Reflexes, Sprint.

Weapons: Combat Knife (1d5+3 R; Pen 0), Las Pistol (30m; S/-/-; 1d10+2 I; Pen 0; Clip 1; Rld 5 Full).

Gear: Absolutely nothing incriminating.

CARRION FEEDER SWARM

These carnivorous leeches live in abandoned pipes and feed on any organic matter—live or dead—that falls into their path.

Carrion Feeder Swarm Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	—	20	20	30	15	35	20	—

Movement: 3/6/9/18

Magnitude: 20

Skills: Awareness (Per), Climb (S), Silent Move (Ag), Swim (S).

Talents: None.

Traits: Bestial, Burrower, Dark Sight, Quadruped, Size (Enormous), Voracious (equivalent to Blood-Soaked Tide).

Weapons: Needle-like teeth (1d10 R; Pen 0).

CRAZED MOB

Driven insane by the release of the Ghanathaar energy, these Imperial citizens run manic through the streets.

Crazed Mob Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	20	30	30	30	20	20	10	10

Movement: 6/12/18/36

Magnitude: 40

Skills: None in their present state.

Talents: Fearless, Frenzy.

Traits: Size (Massive).

Weapons: Improvised Weapons (1d10+1 I; Pen 0).

WARP-ANIMATED STATUE

Possessed by vicious warp spirits, these bronze statues seek only destruction and carnage.

Warp-Animated Statue Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
55	—	(10)	(10)	50	15	30	10	—

Movement: 6/12/18/36

Wounds: 40

Skills: Awareness (Per), Climb (S).

Talents: Ambidextrous, Crushing Blow, Combat Master, Two-Weapon Wielder (Melee), Whirlwind of Death.

Traits: Cannibalise†, Daemonic(2), Dark Sight, From Beyond, Size (Hulking), The Stuff of Nightmares, Unnatural Strength (x2).

Weapons: Hyper-sharp blades (1d10+12 R; Pen 6), Shards of the Fallen (30m; S/-/-; 1d10+14 R; Pen 7; Rld: Special).

†**Cannibalise:** As a Half Action, a warp-animated statue can absorb the energy and material of an adjacent fallen ally. The surviving statue gains 1d10+5 Wounds (which may exceed its maximum Wounds). Cannibalise also provides one shot for the Shards of the Fallen ranged attack. A destroyed statue can only be cannibalised once.

GREAT KNARLOC

This massive strain of Kroot is used as a living weapon. Its handlers prod the aggressive animals into trampling man-sized foes and ramming vehicles.

Great Knarloc Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	—	(18) 65	(12) 60	30	15	40	35	25

Movement: 6/12/24/48

Wounds: 60

Armour: None.

Skills: Awareness (Per).

Traits: Fieldcraft, Irascible†, Size (Enormous), Stampede, Unnatural Strength (x3), Unnatural Toughness (x2).

Weapons: Massive Kroot Beak (1d10+18 R; Pen 2). (Also see Handlers, below.)

†**Irascible:** Every time a Great Knarloc takes Damage it must take a **Challenging (+0) Willpower Test** as per the Stampede Trait rules. If the test is failed by one Degree of Failure or more it will charge the nearest target, friend or foe. Otherwise, a failed test results in the beast charging straight forward.

GREAT KNARLOC HANDLER

These Kroot handlers direct the power of the Great Knarloc and commonly fire weapons from the saddle on its back.

Great Knarloc Handler Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
50	35	(6) 35	40	45	25	45	30	20

Movement: 4/8/16/32

Wounds: 13

Armour: Hide Armour (Body 2; Primitive).

Skills: Acrobatics (Ag), Awareness (Per), Climb (S), Concealment (Ag), Dodge (Ag) +10, Silent Move (Ag), Speak Language (Kroot, Tau) (Int), Tracking (Int), Survival (Int), Wrangling (Int).

Talents: Leap Up, Lightning Reflexes, Sprint.

Traits: Eaters of the Dead, Fieldcraft, Natural Weapon (Beak), Unnatural Strength (x2).

Weapons: Kroot Rifle (110m; S/—/—; 1d10+5 E; Pen 1; Clip: 6, Rld: 2 Full; in melee (1d10+6 R; Balanced)), Kroot beak (1d5+10 R; Pen 0), Kroot Bolt Thrower (one per beast) (60m; S/—/—; 2d10 X; Pen 0; Clip 20; Rld 5 Full; Blast (4)).

Gear: Goad†, harness of trophies and spare clips.

†**Goad:** As a Half-Action a Handler may use the goad to induce the beast to take a Willpower Test as per the Stampede Trait rule, as modified by the Great Knarloc's Irascible rule above.



CHAPTER II: ASSAULT ON JAVAR NIL

Below are the NPCs and Adversaries the Kill-team is likely to encounter during their exploits in Chapter II: Assault on Javar Nil.

CARDINAL LLORUS

The special rules necessary to represent a Cardinal of the Ecclesiarchy are beyond the scope of this book, and the Cardinal is unlikely to appear in a combat situation. Only the Cardinal's Skills and Talents relevant to social interaction with the Battle-Brothers are given here.

Cardinal Llorus Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	35	35	35	50	40	60	65

Skills: Awareness (Per) +10, Charm (Fel) +20, Command (Fel) +20, Deceive (Fel) +10, Inquiry (Fel), Lore: Common (All) (Int) +20, Lore: Forbidden (All) (Int) +20, Lore: Scholastic (All) (Int) +20, Scrutiny (Per) +20, Search (Per) +20, Speak Language (High Gothic, Low Gothic).

Talents: Air of Authority, Master Orator, Touched by Fates (3).

PALATINE ARIEL

Palatine Ariel is a veteran of countless wars against the enemies of the Emperor. She believes it is her holy duty to keep unbelievers off the slopes of Mount Sifr—at any cost.

Palatine Ariel Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
50	55	40	50	40	32	31	60	55

Movement: 4/8/12/24

Wounds: 22

Armour: Sororitas Power Armour† (Head, Arms, Legs: 10; Body: 11).

Skills: Awareness (Per) +10, Charm (Fel), Command (Fel) +20, Dodge (Ag) +10, Literacy (Int), Lore: Common (Ecclesiarchy +20, Imperial Creed +20, Jericho Reach) (Int), Lore: Forbidden (Heresy) +10, Lore: Scholastic (Imperial Creed +10), Performer (Singer), Scrutiny (Per), Search (Per), Secret Tongue (Sororitas War Cant) (Int) +10, Speak Language (High Gothic, Low Gothic) (Int).

Talents: Air of Authority, Ambidextrous, Arms Master, Hatred (Heretics, Psykers), Hip Shooting, Holy Light, Flame Weapon Training (Universal), Good Reputation (Ecclesiarchy), Hand of the Emperor, Lightning Attack, Master Orator, Mighty Shot, Pistol Training (Bolt), Pure Faith, Resistance (Fear, Psychic Powers), Seal of Purity, Strong-Minded, The Unforgiving Blade, Two-Weapon Wielder (Ballistic, Melee), Unshakeable Faith, Wrath of the Righteous.

Traits: Touched by Fates (4).

Weapons: Master-Crafted Godwyn De'Az Pattern Bolter (90m; S/2/—; 1d10+9 X; Pen 4; Clip 30; Rld Full; Reliable, Tearing), The Blade of Condemnation†† (1d10+13 R; Pen 7; Balanced, Power Field, Sanctified).

Gear: Chaplet of the Ecclesiarchy, Litanies of Faith.

†**Sororitas Power Armour:** Adds +10 to Strength, +5 to BS. Does not increase Size. Heavy Weapons count as Braced.

††**The Blade of Condemnation:** The Blade of Condemnation is Master-crafted, and thus adds +10 to WS Tests.

SISTER PIETY, WARD SENTINEL

Born on of Jove's Descent, this stalwart woman now serves as the Ward Sentinel of Mount Sifr, safeguarding the populace of Eleusis from the horrors lurking within the Forbidden Minaret.

Sister Piety, Ward Sentinel Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	48	35	35	44	36	40	63	45

Movement: 4/8/12/24

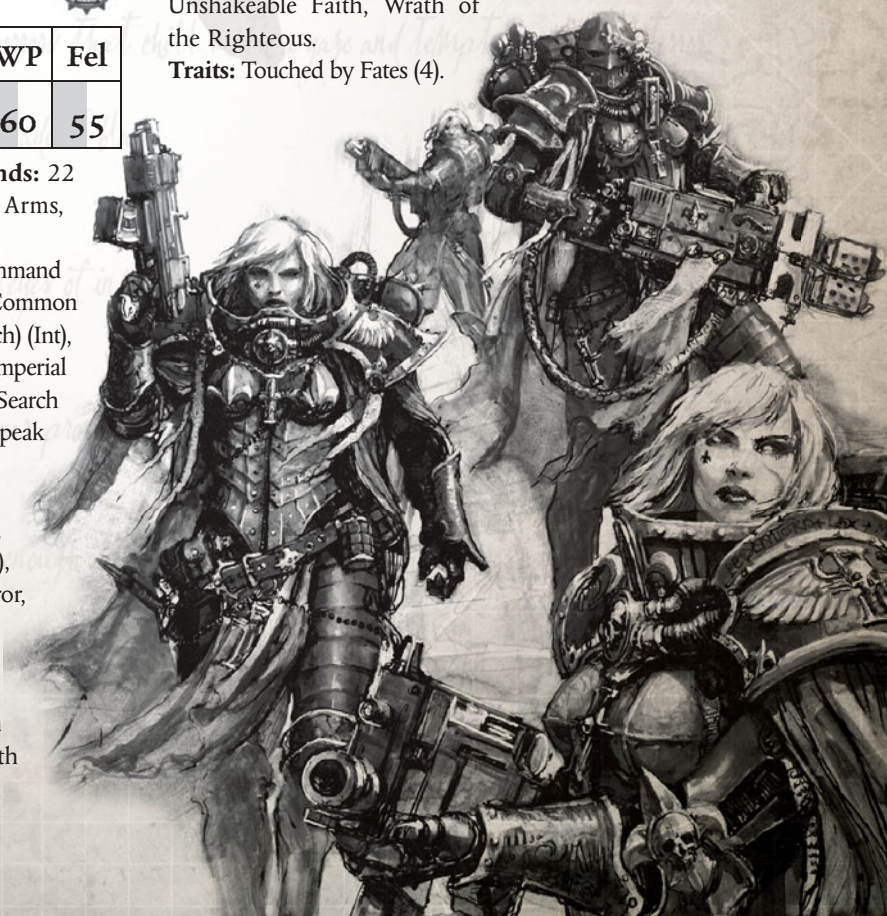
Wounds: 25

Armour: Sororitas Power Armour† (Head, Arms, Legs: 7; Body: 8).

Skills: Awareness (Per) +20, Dodge (Ag), Literacy (Int), Lore: Common (Ecclesiarchy +20, Imperial Creed +20, Jericho Reach) (Int), Lore: Forbidden (Heresy, The Warp, Xenos), Lore: Scholastic (Imperial Creed +10), Performer (Singer) +10, Scrutiny (Per) +20, Search (Per), Secret Tongue (Sororitas War Cant) (Int), Speak Language (High Gothic, Low Gothic) (Int).

Talents: Fearless, Hatred (Psykers), Hip Shooting, Holy Light, Mighty Shot, Pure Faith, Resistance (Psychic Powers), Unshakeable Faith, Wrath of the Righteous.

Traits: Touched by Fates (4).



Weapons: Godwyn De'Az Pattern Bolter (90m; S/2/-; 1d10+7 X; Pen 4; Clip 30; Rld Full; Reliable, Tearing), Sarissa (1d10+6 R; Pen 0; Unbalanced).

Gear: Chaplet Ecclesiasticus, Ring of Suffrage (Charm), Chronicle of the Sentinel, Writing Kit, the Sentry's Eye††.

††**Sororitas Power Armour:** Adds +10 to Strength, +5 to BS. Does not increase Size. Heavy Weapons count as Braced.

††**The Sentry's Eye:** This small crystal prism is somehow connected to the oculus lens at Javar's Watch. Its crystalline surface darkens whenever the Ghanathaar trapped behind the Javar Ward in the Forbidden Minaret project their psychic manipulations. It also reacts when the bearer is in the presence of someone under the influence of the Ghanathaar. The Sentry's Eye give the Ward Sentinel a +20 bonus on all Scrutiny Tests when interacting with someone under the influence of the Ghanathaar.

BATTLE SISTER OF THE ORDER OF OUR MARTYRED LADY

The Adepta Sororitas' faith burns like fire. When used as a Horde, assume the entire Horde benefits from Wrath of the Righteous.

Battle Sister of Our Martyred Lady Profile



WS	BS	S	T	Ag	Int	Per	WP	Fel
35	45	35	35	40	30	30	55	45

Movement: 4/8/12/24

Wounds: 19

Armour: Sororitas Power Armour† (Head, Arms, Legs: 7; Body: 8).

Skills: Awareness (Per) +10, Dodge (Ag), Literacy (Int), Lore: Common (Ecclesiarchy +20, Imperial Creed +20, Jericho Reach) (Int), Lore: Forbidden (Heresy), Lore: Scholastic (Imperial Creed +10), Performer (Singer) +10, Scrutiny (Per), Search (Per), Secret Tongue (Sororitas War Cant) (Int), Speak Language (High Gothic, Low Gothic) (Int).

Talents: Hatred (Psykers), Hip Shooting, Holy Light, Mighty Shot, Pure Faith, Unshakeable Faith, Wrath of the Righteous.

Traits: Touched by Fates (3).

Weapons: Godwyn De'Az Pattern Bolter (90m; S/2/-; 1d10+7 X; Pen 4; Clip 30; Rld Full; Reliable, Tearing), Sarissa (1d10+6 R; Pen 0; Unbalanced).

Gear: Chaplet Ecclesiasticus, Ring of Suffrage (Charm), Rule of the Sororitas, Writing Kit.

††**Sororitas Power Armour:** Adds +10 to Strength, +5 to BS. Does not increase Size. Heavy Weapons count as Braced.

ADEPTA SORORITAS SERAPHIM

Seraphim are specialized troops trained in the use of Jump Packs and twin pistols. To represent Seraphim, modify the Battle Sister Profile as follows: Add the Skill Pilot (Jump Pack) +10. Add the Talents: Dual Shot, Gunslinger, Hit and Run†, Two-Weapon Wielder (Ballistic, Melee). Equip the character with a Seraphim Jump Pack (use the rules for an Astartes Jump Pack) and 2 Seraphim Inferno Pistols†† (10m; S/-/-; 2d10+2 E; Pen 10; Clip 6; Rld Full; Reliable).

†**Hit and Run:** May Disengage as a Half Action and move Half Move distance, or as a Full Move and move at full Jump Pack's speed.

††**Seraphim Inferno Pistols:** When Seraphim Inferno Pistols are used with the Dual Shot Talent, the weapons each do an additional 1d10 Damage and double their Penetration to 20.

ADEPTA SORORITAS RETRIBUTOR

Retributors are the heavy weapons specialists of the Adepta Sororitas.

To represent Retributors, modify the Battle Sister Profile as follows: Add the Talent: **Arms Master**. Equip the character with a Multi-melta (60m; S/3/-; 4d10+5 E; Pen 13; Clip 10; Rld 2 Full; Blast(1)).

SISTER OF BATTLE FAITH TALENTS

All Faith Talents require expenditure of a Fate Point to activate. The effects last for one encounter. Master Orator may be used to increase the number of affected allies (where applicable).

- **Pure Faith:** The character has access to Faith Talents. They may spend a Fate Point to avoid taking a Fear Test.
- **Holy Light:** The character burns with a bright inner light. Melee and Point Blank attacks against the character are at -20; Long and Extreme Range are at +10 to hit. Creatures with 20 or more corruption points, daemons, and psykers within 5 metres of the character suffer 1d10 E each Round to their least armoured location.
- **Seal of Purity:** The character can spend one hour drawing a blessed seal. Once completed, no daemon or creature of the warp can cross it nor disturb it. Psychic powers used by daemons cannot cross the seal.
- **Wrath of the Righteous:** The character and a number of allies up to her Fellowship Bonus increase all melee damage by 1d5, and trigger Righteous Fury on a roll of 9 or 10.
- **Hand of the Emperor:** The character and a number of allies up to her Fellowship Bonus gain the **Unnatural Strength (x2) Trait**, but reduce their Agility Bonus by 2.
- **The Unforgiving Blade:** The character blesses a bladed melee weapon. It inflicts an extra 1d10 damage and gains +2 Penetration against daemons, psykers, and creatures with 20 or more Corruption Points.

These are versions of the Talents appropriate for NPCs and deal only with abilities relevant to NPCs. Note that powers which apply to daemons and warp creatures also affect the Ghanathaar.

INQUISITOR SOLACE DESCHAIINE

Charged with keeping watch on the reconstruction efforts on Eleusis, Inquisitor Deschaine has a network of informants, spies, and acolytes at work among all levels of the Elusian hierarchy.

Inquisitor Solace Deschaine Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	52	40	41	47	63	43	55	50

Movement: 4/8/12/24

Wounds: 23

Armour: Master Craftsmanship Power Armour (AP 8 / 9 Body)†.

Skills: Awareness (Per)+20, Charm (Fel) +20, Command (Fel) +20, Deceive (Fel)+20, Dodge (Ag) +20, Inquiry (Fel) +20, Interrogation (WP) +20, Lip Reading (Per) +20, Logic (Int) +10, Lore: Common (All) (Int) +20, Lore: Forbidden (All) (Int) +20, Lore: Scholastic (All) (Int) +20, Literacy (Int) +20, Medicae (Int), Scrutiny (Per), Speak Language (Low Gothic, High Gothic, Unholy Tongue) (Int), Tech-Use (Int) +10.

Talents: Air of Authority, Ambidextrous, Arms Master, Blademaster, Combat Master, Electrograph Use, Die Hard, Fearless, Hatred (Daemons), Iron Jaw, Lightning Attack, Marksman, Mighty Shot, Peer (Deathwatch, Inquisition), Prosanguine, Quick Draw, Resistance (Psychic Powers), Sharpshooter, Step Aside, Strong-Minded, Talented (Daemonology), True Grit, Two-Weapon Wielder (Ballistic).

Traits: Touched by Fates (4), Thy Name I Keep††.

Weapons: Power Sword (1d10+12 E; Pen 6; Balanced, Power Field), Ryza-Pattern Storm Bolter (90m; S/2/4; 1d10+7 X; Pen 4; Clip 60; Rld Full; Storm, Tearing).

Gear: Data slate, Inquisitorial Rosette, Rosarius (Force Field: Protection Rating: 50; Overload: 05).

†**Master Craftsmanship Power Armour:** Adds +10 to Strength, +5 to BS. Does not increase Size. Heavy Weapons count as Braced.

††**Thy Name I Keep:** Inquisitor Deschaine is cursed to know a portion of a daemon's name. While this introduces several risks, it also affords a perverse protection. The daemon is determined to have all of her soul—a thing it cannot do if she dies before she succumbs to darkness. The Inquisitor spends two Fate Points to avoid death instead of burning one.



MAHIR LEAPER

These small, swift gaunts possess a heavier than normal carapace and swarm in great numbers.

Mahir Leaper Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	20	35	30	55	10	40	30	—

Movement: 10/20/30/60

Wounds: 9

Armour: Reinforced Carapace (All 5).

Skills: Acrobatics (Ag) +20, Awareness (Per), Concealment (Ag), Dodge (Ag) +10, Silent Move (Ag), Swim (S) +10.

Talents: Leap Up, Swift Attack, Talented (Acrobatics).

Traits: Dark Sight, Natural Armour (Reinforced Carapace), Improved Natural Weapons (Scything Talons), Instinctive Behaviour (Feed), Overwhelming (Horde), Tyrannid, Unnatural Speed (x2).

Weapons: Scything Talons (1d10+5 R; Pen 3).

Equipment: None.

LICTOR

Lictors serve as harbinger organisms for the Hive Fleet. They are cunning hunters and masters of stealth.



Lictor Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
65	—	(12) 65	(12) 60	(10) 50	25	(8) 45	45	—

Movement: 6/12/18/36

Wounds: 35

Armour: Reinforced Chitin (All 6).

Skills: Acrobatics (Ag) +10, Awareness (Per) +10, Climb (S) +20, Concealment (Ag) +20, Contortionist (Ag) +10, Dodge (Ag) +10, Shadowing (Ag) +20, Silent Move (Ag) +20, Survival (Int) +20, Swim (S), Tracking (Int) +20.

Talents: Ambidextrous, Assassin Strike, Berserk Charge, Blind Fighting, Catfall, Combat Master, Crushing Blow, Fearless, Furious Assault, Hard Target, Heightened Sense (Hearing, Sight, Smell, Taste, Touch), Leap Up, Lightning Attack, Sprint, Step Aside, Swift Attack.

Traits: Chameleonic Scales†, Dark Sight, Fear 3 (Horrifying), Instinctive Behaviour (Stalk), Natural Armour (Reinforced Chitin), Memory Devourer††, Multiple Arms, Unnatural Agility (x2), Unnatural Strength (x2), Unnatural Perception (x2), Unnatural Toughness (x2), Improved Natural Weapons (Scything Talons), Size (Hulking), Tyranid.

Weapons: Scything Talons (1d10+14 R; Pen 3), Rending Claws (1d10+12; Pen 5, Razor Sharp), Flesh Hooks†††.

Equipment: None.

†**Chameleonic Scales:** A Lictor's chameleonic scales can make it practically invisible to the naked eye, and most other methods of visual detections such as infrared and ultraviolet scopes. Whenever a Lictor uses Concealment, all tests to detect it visually suffer a -30 penalty. In addition the scales allow the Lictor to make Concealment tests as a half action rather than a Full Action and it may even do so when being observed or when there is no nearby cover.

††**Memory Devourer:** When a Lictor devours the brain of its prey it gains access to all of the victim's recent most distinct memories (usually the location of friendly troops or defences). If the Lictor wishes to learn something very specific from the victim, such as an old memory or one the victim does not remember well, it must make an **Easy (+20) Intelligence Test**.

†††**Flesh Hooks:** Lictors have dozens of tiny hooks which they can fire from their chests to snare their prey and draw victims toward them. These allow it to initiate a Grapple (see page 246 of the **DEATHWATCH** Core Rulebook) with a target up to 10m away. With every successful **Opposed Strength Test** the Lictor makes as part of the Grapple action, the target is pulled 1m closer plus a further 1m for each degree of success.



SHAS'VRE TSU'MALOR REN'A

Shas'Vre Ren has the backing of an influential Ethereal, and he has been provided an XV88 battlesuit to carry out his patron's commands. The battlesuit's weapons do not require reloading.

Shas'Vre Tsu'Malor Ren'A Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	40	⁽¹⁰⁾ 50	⁽¹⁰⁾ 55	20	30	40	40	40

Movement: 4/8/12/28

Wounds: 50

Armour: XV88 Broadside Suit (All 12).

Skills: Awareness (Per), Command (Fel), Lore: Common (Tau Empire) (Int), Speak Language (Tau, Kroot) (Int), Tactics (Assault Doctrine, Recon and Stealth) (Int).

Talents: Ambidextrous, Dual Shot, Independent Targeting.

Traits: Auto-Stabilised, Dark-sight, Unnatural Strength (x2), Size (Enormous), Unnatural Toughness (x2), Sturdy.

Weapons: Twin-linked Railguns (500m S/-/- 4d10+10 I; Pen 10; Mounted), Twin Plasma Rifles (90m; S/2/-; 2d10+9 E; Pen 8; Tearing, Mounted).

Gear: Broadside Battlesuit, micro-bead and xenos-crafted auspex, Shield Drone with Shield Projector†.

†**Tau Shield Projector:** The hovering shield drone stays at the side of the battlesuit. It has 15 Wounds, TB 4, AP 5, and a Dodge of 40. As long as the drone functions, all characters within two metres are protected by the shield projector from attacks originating from more than two metres away. The shield has a Protection Rating of 45 and Overloads on a roll of 01-10.

KROOT CARNIVORE

Basic Kroot warriors, cunning and deadly en masse.

Kroot Carnivore Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
42	33	⁽⁸⁾ 45	40	45	25	⁽⁸⁾ 44	30	18

Movement: 4/8/12/24

Wounds: 12

Armour: Hide Armour (Body 2; Primitive).

Skills: Acrobatics (Ag), Awareness (Per) +10, Barter (Fel), Climb (S) +10, Concealment (Ag) +20, Dodge (Ag) +10, Silent Move (Ag) +20, Speak Language (Low Gothic, Kroot, Tau) (Int), Tracking (Int) +10, Survival (Int) +20.

Talents: Furious Assault, Hyperactive Nymune Organ, Leap Up, Lightning Reflexes, Resistance (Fear), Swift Attack.

Traits: Eater of the Dead, Fieldcraft, Natural Weapon (Beak), Overwhelming (Horde), Unnatural Perception (x2), Unnatural Strength (x2).

Weapons: Kroot Beak (1d5+8 R; Pen 0; Primitive), Kroot Rifle (110m; S/2/-; 1d10+5 E; Pen 1; Clip 6; Reload 2 Full; in melee (1d10+8 R; Pen 2; Balanced)).

Gear: Cut meat of varying freshness, bandolier of 30 charges for the Kroot Rifle, fetish pouch.

GHANATHAAR PROFILE

The Ghanathaar use their telepathic abilities to secretly manipulate social encounters to their advantage; in these situations they typically use them at Fettered strength. In combat situations, the Ghanathaar use their Phase ability and often Push their psychic abilities with the deliberate intention of creating more havoc for their enemies. The Psychic Powers listed are a representative sample; the GM should feel free to add or remove powers for different individuals.

Ghanathaar Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	30	35	40	45	50	40	⁽¹²⁾ 60	55

Movement: 4/8/16/32

Wounds: 30

Armour: Armoured Robe, Natural Armour (1) (All 3).

Skills: Awareness (Per) +10, Charm (Fel) +10, Ciphers (Xenos Markings) (Int), Concealment (Ag), Deceive (Fel) +20, Dodge (Ag) +10, Evaluate (Int), Inquiry (Fel) +10, Psyniscience (Per), Scrutiny (Per) +20, Silent Move (Ag), Speak Language (too many to enumerate) (Int), Tactics (Assault, Defensive) (Int).

Talents: Favoured of the Warp, Feedback Screech, Improved Warp Sense, Polyglot, Psy Rating (8), Step Aside, Warp Affinity, Warp Conduit.

Traits: Dark Sight, From Beyond, Hoverer (8), Incite Madness†, Natural Armour, Natural Weapon (Maw), Phase, Strange Physiology, Undying, Unnatural Willpower (x2), Warp Kin††, Warp Weapon, Utterly Corrupt†††.

Weapons: Maw (only when unmasked) (1d10+3 R; Toxic).

Gear: Stylised mask.

Psychic Powers: Astrotelepathy, Dominate, The Gate of Infinity, Long-Range Telepathy, Mind Probe, Mind Scan, Reading, Weaken Resolve.

†**Incite Madness:** The Ghanathaar's presence inherently erodes the sanity of most creatures around them. While this is typically a gradual effect, the Ghanathaar may focus this corrupting energy at an individual as a Half Action. This forces an **Opposed Challenging (+0) Willpower Test**. If the victim fails, they are engulfed in delirium and count as Stunned. This effect lasts until they can pass a **Challenging (+0) Willpower Test** at the beginning of their Turn.

††**Warp Kin:** The Ghanathaar have spent so long in the Warp that they are attuned to its malevolent energies. Ghanathaar add +10 to Perils of the Warp results, and only suffer half Damage from any such result that causes Damage. If a Ghanathaar rolls the "Something is Coming" result, the daemon that appears attacks targets at random (rather than focusing on the summoner). Treat any Ghanathaar "Lost to the Warp" result as "Something is Coming." A Perils of the Warp roll of 100+ result in the appearance of a warp rift. This effect is identical to the Vortex of Doom Psychic Power, with the Vortex appearing 1d100 metres away from the Ghanathaar in a random direction.

†††**Utterly Corrupt:** Should it become relevant, the Ghanathaar count as having 100 Corruption Points.

CHAPTER III: EXTERMINATUS

Below are the NPCs and Adversaries the Kill-team is likely to encounter during their exploits in Chapter III: Exterminatus.

WATCH CAPTAIN ESTEBAN DE DOMINOVA

An Apothecary seconded to Deathwatch from the Crimson Fists, Watch Captain de Dominova has a near encyclopaedic knowledge of xenos and their foul physiology.

Watch Captain de Dominova Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
55	60	(12) 65	(12) 60	40	60	50	45	50

Movement: 5/10/15/30

Wounds: 40

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

Skills: Awareness (Per), Ciphers (Chapter Runes) (Int), Chem-Use (Int) +10, Climb (S), Dodge (Ag), Command (Fel) +20, Lore: Common (Adeptus Astartes, Imperium, Jericho Reach, Tech, War) (Int), Concealment (Ag), Drive (Ground Vehicles) (Ag), Lore: Forbidden (Xeno-biology) (Int) +20, Intimidate (S) +10, Inquiry (Fel) +10, Literacy (Int), Medicae (Int) +20, Navigation (Surface) (Int), Scrutiny (Per) +10, Lore: Scholastic (Archaic, Biology, Chymistry, Codex Astartes, Philosophy) (Int), Silent Move (Ag), Speak Language (High Gothic, Low Gothic) (Int), Tactics (Defensive Doctrine) (Int), Tech-Use (Int) +20, Tracking (Int).

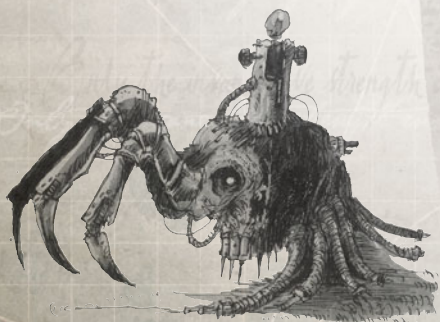
Talents: Air of Authority, Ambidextrous, Bulging Biceps, Deathwatch Training, Hatred (Orks, Tau), Heightened Senses (Hearing, Sight), Hunter of Aliens, Into the Jaws of Hell, Iron Discipline, Iron Jaw, Killing Strike, Litany of Hate, Master Chirurgeon, Nerves of Steel, Quick Draw, Resistance (Psychic Powers), Strong Minded, Polyglot, Talented (Medicae), True Grit, Unarmed Master.

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

Weapons: Astartes Guardian Bolt Pistol (30m; S/3/-; 2d10+5 X; Pen 5; Clip 14; Rld Full; Tearing, Accurate, Reliable), Astartes Combat Knife (1d10+2 R; Pen 2).

Cybernetics: Master Crafted Cybernetic Eye (Photo-visor), Master Crafted Mind Impulse Unit, Master Crafted Implanted Auspex.

Gear: Chrono, data-slate, vivisection gauge, reductor, narthecium.



INQUISITOR VILS ANDARION

A denizen of the Tower of Brass, Inquisitor Andarion is very interested in legends and lore regarding ancient xenos races from the Jericho Reach.

Inquisitor Vils Andarion Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	40	35	40	40	50	50	55	40

Movement: 4/8/12/24

Wounds: 15

Armour: Ornate Master Crafted Light Carapace Armour (6 All).

Skills: Awareness (Per), Charm (Fel), Ciphers (Deathwatch, Inquisition, Xenos Markings) (Int), Command (Fel), Lore: Common (Administratum, Deathwatch, Imperial Creed, Jericho Reach, Tech) (Int) +10, Deceive (Fel) +20, Evaluate (Int), Lore: Forbidden (Archaeotech, Heresy, the Inquisition, Xenos) (Int) +20, Inquiry (Fel) +20, Interrogation (WP) +20, Literacy (Int), Lore: Scholastic (Archaic, Cryptology, Legend, Philosophy) (Int) +20, Scrutiny (Per) +20, Sleight of Hand (Ag) +10, Speak Language () (Int), Tech-Use (Int) +10.

Talents: Foresight, Jaded, Master Orator, Peer (Inquisition, Deathwatch), Resistance (Psychic Powers), Strong Minded, Total Recall.

Weapons: Master Crafted Plasma Pistol (30m; S/2/ ; 1d10+7 E; Pen 6; Clip 10; Rld 3 Full; Reliable), Master Crafted Power Sword (1d10+10† E; Pen 5; Balanced, Power Field).

Cybernetics: Exceptional Craftsmanship Bionic Arm (Left), Mind Impulse Unit.

Gear: Data-slate, Inquisitorial tools.

SENIOR TECHMARINE MACKRENTAN

An unpopular and radical member of Watch Fortress Erioch's forges, this iconoclastic Techmarine is fascinated with xeno-tech, and will do everything in his power to collect these cursed items.

Senior Techmarine MacKrentan Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
50	50	(12) 60	(10) 55	45	55	50	40	40

Movement: 5/10/15/30

Wounds: 38

Armour: Astartes Artificer Armour (12 All).

Skills: Awareness (Per), Ciphers (Chapter Runes) (Int), Climb (S), Dodge (Ag), Lore: Common (Adeptus Astartes, Imperium, Tech, War) (Int), Concealment (Ag), Deceive (Fel) +10, Drive (Ground Vehicles) (Ag), Evaluate (Int), Lore: Forbidden (Adeptus Mechanicus, Archaeotech, Xenos) (Int) +10, Intimidate (S), Literacy (Int), Navigation (Surface) (Int), Lore: Scholastic (Codex Astartes, Legend) (Int) +10, Scrutiny (Per) +10, Silent Move (Ag), Speak Language (High Gothic, Low Gothic, Techna-Lingua) (Int), Tactics (Armoured Tactics) (Int), Tech-Use (Int) +20, Tracking (Int).

Talents: Ambidextrous, Bulging Biceps, Electrical Succour, Electro-Graft Use, Energy Cache, Enhanced Bionic Frame, Gun Blessing, Machinator Array, Mechadendrite Use (Servo-Arm), Heightened Senses (Hearing, Sight), Killing Strike, Logis Implant,

Master Engineer, Nerves of Steel, Quick Draw, Resistance (Psychic Powers), Rite of Awe, Rite of Pure Thought, Servo-harness Integration, True Grit, Unarmed Master.

Traits: Auto-stabilised, Machine (5), Mechanicus Implants, Unnatural Strength (x2), Unnatural Toughness (x2).

Weapons: Master Crafted Barrage Plasma Pistol (40m; S/3/—; 1d10+7 E; Pen 8; Clip 9; Reliable, Volatile), Astartes-Pattern Omnissian Axe (2d10+18† E; Pen 6; Power Field, Unbalanced), Astartes Combat Knife (1d10+14† R; Pen 2).

Cybernetics: Astartes Servo-harness (2x Servo-arms, Combi-tool, Fyclene Torch, Plasma Cutter), Augur Array, Bionic Arms (2), Bionic Legs (2), Bionic Respiratory System, Cybernetic Eyes (Photo Visor), Cybernetic Hearing (Internal Micro-Bead).

Gear: Data-Slate.

KROOT SHAPER

Spiritual and military leaders of the Kroot, these powerful xenos control their Kindreds' evolution. For Kroot-specific Traits, see the Kroot Traits sidebar on page 119.

Kroot Shaper Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	35	(8) 45	45	50	30	(8) 45	40	25

Movement: 5/10/15/30

Wounds: 35

Armour: Hide Armour (Body 2; Primitive).

Skills: Acrobatics (Ag) +10, Awareness (Per) +10, Barter (Fel), Climb (S) +10, Command (Fel) +10, Concealment (Ag) +20, Dodge (Ag) +10, Silent Move (Ag) +20, Scrutiny (Per), Speak Language (Low Gothic, Kroot, Tau) (Int), Tracking (Int) +10, Survival (Int) +20.

Talents: Combat Sense, Furious Assault, Hyperactive Nymune Organ, Kroot Leap, Leap Up, Lightning Attack, Lightning Reflexes, Resistance (Fear), Swift Attack.

Traits: Eater of the Dead, Fieldcraft, Natural Weapon (Beak), Shamanic Power (choose one), Touched by the Fates (2), Unnatural Perception (x2), Unnatural Strength (x2).

Weapons: Kroot Beak (1d5+8 R; Pen 0; Primitive), Tau Pulse Rifle (150m; 1d10+12 E; Pen 4; Clip 36; Rld Half; Gryo-Stabiised), xenos-crafted hunting knife (1d10+8 R; Pen 2; Balanced).

Gear: Fetishes and talismans, 3 clips of Pulse Rifle ammunition.

KROOT HOUND

These hound-like Kroot are an evolutionary dead end, but are extremely loyal and dangerous in packs.

Kroot Hound Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	—	(8) 40	30	40	18	45	30	—

Movement: 8/16/24/48

Wounds: 18

Armour: None.

Skills: Awareness (Per) +20, Concealment (Ag) +20, Silent Move (Ag), Tracking (Int) +20.

Talents: Heightened Senses (Hearing, Smell), Sprint, Takedown.

Traits: Bestial, Improved Natural Weapons, Natural Weapon (Kroot Beak), Quadruped.

Weapons: Beak (1d10+8 R; Pen 0).

SHAS'VRE VIOR'LA AHU MAAU

A skilled and deadly adversary, Shas'Vre Maau is a master of covert warfare.

Shas'Vre Vior'la Ahu Maau Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	45	(8) 42	50	40	40	45	40	40

Movement: 4/8/12/24

Wounds: 35

Armour: XV25 Stealth Suit armour (Arms 7, Body 8, Head 8, Legs 7).

Skills: Acrobatics (Ag) +20, Awareness (Per) +20, Command (Fel) +10, Lore: Common (Tau Empire) (Int), Concealment (Ag) +20, Deceive (Fel) +20, Demolition (Int), Dodge (Ag) +10, Speak Language (Tau, Kroot) (Int), Security (Ag) +10, Shadowing (Ag) +20, Silent Move (Ag) +20, Tech-Use (Int), Tracking (Int) +10.

Talents: Air of Authority, Assassin Strike, Combat Master, Crippling Strike, Hard Target, Into the Jaws of Hell, Iron Discipline, Leap Up, Lightning Attack, Precise Blow, Rapid Reaction, Sure Strike, Step Aside, Street Fighting, Sprint, True Grit.

Traits: Auto-stabilised, Dark-sight, Flier 12, Unnatural Strength (x2).

Weapons: Burst Cannon (60m; -- /10; 2d10+2 E; Pen 4; Clip --; Rld --; Mounted).

Gear: Stealth Suit, micro-bead, scanner.

BROTHER ALEKSANDR

The Master at Arms of the *Ultima Ratio*, Brother Aleksandr of the Black Templars is a canny and knowing warrior, and an excellent master of the chapter armsmen.

Brother Aleksandr Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
65	50	(12) 65	(8) 45	45	45	60	50	40

Movement: 5/10/15/30

Wounds: 38

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

Skills: Awareness (Per) +10, Ciphers (Chapter Runes) (Int), Climb (S), Dodge (Ag) +10, Command (Fel) +20, Lore: Common (Adeptus Astartes, Imperium, War) (Int), Concealment (Ag), Drive (Ground Vehicles) (Ag), Lore: Forbidden (Daemonology, The Warp, Xenos) (Int) +10, Intimidate (S) +20, Interrogation (WP) +10, Literacy (Int), Navigation (Surface) (Int), Lore: Scholastic (Codex Astartes, Judgement, Tactica Imperialis) (Int), Scrutiny (Per) +10, Search (Per) +20, Security (Ag) +20, Silent Move (Ag), Speak Language (High Gothic, Low Gothic) (Int), Tech-Use (Int), Tactics (Defensive Doctrine) (Int) +20, Tracking (Int) +20.

Talents: Air of Authority, Ambidextrous, Bulging Biceps, Counter Attack, Crippling Strike, Crushing Blow, Double Team, Furious Assault, Hammer Blow, Heightened Senses

(Hearing, Sight), Into the Jaws of Hell, Iron Discipline, Killing Strike, Nerves of Steel, Precise Blow, Quick Draw, Resistance (Psychic Powers), Slayer of Daemons, Street Fighting, Sure Strike, Swift Attack, True Grit, Unarmed Master.

Traits: Unnatural Strength (x2), Unnatural Toughness (x2), Size (Hulking), Touched by the Fates (3).

Weapons: Astartes Combat Knife (1d10+16 R; Pen 2), Guardian Bolt Pistol with Red-Dot Laser Sight (30m; S/3/--; 2d10+5 X; Pen 5; Clip 14; Rld Full; Accurate, Reliable, Tearing), Exceptional Craftsmanship Astartes Chainsword (1d10+18 R, Pen 4), Astartes Stun Grenades (2) (S/--/--; Special; Pen 0; Blast (5)), Astartes Frag Grenades (2) (S/--/--; 2d10 X; Pen 0; Blast (5)).

ARMED CHAPTER SERF

Armed chapter serfs specially trained in shipboard security and repelling boarders.

Armed Chapter Serf Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	40	40	40	40	35	30	35	45

Movement: 3/6/9/18

Wounds: 8

Armour: Carapace Armour (All 6).

Skills: Awareness (Per), Climb (S), Lore: Common (Adeptus Astartes, Deathwatch, Imperial Navy, War) (Int), Dodge (Ag), Medicae (Int), Scrutiny (Per), Search (Per), Speak Language (Low Gothic).

Talents: Combat Master, Double Team, Nerves of Steel, Street Fighting, Unarmed Warrior, Unarmed Master.

Traits: Disciplined (Horde), Fighting Withdrawal (Horde).

Weapons: Assault Shotgun with Red-Dot Laser Sight (30m; S/3/--; 1d10+4 I; Pen 0; Clip 18; Rld Full; Reliable, Scatter), Shock Maul (1d10+4† I; Pen 0; Shocking), Astartes Stun Grenades (2) (S/--/--; Special; Pen 0; Blast (5)), Astartes Frag Grenades (2) (S/--/--; 2d10 X; Pen 0; Blast (5)).

†Includes Strength bonus.



BROTHER SZOBCZAK

Bitter and cantankerous, this venerable Battle-Brother is a loyal, if extremely exasperating, companion.

Brother Szobczak Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
65	65	⁽¹⁴⁾ 75	—	10	55	60	70	25

Movement: —†.

Wounds: —†

Armour: —†.

Skills: Awareness (Per), Ciphers (Chapter Runes) (Int), Command (Fel) +30, Demolition (Int) +30, Intimidate (S) +20, Literacy, Logic (Int), Lore: Common (Deathwatch, Jericho Reach, Tech, War) (Int) +20, Lore: Forbidden (Adeptus Mechanicus, Archaeotech, Traitor Legions, Xenos) (Int), Lore: Scholastic (Codex Astartes, Tactica Imperialis) (Int) +20, Scrutiny (Per) +20, Search (Per), Speak Language (High Gothic, Low Gothic, Techna-Lingua) (Int), Tactics (Siege Warfare) +30, Tech-Use (Int) +30.

Talents: Air of Authority, Ambidextrous, Call to Vengeance, Deathwatch Training, Combat Sense, Crack Shot, Exemplar of Honour, Fearless, Hatred (Xenos), Into the Jaws of Hell, Litany of Hate, Killing Strike, Master Engineer, Mighty Shot, Nerves of Steel, Peer (Adeptus Astartes), Resistance (Psychic Powers), Siegecraft††, Stalwart Defence, Storm of Iron, Talented (Tactics (Siege Warfare)), Touched by the Fates (3), Wisdom of the Ancients.

Traits: Auto-Stabilised, Engine of War†††, Size (Enormous), Sturdy, Weight of Years†††.

Weapons: See Dreadnought profile.

Gear: Siege Auspex.

Notes: Brother Szobczak is equipped with a rare piece of equipment known as a siege auspex. These powerful scanners can see through the densest materials to find their weak points. They are used for finding stress fractures, reinforced or up-armoured areas, hidden passages, power conduits, and numerous other items of interest to a siege engineer. The machine-spirits of a siege auspex, while canny, can only see so far through solid objects and have a fixed range of about 20 metres. Things like energy fields, thick bulkheads, iron, stone, armourplating, and plasteel can reduce the range of the unit or blind it all together. GM's should take into consideration the materials being scanned and adjust the siege auspex's range accordingly.

†See *Ironclad Dreadnought Profile* on page 132.

††See *Imperial Fists Abilities sidebar* on page 133.

†††See *Dreadnought Abilities sidebar* on page 133.

IRONCLAD DREADNOUGHT

Type: Walker

Tactical Speed: 8m

Cruising Speed: 10kph

Manoeuvrability: —

Structural Integrity: 35

Armour: Front 43, Side 36, Rear 20

Carry Capacity: None

Crew: One (Brother Szobczak)

Size: Enormous

Weapons: Seismic Hammer (Left Arm) (2d10+25 I; Pen 5; Unwieldy, deals an additional 2d10 damage to structures),

Auxiliary Astartes Meltagun (Left Arm) (20m; S/—/—; 2d10+10 E; Pen 13; Clip 5), Dreadnought Close Combat Weapon (Right Arm) (2d10+24 E; Pen 6; Power Field), Auxiliary Astartes Heavy Flamer (Right Arm) (30m; S/—/—; 2d10+8 E; Pen 6; Clip 20; Flame).

Special Rules

Brother Szobczak is an Ironclad Dreadnought, a rare and wondrous chassis of Dreadnought optimised for both brutal, close-in fighting and siege work. They are armed with close range weaponry and exceedingly heavy armour.

Walker: Walkers ignore penalties for moving through difficult terrain and can negotiate obstacles like rock slides, fallen trees, tank traps, and shattered buildings with ease.

Combat Walker: All Dreadnoughts have a basic melee attack that reflects their ability to charge, batter, and smash through targets (1d10+14 I; Pen 0; Unwieldy).

Frag Assault Launchers: Ironclads are armed with single-shot scatter grenade launchers used to cover their charge into battle. This weapon covers a forward facing cone of 45 degrees from the Dreadnought, strikes everything in range, and forces automatic Pinning tests on all targets within their area of effect. Firing the Frag Assault Launchers counts as a Free Action (10m; 2d10 X; Pen 0; Clip 1).

Reinforced Hull: Thanks to its heavy armour plating, an Ironclad Dreadnought is more resistant to Critical Damage than its fellows. If the Ironclad receives Critical Damage, halve the Critical Damage result and round up. This does not affect rolls on the Critical Damage chart generated by Righteous Fury.

†See *Dreadnought Abilities sidebar* on page 133.



IMPERIAL FISTS ABILITIES

The Imperial Fists are known as stalwart defenders and master siege engineers. As the sons of Rogal Dorn, the Battle-Brothers of the Imperial Fists are well versed in all manner of warfare, though their intractable nature and stubborn bearing make them the ideal candidates for military actions which require the holding of defensible positions. The Imperial Fists have a number of abilities unique to their chapter; these abilities are reprinted here in condensed form for convenience. Full information on the sons of Rogal Dorn can be found on page 44-51 of the Deathwatch supplement **rites of battle**.

SIEGECRAFT (Talent)

The Battle-Brothers of the Imperial Fists are renowned for building fortifications that can withstand even the most determined attack. If an Imperial Fist has time to prepare the battlefield, at least 1d5 hours, he may improve the Armour Points of a piece of cover by a number equal to his intelligence bonus. At the Game Master's discretion, this effect may apply to a number of pieces of cover equal to the Space Marine's Rank (Brother Szobczak is considered to be Rank 8). This bonus stacks with those granted by the Siege Master ability, but the bonus points are added in after those granted by Siege Master. The effects of Siegemcraft cannot be applied more than once to any one piece of cover, and they are permanent.

SIEGE MASTER

When using their solo mode ability, Imperial Fists can reduce the Armour Points of any cover used by an opponent by half, rounding fractions up, and any cover used by the character is doubled so long as he stays stationary.

TACTICAL BOLTER DRILL

When using this ability, all Battle-Brothers in support range gain the Bolter Drill Talent when firing any bolt weapons. If the Imperial Fist is of Rank 3 or higher, all Battle-Brothers in Support Range also gain +10 to BS Tests when firing bolt weapons.

HOLD AT ALL COSTS

When using this ability, the Imperial Fist character designates one specific terrain feature, fortification, or area up to ten metres in diameter. While the ability is in effect, the Imperial Fists character and all Battle-Brothers in Support Range of him within the nominated position are entirely immune to the effects of Fear.

DREADNOUGHT ABILITIES

The venerated Dreadnoughts of the Adeptus Astartes are precious and sacred relics of the Dark Age of Technology. A Battle-Brother entombed within one of these wondrous machines is a glorious hero, and both more and less than he was in life; revered for his wisdom and his experience as much as for his prowess in combat. The ancient Battle-Brother contained within the sarcophagus is gifted with incredible weaponry, making him a truly fearsome foe. As essentially a living machine, a Dreadnought enjoys a number of powerful benefits not shared by his Battle-Brothers.

WEIGHT OF YEARS

Due to the process of becoming a Dreadnought, the inexorable march of time, and the long stretches spent slumbering between battles, those Battle-Brothers blessed enough to be preserved in these venerable machines suffer a slow degradation of their memories. Whenever a Dreadnought character uses a Skill based on either Intelligence or Fellowship he must roll equal to or under his Intelligence Bonus on a 1d10. If he fails, he cannot recall the information or knowledge required and cannot use the skill until the next time he is awakened.

ENGINE OF WAR

Once he endures his conversion, a Battle-Brother chosen to be a Dreadnought is at once more and less than the Space Marine he once was. Dreadnoughts gain the following advantages and disadvantages:

- Dreadnoughts are not affected by blood loss or fatigue.
- Dreadnoughts have no fine manipulators, and cannot complete tasks that require fine manual dexterity.
- Dreadnoughts can only be repaired using the Tech-Use skill. This skill acts like the Medicae skill for recovering lost wounds, though instead of recovering wounds, the Tech-Use Test is made to repair structural integrity and critical damage.
- Dreadnoughts suffer a -30 penalty on all Climb, Concealment, Shadowing, Silent Move, and Wrangling Tests.
- Additionally, Dreadnoughts cannot use the following skills at all and automatically fail then should they attempt to do so: Acrobatics, Contortionist, Sleight of Hand, and Swim.

PLAGUEBEARER

These vile daemons of Nurgle cleave through enemies with their rusted blades, leaving plague and death in their wake.

Plaguebearer Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	40	⁽⁸⁾ 40	50	40	30	45	40	10

Movement: 4/8/12/24

Wounds: 30

Armour: Plated Hide Butcher's Apron (4 Body, 4 Legs).

Skills: Awareness (Per), Psyniscience (Per).

Talents: Blademaster, Counter Attack, Crushing Blow, Precise Blow, Sure Strike, Swift Attack.

Traits: Daemonic (2), Dark Sight, Fear (3), From Beyond, Improved Natural Weapons (Teeth), Infected Wounds†, Vomit††, Toxic, Unnatural Strength (x2), Warp Instability.

Weapons: Teeth (1d10+10 R; Tearing, Toxic), Plague Sword (1d10+12 R; Balanced, Tearing, Toxic)

†**Infected Wounds:** Any injuries inflicted by a Plaguebearer, whether by blade or teeth, become immediately infected. These wounds take twice as long as normal to heal naturally, and a Battle-Brother with an infected wound suffers 1d5 Toughness Damage per day until the wounds are healed. Healing Plaguebearer infected wounds requires a **Very Hard** (–30) **Medicae** Test and access to a well-stocked medicae facility.

††**Vomit:** As a Half Action, a Plaguebearer can vomit a thick, stinking, caustic ichor on any adjacent target with a successful Ballistic Skill Test. The vomit deals 1d10+10 points of Energy Damage.

NURGLING

The mischievous little daemons burble happily as they spread their vile pestilence.

Nurgling Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	—	20	⁽⁴⁾ 25	30	15	15	40	—

Movement: 4/8/12/24

Wounds: 12

Armour: None.

Skills: Awareness (Per) +20.

Talents: Swift Attack.

Traits: Blood Soaked Tide (Horde), Daemonic (2), Fear (1), From Beyond, Improved Natural Weapon (Teeth), Overwhelming (Horde), Size (Scrawny), Toxic, Unnatural Speed, Warp Instability.

Weapons: Teeth (1d10+2 R; Infected Wounds†, Toxic).

†**Infected Wounds:** Any injuries inflicted by Nurglings, whether by blade or teeth, become immediately infected. These wounds take twice as long as normal to heal naturally, and a Battle-Brother with an infected wound suffers 1d5 Toughness Damage per day until the wounds are healed. Healing infected wounds requires a **Very Hard** (–30) **Medicae** Test and access to a well-stocked medicae facility.

GHULROTH THE SLAVERER

This rare daemoniac creature is favoured by Papa Nurgle, and its ways are as foul as the foetid stench that constantly surrounds it.

Ghulroth the Slaverer Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
50	—	⁽¹⁰⁾ 50	⁽¹⁰⁾ 50	30	10	40	40	—

Movement: 7/14/21/42

Wounds: 65

Armour: None (All 5).

Skills: Awareness (Per) +10.

Talents: Berserk Charge, Fearless, Iron Jaw, Swift Attack.

Traits: Bestial, Brutal Charge, Daemonic (2), Disgusting Stench†, Fear (4), Improved Natural Weapons (Filtch-crusted claws), Infected Wounds††, Natural Armour (5), Quadruped, Regeneration, Size (Enormous), Stampede, Sturdy, Toxic, Unnatural Strength (x2), Warp Instability.

Weapons: Fists (1d10+14 I; Pen 7; Tearing, Toxic).

†**Disgusting Stench:** Ghulroth's smell is so terrible as to be an almost palpable, physical entity that follows the horrible beast wherever it goes. Nothing aside from its pungent odour can be smelled or tasted when it is near, and the stench even affects vision, making eyes water and sting and imposing a –20 penalty on all Perception Tests using sight. A successful **Hard** (–20) **Toughness** Test when wearing a respirator will remove the penalties on sight-based Perception Tests. However, the stench is so powerful that



respirators do not allow failed Toughness Tests to be rerolled against it. In addition, anyone within 10 metres of Ghulroth suffers a -20 to his Ballistic Skill and Weapon Skill. This penalty can be negated in the same manner as described above.

It is important to note that Battle-Brothers in their power armour are immune to the effects of the Harbinger's stench, although even they can smell a whiff of it through their Osmotic Gill Life Sustainer. Despite their implants and amazing fortitude however, Battle-Brothers who go into battle without their helmets are affected by Ghulroth's stench along with any security forces that the Kill-team may have in company.

††**Infected Wounds:** Any injuries inflicted by Ghulroth, whether by blade or teeth, become immediately infected. These wounds take twice as long as normal to heal naturally, and a Battle-Brother with an infected wound suffers 1d5 Toughness Damage per day until the wounds are healed. Healing infected wounds requires a **Very Hard (-30) Medicae Test** and access to a well-stocked medicae facility.

KEEPER OF THE MAZE

A blasphemous and dangerous enemy known as a Defiler, this massive machine is driven not by a living pilot, but by the soul of a greater daemon bound to its adamantine frame.

Keeper of the Maze Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	25	⁽¹⁴⁾ 75	—	35	10	40	40	01

Movement:

Type: Walker

Cruising Speed: 14kph

Structural Integrity: 28

Armour: Front 31, Side 31, Rear 20

Carry Capacity: None

Crew: Daemonic Essence

Size: Massive

Weapons: Crushing Claws (2) (2d10+20 R; Pen 8; Tearing, Unwieldy), Reaper Autocannon (300m; S/3/6; 4d10+5 I; Pen 4; Clip 500; Twin-linked), Havoc Launcher (100m; S/2/-; 2d10 X; Pen 2; Clip 8; Blast (4), Devastating (2)), Defiler Battle Cannon (300m; 1/-/-; 3d10+5 X; Pen 8; Clip 50, Blast (8), Devastating (4)).

Special Rules:

Walker: Walkers ignore penalties for moving through difficult terrain and can negotiate obstacles like rock slides, fallen trees, tank traps, and shattered buildings with ease.

Daemonic Possession: Thanks to the bound daemonic essence that drives the Defiler, it may fire all of its weapons as part of the same Half Action every turn. It may even do this in melee, although the weapons must be fired at different targets than the one the Defiler is engaged with. If in melee, it may spend an additional Half Action to make one attack. A Defiler counts as having the Lightning Attack Talent. In addition, Defilers ignore the Jarring Blow and Staggered results for Vehicle Critical Hits and any other effects that target a vehicle's pilot, due to the fact that the daemon bound to the machine cares little for such petty threats.

MANZANAR THE ELDER

An ancient, truly sadistic Dreadnought of the Iron Warriors Legion. He lives only to inflict pain and destroy good works.

Manzanar the Elder Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
50	60	⁽¹⁴⁾ 70	—	25	25	35	30	10

Movement: — **Wounds:** —

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

Talents: Bolter Drill, Crack Shot, Die Hard, Fearless, Frenzy, Hatred (Loyalist Space Marines), Jaded, Killing Strike, Legion Weapon Training, Swift Attack.

Traits: Auto-Stabilised, Size (Enormous), Sturdy.

Armour: See Chaos Space Marine Dreadnought profile.

Weapons: See Chaos Space Marine Dreadnought profile.

Chaos Space Marine Dreadnought

Type: Walker

Tactical Speed: 7m

Cruising Speed: 10kph

Manoeuvrability: +10

Structural Integrity: 35

Armour: Front 37, Side 37, Rear 20

Carry Capacity: None

Crew: One insane Chaos Space Marine

Size: Enormous

Weapons: Legion Dreadnought Close Combat Weapon (2d10+24 E; Pen 6; Power Field), Auxiliary Chainfist (2d10+28 E; Pen 10; Power Field, Tearing), Legion Storm Bolter (100m; S/2/4; 2d10+5 X; Pen 5; Clip 200; Storm), Legion Dreadnought Plasma Cannon (150m; S/-/-; 2d10+11 E; Pen 10; Clip 30; Maximal).

Special Rules:

Walker: Walkers ignore penalties for moving through difficult terrain and can negotiate obstacles like rock slides, fallen trees, tank traps, and shattered buildings with ease.

Combat Walker: All Dreadnoughts have a basic melee attack that reflects their ability to charge, batter, and smash through targets (1d10+14 I; Pen 0; Unwieldy).

Insanity: The mind of a Legion Dreadnought pilot is irrevocably broken, the crippled Chaos Space Marine within the sarcophagus driven mad by millennia of abuse and sensory deprivation. If not engaged in melee at the beginning of a turn, the pilot of a Chaos Dreadnought must make a **Challenging (+0) Willpower Test**. If he succeeds, he continues to fight as normal. If he fails, his Willpower Test, he simply fires all of his weapons at the nearest enemy target at a +10 Bonus on his Ballistic Skill Test. This special rule supersedes the rule that states a Dreadnought can only fire two of its weapons per turn. If the Dreadnought fails its Test by three or more Degrees of Failure, it lapses into a frenzied bloodlust and charges into the thick of battle heedless of its surroundings. When frenzied, the Dreadnought cannot fire any of its weapons. Instead, it doubles its movement rate and may make 1d5+2 melee attacks in close combat instead of its normal number of attacks.

IRON WARRIOR

The corrupt Chaos Space Marines of the Iron Warriors Traitor Legion. Fanatically loyal to their Daemon Prince Perturabo and to their Warsmith, they rule Imbruu with crushing efficiency.

Iron Warrior Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
55	50	⁽¹²⁾ 65	⁽⁸⁾ 45	40	45	40	40	15

Movement: 5/10/15/30

Wounds: 35

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

Skills: Awareness (Per), Climb (S), Command (Fel), Dodge (Ag) +10, Lore: Common (Adeptus Astartes, Tech, War) (Int), Lore: Forbidden (Daemons, Traitor Legions, Warp) (Int), Lore: Scholastic (Tactica Imperialis) (Int), Intimidate (S) +20, Literacy (Int), Scrutiny (Per) +10, Speak Language (Low Gothic, Unholy Tongue) (Int), Survival (Int), Swim (S), Tactics (Armoured Tactics, Siege Tactics), Tech-Use (Int) +10.

Talents: Crack Shot, Crippling Strike, Crushing Blow, Bolter Drill, Die Hard, Enhanced Bionic Frame, Fearless, Hatred (Loyalist Space Marines, Imperial Fists), Heightened Senses (Sight, Sound, Smell), Jaded, Killing Strike, Mighty Shot, Quick Draw, Rapid Reload, Swift Attack, True Grit.

Traits: Auto-Stabilised, Dark Sight, Size (Hulking), Unnatural Strength (x2), Unnatural Toughness (x2).

Weapons: Legion Bolter (100m; S/2/4; 2d10+7 X; Pen 5; Clip 28; Rld Full; Tearing), Legion Combat Blade (1d10+16 R; Pen 2), Legion Krak Grenades (2) (S/-/-; 3d10+4 X; Pen 6), Legion Frag Grenades (2) (S/-/-; 2d10 X; Pen 0; Blast 5)).

Cybernetics: Bionic Arm, Cybernetic Eyes (Photo Visor), Cybernetic Hearing (Internal Micro-Bead), Mind Impulse Unit.

Gear: Combi tool, Demolition Charge.

Notes: The Iron Warriors under the command of Warsmith Zhorisch share his special abilities as part of their Legion inheritance.

FLESHOUND OF KHORNE

Though vaguely canine in form, Flesh Hounds are more a horrific cross between dog and reptile. Covered with thick scales, Hounds mount large horns and usually feature a series of spikes down the spine. Frills grow from various locations, such as the back of the skull, on the throat, or the rear of the jaws.

Fleshhound of Khorne Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	—	⁽⁸⁾ 45	⁽⁸⁾ 40	40	15	60	40	10

Movement: 9/18/27/54

Wounds: 15

Armour: None (all 4).

Total TB: 8

Skills: Awareness (Per), Tracking (Int).

Talents: Berserk Charge, Double Team, Furious Assault, Hard Target, Heightened Senses (all).

Traits: Bestial, Blood for the Blood God†, Collar Of Khorne††,

OTHER IRON WARRIORS

Should the Game Master desire, he can utilise other types of Iron Warrior Chaos Space Marines in addition to the standard ones listed above. The following changed should be made to the standard Iron Warrior to reflect these specialists.

- **Iron Warrior Raptor:** These Chaos Space Marines specialise in lightning strikes and close-in fighting using jump packs and bolt pistols. To make an Iron Warrior Raptor, equip the standard Chaos Space Marine with a jump pack, give him the Pilot (Personal) skill at +20, exchange his Legion Bolter for a Chaos Space Marine Bolt Pistol (30m; S/3/-; 2d10+5 X; Pen 5; Clip 14; Rld Full; Tearing), and give him a Chaos Space Marine Chainsword (1d10+15 R; Pen 4; Balanced, Tearing).
- **Iron Warrior Havoc:** These Chaos Space Marines prefer killing at range with heavy weapons, and add much needed support with their heavy firepower and unflinching aim. To make an Iron Warrior Havoc exchange the standard bolter with either a heavy bolter (150m; -/- /10; 2d10+10 X; Pen 6; Clip 60; Rld Full; Tearing), Chaos Space Marine Autocannon (150m; -/- /10; 3d10+6 I; Pen 6; Clip 200; Rld 3 Full; Tearing), or Chaos Space Marine Plasma Cannon (150m; S/-/-; 2d10+11 E; Pen 10; Clip 16; Rld 5 Full; Blast (1), Volatile) and increase his BS and Strength characteristics by +5.
- **Iron Warrior Aspiring Champion:** Veterans of countless battles, these servants of the Ruinous Powers lead squads of Chaos Space Marines against the myriad foes of Chaos. To make an Aspiring Champion, increase the standard Chaos Space Marine's Command Skill to +20, grant them the Air of Authority, Iron Discipline, and Into the Jaws of Hell Talents, and replace his Legion Bolter and Legion Combat Blade with a Legion Bolt Pistol (30m; S/3/-; 2d10+5 X; Pen 5; Clip 14; Rld Full; Tearing) and a Legion Chainsword (1d10+3 R; Pen 4; Balanced, Tearing).

Daemonic, Daemonic Presence†††, Dark Sight, Fear (3), From Beyond, Improved Natural Weapons (Claws and Teeth, Natural Armour (4), Quadruped, Size (Hulking), Unnatural Senses (30 metres), Unnatural Strength (x2), Warp Instability.

Weapons: Teeth and claws (1d10+10 R, Tearing).

†**Blood for the Blood God:** Creatures of Khorne suffer no penalties from physical damage or loss of blood. Combat effects such as Blood Loss, falling down due to damage, or penalties to Weapon Skill Tests do not apply to creatures of Khorne.

††**Collar Of Khorne:** The Flesh Hound does not suffer extra damage from the Psy Rating of a wielder of a force weapon. In addition, any Psychic Powers used against the Flesh Hound have their Psy Rating reduced by 3. The Flesh Hound's Daemonic Trait is not ignored by Force Weapons unless the welder succeeds at a **Difficult (-10) Willpower Test**.

†††**Daemonic Presence:** All creatures within 20 metres take a -10 penalty to Willpower Tests.

FLAMER OF TZEENTCH

Flamers, dangerous daemons of Tzeentch, are incredibly dim-witted monsters that spit warpflame and noxious gasses. Moving about by floating in the air, their multi-hued flames twist and change all they touch.

Flamer of Tzeentch Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
3I	45	4I	(8) 46	44	20	20	40	10

Movement: 8/16/32/64

Wounds: 20

Armour: None.

Skills: Awareness (Per), Psyniscience (Per).

Talents: Psy Rating (3).

Traits: Creature of the Warp, Daemonic, Daemonic Presence†, Dark Sight, Flames of Change†, Fear (3), From Beyond, Hoverer (5), Natural Weapons (Teeth), Strange Physiology, Unnatural Speed, Warp Instability.

Psychic Powers: Hellfire.

Weapons: Teeth (1d10+4 R).

Creature of the Warp: Flamers of Tzeentch never invoke psychic phenomena.

†**Daemonic Presence:** All creatures within 20 metres of the Horror suffer -10 to all Willpower Tests.

††**Flames of Change:** Any creature wounded by a Flamer's psychic attacks must make an **Ordinary (+0) Willpower Test** or gain 1d10 Corruption Points.



HORROR

Rolling, twitching, gibbering masses of iridescent flesh, talons, and flame, horrors are one of the more ubiquitous daemons among Tzeentch's menagerie. Aggressive and relatively bright, these creatures travel in screaming, striving packs, and fight as a slaving, slashing swarm.

Horror Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	25	35	(8) 40	30	30	45	50	10

Movement: 3/6/9/18

Wounds: 15

Armour: None.

Skills: Awareness (Per), Psyniscience (Per).

Talents: Psy Rating (3)

Traits: Daemonic, Dark Sight, Daemonic Presence†, Fear (3), Fire of Tzeentch††, From Beyond, Hoverer (3), Natural Weapon (Teeth and Claws), Regeneration, Warp Instability.

Psychic Powers: Hellfire.

Weapons: Teeth and Claws (1d10+3 E).

†**Daemonic Presence:** All creatures within 20 metres of the Horror suffer -10 to all Willpower Tests.

††**Fire of Tzeentch:** Horrors are immune to Perils of the Warp.

PSYCHIC HORDES

Though rare, it is possible for the players to encounter a Horde that is made up of psykers. If a Horde has any psychic abilities then it follows the normal psychic rules for manifesting and maintaining powers found in **Chapter VI: Psychic Powers** of the **DEATHWATCH Rulebook**, with the following exceptions:

- A psychic Horde may attempt to manifest a power instead to making an attack. If the Horde is large enough to gain multiple attacks then it may sacrifice any number of these to manifest the same number of powers (the same power may even be used more than once since there are many individuals who possess it).
- A psychic Horde uses the first number of its Magnitude as its Psy Rating unless the Psy Rating of an individual member of the Horde would be higher. For example, a Horde of mutants each with a Psy Rating of 2 but with a Magnitude of 40 would have a Psy Rating of 4 until its Magnitude dropped to less than 20, at which time it would use the individual Psy Rating of 2.
- Psychic effects which would normally only affect psykers will affect every member of the Horde, treating it as if it was an individual entity. In cases where this would create unusual situations or contradictions, the GM has the final say on the outcome of the power.
- If a psychic Horde triggers Perils of the Warp, determine the results as normal. However any results which would cause damage to the psyker instead reduce the Horde's magnitude by 1d5+1. Results which have an area of effect are centred in the middle of the Horde.

HERETEK

Twisted Tech-Priests and Tech Adepts in the service of Warsmith Zhorisch, these blasphemous technologists are an abomination to the cult of the Machine God.

Heretek Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	35	40	⁽¹⁰⁾ 50	40	⁽¹⁰⁾ 50	50	50	30

Movement: 4/8/12/24

Wounds: 12

Armour: None (5 All).

Skills: Awareness (Per), Command (Fel) +20, Lore: Common (Adeptus Mechanicus, Tech) (Int), Logic (Int) +20, Scrutiny (Per) +10, Tech-Use (Int) +20.

Talents: Autosanguine, Disturbing Voice, Feedback Screech, Ferric Lure, Ferric Summons, Logis Implant, Luminen Blast, Luminen Shock, Machinator Array, Master Engineer, Mechadendrite Use (Weapon, Utility), Orthoproxy, Prosanguine, Resistance (Psychic Techniques), Rite of Fear, Talented (Tech-Use), The Flesh is Weak, Technical Knock, True Grit, Weapon-Tech.

Traits: Machine (5), Mechanicus Implants, Strange Physiology, Unnatural Toughness (x2), Unnatural Intelligence (x2).

Bionics: Auspex, Bionic Arms, Bionic Legs, Bionic Respiratory System, Cybernetic Eyes (Telescopic Vision, Photo-Visor), Cybernetic Ears (Micro-Bead), Mind Impulse Unit, Manipulator Mechadendrite, Servo-Arm, Utility Mechadendrite.

Weapons: Corrupt Plasma Pistol (30m; S/2/-; 1d10+8 E; Pen 8; Clip 12; Rld 3 Full; Volatile), Defaced Omnissian Axe (2d10+4 E; Pen 6; Power Field, Unbalanced).

Gear: Data-slate, combi-tool, blasphemous oils.

CORRUPT SKITARII

Blasphemous reflections of the Mechanicus Skitarii troops, these creatures act as both slave overseers and as militia troops patrolling the shattered, daemon haunted remains of Imbru's hives.

Corrupt Skitarii Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	40	45	⁽⁸⁾ 40	40	40	45	30	20

Movement: 9/18/27/54

Wounds: 20

Armour: Heavy Carapace (6 All).

Skills: Awareness (Per), Lore: Common (Tech, War) (Int) +10, Dodge (Ag), Intimidate (WP) +20, Logic (Int), Lore: Scholastic (Tactica Imperialis) +10, Scrutiny (Per) +10, Tech-Use (Int) +20.

Talents: Ambidextrous, Blind Fighting, Combat Master, Crack Shot, Crippling Strike, Die Hard, Disturbing Voice, Double Team, Fearless, Hip Shooting, Iron Jaw, Nerves of Steel, Orthoproxy, Prosanguine, Quick Draw, Rapid Reload, Resistance (Psychic Powers), Sprint, Street Fighting, Strong Minded, Technical Knock, Weapon-Tech.

Traits: Fear (1), Disciplined (Horde), Fighting Withdrawal (Horde), Machine (4), Size (Hulking), Strange Physiology, Unnatural Toughness (x2).

Bionics: Bionic Arms, Bionic Legs, Bionic Respiratory System, Cybernetic Eyes (Telescopic Vision, Photo-Visor), Cybernetic Ears (Micro-Bead), Mind Impulse Unit.

Weapons: Plasma Gun (100m; S/2/-; 1d10+9 E; Pen 8; Clip 40; Rld 4 Full; Volatile), Shock-Lash (1d10+6 E; Pen 1; Shocking, Snare, Unwieldy).

Gear: Data-slate, combi tool.

IMBRU-PATTERN BATTLE SERVITOR

Built by the long lost tech-priests of the Obsidian Forge and used to guard sensitive and restricted areas of the Forge, these implacable foes are extremely dangerous combatants.

Imbru-Pattern Battle Servitor Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	45	⁽¹⁰⁾ 50	⁽⁸⁾ 45	30	20	30	35	—

Movement: 5/10/15/30

Wounds: 30

Armour: None (6 All).

Skills: Awareness (Per) +10.

Talents: Ambidextrous, Crack Shot, Crippling Strike, Fearless, Iron Jaw, Two-Weapon Wielder (Ballistic and Melee).

Traits: Armour-Plated, Auto-stabilised, Darknight, Machine (4), Natural Weapon (Servo Fist), Size (Hulking), Sturdy, Unnatural Strength (x2), Unnatural Toughness (x2).

Weapons: Servo-fist (1d10+10, Pen 6), Servo Arm mounted Inferno Pistol (10m; S/-/-; 2d10+5 E; Pen 9; Clip 4; Rld Full), and one of the following Heavy Bolter (150m; -/-/10; 2d10+10 X; Pen 6; Clip 60; Rld Full; Tearing), Plasma Cannon (150m; S/-/-; 2d10+11 E; Pen 10; Clip 16; Rld 5 Full; Blast (1), Volatile), or Heavy Flamer (30m; S/-/-; 2d10+6 E; Pen 6; Clip 10; Rld 2 Full; Flame).

Gear: Internal Vox.

THE ATOMIZER

Warsmith Zhorisch carries this rifle-sized weapon of incredible antiquity and destructive power as proof of his technical and military prowess. A bulky, deadly looking weapon of unknown provenance, the Atomizer resembles a matte grey meltagun with heavy shielding and a back-mounted power source. The weapon fires a blast of irradiated particles that effectively melts living creatures, boiling them alive and blasting apart their individual cells. It can even set fire to metals and ceramite before disintegrating these materials. Aside from their devastating effects on living organisms, the Atomizer also irradiates everything in its blast radius. This is reflected in the Toxic special quality in the weapon's profile.

THE ATOMIZER

(40m; S/-/-; 3d10+5 E; Pen 8; Clip 15; Rld 2 Full; Blast (3), Devastating (3), Toxic, Volatile, Special)

WARSMITH ZHORISCH

Arriving on Imbru ages ago to secure the Mechanicus Forge after the world fell into the Hadex Anomaly, Warsmith Zhorisch is now more machine than Marine.

Warsmith Zhorisch Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
65	65	(12) 60	(10) 55	40	65	55	55	20

Movement: 5/10/15/30

Wounds: 45

Armour: Debased Artificer Armour (12 All).

Skills: Awareness (Per), Climb (S), Command (Fel) +20, Lore: Common (Adeptus Astartes, Adeptus Mechanicus, Tech, War) (Int) +10, Concealment (Ag) +10, Demolition (Int) +20, Dodge (Ag) +10, Lore: Forbidden (Adeptus Astartes, Adeptus Mechanicus, Daemonology, Traitor Legions, The Warp) (Int), Intimidate (S) +20, Literacy (Int), Lore: Scholastic (Chymistry, Tactica Imperialis) (Int), Scrutiny (Per), Speak Language (Low Gothic, Techna-Lingua, Unholy Tongue) (Int), Survival (Int), Swim (S), Tactics (Siege Tactics) (Int), Tech-Use (Int) +20.

Talents: Binary Chatter, Die Hard, Disturbing Voice, Enhanced Bionic Frame, Feedback Screech, Ferric Summons, Hammer Blow, Hatred (Loyalist Space Marines), Heightened Senses (Sight, Sound, Smell), Infused Knowledge, Jaded, Killing Strike, Logis Implant, Luminen Blast, Machinator Array, Maglev Transcendence, Master Enginseer, Mechadendrite Use (Servo-Arm, Weapon), Paranoia, Rapid Reload, Rite of Fear, Servo-Harness Integration, Stalwart Defence, Swift Attack, Target Selection, Technical Knock, The Flesh is Weak (5), True Grit, Unarmed Master, Wisdom of the Ancients.

Traits: Auto-stabilised, Dark Sight, From Beyond, Mechanicus Implants, Size (Hulking), Touched by the Fates (3), Unnatural Strength (x2), Unnatural Toughness (x2).

Weapons: The Atomizer†, Thunder Hammer (2d10+17 E; Pen 8; Power Field, Concussive, Unwieldy), EMP Grenades (5) (S/-/-; Pen 0; Haywire (4)).

Cybernetics: Chaos Space Marine Servo Harness (2x Servo-arms, Combi-tool, Fyclene Torch, Plasma Cutter), Augur Array, Bionic Arms (2), Bionic Legs (2), Bionic Respiratory System, Cybernetic Eyes (Photo Visor), Cybernetic Hearing (Internal Micro-Bead).

Gear: Targeter, Dilation Field.

†**The Atomizer:** See The Atomizer sidebar on page 138.

Iron Cage: The Iron Warriors are renowned for building fortifications that can withstand even the most intense siege. Zhorisch has had years to prepare The Obsidian Forge against attack. As a result, the GM may add The Warsmith's Intelligence Modifier to the cover value of up to 8 pieces of terrain during any battle involving Zhorisch. This bonus stacks with those granted by the Siege Master ability, but the bonus points are added in after those granted by Siege Master. A single piece of cover may benefit from Iron Cage only once and the effects are permanent.

Siege Master: When making attacks, the Warsmith can reduce the Armour Points of any cover used by an opponent by half, and any cover used by the Zhorisch is doubled so long as he remains stationary.

SHAS'O VIOR'LA AISULU MAI

This young and charismatic Fire Caste hero is completely under the sway of his Ghanathaar masters, and his actions threaten to destroy the Jericho Reach.

Shas'O Vior'La Aisulu Mai Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
55	65	(10) 50	(12) 60	50	45	55	55	50

Movement: 12/24/36/72

Wounds: 50

Armour: XV8 Crisis Suit (All 9).

Skills: Acrobatics (Ag) +10, Awareness (Per), Charm (Fel) +20, Command (Fel) +20, Lore: Common (Tau Empire) (Int), Deceive (Fel) +10, Dodge (Ag) +10, Intimidate (S) +10, Speak Language (Kroot, Low Gothic, Tau), Tactics (Assault Doctrine, Defensive Doctrine) (Int) +20.

Talents: Assassin Strike, Air of Authority, Ambidextrous, Counter Attack, Crack Shot, Deadeye Shot, Dual Shot, Fearless, Foresight, Hip Shooting, Independent Targeting, Into the Jaws of Hell, Iron Discipline, Iron Jaw, Meditation, Mighty Shot, Rapid Reaction, Sharpshooter, Sprint, Talented (Command), Target Selection, True Grit, Two-Weapon Wielder (Ballistic).

Traits: Auto-stabilised, Dark-sight, Flier (12), Size (Enormous), Touched by the Fates (4), Unnatural Strength (x2), Unnatural Toughness (x2).

Weapons: Plasma Rifle (Two, Arm-Mounted) (90m; S/2/-; 2d10+11 E; Pen 8; Clip -; Rld -; Mounted, Tearing), Airbursting Fragmentation Launcher (Back Mounted) (60m; S/-/-; 1d10+7 X; Pen 4; Clip -; Rld -; Blast (5), Devastating (2), Mounted).

Gear: Crisis Battlesuit incorporating Command and Control Node, Fail-safe Detonator (see page 366 of the **DEATHWATCH** Core Rulebook), micro-bead, xenos-crafted auspex.

Special Rules

Airbursting Fragmentation Launcher: This weapon fires a proximity-fused explosive projectile, launched on a trajectory computed by an onboard drone intelligence. The warhead is fired at a high angle and explodes directly above the target, negating the effects of any cover the foe might be using. It has proven useful against stealthy foes that make intelligent use of cover and those gifted with chameleonic qualities that are hard to pinpoint. This weapon can target an enemy even if the user does not have a direct line of sight to it, because of its indirect fire trajectory.

Command and Control Node: This system provides the user with a totally immersive command interface and is wired directly into his central nervous system so that the data is fed directly to his subconscious mind and need not be interpreted by conscious awareness. The device instantly compiles the user's intentions into coherent orders, which are fired off by encrypted tight-burst transmission to all subordinate units. All Actions involving ordering or influencing other Tau units are Free Actions, so long as the target unit is equipped with a micro-bead or similar communication device.

The Patient Hunter: See page 366 of the **DEATHWATCH** Core Rulebook.

BROADSIDE BATTLESUIT

Posted on the hull of the former Watch Station Belarius, these heavy battlesuits operate in teams as mobile heavy weapons platforms, defending the station from incoming ships and ordnance.

Broadside Battlesuit Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	45	⁽¹⁰⁾ 50	⁽¹⁰⁾ 55	20	30	40	40	30

Movement: 4/8/12/24

Wounds: 30

Skills: Awareness (Per), Common Lore (Tau Empire) (Int), Speak Language (Kroot, Tau) (Int), Tactics (Defensive Doctrine) (Int) +10.

Talents: Crack Shot, Double Team, Dual Shot, Mighty Shot, Nerves of Steel, Two-Weapon Wielder.

Traits: Auto-Stabilised, Dark-sight, Unnatural Strength (x2), Size (Enormous), Unnatural Toughness (x2), Sturdy.

Armour: XV-88 Broadside Suit (All 12).

Weapons: Twin-linked Broadside Railgun (500m; S/—/—; 3d10+32 I; Pen 15; Mounted, Twin-linked), Smart Missile System (90m; —/—/4; 1d10+14 X; Pen 4; Arm Weapon Mounting).

Gear: Broadside Battlesuit, drone controller, micro-bead, shield drone, spotter drone, xenos-crafted auspex.

SHIELD DRONE

Small drones driven by xenos machine spirits and equipped with shield projectors. Typically encountered in the company of Tau Commanders.

Shield Drone Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
20	20	20	40	40	15	25	20	10

Movement: —

Wounds: 15

Armour: None (5 All).

Skills: Acrobatics (Ag), Awareness (Per), Dodge (Ag).

Talents: Fearless.

Traits: Flier (12), Machine (5).

Gear: Tau Shield Generator.

Special Rules

Slaved Devotion: Drones are assigned to accompany a single individual and programmed to protect him at all costs. They will always remain within 2 metres of their owner. If the owner is killed, another Tau equipped with a Drone Controller may attempt to take control of the Drone by passing a **Very Hard (–30) Tech Use Test**.

Tau Shield Projector: The Shield Drone and all characters within two metres of it are protected by its shield projector from attacks originating from more than two metres away. The shield has a Protection Rating of 45 and Overloads on a roll of 01-10.

MARKER DRONE

Small drones driven by heretical machine spirits and equipped with Markerlights. Typically attached to armoured and artillery units as forward observers.

Marker Drone Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
20	20	20	40	40	15	25	20	10

Movement: —

Wounds: 15

Armour: None (5 All).

Skills: Acrobatics (Ag), Awareness (Per), Dodge (Ag).

Talents: Fearless.

Traits: Flier (12), Machine (5).

Gear: Tau Markerlight†.

Special Rules

Slaved Devotion: Drones are assigned to accompany a single individual and programmed to protect him at all costs. They will always remain within 2 metres of their owner. If the owner is killed, another Tau equipped with a Drone Controller may attempt to take control of the Drone by passing a **Very Hard (–30) Tech-Use Test**.

†**Tau Markerlight:** Marker Drones are equipped with a special piece of Tau xeno-tech called a Markerlight, and are used as forward observers for heavy artillery units like Broadside Battlesuit teams. Markerlights are laser designators and range-finders used to paint targets for other units to fire at. When activated, Markerlights project a harmless, invisible beam of laser light at a target, measuring the exact position of the target relative to the user. This data is then transmitted to friendly units, granting them a number of Bonuses. Any friendly unit firing on a target painted by a Markerlight enjoys a +10 Bonus to their Ballistic Skill which stacks with any other bonuses they may have. In addition, seeker missiles that are typically found on Tau armoured vehicles may be fired at the target painted with a Markerlight with an effective Ballistic Skill of 80 (note that normally, seeker missiles may not be fired at targets that have not been painted by a markerlight).



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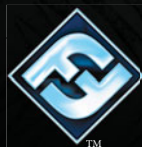
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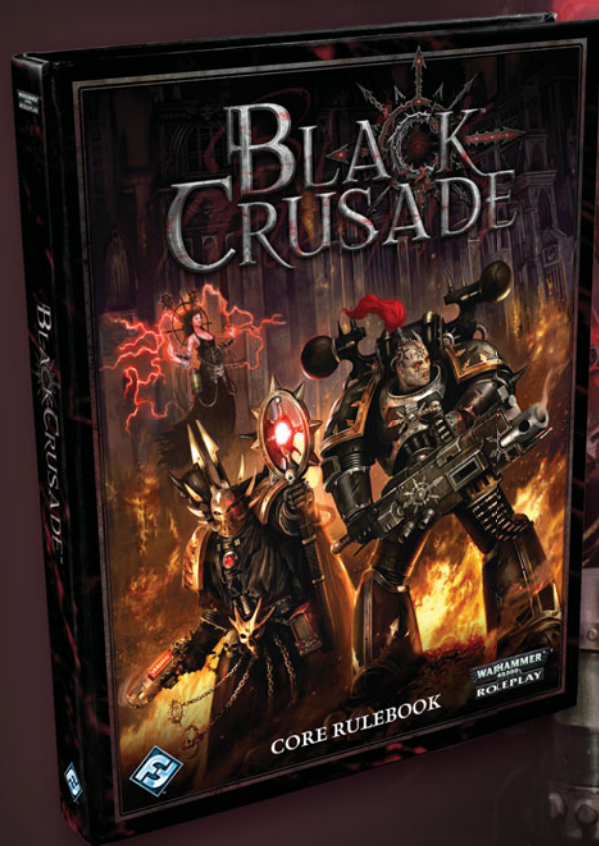


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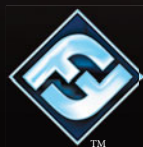


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