

A MYSTERIOUS MENACE

Of all the hostile agents in the 41st Millennium, few are as rarely encountered or as poorly understood as the Zoats. Highly intelligent and technologically advanced, these enigmatic creatures typically appear alone, working towards shadowy goals that can only be guessed.



While vast armies clash to decide the fate of entire systems, small bands of specialists complete dangerous covert missions in places where massed military strength cannot yet reach. The environments these kill teams deploy to are as diverse as they are remote, and each operative must be braced to deal with whatever strange foes cross their path.

But no matter how prepared they may be, kill teams that encounter a specimen of the xenos race known as the Zoats must resort to raw instinct and initiative if they are to survive. Brutal and dangerously intelligent, a single Zoat can make a mockery of a kill team's battle plan, its highly advanced weaponry more than capable of punching clean through the heaviest armour. With the foe in disarray, the Zoat will move in, claim its prize and disappear as mysteriously as it arrived.

THE ARCHIVIST

The best (well, only) way to get your hands on a Zoat is to pick up the Deadly Alliance expansion pack for Blackstone Fortress. On top of all the Blackstone Fortress gubbins you get in the set, the assembly guide also includes a datasheet so you can use the model in Warhammer 40,000. Bonus!



THE ARCHIVIST

This month, the Zoat known as the Archivist has left the space station of Precipice (which should be familiar to any who have ventured into Warhammer Quest: Blackstone Fortress) and now roams the galaxy at large, presenting a mysterious and deadly new threat for your kill teams to overcome.

On the opposite page you'll find rules for using the Archivist from Warhammer Quest: Blackstone Fortress – Deadly Alliance in your games of Warhammer 40,000: Kill Team, including a new datasheet representing the creature's strange technology and abilities. Wherever this saurian quadruped appears, death and disruption (and atomic disassembly) follow as it fixes a determined gaze upon the same objectives and artefacts fought over by rival life forms. A Zoat is on the loose – you have been warned!

HOW TO USE THE ARCHIVIST IN KILL TEAM

The Archivist does not form a kill team in the traditional way. Instead, it roams your Kill Team battlefields as a deadly third party.

If you choose to use these rules, set up your battlefield as normal but, in addition, place the Archivist miniature in the centre of the battlefield. Then roll a D6 and move the Archivist 2D6" in the direction shown on the diagram to the right. If the model would end this move under any other models or terrain features, reduce the move by the minimum distance required so that the model is not within 1" of any other models or terrain features.



The following rules apply to the Archivist:

- The Archivist model is treated as an enemy model by all players' kill teams and vice versa.
- Any dice rolls that are required for the Archivist are always made by the player with the initiative that round. Players cannot pick the Archivist as the target of the Gritted Teeth Tactic, and cannot use the Tactical Re-roll Tactic to re-roll any rolls made for the Archivist.
- At the start of each battle round, each player can select one Shaken enemy model that is within 12" of the Archivist and visible to it. Until the end of that battle round, models selected in this way are said to be manipulated by the Archivist. Manipulated models can be controlled by the player who selected them as though they were a model from that player's kill team. Manipulated models are treated as not Shaken for the purposes of this rule.
- In the Movement phase, the Archivist always moves before any models from kill teams. If, when it is time to make this move, the Archivist is within 1" of any enemy models, it remains stationary. Otherwise, if the Archivist is within 12" of any enemy models that are themselves within 6" of an objective marker, it will attempt to charge whichever of those models it is closest to. If more than one enemy model is equally close, the target is chosen by the player with the initiative. If the Archivist is not within 1" of any enemy models and not within 12" of any enemy models that are themselves within 6" of an objective marker, it moves as fast as possible towards the closest objective marker. If the mission you are playing does not include any objective markers, the Archivist moves as fast as possible towards the closest enemy model, attempting to charge that model if it is within 12". The Archivist can only Advance if there are no visible enemy models within 18".
- In the Shooting phase, the Archivist always shoots before any models from kill teams, following the normal shooting sequence. When doing so, the Archivist must target the closest visible enemy model. If more than one enemy model is equally close, the target is chosen by the player with the initiative.
- In the Fight phase, the Archivist always fights after all other charging models have fought in the Hammer of Wrath section of the Fight phase, following the normal fight sequence. When doing so, the Archivist must target the closest visible enemy model. If more than one enemy model is equally close, the target is chosen by the player with the initiative.
- When the Archivist is chosen as the target of a charge and it is able to React, it always Reacts by firing Overwatch; the Archivist cannot Retreat.
- The Archivist cannot be broken and does not take Nerve tests.

THE ARCHIVIST

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
The Archivist	5"	3+	3+	5	4	6	4	9	3+	1
This model is armed with an atomic disassembler and an eradicator glove.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Atomic disassembler	18"	Pistol 1			8	-3	D6	Attacks made with this weapon do not suffer the penalty to hit rolls and injury rolls for the target being obscured.		
Eradicator glove	Melee	Melee			x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.		
ABILITIES	Disruptive Influence: When taking Nerve tests for models in your kill team that are within 6" of any models with this ability, do not apply the -1 modifier for each other friendly model within 2".									
SPECIALISTS	None									
FACTION KEYWORD	UNALIGNED									
KEYWORDS	MONSTER, THE ARCHIVIST									

ALIEN MANIPULATORS

The hulking, scaly creatures known as Zoats appear so rarely in Imperial records that no two sources agree on their origins or intentions, but the dominant view within the Ordo Xenos is that the Zoats are remnants of an ancient and genetically unique race. Though the aliens have been observed in groups on a handful of occasions, most sightings concern single, nomadic individuals, and no evidence of a Zoaat home world or population centre yet exists.

What is more certain is that the creatures' brutish physique belies their true nature. They are a highly intelligent, technologically advanced species capable of manipulating other life forms through a combination of arcane devices and skilled subterfuge. If the Zoats are working to some inscrutable common agenda, the actions of each specimen keep any such plan a mystery; each appears to serve only their own ends. All that seems to link their actions is a recurrent interest in obtaining rare technological artefacts. This is unsurprising, as Zoats rely on bio-technology to survive in diverse environments across the galaxy, using all manner of augmentations to support their metabolic and musculoskeletal systems. From atmospheric breather masks to synthetic organs that enable the digestion of alien proteins, these diverse enhancements are added to and upgraded throughout a Zoaat's long lifespan.

Most disturbing of these technologies are the psychic resonators through which the Zoats communicate, allowing them to implant messages directly into the minds of others. Combined with their manipulative talents, these devices enable Zoats to install themselves as ambassadors, power brokers or data traders at the lawless frontiers of Imperial space. Even in places where the grip of the Imperial authorities is stronger, Zoats have been known to spread their influence by proxy, weaving webs of coercion until they have invested themselves with considerable power.

THE ARCHIVIST

The Zoaat known as the Archivist first crossed paths with Imperial agents on the space station Precipice, where species of many kinds gather and plan expeditions into the Blackstone Fortress that looms nearby. Even amongst the diverse populace of Precipice, the creature stood out, its large reptilian body and bio-tech augmentations unlike anything else seen on the station. Presenting itself as a data trader, the Archivist approached a group of explorers, offering an opportunity to quell the roiling chaos in an area of the Blackstone Fortress known as the Seethe – a barely navigable region of constantly shifting matter. There the Archivist had identified fragments of an ancient Zoaat spacecraft and, ever driven by the desire for precious archeotech, had resolved to salvage the remnants of the vessel before they were lost to the churning maelstrom. Crucial to its plan was another Zoaat



relic, the Grayl Intulia, which would give its bearer a measure of control over the Seethe's riotous turbulence and grant access to areas otherwise impassable. Once the remains of the Zoat ship had been reclaimed with the explorers' aid, the Archivist pledged that it would calm the upheaval of the Seethe permanently.

In truth, the Archivist's proposals were just one facet of a much wider manipulation that affected many different exploring parties on Precipice and prompted several ventures into the Blackstone Fortress – some successful, others disastrous. Once the duplicitous Zoat had stockpiled a large personal cache of artefacts, it disappeared, leaving many promises unfulfilled and many hapless allies trapped in the maddening depths of the fortress.

The Archivist now roams as a free agent, capitalising on the laxity of regional authorities and salvaging relics amidst the anarchy that has proliferated in the age of the Cicatrix Maledictum. Wherever it encounters the operatives of other races, the Zoat draws upon all of its technology and intellect to disrupt their activities or mould them to its purposes, particularly when rare archeotech is at stake. Those the Archivist cannot coerce in this way soon find themselves facing much more hostile methods, as the creature will not hesitate to engage its formidable atomic disassembler or eradicator glove to destroy all who resist its manipulations.

