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	attack rol	
Target Num	ber Task Difficulty	Back Str attack Cloud ef Elevated the attack
tio roll, autor success	wtic Simple	
10-12	Moderate	character sized base
13-15	Complex	Elevated trigaged Fining for Free Stri Knocked
26+	Difficult	
No roll, autor failure	u tic srepossible	
	Turn Structure	1 :
2. Otheret Control Phase 1. Upleep	spells lects that occur during the Control Phase	
 The chair after mo 	• Knockey	
 Moveme 		• Prone
	Full Advance: move SPD in inches	L
:	Purc move 2: SPD, may make one quick action (no spells) Charge: move SPD+3 in a straight line towards target character, damage roll of first attack is automatically boosted if character moved at least 3°, may not charge if SPD is reduced	1 :
 Actions 	nover at easy , may not charge a pro a results	
	Perform two puick actions	
	Attack and performone guit kaction	
•	Perform a full action	1 :
	Quick Actions	• Taking Co
09983	Orau a weapon or item (including ammunition)	
 Stoway 	Stow a weapon or item	
 Reload a 	Reload a ranged weapon	
 Pulla pie 	Pulla pin on a prenade	
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Cast a spell	
 Activate 	Activate a rune plate	
• Use a ste	Use a steamjack drive	
• Use a sk	Use a skill-or ability that requires a quick action	
 Tale cov 	Tale cover or go prone	
• Other fa	st, simple action at the Game Master's discretion	 Boost No
		 Heroic D
	Grapple	· Make a (
· Requires	an unarmed melee attack	Parry: in Relentier
 May mot 	May matrain both arms or only one in order to make more make attacks	
• Crapplin	g character can milease the grapple at any time	rais with
with a co	te ir turn, a character can break the grapple instead of attacking intested STR + Unarmed Combat roll. If the attacker is maintain- rapple 1-handed, the target gains +2 to the roll. Ties go to the	Reroll fa at long a Run and
	the part of the second second second second second seconds	. shike for

<u>Modifiers/Conditions</u> Bonus: A character that forfeits their movement gains +2 to ranged olk during their activation phase rike: +2 bonus on the attack roll of any melee, ranged, or magk flect: Grants concealment d Attacks: ignore characters when drawing LOS that are lower than class when they are within 1° of the target. Income interpreting

the attacker unless they are within 3" of the target. Ignore intervening thatacters within 3" of the target if the character has an equal or smallericed based than the attacker. Clevated Target: +2 DEF against ranged and magic attack rolls

ingaged Attacker: -4 penalty on ranged attack rolb

ring from Horseback: -2 penalty to ranged and magic attack rolls ee Strike: +2 bonus to the meliee attack roll, boosted damage nocked Down/Stationary:

- Melee attacks automatically hit
- DEF is reduced to 5
- Does not engage other characters in melke
- Cannot attack, move, perform actions, make attacks, cast spelk, or be used to channel and does not have a melee range
- Can be ignored for targeting purposes (inocked down only)
- Must forfeit movement or action to stand up (knocled down only)

ckout Strike: -3 penalty to the attack roll (unarmed melee attack)

- >2 DEF against range and magic attacks
- +4 ARM against blast damage
- Melee attacks made by prone characters against characters that are not prone suffer -2 to the attack roll
- Melee attacks made against a prone character made by a character that is not prone gain +2 on the attack roll.
- Prote characters may not run or charge, may move up to half SPD in inches when making a full advance
- Cannot become knocked down
- Must forfeit movement or action to stand up

Taking Cover:

- Solid cover: +2 DEF against melice attacks, +4 DEF against ranged and magic attacks
- Concealment: +2 DtF against ranged and magic attacks
 Target in melee: Ranged or magic attack rolls suffer a –4 penalty, the attack misses, it may hit a nearby character instead

- East Points Awarded: critical hit, incapacitating/destroying a character; appropriate role playing, herok action Boost Non-Attack Skill Roll: requires at least one level of the skill used) reroic Dodge: suffer only half damage from an attack, rounded up
- Make a Quick Action: during the Activation Phase
- Parry: immunity to free strikes during the character's turn Relentless Charge: while charging, the character may charge through ter-
- rain without penalty Reroll Failed Attack, Skill, or Willpower Roll: may make multiple attempts
- as long as the character has feat points to spend Run and Gun: move up to 2x a character's SPD in inches
- Shake Continuous Effects: cause a continuous effect to immediately evolve

	grappler. Additional affacts actions may be used to break the grapple.	 Snake continuous thects: cause a continuous effect to intrine usely expire
ł.	 When grappling/being grappled Suffer -S DEF Attacks made against characters not involved in the grapple suffer a -3 penalty to hit. 	 Shake Knockdown: A character can shake knockdown to immediately stand up at the start of their turn. Shake Stationary cause the stationary status effect to expine Sprint: if a character incapacitated or destroyed one or more enemy char-
	 Cannot advance or be pushed Grapple broken by: An effect causes either character to be moved, placed, knocked down, incorporeal, stationary, incapacitated 	 acters with a melee attack, at the end of their turn, they can male a full advance. Two Fisted: attack with a weapon in each hand without penalty Walk it Off: during a characters turn, regain d 3-1 vitality (must not be incapacitated)



Deathwatch rpg core rulebook.

Focus Power Tests for any characters that are not allied with the Ruinous Powers suffer a -20 Penalty. The fear remains that, should the Necrons or some other ancient evil of the sector reach the Warp gate, then it could mean doom for the Calixis Sector and beyond. All the while, sorcerers from the Thousand Sons legion lead armies of implacable mindless Rubric Marines against the forces of the Imperium and the agents of Tzeentch plot and plan and whisper from the darkest corners to twist the malleable minds of men. Reeliics cs W Wt Reg Renown Code Co deex of o Per erat atos at oss 4kg 4k 50 Famed DEFILED MANTLE OF THE CRUSADER Once venerated simply as the Mantle of the Crusader, this truly ancient suit of MkII Crusade pattern power armour no longer enjoys the status it has held for long millennia. Any psyker who attempts to perceive the area is immediately aware that the altar guarded a powerful artefact for centuries. This has led to a situation in which the war for control of the planet most resembles a battle for turf warfare fought by two guerrilla organisations. cros cr ossi os sing. After action accounts and holo-pict captures show BattleBrothers firing upon their brethren from close quarters with no provocation, breaking the most solemn of vows as if they meant nothing. In addition, the Harrier of Foes increases the Penetration of any explosive charge he sets by +2 for every Degree of Success he scores on that test. These effects remain in play until the gear is repaired in a fully equipped and clean location. If the Battle-Brothers are bound and determined to approach in this manner, they face certain death as the warship unloads all of its weapons upon it, effectively destroying it from under them. If it has scarcely begun, then the flame extends only a few metres beyond the top of the tower. The figure is silhouetted against a sky raging with the energies of the Hadex Anomaly, which appear to be reaching down to grasp his body. Cunning Game M Masters aste as ters te rs m might ight ig h ht lilike ike too co consider the ramifications, such as a Space Wolves Battle-Br Battle-Brother Brot Br othe her ta ttaking king king up a relic once carried by a Dark Angels hero, bbut ut ssuch uch uch th thin things ings gs should not get in the way of the game. Flamer of Tzeentch (Elite) Profile WS BS S T Ag Int Per WP Fel (9) 22 38 34 35 34 32 30 34 15 Movement: 4/8/12/24 Wounds: 20 Armour: None. Even the genetic enhancements that define a Battle-Brother of the Adeptus Astartes can be traced through the generations of Battle-Brothers who served before him, back to the Primarchs themselves. Unfortunately, there are things hidden among the stars that can affect even the mind of a member of the Adeptus Astartes, and over time a Battle-Brother might become changed in a way that cannot be repaired by the ministrations of his Apothecary or the tending of his Chaplain. A Battle-Brother must use this movement to move towards the Ambush Position, if possible. THE BANE OF IDOLATERS OFFENSIVE ROLES Enfilading Fire 1,250XP DEFENSIVE ROLES Lightning Assault (600xp) Squad Leader Denier of Witches Finder of Ways TACTICAL MANOEUVRES Guardian from Afar Slayer of Heroes Staggered Advance Decimator of Fortresses Breaker of Hordes (600xp) Master of Stratagems (500xp) Master of Stratagems (500xp) DEFENSIVE MANOEUVRES Paragon of Zeal (400xp) Saturation Fire Holding Action (600xp) 101 III: Figures of Legend The Bane of Idolaters The Daemon-Slayers hough the terrors found in the deepest darkness of the worst horrors found in the deepest darkness of the Warp. The ultimate goal of the ritual is to transfer a significant number of Daemons from the Warp to Vanity. If he succeeds, each participating Battle-Brother makes an out-of-Turn Suppressing Fire Action targeting the Target Position. From the perspective of the killteam, as passengers on the vessel, the transition seems to take place without incident. Some portions of the outer walls glow with red light, resembling embers. The Game Master can draw on all manner of foes, from the alien Slaugth (described in more detail in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY Core Rulebook), the Lacrymole (described in the DARK HERESY CORE RULebook), the Lacrymole (described in the DARK HERESY CORE RULebook), the Lacrymole (described in the DARK HERESY CORE RULebook), the Lacrymole (described in the DARK HERESY CORE RULebook), the that this loyalty narrows until he sees himself as a member of the Deathwatch first, and part of his Chapter second. This must be improved to at least a Difficulty Modifier of Ordinary (+10) in order to secure cooperation. Fragments 33/9879-02/3238: A series of confused and distorted still images that appear to depict the Deathwatch Strike Force defeating the last of the enemy constructs before falling back to the teleportation zone. However, the wielder of the Broken Spear receives a number of benefits when facing beings with the Incorporeal or Phase Traits. The terror held by the inhabitants in nha h bi bita tant ta ntts of the nearby colony turned too joy at the prospect of deliverance del eliv i errance by these angels of death. WHERE THERE IS SHAME, I SHALL POINT ATONEMENT. His death is not recorded, nor is there any indication Test: Challenging (+0) Lore: Forbidden (Psykers or The Warp) Test or Difficult (-10) Willpower Test. It depicts in details the heroic last stands of almost all of the Fifteen, yet the record appears to have been corrupted or interfered with soon after the Chaos Space Marine attackers withdrew. Should he designate his Kill-team as the kill zone, any enemy who comes within five metres of a member of his Kill-team can trigger his Overwatch attack. While for many Battle-Brothers the existence of the Dead Cabal and the enemies they hunt could be considered just one more secret they will keep, it is the nature of the Cabal that simply knowing of its existence can change the veteran, and alter the focus of his Kill-team. When the Inquisitors enter the antechamber, Carmillus does so in response to the summons, while Ghent attends out of curiosity. Despite this, numerous enhancements have been made to the Watch Fortress's security being 's sec e urity measures, the Outer Wards in particular be bein ng subjected edd to t a lengthy an andd comprehensive heens nsivve program m of enhancements ements ements ements. The Target Foe must be an individual enemy, a group of enemies with no more than ten metres between any two individual members, or any Horde of enemies. This unassuming blade can be mounted on the lugs of nearly any pattern of boltgun. He was well used to the psychic death h sc scre ream am uttered regardless ut the tere reed by nearly every living creature, reg egardles esss of iits ts origins. Deathwatch were orig or igin ig i s, yet when the creatures assailing the Deathwat a ch were hundreds There sslain, sl ain, as hu undreds were, he detected pain, but no death. Unlike the enemies of mankind that fight the Space Marines because they represent the might of the Emperor, there are forces at work within the Reach that actively bait, kill, and then steal the bodies of Deathwatch Space Marines. W I AM A SWORD III: Figures of Legend MY NAME IS VENGEANCE I AM A SHIELD MY NAME IS VENGE OFFENSIVE MANOEUVRES Lightning Assault 1,250XP DEFENSIVE ROLES Enfilading Fire (500xp) Harrier of Foes Squad Leader Overseer of Iron TACTICAL MANOEUVRES Herald of Signals Slayer of Heroes (500xp) Feller of Giants (400xp) Preceptor of Shadows (600xp) Denier of Witches (400xp) DEFENSIVE MANOEUVRES Holding Action Saturation Fire (500xp) 106 Keeper of Wisdom (500xp) A NIGHTMARE REVEALED • A SECOND REVELATION • DESTINY AVERTED? On a result of 8 or higher, 1d5-1 additional Raveners arrive at the scene. This act in itself can define a veteran Kill-team, turning them to righteous vengeance, duty, and honour all in the name of their fallen comparient this list of systems with ones that are known to have previously had Imperial temples, places where a Kill-team fell, and any lists of known artefacts within these locations that might be of interest. SORCERER KOLE SOULFIRE Darius Phine was once an acolyte of Inquisitor Ghent working in the Jericho Reach. While the Inquisition may witness a veteran's forbidden knowledge and mark him out as a threat or an ally, the Watch Commander and the Adeptus Astartes masters of the Chamber of Vigilance favour such Battle-Brothers for their skills and the fact that they have survived to learn something of the Imperium's most dangerous foes. Depe De enddin i g upon u on their skill set, the Killup KillIllDepending team may consider a number of different tactics befo ore they have survived to learn something of the Imperium's most dangerous foes. the inner wall of the crevasse is a vertical granite cliff, which is polished to be nearly as smooth as glass. Further, the camp is also sleeping in shifts, so that two thirds of the soldiers are always at battle-ready conditions. After fleeing from the battle in which it was damaged, the Just Reward's commander chose to press the Imperial Guardsmen into . They remain until he completes the ritual. It is reported that Brother Janus fought alongside Inquisitor Ramaeus att some so stage during the so attack on the ritual rituua site and, although no corroborative ti records confirm it, some claim that the two know one another and converse as if old compat at compatriots. To a Battle-Brother, such grac experiences were etched upon the very soul soul, an unmistakable mark of honour to all who w knew it. It is, of course, unclear how and why the Omega Vault revealed the structure at this time. Cohesion Threshold: 10 Execution Test: Difficult (-10) Tactics (Assault Doctrine) or Hard (-20) Lore: Scholastic (Codex Astartes) Test. Rubble ble was then piled up three metres above ve ground level to create substantial antial cover. Regardless of the subtleties of such debates, Techmarine Ixion is hailed as a figure of legend by many Deathwatch Techmarines in the Jericho Reach, his memory living on long after his death. A hatchway in the floor connects with the spiral staircase from below. Naamee W Wt Req Renown Deat ath th Oa O th h of th thee Fi Fift ftee ft e n 1k 1 g 45 Famed Borr Bo rrro' o s Fi Fina nall Sa na Sacr crifi ifice 40 Distinguished 6kg II: Honour thy Ancestors Tabl Ta Tabl b e 2--9: Rel elic ic ics cs of the Fifteen F of Midael M BREACHER'S BANE Brother Mercur of the Star Phantoms is remembered for his immovable defence of the Watch Station's main portal, an act of defiance during which he finally paid the ultimate price. Because of this, he desperately desires that the Battle-Brothers complete the task that he has left unfinished, so that he might ease his conscience. The most straightforward—and most dangerous solution— is the direct and violent approach. EVACUATION With the ritual ended and the Sphere in hand, the Kill-team needs to escape the planet and return the artefact to WatchFortress Erioch. The vessel's commanding officer and navigator stand ready to depart as soon as the Kill-team is aboard. Even then, details of these warriors' vigils are known only at the very highest levels, and their deeds in that final mission to the Slinnar Drift are recorded only in the accounts of that Battle-Brother who survived. ra rela re lati tivi viity. This made the second mistake even more severe—the company's Commissars had travelled aboard a separate craft, with the intention of reuniting upon their destination world. They count he their the destination world a separate craft, with the intention of reuniting upon their destination world. edss as ed a proof of their worth when returning to their Chapter; Ch hap apte ter; te r; they the h y will not aspire to the position of captain or commander comm commander action. Unless these preparations are particularly relevant to longer-running campaign elements, Game Masters are encouraged to skip ahead to the events that occur as the voidcraft exits from the Warp, at the edge of the Herisor System. If the characters also choose to check for signs of life, the swarm of Tyranids within are also readily apparent. When a Battle-Brother filling the Role of Feller of Giants hits with a heavy weapon attack against a vehicle or an Enormous or Massive adversary, he reduces the Armour Points of the location hit by a number equal to his Ballistic Skill Bonus, to a minimum of zero. LIBRARIAN TYRANNUS OF THE RAVEN A Battle-Brother engaged upon his third vigil of the Long Watch, Tyrannus was instrumental in the action to track down and corner the infiltrator within the plasma exchanger. Finally, Commander Brashnir may provide names, descriptions, and personality briefings for the highest-ranking Imperial Guard officers upon Vanity. By By completed time me aann oop ppo p rt rtun unit un itty arose, aros ar ose, os e, the the Bellaron Belllllar Be aron ar onn was was the ti opportunity e at er atel elyy in nneed el eeed of of a rresupply, essupppl ply, y,, aass we were re the he desperately es oonn th thee gr grou o nd ou nd.. By Marines over ov erco ccoomi m ng the h Chaos Space Marines, the Kill-team may m y ma overcoming llearn le a n that art at the th the Sphere is definitely still on Vanity. Simply put, while the Achilus Crusade fights the collective forces of the Stigmartus, Hive Fleet Dagon, and the Tau across three broad fronts, the vessel only and the Tau across three broad fronts, the vessel only and the Tau across three broad fronts and regions beyond the front where older enemies stir. Br rot o hers. At its arrival, the vessel only across three broad fronts, the vessel only across three broad fronts and regions beyond the front where older enemies stir. undertook standard, automated communications with the Inquisition beacons. Though a Battle-Brother of the Deathwatch, Brother Aulus has never stood a vigil of the Long Watch in the Jericho cho Reach, yet Inquisitor Ramaeus appears to be ablee to vouch for him. If he is successful in his goal, Soulfire will see to it that the Daemons begin to possess the bodies of the mortals on the planet. More information about the Fall of Herisor can be found on page 65. Roughly two hundred surviving deserters have established a small colony in the shadows of the wreckage. 48 The Fifteen of Midael Commander Huang dutifully obeys any requests made by the Space Marines. Even Battle-Brothers B Battle the B le -Broothers who come to the Deathwatch bearing rank aaccept ac cept ce p that tha h t it will be largely diminished for the duration of their their secondment, their command restricted to the confines of their their secondment, their command restricted to the confines of their their their secondment, their command restricted to the confines of their their secondment, their command restricted to the confines of their their secondment, their command restricted to the confines of their their secondment, their command restricted to the confines of their their secondment, their command restricted to the confines of their their secondment, their command restricted to the confines of their their secondment, their secondment, their secondment, their secondment accept ac cept the the second ment of the confines of the conf claimed was ta utilised utililies utilised utililies utilised is ed by by the peoples of one of the worlds from which his Chapter Chap tr recruited at that time. Either by following that trail or searching the temple, the characters find portions of the power armour once worn by Veteran Kill-team Lux Veritatis. Instead, the Deathwatch directed their efforts against other foes, all the while standing vigil against some greater doom long since prophesied to be stalking the worlds of the Jericho Sector and beyond. This is due, in part, to normal communications lag time between the edge of the system and the planet's surface. Even though most of these forces and organisations retain a degree of autonomy, Tetrarchus routinely factors them into his grand strategies, issuing orders from his command posts along the Iron Collar to each of the salients and their respective commands. Some held that it was a weapons malfunction, but few believe such an explanation. Special Rules Daemonic Presence: All enemies within 10 metres of a Flamer of Tzeentch suffer a -10 penalty to Willpower Tests. Each Role lists the associated Skill or Characteristic as well as the Difficulty of the Activation Test. The source of the message is unknown. It was a taint, nothing more than a glint of darkness, but the mo veteran Deathwatch officer knew in an vete instant what it meant. Some time during the early part of M36, all mentions of Brother Svarog in the Watch Station's history simply disappeared. "We are the sword of the Emperor cutting through the darkness of the Jericho Reach so that His light might spill forth from the wound. While it was ensconced within an Imperial temple, its precise origins and purpose were unclear. Each Defensive Role comes with a set of prerequisites: minimum Characteristic, Skill, and Talent requirements that a Battle-Brother must meet to be assigned to that particular Legacy Role. 44 And so, th thee ancient, barely bar arel elyy understood el u de un ders rsto rs tood to od systems syysste t ms of of the the ot oonn so some me ddistant ista is tant nt bbody, oddy, y bbut ut uupon ponn a po Mirador were focused not neighbouring planet. APOTHECARY BORRO OF THE CELESTIAL GUARD The Celestial Gua Guard are a Chapter about which little is known, and it may be the case that Brother Borro represents the only o of his kin to have stood the Long L Watch in the Jericho Reach or eeven anywhere. 59 II: Honour thy Ancestors AN UNEXPECTED ARRIVAL II: Honour thy Ancestors turn. It is likely that in their years of service to the Deathwatch of the Jericho Reach, a veteran Battle-Brother will have set foot on cursed Sedu, flown across the Slinnar Drift, or delved deep into the Hadex Anomaly. A complex series of seams upon the Sphere glow with a pale blue light, which matches the flames in the floating star. egac eg a v. Consequently, they chose to reassign Huang to service with the Deathwatch. However, such Space Marines remain rare exceptions to the Adeptus Astartes. In more serious instances, a Black Shield might have caused the damaging or destruction of a valued weapon or relic, or even the death of a Battle-Brother. If the players successfully stopped the ritual and recovered the Sphere, then the status of the war for Vanity is largely unchanged. Regardless of their landing site, this location turns out to be the Torch. and again to their superiors, and are thus given the most dangerous assignments available. A Kill-team is not a debating society, and ultimate authority rests with the Squad Leader. Should this happen, a Kill-team might find itself unwittingly involved in Crusade infighting as they try and complete their duty for the Chapter. The mutineers were certain to die when the Just Reward's life-sustainers failed and the rations ran out. ion but make no effort to establish communications. The Target Position must be within range of each participating BattleBrothers' ranged weapon. By the time a BattleBrother ascends to the rank of a Deathwatch veteran, he should be well known by the Chamber of Vigilance and its members, a favoured instrument of the Chapter and possibly a staunch ally of the Inquisition, and responsible for enacting its will countless times across the war zones of the Reach. The door is closed when the Kill-team arrives, but it is not locked. The Armour of Brother-Sergeant Titos was once a legend among the BattleBrothers of the Deathwatch in the Jericho Reach. The remaining three Roles from each category can be unlocked by the collective expenditure of xp on the part of the Kill-team. away, more mo re.. Whichever Battle-Brother fired that first shot, it was not long before a vicious fire fight erupted in the narthex of the Great Ossuaries. All Rights Reserved to their respective owners. A mom men entt later, late la ter,r, then moment he h ad explained explained his plan to his brethren, and the final fina nall stage stage had of the the defence def e en e ce of Watch Station Midael was underway. Game Masters who choose to follow this approach may reasonably expect that very few of the Battle-Brothers would survive the mission. Thus it is that a BattleBrother might be granted the use of an ancient and powerful aegis and be entirely unaware that it was once borne into battle by one of the Companions of the First Martyr himself. as the Omega Vault ccommanded. These forces are extremely destructive and disruptive to the soldiers that dare to intrude upon their world. Note that the resistance forces are extremely destructive and disruptive to the soldiers that dare to intrude upon their world. reluctant to expose themselves to attack when they do so. However, depending upon how high the characters might have ascended, the falling damage could pose a threat (see page 261 of the DEATHWATCH Core Rulebook). Among the Deathwatch of the Jericho Reach, the Apothecaries can often see the signs of this mark, though they can do nothing to heal it. Each Defensive Manoeuvre has a Cohesion Threshold, the amount of Cohesion the Kill-team must possess to execute the Manoeuvre, and a number of narrative or mission related requirements that the Kill-team must fulfill before it can execute the Manoeuvre. footed as any native creature, and they can cross a battlefield as easily as an Imperial Navy captain traverses his bridge. In each Package, the Squad Leader Role falls into one of those two categories, either Offensive or Defensive. hundreds of light years of the Andronicus system, but without suffering the otherwise crippling effects of what the ancient Terran T 43 II: Honour thy Ancestors savants are vant van s on nt once cee called cal alle ledd general le gene ge nera ne rall relativity. For the Deathwatch, the Achilus Crusade was both a welcome reinforcement and also a stronger connection to the sectors beyond the Warp Gate. These soldiers should be capable of surviving the effects of Vanity's high-levels of radiation, but they are most effective working in much larger groups than is typical for Space Marines. Each one contains a number of abilities and modifiers which increase a Kill-team's effectiveness in direct and frontal combat. Many of the items Aesalon recovered remain, and shall ever remain, and shall ever remain, a great hero of his Chapter, a warrior who might one day have ascended to high rank indeed had not fate called upon him to attend the Long Watch. Battle-Brothers are far more resistant to rayages of war than ordinary humans, their training and superhuman capabilities protecting them from the worst of its horrors. A veteran is usually called upon to give guidance to these newly founded Kill-teams, giving its members the benefit of his wisdom and experience. "The Imperium is the only thing for." -Brother-Sergeant Tullus, 3rd Company, Minotaurs Defensive Manoeuvres allow a Kill-team to set up a nearly impenetrable defence, to stand immobile against masses of enemies, or to disengage from battle in a safe and orderly manner. The Deathwatch has also found its aims and goals complicated by the presence of the Lord Militant, the influence of ound ound nd.. Sing your death song, write wr ritite the final lines of your saga, discharge your death oath. (Veteran Objective: Return the artefact to the Omega Vault. In addition, the Master of Stratagems's firm guidance and rational advice can serve to stabilise the minds of his Battle-Brothers when reality itself seems to defy all reason or explanation. They have served together, suffered together, and been forged in the crucible of savage battle on a hundred worlds. In fact, if any of the deserters accompany the Kill-team, one points out an opening. As far as can be determined, determined, these low order custodians of the xenos tomb mistook his hiss sus-an membrane shutting down his body's functions for de death, leaving him aalone al onee as he slumbered through the long centuries. The fallen Tech-Priests of the Forge World of Samech were even now undertaking a fell ritual the likes of which had not been attempted since the doom of the old Jericho Jeericho Sector itself and the destruction off its ancient capital Verronus. Skills: Awareness (Per), Ciphers (Unholy Script) (Int) +10, Lore: Common (Adeptus Astartes, Imperium) (Int), Lore: Forbidden (Daemonology, Heresy, Psykers, Warp) (Int) +20, Lore: Scholastic (Cryptology, Occult, Philosophy) (Int) +10, Silent Move (Ag), Speak Language (High Gothic, Low Gothic, Unholy Tongue) (Int), Survival (Int), Tactics (Int) +10, Silent Move (Ag), Speak Language (High Gothic, Low Gothic, Low Gothic, Low Gothic, Low Gothic, Low Gothic, Int) +10, Silent Move (Ag), Speak Language (High Gothic, Low Goth themselves. As no other Imperial force is as active against the Necrons and few, besides the Battle-Brothers of the Crimson Scythe's wrath. Brother Janus had taken his Apocryphon Oath a mere ten days before this operation, and his presence on the Strike Force was specifically requested by Inquisitor Ramaeus. A TASTE FOR WAR Members of the presence on the Strike Force was specifically requested by Inquisitor Ramaeus. the Ordo Xenos and 10 the forces of the Achilus Crusade, the Chamber and its meetings can be coloured by politics as much as war councils, as would be the case if the Deathwatch operated like one of the more traditional Chapters of the Adeptus Astartes. cost when the Achilus Crusade was launched through the Warp Gate to cleanse the region of the taint of heretic, mutant, and fiend. which they were wrought. The Tech-Priests were fearful that, with the coming of the Marp storms that so bedevilled the Imperium during the Reign of Blood, the Andronicus system would be consumed by the anarchy that had claimed so many human worlds and would be unable to perform its sacred duty. T heree he could coul co uldd be oonly ul nly one explanation—every one of the countless thousands th hou ousa sand sa ndss of coiling limbs belonged to a single entity, th nd thee central cent central cent central mars s of which must surely still lie some somewhere ewh where deep bbeneath be neatth the ne th crust cr of Andronicus Prime. It was w hatt st ha stir irre ir redd am re amid idst stt what stirred amidst the boiling oceans that struck the Tec chh-Pr Prie Pr iest ie stts mu mute t w te ih it Tech-Priests with fear. Note that a Battle-Brother interred in a Dreadnought is not specifically piloting it and therefore the benefits of this Role do not apply. The Kill-team must also be within charging distance of an enemy formation. As they are following in the footsteps of a historic Kill-team at this very moment, it is a perfect time for the Kill-team to purchase access to the Avenging Angels Heroic Legacy Package. Similarly, if a few of the xenos might have escaped his notice, they could potentially breed a population large enough to conquer the world in the absence of Imperial forces. The tools of this Role are the various mines, launchers, artillery, and heavy, squad support weapons like heavy bolters and lascannons that can be found in the armouries of Watch Fortress Erioch. Once those are completed and the three or six days have passed—depending upon whether they approach the planet. Cohesion Threshold: 13 Execution Test: Hard (-20) Tactics (Recon and Stealth) Test or Very Hard (-30) Command Test. THE CROZIUS OF NOLASCO The Crozius Arcanum that Chaplain Nolasco carried into battle for his final mission was known to be an ancient weapon borne by numerous Chaplains before him. Such items are common amongst the Blood Angels and are often worn as charms or tokens, a constant reminder of the sacrifice the Blood Angels Primarch made at the height of the Siege of Terra. Foul sects grasped that ped the peoples' souls so tha hatt by M41 only a handful of worlds st sstill ill su sung ng the praises of the he Emperor. The drawing remains on the floor; its unholy geometry and complex iconography is discomfiting to view. Upon landing on the surface of the feudal feuda daal world, worl wo rld, rl d, the the KillKillsomething team m discovered a planet in the grip of so ome meth thin th ingg ut in uutterly tte t rl te rlyy alien. 19 I: Only in Death Not all Battle-Brothers take the oath and join the Long Vigil by the command of their Chapter Masters, and some, like the Black Shields, take the oath for reasons which are their own. Another four join combat after three Rounds: their late arrival due to their absence or from engagement in various unspeakable acts. Unfortunately, it was also the blow that stirred up the hornets' nest, as many foes slumbering undisturbed on worlds throughout the Reach have awoken with a vengeance, multiplying the enemies of the Deathwatch many times over. Moving through the tunnels without alerting the Raveners' Awareness. The secrecy with which a Kill-team must function will also make it stand apart from the rest of the Adeptus Astartes, and can lead to not just a pervasive sense of independence, but a far wider range of skills and tactics. func fu ncti nc tion ti ons. Each and every r one of these warriors is venerated venerate t d for th fo the he ac acts ts ooff co ccourage urage and defiance he performed during thee defence defe de fence of W Watch atch at ch Station Midael, but it is the acts of the first rstt rs four fo ur that tha hatt are held as exemplary. If they succeed in their efforts, the entire camp swiftly mobilises to assist the Kill-team. Every Round thereafter, Game Masters should roll a d10. Space Marines whoo might when might be active to assist the Kill-team. together to oge g th her e grudgingly gru rudg dgingly can, as part of a Kill-team, am, over time, form bonds bo ond n s st stro stronger rong ro n err than even those they share with their Chapter. Often a W Watch Commander or captain might test a Battle-Brother, sending him on a mission into the Outer Reach or into a part particularly ticularly troublesome situation in a warzone of the Achilus Crusade, to see how he handles himself. This ability is granted directly by the aid the servo-skull provides—for example, the Devastator Battle-Brother of a player who chose Ballistic Skill might have chosen a servo-skull equipped with exceptional targeting arrays and prev-augurs, while a

Librarian Battle-Brother whose player chose Willpower might have chosen a servo-skull laced with psychometric circuitry and a psy-resonant crystal matrix. More than twenty years ago, those hopes were terribly dashed when the frigate he commanded was destroyed in a conflict with xenos forces. g The hordes pressing into the square after the Kill tea Kill-team eam fell ll to their knees, their savage roars uniting into a blasphem mous chorus of adulation. If the Squad Leader fails the Execution Test, the combat proceeds as normal from the moment of the breach. He also felt certain that the Kill-team would cooperate effectively with Phine, based upon his knowledge of all involved. According to those data-spools, there has only been a single Imperial vessel that travelled into the system since Inquisitor Ghent departed. The results have been a few collective missions between the Deathwatch and the salient forces, each for their own ends. If any of the Battle-Brothers discover the connection to Herisor, point out that Inquisitor Ghent is currently visiting the Tower of Brass to work with Inquisitor Carmillus (see page 336 of the DEATHWATCH Core Rulebook). Under such circumstances, the armour halves the Penetration value of any attacks it suffers from Plasma or Melta weaponry. This largely sidesteps teeps this portion of the adventure. It is entirely another to be suddenly confronted by a daunting task, and even though one is unprepared, unequipped, and unsure of his peers, to answer it without hesitation. Large torches are permanently mounted to the kentral tower. What 30 is not said is that Master Ho'Tsun had a secret, driving passion: a deep-seated need to return to the Long Watch even once his first two Apocryphon Oaths were discharged. This is the same town that houses the Imperial temple, where the Sphere of St. Aret was lost. That this event should have come about within a year of the discovery of the Warp Gate only deepens the mystery, which even decades later has yet to be even partially uncovered. The vessel has been making regular transits between the outer boundaries of the system and Vanity. Managing RPG Producer Credits Chris Gerber Graphic Design Dallas Mehlhoff and Michael Silsby Cover Art Michael Silsby Gisbert Llorens, Mark Molnar, Ameen Naksewee, Florian Stitz, and John Sullivan GAMES WORKSHOP Licensing Managers John French Managing Art Director Head of Licensing, Legal, and Strategic Projects Production Management Andy Jones Eric Knight Head of Intellectual Property Alan Merrett Licensing and Development Coordinator Deb Beck FANTASY FLIGHT GAMES Fantasy Flight Games Workshop Limited 2013. Techmarines and those Battle-Brothers from the Storm Wardens, White Scars, Aurora Chapter, and Iron Hands Chapters are particularly well suited for this Role. Cygn Cy gnus us.. A Kill-team with a Battle-Brother in the Slayer of Heroes Role can project its power incredibly far, but only on a limited scale. Within human records, there is little evidence that Herisor ever held an abundant array of life forms. Though he was not possessed of the powers of the psyker, Brother rother Andruk spent time with the Librarians brarians of the Deathwatch and was known to have provided sage counsel too the incumbents of the Tower of Brass on several occasions. COM Space Hulk: Death Angel - The Card Game © Games Workshop Limited 2013. The expected information is that the Inquisition satellite beacons remain in orbit. Alternatively, the Battleat Brot Br othe othe hers rs might mig ight h discover its existence from loyalist loyal a is st Space Brothers Mari Ma rine ness already allreead a y serving upon Vanity's miserable surface. Talents: None. In this way they are not merely erely warriors, but scholars as well, provided with both the tools and the knowledgeed a y serving upon Vanity's miserable surface. to be as effective as possible. Though parts of the physical body remain the same, it is clear that Soulfire is an entirely new being in both the physical and spiritual sense. the surface, as they are certain to be better informed. He attacks all challenges obsessively, and attempts to follow any investigation to its final resolution, leaving no clues or leads left behind. Unaware of the work of the Dead Cabal, Lord Ebongrave has imagined a treacherous plot in the 'unsanctioned' actions of Kill-teams have been reported to Watch Fortress Erioch. It is little wonder, then, that many Battle-Brothers who are seconded to the Deathwatch rise to the ranks of veterans as the experiences they accrue and missions they complete give them a wider sense of the terrible struggle the Imperium faces every day and the multitude of hidden foes arrayed against it. If all of the Flamers of Tzeentch were drawn out of the tower, then the lower level remains empty. In addition, when a Guardian from Afar declares the Overwatch Action, he may designate the members of his Kill-team as his "kill zone," so long as they are all within a ninety degree arc in front of him. p. Were it to be purified, it would possess a number of astonishing qualities. He recounts a long repressed memory of the events that saw the fall of the First Martyr, describing a world in the depths of the Slinnar Drift. The investigation that followed determined that at least a dozen Battle-Brothers had been somehow dominated by some utterly alien presence, or in some cases potentially killed and replaced with a near perfect facsimile. Others aree undertaken as a result of the opening of the Omega g Vault, Vauult lt, the mysterious machine core of Watch Fortress Erioch. 11 I: Only in Death TOO MANY SECRETS I: Only in Death DISPOSABLE ASSETS The Chamber of Vigilance exists to oversee the operations of the Deathwatch in the Jericho Reach, and it is often within its halls that the Watch Commander decides where and when to commit its Kill-teams. This effect is only available a single time during the course of a Battle-Brother's entire career, even should that same Battle-Brother of the Silver Lion more than once. This the warrior took back to his home world, and he ordered the artisans amongst the chapter serfs to create a number of Xenaxian Bone-Charms, traditional objects related to the scrimshawed bone fragments for which the Subjugators primogenitor Chapter, the Imperial Fists, was so well known. Though he is known for many mighty deeds, it was the slaying of a void-wyrm that had long ravaged the coreward reaches of the trans-Cygnus Warp conduit that truly earned .129 The Crucible .136 Consequences . .137 Appendix: NPCs and Antagonists..... 129 Notable Characters138 3 Contents Contents The Martyred Hunters of Peratos him his name . They communicate with glances and body language more than words, and even when not A OURS IS WRATH III: Figures of Legend OURS IS VENGEANCE OURS IS GLORY FOR WE ARE THE deployed in the field tend to work together, pray together, and train together. A Battle-Brother who bears this weighty tome provides a +2 bonus to the maximum amount of Cohesion pool for the duration of the mission for which the relic was requisitioned. If they approach Herisor with of an IImperial more aware of the presence of tio ions. Players should purchase this Heroic Legacy Package should they wish to follow in the footsteps of Kill-team Sovereign-Sigma, featured in Chapter II. 111 IV: The Longest Watch Battle-Brothers wished to take it on of o the temple on location th he ma map p the map—also providing deta de tailililee coordinates. For a veteran, this is the most he can hope for, that when he falls in combat against the foe, his Kill-team will remain and in its existence will all his deeds and glories be preserved, their memory keeping him alive even in death. Alternatively, if the entire scenario has gone smoothly, this might be an apt place to increase the difficulty level a bit by making the final stages more challenging. Fragment 66/2222: A three second audio recording of Lady Saturn denouncing an enemy. O the Of the remainder rem emai a nd ai nder er of of the the Fifteen Fift Fi fttee eenn of Midael, Mid idae a l, Brother ae Bro roth ther th er N Na zart za rthe rt heth he th h led led the the last las astt seven seeve venn Battle B tttle Ba l Brothers Bro roth ther th errs in a bold bol o d and and Nazartheth II: Honour thy Ancestors he learned the key to defeating its entire kin should neither be requisitioned nor used lightly. This tight focus is certain to make their task much more challenging; without those contacts, they can only use the Chaos-aligned forces to track down the Torch's location. co mman mm ande an ded. There are essentially three different ways for the Killteam to disrupt the ritual in progress. At the same time, they are hardly equipped for establishing a permanent settlement upon Herisor's surface. ennos os.. Caves, which appear to be made largely of volcanic rock, extend into the outer crevasse wall. This allows Battle-Brothers to benefit from Manoeuvres, even if they have left the Heroic Legacy, voluntarily or involuntarily. This is because the Tyranid assault upon the world had advanced significantly before the Deathwatch intervened. Several Battle-Brothers have requested to wear the suit into battle so that, by their deeds, it might be purified. After much theosophical debate and no little cautious experimentation, a combined conclave of Deathwatch Librarians and Techmarines declared that, so long as the bionic arm always bore the bolter, all was well. It is not inherently equipped to repel attackers. E UNLOCKING LEGACY ROLES When a Kill-team first purchases a Heroic Legacy Package, only three of the associated Offensive and three of the associated Defensive Roles are immediately available to the Battle-Brothers of the Kill-team. A Squad Leader cannot execute a Manoeuvre oeuvre unless the Kill-team's current Cohesion total is equal uall to or higher than the Manoeuvre's Cohesion Threshold. n W n. At the last, the Lady Saturn produced a device
of evident archeotech ancestry and with it attempted to scan the very fabric of space and time for any clue, but once more, no evidence was forthcoming. The Squad Leader must then designate an enemy or group of enemies as the Target Foe. Brother Cuiris reluctantly detached his Clavis upon taking leave of the Instance of Fire, a symbolic act, and, as it transpires, an important one in the greater picture. The two brothers are embarking upon a mission at the direct behest of the Watch Commander in response to a summons from the Omega Vault. Feedback from the suddenly undirected energy might even rip a hole in the very fabric of reality. They drilled endlessly with their gear and spent countless hours in devotions to the Emperor. Only as the active within the Reach. In spite of this ongoing distraction, the Battle-Brothers may use this time to complete any final preparations for their mission. Suffice utterly it too say, these secret rout utt did not utilise routes the then unknown Jericho-Maw W Warp Gate. In addition, the Helm features a built-in Master-Crafted Mind Impulse Unit and is coated with a molecularly bonded energy reflective finish, the striking crimson lacquer, that grants the wearer AP (16) against Energy Damage. Such is the effectiveness of Kill-teams like Urakan's and those similarly scattered across the sector, that the Deathwatch favours them against specific foes and calls upon their expertise to deal with similar kinds of missions. Within a day, Table 2-5: Relics of Andronicus Pr rime Name Wt Req Renown Re Frostheart's Brass Tears - 50 Hero however, the staff was found to be missing, and following an exhaustive search it was discovered in its original resting place, in the niche in its former owner's cell. Those who have worn the armour often report later of stray signals relayed by its sensorium core directly via its auto-senses and into their mind, especially during periods when their catalepsean node implant is functioning. A Battle-Brother filling the Rolee of Keeper of onuses ith which his other allied Imperial forces with ion. As with so many of the other warriors selected to take part in the mission to the Hadex Anomaly, Inquisitor Ramaeus specifically requested the participation of Pardis. A journey made following his advice travels through at least two additional mutant encampments, each loaded with additional mutant encampment encampment, each loaded with additional mutant encampment, each loaded with additional mutant encampment, each loaded with additional mutant encampment, each loaded with ad Chapters at some point offer up Battle-Brothers for service in the Deathwatch, and that to be a member of the Adeptus Astartes is to perhaps one day serve among the secretive brotherhood of xenos hunters. Deathwatch veterans are also wiser in the ways of the Crusade and of the Jericho Reach, often having knowledge of the Inquisitors that might influence the Chamber of the Vigil. In short order he succumbed to its power, devoting his life to the Ruinous Powers in the process. As a consequence, in spite of the space it occupies, the structure actually offers very little cover. Its features became those of the Watch Captain himself. n the Imperium LEGACY OF THE MARTYRED HUNTERS OF PERATOS II: Honour thy Ancestors The tale of the infiltration of Erioch should serve as a lesson to all who hear it. By the time the company was finally assigned to the Cellebos Warzone, Dzhorski's faith and confidence had both faltered. A bikemounted Kill-team may only execute a Lightning Assault Manoeuvre against infantry, other bike-mounted enemies, or beasts and vehicles up to Size (Hulking). Before the Lux Veritatis completed their survey, a large Tyranid force swept directly through the target zone. She offers this information with the caveat that as the state of war is constantly in flux, the locations could change far more quickly that her contacts are able to update the information. Calgar had received word of the deeds Proteus had performed in service to the Deathwatch, the Chamber of Vigilance petitioning that Proteus be allowed to return to Erioch once his duties at Macragge were complete. el The Th he Fifteen Fift Fi f ee ft e n of Midael Midael had not long to wait before death came ca me ttoo claim cllai aim m its it due d e, and it came in the form of a hideous du abomination abom ab om min inat nat atio ionn summoned io summ su mmon mm o ed by the vile sorceries of the besieging force. The bulk of each entry describes, describ ibes, for the be benefit ene nefitt ooff the describes du abomination abom ab om min inat nat atio ionn summoned io summ su mmon mm o ed by the vile sorceries of the besieging force. accounts written figures in question. Some of these artefacts serve an obvious purpose, though at times a prophecy or puzzle may offer little to those who discover it. The Player Characters should have a very good reason to resort to such measures. These servo-skulls act as messengers, scribes, pict-recorders and vox-thieves, auspex augurs, and infinite other sundry roles, taking the weight of minutia off the shoulders of those whose attention is in great demand. They did place an initial request for aid, bbut contact ut allll con ontact with the Kill-team and Phine were soon lost. His wisdom was wa much sought after, though ough he never explained how he had come into the often highly esoteric knowledge he seemed to have amassedd over the years. It is a shifting of perspectives, which, while unofficial and not touched upon by the Codex Astartes or recognised 17 I: Only in Death THAT WHICH CANNOT BE FORGOTTEN I: Only in Death by the commanders of Watch Station Erioch, will mark the Battle-Brother out to others of his kind. Join the thin line that protects the Imperium from complete and utter destruction! ® WWW.FANTASYFLIGHTGAMES.COM © Games Workshop Limited 2013. Essentially, she wants them to visit one (or more) of the Chaos-affiliated vessels and capture, cleanse, or at least destroy the craft, so that her forces may have a temporary advantage. There are several accounts of Librarian Tyrannus facing large numbers of primitive warriors upon the benighted worlds of the Jericho Reach and terrible being from pre-history. Eventually, the search for the missing was ca all ed ooff ff forever. A Battle-Brother must use this movement to move towards the Target Position, if possible. For as long as men have clashed on the field of battle, the theory that the best offence is a good defence has been a constant one among many pre-eminent military scholars. Over the centuries since the First Martyr was lost, the Hammer of Balthazar has attained a reputation as a mighty weapon and a potent relic, a living reminder of all that Ho'Tsun stood for and that which the Deathwatch continues to pursue. COMPANIONS OF THE FIRST MARTYR The legend of Master of the Vigil Balthazar that is retold to the Battle-Brothers of the Jericho Reach does not record the names of those Battle-Brothers who fell at his side, the nature and circumstances of his death going largely unexplained. Cohesion Threshold: 7 Execution Test: Challenging (+0) Command Test or Difficult (-10) Lore: Scholastic (Codex Astartes) Test. In either of these cases, these indicators are certain to direct the Battle-Brothers into a trap. of identical ide Two—Brothers Vass and Two—B Kato—were twins, both of one or more of the Chaos Space Marines, they do obtain the location of the primary Pyre fortification on Vanity, known as the Crucible. At some point in the final moments before he and Void-Master Cuiris trapped themselves in the ward-vault with the Daemon-spawn, Brother Borro made certain that the progenoid glands he had gathered from his fallen comrades were saved from the ravages of the Chaos Space Marines. Perhaps in this Andarion was hinting at the phenomenon known as the Dark Pattern, or perhaps in this Andarion was hinting at the phenomenon known as the Dark Pattern. teams are unfortunately singled out by his paranoia as they are part of a secret organisation; utterly mysterious to outsiders and with agendas unknown to even powerful men like Ebongrave. For those few Deathwatch veterans who were present in the years before the arrival of the Crusade, the transition has been both abrupt and frustrating. He acted acted as as warden w rdden wa e and executioner, and occasionally as iinterrogator, nterrro roga gato tor,r,, ooff nu to nume numerous m ro me rous uss fell aliens, including captured Tau, Elddar ar,, and and Orks, O ks Or ks,, as a well wel ell as organisms never before encountered r d or categorised re cat ateg egor eg oristor, nterro or ised is e in ed in the the the extensive archives of the Ordo Xen Xenos. With this support, the characters may substantially reduce their travel time into the system, and may far more carefully make their landing (see Local Entanglement on page 124). So long as a Battle-Brother wearing one of these ornate medallions is filling a Defensive Role in an active Heroic Legacy, all of his attacks benefit from the Sanctified Quality and attacks he makes against Daemons, Chaos Space Marines, or other servants of the hall was broken by the roar of bolters and the sharp crack of the shells detonating within the metal bodies, shrapnel-like debris scattering in all directions. This may be done by disrupting the vile sigils floating in the air, by breaking the 135 IV: The Longest Watch Table 4-2: Disruption Effects IV: The Longest Watch sorcerer's concentration on the spell, or by removing the Sphere. While largely considered an infantry role by many Jericho Deathwatch tacticians, Shepherds of Battle are occasionally mounted on Space Marine bikes or equipped with Jump Packs if the mission requires. the Long Watch there soon comes to learn them These basics are as follows. The ritual counts as disrupted! sidebar). They keep His people safe from the mindbending horrors and flesh-hungry xenos that stalkk the he ddark ark places
of the galaxy, and carry on their mighty mig ght htyy sh shou shoulders ould lder es the burden of the hopes and fears of countless trillions of Imperial citizens. The funder so many mighty foes that he could not fail to come to the notice of a member of the Ordo Xenos, but he was initially unwilling to take a place in the Deathwatch. None can tell what intended to the enemy e achieve in doing so, or achieve whether it was simply wheth error of judgement. Heroic Legacy Package: The Explorers of Aeons. A single unit of Chaos Militia (see 364 of the DEATHWATCH Core Rulebook) serve aboard the craft to defend against any boarding actions. A Heroic Legacy supersedes all Squad Mode Abilities, and the Kill-team cannot spend Cohesion to activate Squad Mode abilities. Another fire fight had erupted, one that presaged a battle that would consume the entire Watch Fortress before order was restored. rc e. There are essentially, two obvious ways that the BattleBrothers—and any NPCs that accompany them—may enter the Ravener Nest. Some came to believe the items somehow cursed, as if the Darkling was imposing its fell intent from beyond death. Effects: Once in position, the Squad Leader may designate a Target Foe as a Free Action during his Turn. Use Table 8-2: Multiple Hits on page 239 of the DEATHWATCH Core Rulebook to determine the extra Hit Locations. Any psykers may make an Easy (+30) Psyniscience Test. Dour and stern-faced, Sergeant Titos kept his subordinates in line through force of will, gravitas, tactical acumen, and a deep, savage bark. Characters who wish to undertake this task directly must succeed at an Hard (-20) Lore: Common (Jericho Reach) Test. It is the nature of the Inquisition that nothing is as it seems, and the same honours and right that will allow a veteran Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the Chamber of Vigilance will sometimes mean that Kill-team avoice in the C instances, agents of the Lord Militant. Game Masters are, of course, encouraged to play up the disquieting nature of the environment. If he succeeds, the enemy force is automatically Surprised for the first Round of combat. As mountains were flattened and the atmosphere thinned, the planet's ambient temperature dropped by more than twenty degrees. Weapons: Scything Talons (Melee; 1d10+14 R; Pen 3) or Devourer (Basic; 30m, -/-/6; 1d10+6 R; Pen 0; Clip -; Rld -; Living Ammunition, Storm, Tearing). The shield would only be returned to the Star Phantoms with its owner's body, and hence the shield remains in the possession of the Deathwatch of the Jericho Reach. Other than the fact that Brother Semnai discharged his Apocryphon Oath during that final battle, all that is known is that he sought to return to his Chapter's home world, his vessel laying up at Erioch during its long voyage. Indeed, the fact that Theclus's armour and weapons were rendered all but inoperable, all while his body withstood the attack, is regarded as proof of the resolve of the Space Marine. chap chapel ap el.. What secrets and hazards from the dawn of time might await in those stygian depths? The ability to somehow offset relativity in observing far off objects and fascinated events fascina ated the Magos, and in seeking to learn how such a thing was was possible and might be replicated, he came entirely upon an entir rely new use for the Mirador. Now interred in the sarcophagus of a mighty Dreadnought, Brother Pardis only ever serves on the most vital of missions. When the Battle-Brothers prepare to exit their landing craft (either a Drop Pod or a shuttle) read aloud or paraphrase the following: Though you had come to expect that there might be a swift response to your landing, the reality of the matter still comes as a surprise. Still, from time to time, even such vaunted heroes as these encounter a foe that is beyond them. The Squad Leader may designate a Target Position as a Free Action during his Turn. Each well is w ell attended, el atte at t nd n ed, the th he First Martyr's name na ame m and and deeds deeds recounted at the Hours B Ba att ttle tt le-B le -Bro -B roth ro t ers of the Deathwatch D De athw at hwat hw atch believe.. Heroic Legacy Package: The Daemon-Slayers. Nevertheless, details of a series of individual events were captured on so many repositories that they have yet to be scoured by the data-slayers set loose in the aftermath. Deathwatch Veterans "I will do my duty to my Chapter, and I will do my duty for my Emperor, but when the enemy comes for me, it is my Battle-Brothers I will die for." - Ekard Vryan, Battle-Brother of the aftermath. Dark Angels Chapter, Seconded to Fortress Erioch ven among the mighty Space Marine Chapters, those warriors who live long enough to earn the title of veteran are uncommon, many falling on the battlefield after only years or decades of service against overwhelming odds. When used in such circumstances, the Damage and Penetration ion are each 34 increased by a number equal to the wielder's Willpower Bonus. This means that the Deathwatch must contend with more demands for its intervention and more of the plots and plans of Inquisitors, which inevitably affects the Deathwatch must contend with more demands for its intervention and more of the plots and plans of Inquisitors, which inevitably affects the Deathwatch must contend with more demands for its intervention and more of the plots and plans of Inquisitors, which inevitably affects the Deathwatch must contend with more demands for its intervention and more of the plots and plans of Inquisitors, which inevitably affects the Deathwatch must contend with more demands for its intervention and more of the plots and plans of Inquisitors, which inevitably affects the Deathwatch must contend with more demands for its intervention and more of the plots and plans of Inquisitors, which inevitably affects the Deathwatch must contend with more demands for its intervention and more of the plots and plans of Inquisitors, which inevitable affects the Deathwatch must contend with more demands for its intervention and more of the plots and plans of Inquisitors, which inevitable affects the Deathwatch must contend with more demands for its intervention and more of the plots and plans of Inquisitors. reality it is a unique and varied organisation driven by its own ow traditions and the needs of its duty. The Squad Leader cannot switch to another Role, though he may drop out of the Heroic Legacy to take advantage of any Solo Mode Abilities he possesses. W Within the Jericho Reach, the Deathwatch Deat a hwatch maintains Watch Commanders for fo or each of its Watch Fortresses, as well various other posts like the Master of as vario the Hunt Hun and the Keepers, which are all ppart part of the structure that keeps its Killwell supported and organised. at T Heroic Legacies "What makes a hero is not n t only no o ly his on his actions act ctio ions io ns on on th the he battlefield. Unlike spending time and XP to remove Insanity Points as described on page 282 of the DEATHWATCH Core Rulebook, the reduction in Insanity Points provided by the Protean Laurel can remove degrees of madness and thereby reduce the Battle-Brother's Primarch's Curse accordingly. Cohesion Threshold: 10 Execution Test: Difficult (-10) Tactics (Assault increases his Strength is increased by +5. Even as the Master of the Vigil and his Kill-team deployed into a defensive pattern in which they could fall back towards the entrance to the tomb, a tide of gleaming machines came at them. Certainly, the Chaplains of thee Erioch Reclusiam regard Brother Gundahar's bone-charm ass a holy artefact and the most pure of heart wear it into combat. Will he take it? Benefits granted by a Heroic Legacy Role take both a statistical and narrative and game mechanic requirements on the Battle-Brothers filling them. At the the Game Gam amee Ma M ster st er's er 's Master's team wishing to follow the the He example exam ex am mpl plee of one one of of the Kill-teams in this chapter may purchase purchase purchase purchase purchase by the the He example exam ex am mpl plee of one one of of the Kill-teams in this chapter may purchase pu acquired a map of Herisor. But among them are those who stand above their brethren, those whose resolve
marks them out as survivors of battles and campaigns the likes of which would shatter the very sanity of mere mortals. These relics have long exceeded their original function as repositories of knowledge and become holy in their own right. ied in the fires of war in the memory of one of the greatest Techmarines to ever stand a vigil in the Jericho Reach. Steeling their fire so ferocious that nothing but cinders remained of the infiltrator. 36 The Living Tempest. many ways the physical and spiritual core of Watch Fortress Erioch. It serves as a measure to reduce the number of xenos assaulting within the confines of the ramshackle village. Veteran Kill-teams have won o victories against overwhelming odds, creating tales that shall live as legend until the galaxy cools. This inflicts a -20 penalty to all attacks made against the Kill-team until the start of the Squad Leader's next Turn, as their withering fire keeps enemies' heads down and disrupts their attacks. T INOUISITOR GHENT Memories of Herisor have continued to haunt Inquisitor Ghent ever since his departure. Inquisitorial authority allows the Battle-Brothers to ignore these requests, but create a decidedly uncomfortable situation. Inquisitor Ghent's deepest failing is that tasks that remain incomplete haunt him terribly. Also contained within is a badly damaged suit of heavy carapace armour. These can include fragments of stone scrawled with alien writing, tiny mechanical devices of obvious xer strange alien crystals or other substances with properties both wondrous and perplexing. If the Battle-Brothers move in silently and eliminate the Chaos threat in a near silent fashion, the Daemons should not become aware of the threat. Kill-team Butt th Bu thee Ki K ll-team was not to reach the heart of thee walled without ccity ci ty w itho it h ut sacrifice, for as it pressed further on, the ho he hordes horde dess o enraged of enr prag a ed age foes became so dense that the arcing bolts of many of these ancient foes, a lengthy task in which it was aided by the Ordo Xenos, and which had been in progress for many years. defenc ce of aalll m anki an kinn ki HEROIC LEGACIES • SQUAD ROLES • MANOEUVRES • HEROIC LEGACY PACKAGES III: Figures of Legend "Give ve me one hundred Space Marines, or failing that, a thousand of aanyy other trooper." an -Rogal Dorn, Primarch of the Imperial Fists he Battle-Brothers of the Adeptus Astartes are, arguably, the finest and most deadly warriors ever to stride across a battlefield. So vile was the sight of a newborn world or ld in in the the grip grrip i of of such su ch tthings hings that the Magos ordered the array ay sshut hutt down hu down immediately, his staff scrambling to enact h iss oorder rder rd er eeven venn as ve his he retreated to the facility's forge-chapel too shrive shr hriv ivee himself iv hims hi msel ms elf lf of his sins. urn were toppled by their riva als ls. While actively filling the Guardian from Afar Role, a BattleBrother may take the Overwatch Action as a Half Action and the Suppressing Fire Action as a Half Action. AGGERED ADVANCE Battlefield awareness and the understanding of tactical movement are studied by the Adeptus Astartes every bit as fervently as marksmanship and the histories of their chapters. While these threats are sufficiently dire too require countless less millions of warriors to be mobilised to face them, two others are far Regardless, the Commander needs to eliminate the vessel, but cannot safely split her forces to accomplish this goal. The central tower lacks sufficient space to accomplish this goal. The central tower lacks sufficient space to accomplish this goal. section aflame with with escaping escap apingg plasma venting as she spun away. After his death, Watch Commander Mordigael, himself a warrior of the Blood Angels Chapter, ordered the pendants to be gathered up and placed within a sealed casket deep in the Catacombs. Using his knowledge of foul sorceries of the servants of Chaos, or the complex psychopheromone signals of the Tyranids, or even the basic concepts of rudimentary communications. foes, but a single ed for which The deed Epistolary Sabazius shall nown is the moment forever be kknown otherss he musteredd those Battle-Bro Battle-Brothers im and led them into the h nearest to him pths of the crater made infernal depths centrated lance strike by the concentrated atthwatch assault fleet. The collapse of the temple cracked the altar in numerous places. BROTHER SEMNAI OF THE LAMENTERS Brother Semnai was serving his second vigil of the Long Watch at the operation, his first spent as a Kill-marine in the Koronus Expanse. Each of these different elements includes an indication of the range of effective use. Even so, the gulf between Deathwatch Deat De athw at hwat hw attch and and the the h Chapters of the Adeptus Astartes can create crea cr eaate te a wide wid idee variety vari va riety of Battle-Brothers, changed in small ri ways wa ays by by their t ei th eirr crossing. Assailed by an exotic form of energy that the hatt was somehow some so meeho h w able to bypass the Deathwatch vessel's ab vessell'ss shields shi hiel elds el ds entirely, ennttir irel ely, y, Watch Captain Aesalon was faced with a dire dir iree choice: choi cho ce oi c: order o deer or irreparable a withdrawal lest his ship sustain irrepar arab ar able ab le damage, dam amag agge, age, e or or warrior undertake an immediate drop. The Inquisitors requested a council with the young Techmarine, and having heard his account of the action, formally petitioned the Silver Skulls Chapter Master to allow Nodens to take up the Long Watch. Even as the face of the savage horde's otherworldly god descended, descende ed, d the he stuff of lightning solidifying as it closed onn the Space Marine Marines, n s, s Watch Captain Aesalon mounted the charred char charred char charred char, brandishing high the broken spear rendered up by the opening ope peni n ng of the Omega Vault. See page 155 of the DEATHWATCH Core Rulebook. Examples of this distortion include individual members of the Kill-team aging rapidly between picts, ghostly figures moving unheeded amongst them, and several warriors known to have fallen in combat anything from several minutes to many years earlier participating in the fight. It then begins to move randomly, devouring all in its path. While this most often applies to the same host of armoured vehicles usually maintained by the Techmarines of most Space Marine Chapters, it also encompasses many esoteric and, in some cases, unique war-engines of the Ordo Xenos and the Adeptus Mechanicus. In time, this evolution of their skills and knowledge will set them apart from their original Chapters and forge them into something uniquely adapted to fighting and killing xenos. T III: Figures of Legend WHERE THERE IS UNCERTAINTY, I SHALL BRING LIGHT. un nkknnow own. If through either of these mechanisms, he is able to end the ritual without disaster. Ass th touched stre st rewn wnn m arke ar keet squa sequare, sq qua u re re,, th he sound of screeching alien beasts strewn market the co omp mpet etedd w ith it h the th he sh shri riill ccry ry ooff the wind. Having convened for three days and nights, the Inquisitors went before the Chamber of Vigilance in order to seek the masters' aid in a mission of unprecedented scale. Without their devoted morale officers, the regiment's faith in the Emperor faltered. It offers other possibilities, including the idea that an individual such as Inquisitor Ramaeus might be able to bring great influence to bear on the Player Characters' superiors. It was was a task tas askk he warriors, could entrust only to the strongest and most lloyal oyal oy al ooff wa war rrio rr iors rs,, and an nd thus us fortune smiled on the Inquisitor, as as the th he Kill-team KillIll-t Ki -tea eam m Cruiser struck that had been een aboard the Strike Cruise er an and nd had aatt th thee invasion force force timee and again aga details relating relating relating to to the the mission miss mi ssion to survey th the he Chapel off Saint Aret. Skills: Awareness (Per) +10, Cleare (Fel) +20, Evaluate (Int), Interrogation (WP) +20, Intimidate (S) +20, Literacy (Int) +20, Logic (Int), Lore: Deathwatch, Ecclesiarchy, Imperial Creed, Jericho Reach, Imperium) (Int) +10, Lore: Forbidden (Heresy, The Inquisition, The Warp, Xenos) (Int) +20, Security (Ag), Scrutiny (Per) +10, Search (Per) +10, Speak Language (Eldar, Low Gothic High Gothic) (Int) +10, Survival (Int), Tactics (Recon and Stealth) (Int) +10, Tech-Use (Int) +10, Tracking (Int) +10, Trackin storm shield report its power field is notably superior to any similar shield they have born. RELICS OF THE FIRST MARTYR There are two relics linked to Kill-team Balthazar and the legend of the First Martyr. about nd, d how Inn the eend, a Battle-Brother uses ealt ea lth of secret this w wealth wledge de depe p nds on knowledge depends his allegiances and the missions sent n on, but as with many he iss se servve the th he Deathwatch, secrets are who serve end nd. If the attack kills the Primary Target, the Pinning Test is replaced with a Fear Test against Fear (2). Nodens was something of an orphan, honouring his Chapter and its traditions yet growing ever more bound to those of the Deathwatch. There are numerous examples of great Killteams scattered throughout the history of the Jericho Reach Deathwatch (see CHAPTER II: HONOUR THY ANCESTORS for details on some of the great still, like great titles and honours carried by illustrious units, and which were earned by those that came before. In essence, the artwork is a nine-pointed star that pierces a circle filled with what appears to be some form of sinuous writing. It has even come to pass that entire Kill-teams have been forged on the memory of a fallen BattleBrother, his name used as a code-sign to identify them deeds committed in honour of their fallen namesake. Squad Leader: This entry represents the Squad Leader and
whether he contributes to the Kill-team being in an Offensive or Defensive Formation for this package. These large creatures are normally controlled by the Tyranid Hive Mind. In the instant the strike cruiser broke Warp, it was evident that the Hadex Anomaly was in great turmoil indeed, its seething energies coiling outwards into the void even as its core pulsed with malicious balefire. It is certainly possible for even a disciplined Battle-Brother to hear its siren call and turn from the noble path. Only when our guns are cold and the last drop of our blood is spent will our duty be done. The attack wiped out the the horde, but with it the settlement and the three thousandd colonists sheltered objection within. Preparations typically involve digging a trench or finding a cave. He also grants them permission to select equipment as though their Renown Rating is Famed, if it is lower—granting potential access to Terminator Armour. In addition, through sheer force of will, a Denier of Witches grants all other Space Marines in the squad a bonus equal to three times the Denier of Witches's Willpower Bonus to Tests to resist Psychic Powers. 37 Kill-team Sovereign-Sigma. If the Breaker of Hordes's War Cry is successful, the target suffers a penalty to all Parry and Dodge Tests against the Breaker of Hordes's Strength Bonus. Passing through the Sedu system, this band of mighty warriors trod the Silent Road, and perhaps they the full truth was determined. In the intervening years, he has come to deeply respect the tactical expertise and skills of Marines with whom he has served. Without doubt the worst of these handful of dissenters is Lord Commander Sebiascor Ebongrave, who does not merely believe that elements of the Deathwatch are impeding the command of his salient, but that some of them are outright working against him. JOINT OPERATIONS R Having established a beachhead, the Storm S or St orm m Wardens W rd Wa rden enss launched laun la u ch ched ed a series of assaults, which caused substantial ntial dam damage amage too the Tyranid hordes. They will face a mission that forces members to choose between their mission and their companioons or that has them forced to find common ground between tactics when multiple methods would suit. As the Battle-Brothers are leaving the landing site, they receive a vox transmission from the commander of the Noctem Vigilate. CHAPTER I: ONLY IN DEATH Chapter I takes a detailed look at the Jericho Deathwatch and their practices concerning to veteran Battle-Brothers and Kill-teams, including the relationship between such Space Marines and the Chamber of Vigilance. The metal is intricately shaped so that Chaos sigils and spikes are part of its structure. I and veterans even more so, who might have spent years or decades alone, travelling among the stars seeking out the enemies of the Emperor. For those newly seconded to the Deathwatch, the Chamber and the Master of the Vigil are often distant masters, whose orders filter down the chain of command until it reaches their ears, or as functionaries who lead the Chapter in its rites and ceremonies, only seen on days marked by grand tradition and at times of great import. 96 The Explorers of Aeons100 The Bane of Idolaters... .101 The Daemon-Slayers102 The Heroes' Last Stand 103 The Illuminators of ..104 The Avenging Angels ..105 The Gathering of Champions .106 Chapter IV: The Longest Watch 108 Background and Summary 115 First Contact .. .112 Final Preparations ...114 Notable Characters .121 Scene III: A Second Revelation ..122 Local Entanglement .121 Notable Characters 122 System Command ..124 The Torch .127 Notable Characters . .128 Scene IV: Destiny Averted? Any other requirements are listed in the individual Manoeuvre. Ass a Ke Keeper, eep eper e, er Brother Cuiris stood his third vigil standing guard guuar .126 Vanity Gazetteer ardd ov over er the the dread contents of the Xenos Bestiarium. His chapter of origin is a mystery, as is the majority of his time in the Jericho Reach. These ac ccooun untss aare re w ritten forr a ri perspective of privileged, but not omnipotent, t wisdom, meaning that there are always alw ways plenty plennty of of mysteries myst my ster eriess left left to to explore. The bionic arm was similarly honoured, and both in time were entrusted to new owners. Over its existence, a Kill-team might have many members, even reaching the point at which none of its original brothers remain—either having died, ended their secondment, or risen in rank and left the Kill-team behind—though the Killteam still exists. The two adepts are both fighting for the Commander's full attention—so intently that they seem oblivious to the Killteam's approach. As it was the only vessel observed in the system, there is no evidence that it was directly involved in any sort of a conflict that might have left it severely damaged. If the Wrath of Kato is used to make an attack in the round afterwards, the wielder automatically suffers the damage again, as though he had rolled a 91-00 on the attack roll. Upon reaching the repository, they discover an altar-like structure, nearly two metres in width, and a metre in both height and depth. A Any Space Marine with the proper amoun of fervour can fill the Role amount Par of Paragon of Zeal, but those BattleBrothe her who hail from the legendary Brothers of the Astartes Praeses, eighteen such as the Night Watch, the White Consuls, and the Iro Iron Talons, are very well qualified for the Role of Paragon of Zeal. In the Jericho Reach, the Battle-Brothers of the Deathwatch have ample opportunity to practice their breaching skills, and few obstacles can impede the progress of a properly equipped Kill-team adept at shattering them. Currently, the Chosen believes that this task is a rebuke from the ascendant champions of his warband. Unfortunately, Brother Titos' string of victories ran out in the beginning of M39, during a battle with a previously unknown and incredibly dangerous xenos race discovered near the Slinnar Drift star cluster. BROTHER GLAUCUS OF THE ASTRAL CLAWS Formerly a sergeant of the Jonian Interventions, Brother Glaucus is remembered more for the manner of his death than the specifics of his service to It is unclear if the lack of communication might be due to their dispersal or if the group was overcome by the planet's renegade forces. Even at a range of several hundred metres, the Battle-Brothers are able to smell the noxious vapours. e ai et a l.l The deeds performed by the small band off warriors war arri rior ri o s that or th hat becamee kknown noown as the "Fifteen of Midael" ringg ddown ownn th ow the he ag ages, ges e, and serve as an example to all who learn of th them them. nt Are ret.t. It It is evident that Inquisitor Innquisitor Ghent Ghe ent nt hi hims himself msel msel mself has attached a hi el high-level gh-level security secu se cuuri rity ty seal sea eall to the full account of the incident, inci in cide ci dent de nt., bu nt butt ce ccertain rtain facts are kn known. This is an even greater concern when the Inguisition and Tetrarchus are working in concert on some matter, the Lord Militant using his considerable power to call upon the favour of one of his allied Inguisitors. ENVIRONMENT An inarguably barren world. Vanity's ecosystem was utterly destroyed when its hive cities declared war upon one another. Typically, it will never be more than a handful at any one time, and always balanced out by Mordigael and his favoured commanders so that the ratio of Adeptus Astartes to Ordo Xenos remains more or less equal, and bears a massive Chaos symbol upon its front. As part of this structure, stru the Deathwatch employs squad, company, and detach ment commanders, as well as overall commanders in a similar sim vein to a other Chapters; even though their titles and responsibilities vary, the rank n remains. As they 81 III: Figures of Legend to rally the surviving Battle-Brothers and draw their attention back to the matter at hand. These responsibilities extend beyond the realm of technology. If the deserters can be persuaded to repent their failure, they could prove a critical asset for the Kill-team's assault upon the Tyranid-held temple (see page 118). ncle nc lear le a. He could have become a Watch Captain several times over, yet each time the Chamber of Vigilance offered him such an honour he refused it, determined to serve as a Battle-Brother in the front line Kill-teams of the Jericho Reach. The process by which a Space Marine in such a state is revived is an arduous one indeed, and numerous attempts are doomed to failure by the continued technological degradation command of a Blood Angels combat team in Space Hulk: Death Angel - The Card Game, a cooperative card game for one to six players! As genestealers emerge from the shadows, you must coordinate your efforts to complete your objective. em. The eight packages eight di iff fferent archetypal Kill-teams, and each h Pa Pack ckag ck agee offers ag offfe fers rs eight different Package a mi mix of Roles and Manoeuvres unique to th that at aarchetype's rcche hety type ty pe's 's particular tactical sensibilities and play style. That vigilant vigilant vigilan antt guardian shall ever be known as Watch Watcch St tat atio ion Sabazius, in honour of the lost hero who defeate ed Station ling. T WHO IS OUR FOE? The walls gradually slope inward to reach an apex roughly six metres overhead. From beneath the sea of dust layered upon the floor of the hall of effigies rose a host of metal constructs. The light of the torch atop the tower shines through these, effectively illuminating the area. In secret session with those off his kin who shared his radical mind-set, Magos Mag agos os Carthenis proposed proposed that the Mirador might be turned tur u ned towards the past, its arcane technologies utilised to scry times and places long ago obscured by the passage of aeons. It falls to the Chapter Masters, along with the
Deathwatch, to determine much of how these oaths are fulfilled and what conditions are placed upon the Battle-Brothers they send, each a unique pact between the individual Chapter and the Deathwatch. His squad's duties consist of coordinating the nearly mindless efforts of the planet's mutant population within a sizeable region. What is unusual about this event is that he is hypothesised to have absorbed energy far in excess of what his inductors should have been capable. Lines of site often stretch clear to the horizon, only interrupted by the vicious dust-storms that often swirl through the planet's thin atmosphere. From a philosophical standpoint, Ghent is near fanatical in his devotion to the Imperial cause and the utter annihilation of all xenos. In addition, the command and control suite allows the wearer to use his Command Skill to affect a number of squads, armoured vehicles such as Rhinos, or Kill-team who act as picket sentries for a deployed Deathwatch Squad. However, if the Sphere is damaged by an attack, Soulfire must immediately make a Difficult (+10) Strength Test or drop the artefact. Even as he he Battlee-Brothers through he Watch Stat Statio tion on, n the the Void-Keeper Voi oidd-Ke Keeper formulated Keeper surrounding the Station, 52 a plan to defend defe f nd the towering tow wer erin inng bastion bast ba stio st ionn long io long n enough for for aid aidd to ai arrive from Watch Fortress ss Erioch Eri rioc och oc h or any anyy closer clo l seer force. This effect is magnified because the material began to glow as the psychic power in the room grew. Had their for aid aidd to ai arrive from Watch Fortress ss Erioch Eri rioc och oc h or any anyy closer clo l seer force. Magos' heretical beliefs been known, it is highly doubtful he would have been placed in in command of the facility, and it is clear from what records exist that he wasted little time in delving secrets into the secre ets of the Target Foe Traits: Blood Soaked Tide (Horde). This is the mark of a veteran Kill-team, for in order that a Kill-team prosper, one or more of its members must occasionally sell their lives in its name; preventing the Kill-team of a veteran Kill-team of a veteran Kill-team of a veteran Kill-team of a veteran Kill-team prosper, one or more of its members must occasionally sell their lives in its name; preventing the Kill-team of a veteran Ki transition the craft into the Warp. Comprised of nearly every arm of the Imperial war machine, countless lives, ships, and even worlds have been sacrificed in its name, including scores of brave Battle-Brothers, all struggling to complete the orders of their commanders. While the reasons for forming such a Kill-team to honour the dead can vary, thereas the orders of their commanders. are other instances where the dead will make their presence known. Heroic Legacy Package: The Illuminators of Truth. Any time that the Battle-Brothers are filling an equal number of both Offensive and Defensive Roles, the Kill-team is considered to be in Tactical Formation. His cause— ensuring the destruction of all Imperial forces upon Vanityoverrides all other thoughts, including self-preservation. equences. When the Battle-Brothers enter the tower's upper level, read or paraphrase the following: Peering through the opening onto the floor, you see the room is lit with an eerie glow. The annals of the Dea Deathwatch record that Borro was engaged upon his first vigil when the events eve of the defence off Watch Station Midael Mid i id transpired, and was regarded as a competent comp warrior and a dedicated practitioner of the Apothecary's art. Far from the end for a veteran, in death they can find a glory that they never could in life, the ultimate expression of a Battle-Brother's duty being the means in which he falls and nies he takes with him. Manoeuvres are unique abilities that the Squad Leader executes that allow all members of the Kill-team to take out-of-Turn Actions on the Squad Leader's Turn. Whatever it was, the infiltrator appeared to wear the armour and bear the weaponry of the Adeptus Astartes, and it was with a wave of revulsion that the Battle- THE MARTYRED HUNTERS OF PERATOS When the very last of the infiltrators was finally cornered, it was a veteran Kill-team under the celebrated Watch Captain Peratos who fought the final battle. The reliquary is clearly not designed to be portable. An Andd aall the while, all wile, Inquisitor Ghent brooded on the when the contents con onte teent tent n s off that determined th hat cchapel. He first asks them for a detailed description of the chamber that opened. Any foe that would require the use of a relic such as this must truly be a villain worth the attention of the Deathwatch. During this time, he has developed a deep appreciation for the Chapter's methodology and abilities, as well as some understanding of their limitations. At the very least, it could destroy the artefact along with the minds and souls of everyone within a significant radius—possibly even on the planet. their Kill-team and suited subject to the the fighting fight f whi hich ch true tru ruee Deathwatch Deat De athw at hwat hw attch veterans atch vet eter erran anss are ae ar created, by the bonds bond ndds shared shar sh a ed within ar wit ithi hinn their hi to often the case within thee labyrinthine th laby la byri by rint ri n hine power p structures of the Imperium, these Im mppeeri rium um., ev um eeven en th ese are but one facet of the truth. Andruk never once spoke of wh what hat transpired upon his first st return retturn too his is parent par a ennt Chapter, but whatever it was, he h was soon back b ck ba k at Watch Fortress Erioch h making his second Apocryphon Oath. While he is terrified of the consequences of reuniting with the Imperium, he cannot bear the notion of dying outside of the Emperor's grace. One, a force staff that once belonged to Epistolary Sabazius, is held at Watch Fortress Erioch, while most of the rest are housed in reliquaries at Watch Station Andronicus, a bastion of the Deathwatch established several centuries after the events surrounding the Darkling. The facility is centred around a vast array of impossibly ancient archeotech, a unique combination of pre-cognostication engines, meta-phasic filters, and multi-spectrum quantum distillation drives. Devastators and Star Phantoms are well suited to the Guardian from Afar Role. However, when wielded together, these two items possess a devastating potency. Apothecaries serving in M Ma ari rinne ri ne A pott po of the Jericho thee Deathwatch th Deat De athw at hw Reach, Reac Re ach, ac h, and an many invoke his name na mee and m and n his memory whilst preparing prep pr eppar epar arin ingg for a mission. †The Battle-Brother must make his Activation Test using the Lore: Forbidden sub-Skill most appropriate to the adversaries at hand. In response to such a call from one of his squad-mates, a Kill-team Squad Leader may make the Execution Test for this Manoeuvre. A vehicle piloted by an Overseer of Iron reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would suffer by 1d5 and reduces any Critical Damage it would s motion sensors is to provide the guards with an additional sensory input, to warn them of any motion beyond the outer walls. Left answers h tthis h s la hi llack ck of information, Ghent simply with e s the the object obje ob j ct the Sphere of St. Aret. Others claim that such a relic must be guarded even more vigilantly, lest such a danger ever return. Investigation of the surrounding area indicates that this was the site of a serious battle. Published under license to Fantasy Flight Publishing Inc. As he leaves them to begin their investigation, he departs to issue the appropriate edicts so that a craft can be ready to depart as soon as they know their destination. 119 IV: The Longest Watch ENTERING THE TEMPLE THE MISSING ARTEFACT IV: The Longest Watch The altar where the Sphere of St. Aret once resided remains within the ruined temple complex. As they ran their query to ground, cornering it in the outer chamber of the Shrine of Saint Nuaan, the Deathwatch saw that the figure before them could be no true
Battle-Brother. These missions are never directly against the enemies of the Council, and so even should the Kill-team see their hand at work, they can seldom doubt the need to vanquish the foes they are sent up against. The height of the flame atop the peak should be proportionate to the progress that Sorcerer Soulfire has made in completing the ritual. below ow. †Proven: Weapons with the Proven Quality have a minimum damage die result equal to the rating. He came re cam amee too believe that the Tyranids were ddeliberately elib el iber ib erat er atel at elyy ho el hold ingg oonn ttoo th in thee now-ruined city for some reasonn he ccould ould ou ld not ot ddiscern, issce cern r, bu rn butt which must surely be connectedd too the th presence pres pr esen es ence en c of ce of the the chapel c ap ch apel el and its sacred reliquary. apocalyyps p e. Any Silent Move Tests are made with a +10 bonus. As the characters have surprisingly little information about the overall scope of the assignment at this stage, some groups may find this to be an exceptionally challenging decision. Having been recovered from the wreckage that remained in the aftermath of the assault on Watch Station Midael, this seemingly incongruous item was placed amidst the various other relics of the Fifteen, but unlike so many others, not taken up for some time. Brashnir is unclear if these runs are merely to ward off an Imperial advance, or if there is a greater tactical design. Inquisitor Carmillus (see page 336 of the DEATHWATCH Core Rulebook) is the Inquisitor of the structures have been reduced to rubble. The masters of the Chamber of Vigilance went out into the war-torn companionways, halls, and cloisters of Watch Fortress Erioch, passing among the warriors and speaking with each 60 Its presence unmasked, the intruder initiated an orgy of violence vio that threatened to engulf the entire Watch Fo Fortress. As well, when the Battle-Brother wearing the purified Mantle of the Crusader asks a Nonplayer Character or an Adversary a direct question he may make a Difficult (-10) Willpower Test as a Free Action. Inevitably, the opening provides somee object obje ob ject that the hat warns of an entirely new threat, or a means of combating combat atingg a very ry old old one. As the archeotech of ages past is a superior form of technology to those utilised throughout the galaxy of the 41st millennium, those men and women who lived through the history of mankind are intrinsically superior to their present descendants. an err Nonetheless, when Watch Noneth Captain Peratos came face to face with the infiltrator outer chamber of the in the outer chamber of the interval of the infiltrator outer chamber of the was confronted with three Battle-Brothers countenance. The Kill-team repeats this process until each participating Battle-Brother has reached a position from which he can engage the enemy in close-quarters. A veteran cannot choose when and where he might meet his end, though with skill and bravery he sometimes has a chance to influence the moment of his passing. hape ha pel.l Eventually, Inquisitor Ghent de dete term te rmin rm ined in ed tthat hatt ha a decisive strike must be made, and whateverr sainted sai aint nted nt ed relics rel elic icss ic were housed within the Chapel must be made, and whateverr sainted sai aint nted nt ed relics rel elic icss ic were housed within the Chapel must be recovered reco cove vere redd lest re lest s they the heyy become be comee lost los ot to the Imperium for all time. Due to the nature of the Deathwatch's mission in the Jericho Reach, Kill-teams usually operate in small squads in very hostile territory and are, more often than not, poorly supported and horribly outnumbered. Solid objects alternately rot, burn, and freeze, and everything in the area takes 2d10+5 Rending damage However, the forces of Chaos aree a fractious ar frac fr acti ac tiou ti ouss alliance ou allilian al ance c at best, and at least one of the traitors ce rese re sent ntss the that should sho houl ulld come with such a victory. tr u A Ass the gunship soaredd northwards over ov er the the h wastes, the Battle-Brothers Battle-Brothers have any other specific requests, the Commander does his best to accommodate them, within the limitations of his vessel. Maan. This is most often expressed in missions with broader parameters, more self-reliance, and greater personal operational discretion. Where possible, he recovered the bodies of his fallen brethren, making them ready for transport back to Watch Fortress Erioch and ensuring their gene-seed would be extracted when possible. As the Battle-Brothers fell back, more machines rose from the ground or poured from side passages and it was only by the bold sacrifice of Brother Pardis that the remainder made it to the passage to fight their way back to the surface. WHRE THERE IS RAGE, I SHALL SHOW ITS COURSE. He does his best to persuade the Space Marines that his forces have already made contact with the Crusade. All of the Crusade strongly indicate that the regiment should be ideally prepared to serve the Imperial cause. In that instant, the skies erupted with thunder and lightning, the savage horde surged to its ts feet, and Aesalon ccast ast the broken spear into the hideous maw w of the he Lord of Lightning. Prior to the start of his ritual, the sorcerer drew out a complex warding circle upon the chamber's floor. 79 Heroic Legacy and Cohesion The chosen category of adversary is referred to in this his Role as the Known Enemy. BROTHER KATO OF THE DARK ANGELS The twin of Brother .. However, in doing so,, th so they hey e llose o e access to the benefits and special abilities os pprovided pr ovid ov idedd by ided id by their h i Heroic H i Legacy L andd must rely l on those h provided prov Vass, Brother Kato served in Watch Captain Peratos's Kill-team as an Assault Marine. 78 The Oath of Legacy. pr ovid ov ided id e by ed by thei their ir chosen Oath. ements. Neither of the Inquisitors present are aware of any Deathwatch or Inquisition visits to Herisor does remain a habitable planet. ADVENTURE SEED During the course of a training mission in the Hunting Grounds of Watch Fortress Erioch (see the DEATHWATCH supplement RITES OF BATTLE), the Kill-team fights alongside the Venerable Brother Pardis. Deathwatch veterans will have noted the comings and goings of the various Ordos, along with their entourages of acolytes. Some Player Characters may have background knowledge about the Jericho Reach, while others may have allies or followers who are particularly adept at deciphering prophecies. Die with pride, for you did so with honour in thee name of the Emperor and the Primarchs. What they saw upon the surface of Andronicus A dr An dron onic on icus icus icus Prime us Pri rime me me struck utter terror even into the cybern net etic ic h eart ea rtss of rt o tthese heese s cybernetic hearts most sound-minded of Tech-Priest ts. Careful decisions must be weighed as the Space Marines must choose between speed and necessary caution to advance upon the heretical forces. Thus, Chaplain Nolasco held that a noble death in battle was both inevitable for a Space Marine, and preferable, the final moments of a Battle-Brother's service exemplifying and summarising all he stood for in life. rem mains. While, ostensibly, they must be accepted if they are willing to take the oath, and many Kill-teams count Black Shields among their numbers, the air of illomen often travels with the Black Shield in the shadow of the reasons for their choosing to join the Deathwatch and forsake their own Chapter hanging over their head. As their records are not completely current with regards to every vessel assigned to the Crusade, Huang cannot offer any explanation for why it might have been so far from an active front. Roughly two-thirds of the way through the invasion, he had sent a Kill-team-designated Lux Veritatis (see page 65)—to reconnoitre the temple. The remaining four require a full minute arrive, being so distant from the initial combat and or so deeply engaged in foul rites and rituals that they are nigh impossible to disturb. The Instance of Fire plunged into the Warp and, as the Void-Keeper anticipated, the enemy followed. THE LIGHTNING HEART Held suspended in a glittering stasis column in the Sterling Religuary, the Lightning Heart is the most potent and potentially perilous item recovered from the aftermath of the defeat of the Lord of Lightning. This movement must be used to move toward the Ambush Position, if possible. Service is ingrained into every aspect of a Space Marine's life, including service to the Emperor, to the teeming masses of His Imperium, and to the Battle-Brothers with whom he stands shoulder to should should be added to should be added information when their conversation begins. Tactically, the Pyre Warband members attempt to work closely together, and focus their fire on any Battle-Brothers who seem to be particularly effective throughout the fight. The penalty remains in effect until a character spends thirty minutes out of the gas's effective range. The overlapping plates and hooded optical Lokheira Of all the weapons stored in the armouries of the Adeptus Astartes, the bolt gun is the most iconic and evocative. By observing an enemy force and noting specifics of group dynamics and interaction, an active Slaver of Heroes can identify which enemy amongst them is responsible for cohesion and leadership. †Legion Force Staff: Force weapon. Any Battle-Brother with melee aptitude is well suited to this Role, but those from the Black Templars, Storm Wardens, and Minotaurs Chapters make especially adept Bearers of Shields. Thus a Deathwatch veteran is a Battle-Brother who has not simply spent years serving in the Deathwatch, or one who has formed a bond with brothers from other Chapters. One such fighting retreat is the Fall Back Manoeuvre. From the moment the characters enter the ritual
laboratory, they can hear the faint sounds of voices murmuring faintly. Written upon the parchment, in an ink that has badly faded, is the following message: IV: The Longest Watch This substantially limits the lists of candidates to those closest to the Hadex Anomaly, a handful of death worlds, and many of the planets within the Orpheus Salient. However, he remains unwilling to surrender the Sphere, which has significant control of his mind. on s s. If this threat is not Chaos, then it must be something unutterably terrible indeed. While it does not alter the duty the Kill-team has toward both Deathwatch and Chapter, and neither does it break the bonds of oath and honour, it does foster a different mind-set to those found when fighting as part of a much larger fighting force. They will acquit themselves well and, should they make a name for themselves, their deeds will be recognised by their Chapter Master, and they can return to the fold richer for the experience. Based upon the information, it is clear that there are Space Marines of the Storm Wardens and Flesh Tearers Chapters currently deployed upon Vanity. Alternatively, just finding the location could involve a significant amount of work, as the Battle-Brothers overcome wandering bands of Herisor Mutants. Furthermore, while the Battle-Brother wielding Breacher's Bane is filling a Defensive Role in an active Heroic Legacy, the shield protects him from attacks with the Blast Quality. The Game Master should feel free to substitute any relics, existing or of his own creation, to fit the current mission of the Kill-team. At this stage, the Kill-team is travelling through the ruins of a city that was first destroyed by a Tyranid invasion, and then further annihilated by a concentrated orbital bombardment. Anecdotal reports indicate that these creatures are the angry spirits of those who died when all of Vanity's hive cities were destroyed. TACTICS All of the Imperial forces (primarily Space Marines, but also a limited number of soldiers in service to the Adeptus Mechanicus) operate in small units, typically of less than twenty members. This is also the fear of the Inquisitors working closely with the Cabal; these men and women understand and respect the influence a veteran Kill-team can command within the Deathwatch, and know too well what this might mean should it be replicated in the Dead Cabal. Less clear are incidents like the invasion of Rheelas, where a largely loyal planetary population was repressed on the orders of mad Imperial commanders, and found themselves embroiled in smashing an already crumbling government into submission. A Kill-team member might enter the

crevasse inadvertently, most likely by falling from a bridge or wall during a crossing effort. Perhaps while there, something strange happens, the thing in the chamber stirring as it senses a new guardian taking station over its fate. Otherwise, even without a Willpower Test, the Serpent Staff returns to the Battle-Brother's person after being separated for one hour. This collection of circuit tracers, energy meters, materials scanners, and to look through its cover to perceive the mechanical maladies that ail it. To become a Watch Commander Command nder nd er or or captain capt captai pt a n is ai a gr great responsibility for a Battle-Brother, and and though the houg uggh it ugh is sometimes offered to those of high rank nkk sseconded econ ec onde on dedd fr de from o om other Chapters, the posts usually fall to th thos osee who sho ha h v ve those who have completed years in the service of the Deathwatch Deat De athw at hwat hw atch at c first, ch firs rst, t, t, learning how the brotherhood operates and functions. Mercur's parent Chapter holds that life is transient and the manner of a warrior's death is all. flesh fle sh.. Frostheart's weapon was created upon the Forge World of Tartarus Serial, a bastion of the Adeptus Mechanicus that fell to alien invasion at some point midway through M33. The most obvious was possession by some denizen of the Immaterium, but the daemon hunter of the Ordo Malleus could sense no such presence in the Watch Fortress. An experienced captain, Brother Cuiris knew he must order his ship to withdraw, for otherwise it and the Kill-team travelling upon it would all be lost. This Heroic l.egacy Package represents a Kill-team that has confronted the living idols that would dominate the souls of men whose rightful place is toiling in the name of the Emperor. BattleBrothers of the Deathwatch are expected to do their duty and honour the oath that keeps them silent regardless of what they learn, but it is impossible for these secrets not to change them in some small way. Their bodies had simply vanished, along with their armour, leaving only those items they dropped from their hands in the moment of their deaths. Many suspect Brother Semnai had been tasked with hunting down a specific enemy of the Deathwatch in the Koronus Expanse, and that he finally cornered that unknown foe on the very brink of the Hecaton Rifts. Her solution is to have the Kill-team board the target vessel on a boarding torpedo. 76 Introduction he length and breadth of the galaxy, the Imperium of Man stands on the brink of devastation. This field has a Protection Rating of 35 and no Overload Roll. Further, the Commander is likely to request that the Kill-team provides assistance in other matters, which are not directly related to their mission. On success, the character immediately recognises that there are faint traces from a powerful psychic artefact remaining within the reliquary. T ier. Even as the drop pods plummeted too the surface, the Instance of Firee hurtled around the dead worl world captain logging ld to be propelled outwards, her capta ain log oggi g ng her trajectoryy so that one day she might be recovered. Game Masters should provide a number of options described below proportionate to their degree of success. If the energy is not safely dispersed, the uncontrolled power could unleash devastation upon the planet—and the Battle-Brothers. Due to the saturation of weapons fire and the superior positioning of the attackers, attempts to Dodge successful hits resulting from this Manoeuvre suffer a -20 penalty. To the eyes of a Battle-Brother, the equipment is recognisable based upon a few surviving characteristic markings and app any other example of its type, yet is held in great reverence by m many Techmarines serving in the JJericho Reach. Though it stands in stark contrast to the way most Chapters of the Adeptus Astartes operate, the individual bravado shown by such Inquisitors often earns the respect of Deathwatch veterans. Full game statistics for this character are included in the NPC Appendix, beginning on page 138. This is actually the reason that the layer of armour was placed beneath the camp. The affiliation of the last was and remains a total mystery, a scythe-wielding Inquisitor by the name of Lady Saturn. Of the Lux Veritatis, or indeed Phine, nothing is known—officially att least. This chapter explores the Deathwatch veterans, those Battle-Brothers and Kill-teams that have served in the Jericho Reach for years against the enemies of the Emperor. Each bore weapons of impossible an ntiiqu quit ity, it y, bbolt oltt gu ol gguns n aand ns nd chainswords dating to the dawning of the Age Age of of Imperium I pe Im peri rium um and and n even earlier raised high as they advanced. auultt. It resides in a horizontal niche set into the stone wall of the chamber, one hundred purity seals warding this mysterious weapon against baleful intent. ADVENTURE SEED Many of the benighted worlds of the Jericho Reach exist in a state of primitive barbarity, making them easy prey for tyrants, slavers, and alien overlords. Under conditions of the utmost caution, these new strangers were admitted to Watch Fortress Erioch. The map clearly indicates their current location as well as the location of the Pyre's Crucible base. Darkflame is particularly resentful of the Sorcerer who arrived with the Sphere, as he considers him an inexperienced upstart. The Chapter Master agreed, and Nodens began his service in the Jericho Reach. In an effort to garner such assistance, the Commander initially offers to provide the information the Battle-Brothers need in exchange for their help. the Sphere. Yet all of their practice has so far been for naught. Time and infiltr trat a ion odds to deliverr a Kill-team to an infiltration point no enemyy could have predicted the ould utilise, or fou und Deathwatch would found racting them from m a means of extracting itable doom. y Brother Decatru will always be remembered by the Deathwatch of fund racting them from m a means of extracting itable doom. y the Jericho Reach as a warrior of peerless skill and exacting standards. Its size and resources, relative to most Imperial battle structures on Vanity, is simply too imposing to make it a reasonable target. When a Squad Leader is chosen, chosenn, either e ther during the preparation stage of the mission or during ei ng the th he mission if an impromptu Squad Leader must be chosen, the the Kill-team generates its Cohesion score as normal. Such delays could provide the Chaos forces with time to do something inconvenient with the Sphere. On success, they recognise that it may not be able to support the weight of a person in power armour. Brother Titos survived the teleport, but died on the deck next to his squad mates, and his whispered final words are recorded as, "I have made but one mistake." Brother Titos' body and gene-seed were returned to his chapter, but his armour was granted to Watch Fortress Erioch by the Minotaurs' Chapter Master so that Titos' sacrifice might be remembered by all who serve in the Jericho Reach. 24 TOTAL INDEPENDENCE Whether or not a Battle-Brother and his Kill-team take on command positions within the Deathwatch and rise to the rank of Captain or Watch Commander, the longer the Kill-team survives and the more renown it earns for itself, the greater the influence and power the Battle-Brother will develop. Because of the shadows created by the flickering light of the structure and the inherent efforts at concealment built into its architecture, most of these cannot be easily identified until the members of the team get quite close. Further clues so soon on indicate ind ndiccat a e that the sphere—and Darius Phine— left le eftt H Herisor e is er isor or aand nd ttravelled ravelled to Vanity, a world near the Hadex Anomaly. Though nothing of Brother Glaucus remained, the bodies and gene-seeds of Chaplain Nolasco, Techmarine Ixion, and Brother Theclus were in time returned to the Apothecaries of their respective Chaplains. He refuses to willingly surrender his progress towards completing the dark act. The Keepers, Chaplains and Techmarines of the Deathwatch each know something of the suit's history and capabilities, yet few know them all. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers. There is nothing else of significant interest within the vault. Skills: Awareness (Per) +20, Climb (S) +10, Solent Move (Ag) +10, Silent Move (Ag) +10, Si is both the honour and the burden of a Deathwatch veteran to shoulder these secrets, and few attain the title without having at least some knowledge of the sector. Notably, their tactics on the assault are thoroughly selfless, as they very much wish to die as they attempt to slay the xenos. 128 CHOSEN GOETHE DARKFLAME Darkflame has been a member of the Pyre Warband for centuries. internmen Depending on the findings of Dependin Chaplains, Apothecaries, the Chap responsible for and Librarians Librar arr final judgment over passing fi the seve seven, their wargear may be decl declared holy relics of the De Deathwatch ea or locked away for all time. If the players are at a loss, an Easy (+30) Lore: Common (Deathwatch) Test suggests that they might begin at the Tower of Brass— home to the Inquisitor of the Chamber. Exactly what conclusion the Watch Captain made as to the nature of these forces remains unknown except to those with the very highes levels of clearance, and none of these, Masters of the Vigil and Inquisitor Lords amongst them, are known to have spoken of them. The deserters expect that any Imperial presence is certain to result in their deaths. For more information on the planet and its system, refer to the Herisor Gazetteer on page 121. Each bolt has the following profile 1d10+10 E, Pen 8. If this
occurs, the Daemons from within the tower (see below) move to join the conflict. Years of war and the depravations of the sentences still remain overwhelming. Soon, it became clear that some great and blasphemous sorcery was angering the Immaterium where the Instance of Fire passed 51 II: Honour thy Ancestors The Fifteen of Midael II: Honour thy Ancestors aand an ndd soothing s ot so othi hiing hing g it it as the the enemy my vessel ves esseel approached. This has led some to suspect that the sanity of the erstwhile Master of the Vigil might have been compromised, but out of respect for both the legend and the reality of Master of the Vigil Balthazar Ho'Tsun, nothing further will be spoken on the matter. The second are those who take their place p ace among pl its commanders to guide its actions action onss within w th wi thin in the the Reach, sometimes leaving their Kill-team behind b hind in the process. Their flames, as well as the ones atop the security wall and the tower, serve as adequate illumination for those within the courtyard. In this event, there are only six of the Raveners present when the Battle-Brothers arrive. If necessary to ensure their cooperation, Ghent admits that he know knows a few legends from H Herisor about the Sphere's origins. Numerous lesser xenos species met their end at the hands of the Deathwatch, having transgressed upon the Emperor's domains in one way or another. Deathwatch. Brother Pardis is very rarely awakened, however, for he is ancient indeed and some amongst the Keepers hold that his sanity is stretched dangerously thin. as ppart art of ar of their heir heir heir k ilill-te team am.. The problem is that these units are often spread so thinly across Vanity that opposition forces can often infiltrate between groups to seize locations that had been previously secured. Rather, such relics are entrusted to those that might utilise them best, the legend of warrior and wargear merging into one. The Avenging Angels Heroic Legacy Package has the Squad Leader listed on both the Offensive and Defensive sides of the Package. IV: The Longest Watch lifetimes. On success, the Player Character realises that there are very few explicitly forbidden worlds within the Jericho Reach. They are more r experienced, more cunning, more knowledgable, moree skilled, skill lled, and indeed d more deadly than nearly any other warrior warr rrio iorr in i the success of this tactic. The ritual was being conducted by a Forge Tyrant of Samech, a master of one of that fallen Forge World's many splintered factions. Another ssuggests that the Sphere contains the machine-spirit off an ancient device, de which had performed heroically hero before its larger vessel w was destroyed. Many storied leaders have worn the Armour of Brother Titos since it entered Watch Fortress Erioch's reliquary. Petersen Editing and Proofreading Mark Pollard David Johnson, and Julija Petkus Special Thanks Playtest Coordinator Ronald DeValk; "Veterans of a Psychic War" Benn Williams, and Eric Young; "Unrepentant" Lachlan 'Raith' Conley with Jordan Dixon, Nicole Gillies, and Aaron Wong; "The Librarians" Pim Mauve, Gerlof Woudstra, Keesjan Kleef, Jan-Cees Voogd, and Joris Voogd; "No Guts, No Glory!" Sean Connor with Stephen Pitson, Adam Lloyd, Ben Newman, Simon Butler, and Michael Thompson; "Roll Perils" Matthew 'H.B.M.C.' Eustace with Mike 'Rosie's Husband' Madani, Rob Lord, Stuart Lord, and Sean Kelly; Mark Warren and Dan DeFigio. THE SERPENT STAFF OF SABAZIUS Like many Librarians, Epistolary Sabazius carried a force staff, as much a symbol of office as a potent weapon through which he was able to focus his arcane powers. In addition, while a Battle-Brother wielding the Orphaned Blade that are not parried grant the wielder a substantial boon. Only those who are hideously twisted by the Warp have any hope of surviving upon its cruel surface. Among those fighting under this holy banner let none stray from my sight, lest they find themselves counted among my enemies and be cut down in kind." -Lord Militant Tetrarchus, Warmaster of surviving upon its cruel surface. the Achilus Crusade he Achilus Crusade is a truly epic undertaking stretched across scores of systems and hundreds of worlds, its fronts and salients punching deep into the service of the Deathwatch and the special missions and foes with which it must deal. In addition, so quick and terrible are the attacks of a Breaker of Hordes that even the most stalwart enemy might lose his taste for battle and quit the field. FORCES ENGAGED Since the Achilus Crusade reached Vanity, the world has been in a constant state of war. Nothing the Deathwatch had faced onn Herisor could have pprepared pr epar ep a ed the hee Battle-Brothers Battl t e-Brothers of the the Lux Veritatis for the sheer magnitude they were now confronted with wi h. Where the Adeptus Astartes Astart r es bear their their their their their their their their their colours ei colo co lour lo urrs and heraldry with pride and nobility, these warriors warr wa rrio iors rs had had defaced def efac aced ac ed their wargear in a myriad of unspeakable ways. This can become an issue when one or more of its members take on a larger role within the Deathwatch and the shadow of their command is cast onto their brothers. Devouring the contents of data-vaults few others had ever penetrated, Ho'Tsun's learned eyes were opened to entire vistas of damnation and doom. All are painstakingly labelled, though the characters and fonts are unrecognisable and indecipherable. 132 Characters as possible are funnelled into multiple blasts of promethiumfuelled flame. While the Heroic Legacy is bought cooperatively by the Killteam as a whole, each Battle-Brother's portion of the Experience cost must be paid for, wholly with his own xp. While the roof and walls have fallen in, the temple's floor level remains largely intact, just five metres beneath Herisor's surface. A highly respected commander among the Minotaurs, he was a warrior of great cunning and tactical genius, and was considered one of the finest leaders of men ever produced by that august chapter. propor o tiion ons. Enfilading Fire is used to pin down enemy forces, provide support to allied forces engaged with the enemy's front line elements, and cause as much damage to an enemy as efficiently as possible. The GM has final say on whether or not the servo-skull can provide aid to a particular Test. This is information only known to a few of the most veteran Deathwatch Battle-Brothers and a handful of Inquisitors, given the terrible consequences this news could have if proven true. To fill the Role of Shepherd of Battle is to be constantly in motion and ever vigilant to the movements of the enemy. He explains that the vessel had not been travelling to Herisor. This assistance grants anyone firing Lokheira a +10 bonus to Ballistic Skill Tests when fighting xenos and increases any Critical Damage inflicted by the weapon against xenos by +3. ei KillIll-t Ki -tea eaam WWW.FANTASYFLIGHTGAMES.COM Warhammer 40,000: Relic © Games Workshop Limited 2013. Rather, he knew of the existence of the Chapel of Saint Aret, and had some inkling that the T 65 II: Honour thy Ancestors Chap chapel ch happel e w was as host hos o t to a number num umbe berr of potentt relics. While the lava abuts the inner wall, there is an area roughly twenty metres wide between the outer wall. GUARDIAN FROM AFAR Activation Test: Challenging (+0) Awareness Test or Difficult (-10) Ballistic Skill Test. Opening a dialogue with the survivors—specifically through Major Dzhorski—is the only path to the other significant asset. le. 4 DEATHWATCH VETERANS • THE ACHILUS CRUSADE Chapter I: Only in Death I: Only in Death 4 "There can be no peace for us while the enemies of the Emperor draw breath, no rest while xenos plague the stars and mankind cries out for protection against the darkness. The indiscriminate use of Atomics in ancient times left the world a barren place, disrupted only by the ruins of its once populous hive cities. Inquisitors, especially, who trade in secrets and measure a man's worth by what he knows, are more likely deal to with Battle-Brothers in possession of such lore. sys yste tem. with the hideous biological taint of the h ivee mi iv mind ndd. Less than a standard year after the discovery of the Warp Gate, long before the ascension of Tiber Achilus to the rank of Warmaster, an incident occurred at Watch Fortress Erioch that remains one of the most disturbing and unusual events to have transpired there in many years. If he succeeds, each Battle-Brother not currently engaged in melee can make an out-of-Turn Move Action to move up to his Full Move value in metres. He eventually reports to the Kill-team that the he wreckage has some Imperial survivors, but that Noctem Vigilate does not have the assets sets required to be of assistance. With a successful Ordinary (+10) Tech-Use Test, a character may recognise that this might be due to intense heat, some sort of shielding mechanism, or a gas that could refract the light. Inquisitor Andarion responded that those enemies the Space Marines had thus far defeated were in all likelihood indicative of a larger threat. Only in the event of a severe sandstorm do the troopers spend a substantial time within its boundaries. Like all of the Lux Veritatis, Decatru earned ascension to the rank of Watch Captain time and time again, only to turn the rank down in order to remain at his Battle-Brothers' sides. 68 THE LUX VERITATIS The Battle-Brothers of the Kill-team known as the Lux Veritatis were amongst the most celebrated of their generation, veterans of countless wars against some of the Kill-team known as the Lux Veritatis were amongst the most celebrated of their generation. ingg population of Sovereign in its sway was reve revealed. This represents the tactical flexibility of that particular package, and thus, when determining the Kill-team's Formation. With the decrease
in resources, there is very little plant or animal life on the world's surface. Even Inquisitors interested in those worlds that lie beyond the edges of the Imperium accept that there are things in the dark about which they know very little. The ritual takes eighteen days to complete. His initial Disposition for such tests begins at Very Hard (-30), but Game Masters should require extenuating circumstances before any such tests could be made. In order for the Crusade to eventually cleanse this system, and the nearby ones, they need additional assistance. When performing a Charge with this Astartes Jump Pack, all attacks made by the Battle-Brother gain the Concussive Quality. In either case, as they travel across the planet's radioactive surface, they may encounter a sandstorm (see page 125) at the Game Master's discretion. Crossing the gap is only easily accomplished by using one of the wall. Each of the packages presented here, save the Emperor's Hand, is thematically linked to one of the historic Kill-teams presented in Chapter II. The outer lip of the crevasse curves outward, so that the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse curves outward, so that the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevasse is much wider than the open area at the bottom of the crevas the Dark Pattern. The vessel's weapons are incapable of depressing far enough to accurately fire at ground-based targets, and even a fully armoured Space Marine is far too small for the targeting systems of the massive cannons. His much battered visage was both striking and intimidating, and he could make even the most seasoned and strongwilled Space Marine biddable with his withering gaze alone. Once the Manoeuvre is completed, all of its benefits aare ree lost los ost until it is executed again. The Death Oath is only rarely allowed out of its reliquary within Watch Station Midael, however, and when it is, it is invariably carried by one recently ascended to the rank of Keeper. Assault Marines, Tactical Marines, and especially Battle-Brothers hail from the Minotaurs, Black Templars, and Iron Snakes Chapters. A Battle-Brother filling the Harrier of Foes Role ignores all penalties to Demolitions, Tech-Use, or Security Tests due to adverse conditions, unfamiliarity, or lack of materials or tools. Cohesion Threshold: 7 Execution Test. When they return to the Watch-Fortress, they are immediately escorted to the Omega Vault, where they may place the Sphere within its storage facility. The lack of native life also means that any settlers are entirely dependent upon agriculture to obtain their essential nutrition. One of the Chaos Space Marines is equipped with an Astartes Heavy Bolter. During their travels, they became aware of the dire Tyranid threat present on Herisor. Kill-teams that did not obtain any information from Commander Brashnir have a much more difficult time establishing communications with Imperial forces upon Vanity. A Kill-team must be prepared to operate in isolation and without any outside support; it must be able to handle a wide variety of situations as they develop. The Kill-Team does not spend Cohesion to execute Manoeuvres. 79 III: Figures of Legend THE T HE O OATH ATH O OF FL LEGACY EGACY III: Figures of Legend A Battle-Brother may switch out of the Role he currently fills to fill any other available Role—provided he meets the requirements—or he may drop out of the Heroic Legacy to take advantage of any Solo Mode Abilities he possesses. The Deathwatch and the Inquisition are naturally secretive organisations. During any mission in which the Apothecary has successfully recovered the gene-seed of any fallen Battle-Brothers, each surviving member of the Killteam receives one Temporary Fate Point until the conclusion of their next mission. As they have spent several months upon the planet's surface, they are familiar with its environment and its threats. It is no wonder that the Space Marines devote truly super-human levels of reverence and devotion to those who served the Imperium in ages past. The desiccated skeletons of long slain xenos beasts provided impromptu cover as enquiring shouts and curtly barked orders to cease firing rang out. Levels of Black Rage gained from this effect of the Crozius of Nolasco are immediately lost at this time. commande ders rs.. In cases such as these, especially when a Kill-team is engaged with enemy forces while moving, the Squad Leader can call for the Covered Redeployment Manoeuvre. They must first trace the steps of a renownedd Kill-team. As there are few if any higher functioning Tyranid organisms remaining upon Herisor, the surviving Raveners have reverted to their instinctive nature. There are countless ways to increase the defensive capabilities of a wall, but one of the simplest and most effective is using heavy weapons to keep the enemy at bay. Impe Im peri pe r um ri m. The Battle-Brother may do this at any time during Narrative Time events, or as a Free Action at the beginning of each of his Turns during Structured Time events. • A forbidden world suggests one that has an Imperial Edict of Quarantine. THE SURVIVORS The survivors from the Just Reward's crash are not, strictly speaking, in direct opposition to the Battle-Brothers as part of their current mission. Players should purchase this Heroic Legacy Package should they wish to follow in the footsteps of the Scouring of Andronicus Prime, featured in Chapter II. Battle-Brothers designated as Ambush Elements for this Manoeuvre gain a +20 bonus to their Weapon Skill and Ballistic Skill Tests for these actions. Several months after the operation, seven of the Battle-Brothers selected by the Inquisitor in person to aid her remain interred within the Reclusiam of Watch Fortress Erioch, isolated from their brethren and subjected to all manner of purification regimes to some end that has yet to be become apparent." ochus, 816.M41 he war torn worlds of the Jericho Reach are host to numerous threats, including the Vigilance has yet to be convened on the matter, or even hear tell of much of its evidence. They consider melee weapons to be an option of last resort, attempting to purge their foes with bolter and flame prior to entering close combat. e th ei ther er. All about the wounded Space Marine was cataclysm. Amongst the Battle-Brothers of the Space Marines, such veneration is particularly vigourous. 19 A Time for Atonement. . ea m historic DEATHWATCH RELICS RE ELICS Unless explicitly stated otherwise in thee rule ru rules ule less te text text, xt,, al xt all off the hee relics presented throughout this section count cou ounnt as as "Deathwatch "D Dea eath thwa th watc tch h Relics," even those clearly associated with wit ith it h a particular part pa rtticcul u ar Chapter. Perhaps Herisor would have been abandoned to its fate were it not for the fact that the world was home to a small colony, at the heart of which was the Chapel of Saint Aret. Gear: None. V Vanity anit an ityy re it rremains mains a highly contested world within thee Cellebos th Cellll eb Ce e os o W Warzone, arzone, where the Kill-team is certain to face ar heavy h he avvy resistance. Having defeated the threat once, the Deathwatch must remain ever vigilant lest it return again. The weapon is matte black with a dull green tinge that seems to absorb light. It is likely to take a very long time before new organisms might naturally grow and adapt to suit the now vacant ecological niches left behind. Nearly two metres long and based on a highly precise action of unknown pattern, it is clearly the weapon of a dedicated professional. Once night descends, a fire is lit at each bunker, providing both heat and light. Darkling. She is clearly nervous, though the tension has less to do with their presence and more to do with disappointing the Inquisitor. 54 BROTHER MERCUR OF THE STAR PHANTOMS Brother Mercur joined the eternal hosts of the Emperor of Mankind very much in the manner he had served humanity, and entirely according to the beliefs of the Star Phantoms Chapter We are strength, zeal, and wrath made flesh. The fragment cuts out as the figure is lifted screaming into the air and the energies overload the recording device. If this fact caused concern
amongst the Masters of the Deathwatch, the Chamber of Vigilance overrode any objections to the strangers' presence, accepting Inquisitor Ramaeus' word when she vouched for their trustworthiness. However, if the text from the Omega Vault is shared, or if the Player Characters begin asking about Herisor, Ghent immediately takes the lead in the discussions that follow. When this relic is requisitioned, the bionic arm portion of it is attached to the Battle-Brother, replacing either his natural arm or a bionic arm he already possesses. Such a tear might draw the attention of an entire host of Daemons, or it might transfer a region of Vanity—or even the virtually any location is certain to draw unwanted attention. Unable to use Lokheira, he gifted the weapon to the Deathwatch, and numerous Battle-Brothers have since wielded it in battle, often under the watchful eyes of Brother Damastor himself. More than a Hordes wait sequad sq uadd of Chaos Cha haos Space Marines, accompanied by a number of D aem mons, secure ecur ecure the Crucible. Crusade High Command made two terrible mistakes when they split this contingent apart for transport. Battle-Broth ther th erss accept er a ce ac cept p the pt the honour h ho nour of secondment without question orr ccomplaint ompl om plai pl aint ai n eeven nt venn ve though h it means leaving their place within i their in the heir ir own ownn new brotherhood, find finding nding th their place within i their place within place within i their place within place wit place acce wi w within th hin the he D Deathwatch eaath thwa w tc wa tch h and seeing out their duty to both both Emperor E pe Em pero r r and annd Imperium. These are all issues that a veteran Kill-team must face, as some of its number rise to higher command and take on more responsibility and power, leaving others, who might be no less skilled or veteran, to see their former brothers influencing the fate of their Kill-team. Their presence is yet another clear threat to the Imperial forces that attempt to reclaim the world. On silent running, the journey to Herisor's orbit is doubled to six days. a year. Like his brother, he trained relentlessly with every weapon at his disposal, in his case the countless and varied types of melee weapons utilised by the Deathwatch. A Difficult (-10) Tech-Use Test suggests that the reliquary is likely a stasis field generator, designed to isolate and preserve its contents. Locked Roles: These roles must be "unlocked" by spending xp as described in the section titled Unlocking Legacy Roles on page 81. his i Even with the Deathwatch's need for good commanders and its lack of permanent veterans, the decision to induct a Battle-Brother into its upper command structure and deeper secrets is never taken lightly. seed of doubt in the players and to serve as a springboard to future missions. When this Role is filled, it allows the Kill-team to engage enemies in cover. LEAD US TO HIS STRENGTH AND AN ETERNITY OF WAR. BROTHER NAZARTHETH OF THE SKY SENTINELS Brother Nazartheth is remembered for the highly aggressive and proactive nature of his defence of Watch Station Midael, the Assault Marine leading numerous efforts to disrupt the attackers' assault. More information about the Seven Servants of Inquisitor Ramaeus can be found on page 73. This field can only be used to nullify attackers' assault. an Att this t hi h s point, any of the Battle-Brothers may make maa ke an Opposed Oppo Op posed Difficult (-10) Scrutiny Test against po Ghent's nt' t'ss Deceive. In the aftermath, a Watch Station is established in the turbulent asteroid fields that now strangle the that deal Energy Damage. 81 Squad Formations near-orbital approaches to the planet." -Notes from the Liber Eriochus, 273.M36 he worlds of the Andronicus system are, without exception, barren, hateful places scornful of the presence of mankind. 78 Acquiring a Heroic Legacy Package For example, Brother Szobcak, a Venerable Dreadnought of the Imperial Fists Chapter seconded to the Deathwatch, takes up the Role of Breaker of Hordes. A solid core of densest crystal, named the "Lightning Heat" by the Deathwatch, was recovered and carried back to Watch Fortress Erioch by Aesalon. When it impacted upon the planet, the vessel shattered, strewing components in a path that extends for more than five kilometres. the Jericho Reach. The The basics bas a ic icss of the the gates deep within Watch Fortress Erioch. The total diameter enclosed by the outer walls is approximately thirty metres. In such a case, use several Magnitude 20 hordes of Herisor Mutants (page 140) supplemented with a few Chaos Space Marines (see page 363 of the DEATHWATCH Core Rulebook). After the Forward Elements and the Target Foe have resolved their out-of-Turn Move Actions, if the Target Foe failed its Scrutiny Test, each of the Battle-Brother designated as an Ambush Elements may then perform any one of the following out-of-Turn Actions: Called Shot, Charge, Full Auto Burst, or Standard Attack powerr. It is obvious to any Techmarine and to the Watch Commander that the stasis field generator is a permanent fixture. Those that knew Brother Synfell well were unsurprised that the the crater of the Darkling, for he was waas as ever at the forefront of such fore reefr froo impossible assaults. During the intervening millennia, a trip through the Hadex Anomaly actually served to make Vanity even more hazardous to mundane life. Its central tower stands only fifteen metres above the world's surface, but the facility's support structures and working. quarters extend more than a hundred metres beneath the group of Imperial Navy vessels currently stationed in the Vanity system. If the Battle-Brothers decide to begin investigating matters on their own, prior to meeting with the Inquisitor the task is an overwhelming one. The Thee clouds resolved into an entirely unnatural form, a death th mask m ma s visag sk visage, a e, its eye sockets aglow with actinic lightning. Though Nolasco fell when the being that had dominated Sovereign was slain by Watch Captain Aesalon, the deed for which he is most commonly remembered is the moment when he earthed the god-thing's arcing power through his Crozius Arcanum. The largest example of this familiar theme is to be found in the Hall of Silence, a massive space resembling a cathedral nave with a stained glass window twenty metres high dominating one end, the stars of the Jericho Reach shining beyond. The Thee Tyranids Tyrani yran anid an idds ravaged the barren surface in an effort effort too turn tur urnn its ur its limited limite mite tedd biomass and reserves of water and annd oxygen o yg ox ygen en into int ntoo a resource reso re sour urce ur ce the bioships could utilise in the crea creation eati tion o of st stil still ill mo more re T Tyranid yyrran anid id creatures. oiidd-K d-K -Kee eeepe p r Cuiris Cuir Cu iris is ordered ord rder e ed er e a manoeuvre the enemy captain could coul co uldd sc ul scarcely scar arce ar cely ce ly h ly have a e an av anticipated. Blasting through it requires overcoming an object with 14 armour points. deafening citty, the the sky sky growing gro r w wiing peel resounded from the heart of the city, unde un derde r-lilil t by rb flickering flic icke keri r ng dark as the boiling clouds were under-lit f r action, fo acti ac tion ti on,, the on the Kill-team Killl-t Ki lll-t tea eaam lightning. However, its atmosphere was oxygen rich, and its climate was well within the acceptable range for human habitation. The remaining Battle-Brothers fill the Legacy Roles within the Heroic Legacy Package. More information about Kill-team Scouring of Andronicus Prime can be found on page 43. In the field, a Battle-Brother might take on the Role of Overseer of Iron, which enhances the Killteam's mobility and the survivability of the sacred vehicle with which they have been entrusted. Deat a hwatch of the sacred vehicle with which they have been entrusted. . When the vault's armoured portal grinds open, the Keepers of the Watch enter the dark interior, knowing knnowing they ey have hav avee but minutes to retrieve that which the he vault vau ault lt renders ren ende ders rs up. RENOWN POINTS At the completion of the adventure, the GM should award the th he following fo Renown (per Battle-Brother): • Cleansed C ea Cl eans nsed Herisor of the Tyranids and Renegades: 1 • Destro Destroyed roye yedd th the Crucible on Vanity: 1 • Successfully returned the Sphere to the Omega Vault: 1 FATEE POINTS If the characters were ultimately successful in stopping the ritual and recovering the Sphere, they earn 1 Fate point in recognition for their service to the Omega Vault. Gear: Data-slate loaded with heretical and archaic knowledge, numerous badges and laurels of accolade and honour. Surging as one from their sleeping coffins, the astro-telepaths each scratched a portion of one conglomerate star-map before each, in turn, collapsed. At that point, it should scatter. When the frigate next emerged from the Warp, Dzhorski led a mutiny against the voidcraft's command officers. T THE DEAD CABAL The Dead Cabal is a secret within a secret. TYRANID RAVENERS Raveners are incredibly aggressive subterranean predators from the Tyranid fleet. appeared from out of the world's lifeless wastes, wreaking bloody murder amongst the ill-equipped colonists and promethium miners. Just as a Kill-team can live on beyond the death of its members if its reputation is strong enough, so too can a BattleBrother continue to exist and inspire other warriors even in death. For more information on this intriguing character see THE OUTER REACH supplement. They realise that there is a xenos presence on the world. Thus it was both a tragedy and an honour that it was Aesalon himself who recovered the gene-seed from all but one of his fallen brethren when he regained consciousness after the death of the Lord of Lightning, and he who bore their wargear back to Watch Fortress Erioch.
After much debate, the senior Techmarines of Watch Fortress Erioch determined that Brother Ixion's Potentia Coil should be allowed to be borne by future generations, and to date, a dozen Techmarines have done so. Two of the key secrets governed by the Deathwatch of the Jericho Reach, and of major concern to the Chamber of Vigilance, are the Necron threat and the Omega Vault, and over time it is inevitable that a Deathwatch Battle-Brother will have to deal with both. The Keepers are loath to allow one weapon to leave its resting place without the other, and so the two are often utilised in the manner they were fielded by the twins Brothers. Vass and Kato, one providing fire support while the other strikes down the foes of humanity in a righteous storm of close combat. In addition, once per encounter, so long as the Techmarine bearing this curious Treatise is filling a Defensive Role in an active Heroic Legacy, he can spend a Fate Point to make a Challenging (+0) Tech-use Test as a Free Action to safeguard himself and his allies against the attacks of xenos enemies. The relic takes the form of a jagged shard of violet crystal about the size of a human fist, and it was the only trace of the Lord of Lightning that Watch Captain Aesalon could locate upon regaining consciousness after casting the Broken Spear. He bore it in combat against the dread Barghesi, and with it made a powerful account of 33 II: Honour thy Ancestors observations of the effigy chamber and other areas of the complex, but maintained infiltration protocols so strict that they avoided awakening the defenders that had reacted so violently to Kill-team Balthazar's presence. Given that it is such a small tactical formation, the Battle-Brothers that make it up will get to know each other very well, sharing peril and battle time and time again. Over the last few months, the survivors have begun the process of establishing a colonial existence, in isolation from the authority of the Imperium. Equally, Chapter Masters honour those Battle-Brothers which have acquitted themselves well in the Deathwatch and respect the skills they have mastered. However, those that adapt to the way the Deathwatch functions, and those able to balance the teachings of their Chapter with the autonomy and independence required of a Kill-team become valued additions to the Deathwatch. This was an action undertaken at the direct behest of the Watch Commander and the Omega Vault, and such an accomplishment garners significant respect for the Kill-team among their peers. He led his Kill-team to glorious victory time and again, often against incredible odds, and made it a point of pride that he never lost a BattleBrother under his command. If so, will the Kill-team use the Broken Spear, or indeed the Lightning Heart to combat it? That resistance is certain to become even more hostile when they reach the ground, as particularly violent battles have been known to erupt around any landing site. Each time this field nullifies an attack, it generates a Power Charge. If the Battle-Brothers were unable to identify the iconography of the power armour at the landing site, the Game Master might need to do a little prodding. It is not enoug gh too be be 23 I: Only in Death true to the Codex and vanquish ones enemies, or even commit some great deed of glory, though these things surely help. The Battle-Brother ins was other than Adeptus Astartes, and wa therefore an infiltrator. All Space Marines put their faith in the Emperor first and their armour second to protect them in battle, but a wise Battle-Brother knows when to augment those protections in the face of truly overwhelming forces. The soldiers are also aware that these creatures seem to be far more active near the abandoned town that is just a few kilometres from the wreckage. Seeking a means of honouring the spirit of his fallen predecessor, the Techmarine created a mount that allowed the tine to be attached to a bolter as a combat accessory, and upon snapping it into place found that the blade still held a charge, though he could not fathom how this might be. While attached, the weapon powers up and functions as an Astartes Power Spear. They may either seize control of the ritual prematurely, in a controlled fashion. While those that complete their secondment must keep their secrets and return to their Chapter never to speak of them again, the veterans that remain find themselves drawn ever deeper into their complexities and the on-going efforts to the Deathwatch to deal with them both. CRYSTAL STACK TREATISE ZX-129 The Techmarine Brother Nodens was a prodigiously skilled practitioner of the rites of the machine, as well a a highly accomplished warrior. Decimators of Fortresses provide a squad with the ability to obliterate fortified positions and build small-scale siege-works through the use of engineering skill, natural cunning, and an array of wargear and vehicles such as the Vindicator siege tank. The Death Oath has since become a relic of fearsome potency. The Serpent Staff was transplanted from its resting place in the cell of the lost Epistolary and placed within the Catacombs along with countless other relics of the Long Watch. Wh When en oone ne ssuch uch uc h be bein being inng broke its bonds byy shifting shi hiift ftinng the the molecules mole mole cule cule cule cule soft its its body bod o y from from o one matter unknown, Brother on ne state of m a te at t r to ssomething omet om e hi et hing ng eentirely ntir nt irel ir elyy un el unkn knnow know wn, B roth ro th her Cuiris responsible Cuir Cu i is was res spo pons nsib ns ible ib le for for containing con onta tain ta inin in i g it, in it, and annd inn so so doing doin do ingg in 53 II: Honour thy Ancestors out off the out ou th hee Watch Wat a ch h Station's tatio action's tatio action's tatio action' n'ss pict-lenses, pict pi c -l ct -len ense en sees, his deeds remain largely unknown. It is said, having led a boarding mission into the very guts of the void-born colossus, Gundahar gained the notice of the Emperor Himself and, for a time at least, became all but invulnerable to the blows of the enemies of mankind. In addition, while the Librarian wielding the Serpent Staff fills an Offensive Role in an active Heroic Legacy, all damage dealt with his psychic powers count as having the Toxic Quality. On a successful Test, if the Kill-team is embarked on a vehicle, each Battle-Brother manning an onboard weapon can make a single out-of-Turn Standard Attack Action. In addition, once per encounter, as a Free Action at the beginning of his Turn, an Overseer of Iron can gain one of the following special Effects: Increase the vehicle's Manoeuvrability by 1d5, or add +2 Damage and Penetration to all attacks made by the vehicle's onboard weapons. Through the course of their missions they have undoubtedly been exposed to heresies that must be appropriately cleansed from their memories. By the time to reach the location and lay in wait for the Kill-team. As dictated in the DEATHWATCH Core Rulebook, once the Squad Leader is chosen, he retains that position for the remainder of the mission. Initially, Aesalon cursed the fact that he had somehow escaped such a fate, preferring, for a short time at least, to have died alongside his brothers. tefa te fact fact ct.. Impe p ri r um. however, T Ty raniid consumption ra co soars upwards s. The formation of Kill-teams honouring the fallen is always carefully considered, and often part of the purview of veterans. Ghent realised that, even if the world were currently clean, it might be attacked once more by another tendril of the Tyranid swarm. Without hesitation, knowing he had only a moment to act, the dutiful Apothecary turned his chainsword on his own flesh, removing his gauntlet vambrace, and reductor with his arm yet inside. This party consisted of a Chaplain, a Sanguinary Priest, and a Captain, all of whom were contemporaries of Brother Cuiris and had served alongside him in the formative years of their service to their Chapter. K THE CRUCIBLE The Crucible is both a staunch outpost and a symbol of the Pyre Warband's devotion to the Ruinous Powers. Those judged worthy are allowed to study the contents of these data crystals, and if considered especially strong of mind and soul allowed to carry them into battle. In addition, he might be responsible for jamming enemy transmissions, breaking enemy codes, or other feats of techno-arcane ability using vox casters, micro-beads, and even more specialised technology. WINGS OF TYRANNUS This set of stylised black pinions was worn by Librarian Tyrannus, one mounted upon each shoulder pauldron. The resulting settlement is an eclectic mishmash of staterooms and tents, often made from insulation or even tapestries torn from the vessel's walls. Of the Fifteen of Midael, little remained. The Kill-team must select a Daemons, sstrategy st rate ra tegy that balances speed with survivability if they are ttoo over ov erco come m the defences, s while while remaining effective enough to overcome still ch chal a leng nge the sorcerer undertaking the ritual. Mari Ma rine ri n s. on ce Thee States and the sorcerer undertaking the ritual of the sorterer undertaking the sorterer undertaking the ritual of the sorterer cold, all but lifeless form of Brother Bro Pardis was later, when discovered many years y Deathwatch Kill-team another Deathw happened upon the tomb while following up on intelligence passed to tthe Chamber of by members Vigilance Ordo Xenos. Tragically, if anyone touches the parchment, it immediately crumbles to dust, as though it had been unspeakably ancient. Though the voyage to the site of the ritual took but seven Terran days, it was clear as the strike cruiser traversed the Immaterium that the Warp was woefully disturbed. This device's connection to its brother-weapon has a notable detriment to those wielding it alone in battle. Kill-team the respect that they are due, but she believes that
the war effort is more important than a matter of Imperial politics. They cannot confirm the absence of other creatures, but they have not seen anything to indicate that others are present. Because of this, the entire Imperial military operation upon Vanity numbers only a few hundred soldiers. Though the characters might not have vanquished the foe, they have certainly prevented a major setback. For a member of a Deathwatch Kill-team, this duty began when he was initiated into his Space Marine Chapter, took his vows, and donned the mantle of one of the Emperor's chosen. Inve In vest ve stig st igation and interrogation of the unholy wretches ig wrettch ches Investigation mayy le ma lead ad the he Kill-team to a minor outpost thatt the Pyre use t coordinate to oord oo rdin rd inat in a e with the mutants. Requirements: The Squad Leader must designate an area of terrain as the Target Position. At that time, he immediately issues orders for his forces to prepare to repel an attack (see The Survivors, page 112). This scenario has become more common since the arrival of the Achilus Crusade, in light of the friction between its generals and the Lord Militant. If successful, the Serpent Staff immediately appears in the hand of the Battle-Brother. Activation Test: Challenging (+0) Intelligence Test or Difficult (-10) Demolition Test. o b. In aall ll llikelihood, ikel ik elih el ihoo ih ood, oo d it was both, for the creatures of the Warp defy de fy aall ll rrational atio at iona io n l categorisation. ENFILADING FIRE Enfilading Fire is the simple act of positioning a Kill-team, heavy weapon emplacement, or armoured vehicle where its fire can be directed along the longest axis of an enemy formation from a flanking position. For the remainder of the adventure, the device's eye sockets glow faintly blue. 32 BROTHER PARDIS OF THE TIGERS ARGENT It is thanks to the noble sacrifice of Brother Pardis that Killteam Balthazar escaped the vast effigy chamber, though ultimately his sacrifice was in vain, for his brethren were unable to escape the Slinnar Drift. Battle-Brothers see different things in their Long Vigil, and this will determine in many ways how long they remain in the Deathwatch or whether they take the oath again. Players should purchase this Heroic Legacy Package should they wish to follow in the footsteps of the Seven Servants, featured in Chapter II. It is a support Role in a Heroic Legacy Package that relies on technical acumen and use of placed explosives to project the force of a Kill-team in the field. CHAPTER III: FIGURES OF LEGEND Chapter III introduces the new Heroic Legacy rules system, which serves to highlight and enhance play for those players whose characters have achieved veteran status in the Jericho Deathwatch. Presumably, the chronicle of his acts and his death, if they exist, are still locked away in the encrypted records, but those who delve too far into the mystery quickly draw the attention of both their direct superiors and the Inquisition agents aboard the Watch Station. This ta akees the th he form form m of of ideas iddea e s the th he Game Game Master Mas aste terr te takes might like to use to take thesee venerable vene ve nera ne rabl ra blee heroes bl h rooes out he out u of of the the pages p ge pa gess of history and have them play pla layy a part part in in the the campaigns camp campaigns camp campaigns camp campaigns camp campaigns camp campaigns camp campaigns campaigns camp campaigns campa sought to limit these missions to those Battle-Brothers on his own Killteam, and so he was often seen passing on his wisdom to large groups of warriors. If the Kill-team has been exceptionally persuasive, Brashnir can provide an escort into the system for Noctem Vigilate. Setting down upon that nameless planet, Ho'Tsun and his companions came upon that which the Master of the Vigil had predicted they would: the entrance to a tomb, wrought from living metal, leading to the halls of the gods themselves. After the Target Foe has been designated, the Squad Leader makes the Execution Test for this Manoeuvre. und There are few things more terrifying to the enemies of mankind than to see a column of Predator tanks or a tightly packed formation of Space Marines, and grinding everything in their path into a bloody pulp beneath tire and tread. Alternatively, reaching the hatchway in the centre of the floor requires vertical climbing from the outer wall, 17 The Point of No Return In addition, any explosive device, such as melta bombs, demolition charges, or demolisher cannon shells, placed or fired by a Decimator of Fortresses using the Weak Points Special Use of the Evaluate Skill, has its Penetration increased by +8 per Degree of Success instead of +4 as stated on page 98 of the DEATHWATCH Core Rulebook. This is so ome meth thin th ingg most in most Player Player Characters should be able to relate to, something designing de s gnninng missions si miss mi ssio ss ions io ns for for o the the h group. Perhaps they are cut off from the rest of their forces by the collapse of a building or other obstacle and find themselves under heavy fire, or their enemies are well hidden in the rubble of a blasted hab block and can only be effectively engaged from above, e. Then, he explains that they have discovered two items of interest, one of which was expected and the other a surprise. DISRUPTED! If the Kill-team chooses to use violence to stop the ritual, it is very likely to cause all of the built-up psychic energy to unleash in the worst possible way. DESERTER As a regiment, the Maccabian 5th spent years in preparation prior to deploying as part of the Achilus Crusade. There are numerous indications that someone dwelt within the cave for several weeks. The Target Position is a roughly circular area with a radius in metres equal to two times the Squad Leader's Intelligence Bonus. However, they are unlikely to gain significant military assistance. The Sorcerer gains a bonus to his Weapon Skill and Ballistic Skill equal to his Psy Rating +10, and he may reroll one damage dice every Round. With the coming of the Hadex Anomaly to the Jericho Reach, however, the taint of the Ruinous Powers seeps forth from the Charan Stars; a stain set one day to embrace Midael. The The names nam ames and deeds of these individuals are known to everyy De Deathwatch D athwatch warrior serving in the Reach and perhaps even beyond it. gal alax axy. 37 II: Honour thy Ancestors in seething, see eeth thin th i g, ppulsating in ulsa ul sati sa tiing n bbands annot soff en ener energy. Ghent also sent • Cohesion Threshold: The amount of Cohesion the Kill-team must possess in order for the Squad Leader to execute the Manoeuvre. A Builder of Towers can Turn nearly any encounter into an ad hoc defensive stand one of his personal aides, named Darius Phine, to accompany the Killteam. 59 Tense Alliances by preparing the field for holding action or arranging his squad mates to best hold a fortified position. This can mean that behind the Inquisitor calling for the assistance of a Kill-team, there might stretch a web of obligations and favours all the way back to some reckless Imperial commander or spoiled noble, using their connections to request aid from powers of which they may not even be aware. The difficulty of this is largely dependent upon what gear the BattleBrothers might have or jury rig. The The untimely unnti t meely emergence from Warp space cost the Instance off FFire iree dearly, ir dearlyy, her structure exposed to impossible stresses born bor of the sudden and drastic shift from riding the unreal tides t des off the Warp to facing those at play in close proximity to a star in th the he physical universe. These are the Hadex Anomaly and the Dark Pattern, neither her of which can bee opposed by the deployment of armies or of fleets. In these cases, the work of the Deathwatch is intended to go unnoticed by the Achilus Crusade and its commanders. It is mounted with a powerful scope packed full of arcane imaging technology from the Sons of Medusa's tech-vaults, as well as a suppressor and a shot selector. The only facet of his personality more powerful than his burning anger is his incredible sense of self-preservation. Navigating to the vessel's engine room is time consuming but not inherently challenging. Examining the message and the background, they should be able to deduce the following without making any tests: • The artefact that they seek to recover is spherical in shape, and roughly thirty centimetres in diameter. Pardis's armour was already highly venerated when he was lost, for it was a suit of MkIV Maximus-pattern power armour that had, as far as the archives record, been in nigh constant use since the dark days of the Horus Heresy. Brother Frostheart's weapon of choice was a heavy bolter, but a very special one indeed. T Introduction WHAT'S IN THIS BOOK THE EMPEROR'S CHOSEN provides players and Game Masters with information and game options pertaining to the veterans of the Jericho Deathwatch and focusing on advanced play in the DEATHWATCH system. A Librarian Sabazius Libr Li brar br aria ar iann of ia o the Exorcists Chapter, Epistolary Sabaz ziu ius was particularly pa part art tric icul ic ular ul arlyy gifted in the art of inflicting death by way ar ay off his psychic scream ps syc ychi hicc powers. The Battle-Brother wielding the Crozius of Nolasco may ignore the effects of the Critical Damage until the end of the Combat Encounter as determined by the Game Master. expanding and retracting as the members of the group are always changing. The exact extent of Ho'Tsun's fascination with the prophecy is not widely known, and Brother Pardis refuses to be drawn on it. If the Battle-Brothers specifically ask, Inquisitor Ghent may provide a summary of Herisor's planetary conditions (see page 121). Fragment 03/9930: A ten second fragment of gun-cam footage captured by the onboard systems of a Deathwatch Dreadnought
accompanying the mission. The combined nuclear detonations damaged the world beyond measure. His progress is entirely dependent upon how long the Kill-team has taken to reach his ritual laboratory. As the effectiveness of the Lightning Assault comes, in large part, from the shock of the surprise attack, the enemy must be unaware of the Kill-team or the specifics of their deployment or disposition. The daemon-spawn hurled na itself limbs its it self against self se gain ga inst in st the he main gate, and where its limb mbs rent the adamantium, ad dam a an anti tium ti u, the very stuff of the bastion was shattered. Hordes rammed in such a way lose an amount of Magnitude equal to the Space Marine Vehicle's facing AP. Progressing 8-14 No bonuses or penalties. By reaching Herisor's surface, they managed to eliminate the need for the air purification systems. Unfortunately, due to the presence of an upstart sorcerer at the Crucible, Darkflame has little choice but to acquiesce to his orders, for the moment. In either instance, the security wall may not present a substantial obstacle. If players are preparing to make a more direct landing, Game Masters may wish to offer this suggestion. This he did in order to ensure that the ancient curse of the line of Sanguinius was held at bay, and it was his own, private torment, which he suffered in noble silence. All of the walls offer 16 Armour Points of protection. For over a decade, the Master of the Vigil coordinated a campaign of investigation, exploration, and extermination against whatever foes these strands led him into contact with. Apothecary Borro is known to to have have have have given given all to safeguard the progenoid glands of h his is ffallen alle al lenn Ba le Batt Battle-Brothers. As there are guite literally 98 thousands of servo-skulls residing there, a Battle-Brothers. As there are guite literally 98 thousands of his is ffallen alle al lenn Ba le Batt Battle-Brothers. As there are guite literally 98 thousands of his is ffallen alle al lenn Ba le Batt Battle-Brothers. such a way that Soulfire would choose to end the ritual. At the Game Masters discretion, some of the creatures may even burrow through the tunnel walls to surround the Battle-Brothers and their allies. And so, Brother Pardis continues his vigil, though the tunnel walls to surround the Battle-Brothers and their allies. Vigil was served at a Watch c FFortress Fo rtress somewhere som o ewhere towards the galactic core, its name and and nature unrecorded in the annals of the Jericho Reach. They harass enemy formations and perform quick-strike assaults as feints, or to herd enemies into areas predetermined by the Squad Leader so that the squad can choose the time and place of the encounter. edge. The final portion of this chapter covers the interactions between the veteran Kill-teams of the Deathwatch and the forces of the Achilus Crusade. So long as the two pieces are both equipped by the same Battle-Brother, they provide him with all the usual benefits of a master-crafted bionic arm and a mastercrafted boltgun with the profile listed on Table 2-5: Relics of Andronicus Prime. 89 Tactical Manoeuvres Chaplain Nolasco was known in his time for the fiery zeal of his sermons, many of which he committed to parchment so that even millennia later they are still to be heard from the pulpits of Watch Fortress Erioch. HERALD OF SIGNALS Activation Test: Challenging (+0) Lore: Forbidden (Xenos or Daemonology)† or Tech-Use Test or Hard (-20) Lore: Scholastic (Cryptology) Test. The Knights of the Raven were informed of the loss of the Librarian, but as yet no reply has been forthcoming. Refer to Table 4–1: Ritual Stages to determine the current status of the ritual based upon the time that the Battle-Brothers have spent since entering the Vanity system. An Execution xec ecuutio ionn Test, or a Tactics Skill Test using sing an appropriate sub-Skill. The trip does not require any specific encounters, but the Warp is turbulent throughout the trip. The incident began when the masters of Watch Fortress Erioch received coded ciphers informing them of the imminent arrival of a number of Inquisitors. Master Ho'Tsun was determined that the words of a blind prophet more than a millennia dead when he became a Space Marine must not be allowed to come to pass. Epistolary ryy Sabazius was gifted with several psych is counted unted as rare amongst battle psykers, nott least of which was the ability to discern the soul of o an enemy in the the great beyond, and to assault sault it directly with powers ers unleashed by his ownn spirit. They are also able to confirm that the Sphere taken from Herisor is currently at that site. He is reported to have fallen twenty metres and more, to have landed safely, and to have severed another tentacle that had coiled itself about the body of his comrade Brother Frostheart, saving the Space Wolf and allowing the pair to join Sabazius at the lip of the crater. The Crozius of Nolasco is a unique Crozius Arcanum and as such can only be Requisitioned by Deathwatch Chaplains (see page 106 of the DEATHWATCH Supplement, RITES OF BATTLE). Upon discovering the slumbering Battle-Brother to Watch Fortress Erioch without delay. As such, the risks associated with fielding larger units offset any possible advantages that might be gained by employing more traditional battlefield tactics. It is said that the first Martyr, the original commander of the Deathwatch in the Jericho Reach, took the oath three times before remaining on to lead his brethren. In doing so, they risk observation from anyone within the structure. When active, this Role grants the Kill-team the ability to quickly break and scatter massed groups of enemies, destroying enemy cohesion and sowing panic and fear in their ranks. The deserters—primarily former members of the Maccabian 5th Regiment—would far prefer to avoid any contact with Imperial forces, as they hope to somehow survive in isolation upon Herisor's surface. A MINOR ISSUE If the Battle-Brothers are unable to resist Brashnir's persuasive efforts, they find themselves agreeing to participate in an assault on a Chaos Infidel Raider. 114 NOTABLE CHARACTERS The following NPC plays an important role as the characters begin their investigation and prepare to depart from Watch Station Erioch. Kill-teams engaging in missions related to the fate of the First Martyr should find researching such events arduous indeed, a task that calls upon them to delve through ancient texts in an effort to separate fact from myth. Even for AGAINST OUR OWN The Imperium has a long and bloody history of civil strife, and the Achilus Crusade is no exception. Brother Frostheart was a stalwart of Watch Fortress Erioch, a legend even during his own service and known to generations. Weapons: Bolts of Tzeentch (Basic; 100m, -/-/6; 1d10+6 E; Pen 6; Flaming). During the time since the Crusade began, there have been numerous incidents in which the Deathwatch has found itself fighting against would-be Imperial forces. How do the Player Characters racters react? 33 The Lord of Lightning Th Thee Adeptus Adep Adep Ad eptuss M Mechanicus echanicus have made many attempts to investigate inv nves esti es tiga ti gatee this ga thi h s incredible phenomenon, and it was one such su ch eexperiment xper xp erim er im men e t that brought about an event recorded in thee an th anna annals n ls ooff th na tthee Deathwatch as the Scouring of Andronicus Prime, Pr rim i e, aann eve event ent in which a being later dubbed the Darkling wass su wa summoned umm mmoneed to hideous and blasphemous existence. This damage is not reduced by armour and cannot be stopped by Force Fields of any sort, but is reduced as normal by Toughness. Depending upon the source for their directions, Game Masters may choose to add an additional day to their travel time or insert an encounter with another encampment of Pyre Mutants. For the Kill-teams themselves, these long periods of isolation are a true test of their skills where they must complete their missions alone and without recourse to support or succour. The Kill-teams that were called upon were far from the most celebrated or well known of those warriors stationed in the Jericho Reach, for those who combat these twin enemies often did so behind a shroud of secrecy. LIFE BEYOND OBLIVION Death need not be the end for a veteran, so long as his memory and his Kill-team live on. He holds the Sphere in one hand as he chants in sibilant tones. USING HE HEROIC EROIIC LEGACY LEGA LEG GACY P PACKAGES PA ACKA CK KAGES During the preparation stage of a mission in in w which hich hi ch the he K Kill-team k lll-t e a eam ea m must muust first select a Squad Leader per the rules liste listed t d on page te pagge 228 228 of o the DEATHWATCH Core Rulebook. Those that become Deathwatch Deeathwa watc tch h veterans, vete ve tera r ns, however, inevitablyy adapt to these the hese se differences, differ ren ence c s, the he bbetter etter to functionn Kill-team. As the other members of his Kill-team advance upon an enemy formation or engage in close-quarters combat with all manner of Warp spawn and xenos beasts, the Battle-Brother filling the role of Guardian from Afar stands apart and uses the enhanced ballistics and truly awe-inspiring firepower of the Adeptus Astartes to keep his allies from harm. The mutants camouflage the doors to conceal them, and they are often buried by passing sandstorms. 18 As part of crossing the Terminus, the Kill-team members often bring back trophies from their time in the Outer Reach, fragments of their foes or ancient artefacts to prove the existence of a greater evil the Deathwatch must face, above and beyond the presence of Tyranids, Heretics, and Tau. Due to the nature of the media on which this information is recorded, Crystal Stack Treatise ZX-129 can only be requisitioned by a Deathwatch Techmarine. There must be at least one Forward Element and one Ambush
Element and one Ambush Element. in Brot Brother Decatru ha avee llong o g to perform their mission, mission, the chapel lying at the th he have very ve ry h eart ea rtt ooff what wha amounted to the t hive-nest of an entire heart alie al ienn ar army my.. In other oth ther words, being immune immu im m nee ttoo th mu the he te temp temporal mpor mp o all llag or ag g inherent in observing events lilight ight gh ht ye year years arss di ar ddistant, ist stan ant,t, tthe an h Mirador he Mirador can, in effect, see into the future. BROTHER ARMANDO OF THE CRIMSON FISTS For long centuries, very little was known of Brother Armando aside from the fact that he was of the Crimson Fists Chapter and had only recently taken his Apocryphon Oath and taken up his vigil in the Jericho Reach. Before he could be restored to consciousness, the Battle-Brother's grievous wounds had first to be treated, a process that took several years. 60 Chapter III: Figures of Legend 78 Heroic Legacies The Council of Reason has been trying for years to cultivate connections with the Deathwatch, learning the names of Kill-teams and veterans, hoping to earn their trust and subtly influence the missions they conduct. ssa saul ult.t.t T ul The h rruined he u ne ui nedd capital capi ca p ta tall became be a seething mass of Tyranidd corruption, corr co rrup rr upti up tion ti on,, every on ever ev eryy structure reduced structur ure other than the Chapel of Saint Arett re redu duce du cedd to rruins ce uins ui nss by the

Bellaron'ss constant bombardments and and overgrown ove verg rgro rg r wn ro hive mind. The Pyre Chaos Space Marine Warband has also committed a significant force to holding Vanity. Should the BattleBrother succeed, he takes the Damage as normal. Because Peratos was a Watch Captain, it fell to the Master of the Vigil himself to compile a message to the Ultramarines and, when he did so, the message was addressed to the Chapter Master of the Ultramarines himself—Lord Macragge, Marneus Calgar. If he succeeds, each member of the Kill-team can immediately make a single out-of-Turn Half Action Move and a single out-of-Turn Standard Attack. The Watch Station's spy net remained active throughout the siege, recording a great many of the bold deeds performed during the seventeen-day action. These Battle-Brot hers rs will will become beco be come m able veterans and skilled operativess of of the th Deathwatch, Deatthw hwat atch ch,, their seeing the Watch Commanders to be no different different nt than hann thei ha eir former company commanders, but within thee Deathwatch De ch beholden they have different responsibilities and are llargely arge ar gelly behol ldenn only to their Kill-team. 137 IV: The Longest Watch CONSEQUENCES IV: The Longest Watch Appendix: NPCs and Antagonists his section features full game statistics for characters that play prominent roles throughout the scenario. The codex was removed to the Reclusiam, where it was blessed and placed in stasis. Talents: Hatred (Space Marines). When making an attack with a grenade, a missile, or a mine, a Battle-Brother taking on the Role of the Wielder of Devastation may re-roll any failed Ballistic Skill Tests Brother Hsud served five vigils of the Long Watch, all but one of these in the Jericho Reach. op resence. Even though Battle-Brothers are not wont to bring dishonour to the name of a fallen hero, the Deathwatch, like any Chapter, takes the memory of their departed very seriously and there is always much honour and ritual to cloud matters. The Deathwatch values these kinds of Battle-Brothers and is active in developing their skills and abilities, creating Killteams that can undertake the most hazardous of missions with a chance of success. erted. We have but to heed His guidance to earn His rewards." - Inquisitor Ghent he adventure begins aboard Watch Fortress Erioch. He is willing to share these, though he is uncertain of their relevance to the mission at hand. This is particularly true given the limitations of the planet's inherent barriers to assembling a large Imperial force. If successful, each participating member of the Kill-team either makes an outof-Turn Full Auto Burst Action with weapons capable of such an attack, or an out of-Turn Standard Attack with grenades or launchers targeting the Target Foe. Until such time as the Instance of Fire is located, however, the psychic echoes from the Sphere are as yet undiminished. It is unusual, though not unheard of, for Battle-Brothers to come to regard the Deathwatch as their true home, and those that do must struggle against a gnawing sense of abandonment and guilt, existing fully in neither Chapter and only able to draw spiritual sustenance from the companionship of their fellow Kill-team members. An active Master of Stratagems provides his BattleBrothers with a +10 bonus to all Intelligence Characteristic Tests or Intelligence-based Skill Tests so long as they are able to communicate with him. When the planet emerged from the Warp, its inhabitants included previously unknown spiritual entities. To date, there are numerous Kill-teams operating within the far-flung reaches of the sector with only nominal links to Watch Fortress Erioch, having been almost completely out of communication for months or years at a time. The trail of the hill. However, it more significantly due to the fact that Major Dzhorski (see page 121) is quite concerned about how to respond. For long hours, the tortured depths depth hs were were wracked wra rack cked ck ed by unimaginable forces, yet none on the surface or in orbit orbit or bitt bi could establish contact with Sabazius or his brethre r n. Even as he set his helm face-to-face with one such effigy, half imagining he had seen some trace of illumination stirring deep within its skull-like eye sockets, Ho'Tsun's attention was diverted by one of his Battle-Brothers barking a curt warning. T ble 2-6: Weapons of Andronicus Prime Ta Name Na m Class Range RoF Dmg Pen Clip Rld Specia i l Serp Se rppen ent Staff o Sab of abaz a ius Melee (Force) - - 1d10+13 I 0 - - Wrat Wr athf at h ul hf Augm Au gmen gm entt en Basic 100m S/3/-1d10+11 X 4 28 Orph Or p an ph a ed e Bla l de Me M le leee 48 - - 1d10 1 +7 E 7 - W Wt Req Re q Re Reno nown no wn w n Bala Ba lanc la nced nc eedd, Speccia Special 5kg 55 Fame Fa m d me Full Spec Sp ecia ec ial, l, ia Tear Te arin ar ingg in 18 8kg 60 Fameed Fa Fame - Bala Ba lanc la nced ed, Powe Po wr we Fiel Fi eld, el d d, Spec Sp ecia ec cia ial 4kkg 4 6 65 H ro He r II: Honour thy Ancestors WRATHFUL AUGMENT The bionic arm that once belonged to Brother Synfell remains the only bodily trace ever found of any of the heroes of the Scouring of Andronicus Prime. Ancient defence engrams flared into life, the Outer Wards reconfiguring themselves into an impenetrable maze overwatched by a thousand and more machine spiritguided sentry guns. These are the secrets which first brought the Deathwatch to this place and compelled it to build powerful fortresses against the dark. st After Af fte terr a journey jo through the Warp, the Kill-team and their the beachest which first brought the Deathwatch to this place and compelled it to build powerful fortresses against the dark. instance, either during the ritual or in the months and weeks that follow, the Sphere might attempt to offer tremendous power to any that make physical contact with it. The Commander is excited to meet with the Space Marines, as she hopes that their presence may be a sign of additional support. Imperial forces have only assaulted the base a single time since their arrival within the Vanity system. Other Imperial officers recognise this fact in the early stages of any discussion with the BattleBrothers. If re-rolled, attacks with launched grenades and missiles suffer misfires only if the re-roll results in a misfire. them to utilise a more cautious approach. It is this very progression, the glories he earns upon the way and the honour bestowed upon him by his peers, that might see him remain within the Deathwatch rather than returning to his own Chapter, regardless of the weight of duty he might feel. The chosen effect last for the duration of the encounter. When facing technologically advanced foes in the field, such as the Eldar, the Tau, or various forces of the Ruinous Powers, a Squad Leader can call upon one of his Battle-Brothers to fill the Role of Herald of Signals. Ghent is clearly not happy about that fact. Among them is a singular weapon known as Lokheira. tem empl pplle. Anyone who attunes to the signature in this way can immediately recognise the artefact's trail. Weapons: Samech pattern autogun (Basic; 100m; S/3/-; 1d10+3 I; Pen 0; Primitive) Gear: 3 autogun reloads, icons of the Ruinous Powers, jewellery made of bones and sinews. This intelligence is a great boon to a Kill-end (Melee; 1d10+3 I; Pen 0; Primitive) Gear: 3 autogun reloads, icons of the Ruinous Powers, jewellery made of bones and sinews. team in the field, especially one that is alone or otherwise unsupported. 80 HEROIC LEGACY AND COHESION When in an active Heroic Legacy, the Kill-team generates a Cohesion pool according to the rules presented on page 211 of the DEATHWATCH Core Rulebook, adding 1 additional point of Cohesion per Battle-Brother in the Kill-team. OFFENSIVE ROLES "Strike hard, strike fast, and strike true, for the Emperor is with us this day." - Common Space Marine litany The following nine Legacy Roles fall into the Offensive Role category. The total Wounds of all participating members of the Kill-team. It is therefore little wonder that a Space Marine in the service of the Deathwatch might not be able to let go of his duty, even when others might consider it complete. During the same zeal that they would otherwise show defending themselves against the Space Marines. Then, as the fortunes and renown oof his Kill-team waxes, he might be single gled oout to take on a more important role, if he has brought with role role, especially e pe es him a needed specialisation. forc for cce. Defending a world against such an all consuming attack takes staggering reserves and a herculean effort on the part of the armies of the Crusade, often the only hope lying in swift intervention at the very earliest phase of the Tyranid planetary consumption process. Even though it is rare for a Deathwatch captain to have contact with officers—the secretive nature of the Deathwatch keeping it apart from such petty command structures—it is important that the Deathwatch missions complicated by their presence. The Kill-team is dispatched to investigate this world, perhaps with Brother Pardis accompanying them, his Dreadnought form affording the prospect of some much needed fire support should they face heavy opposition from the unknown denizens of the dead worlds of the Outer Reach. In fact, they have lost many of their comrades to the remaining Tyranids. In short order, he and his men could become willing martyrs for the Imperium of Man. Neverthe h less, the Ty T rani ra nids ni ds rretained etai et aine ai need th ned thei eirr hold the Chapel of Saint Aret and the he ccity ityy th it that at h oste os tedd it te iit,, a fa fact c that ct ht ha hosted came to disturb the Inquisitor Innqu quis isit is itor it or more mor oree and and more. A BROTHERHOOD A APART PART It iiss a double-edged do blade that Deathwatch veterans, vet eter eran er ans, an s, while whi hile l le valued valu va lued ed and and skilled members of the
Deathwatch, tch ch,, might miigh ghtt grow g ow gr apart from their own Chapter. Peratos and his brethren were killed in an instant, as was the last of the infiltrators. It is in the crucible of war, however, that their purpose and valour are tempered into iron and honed to a razor's edge. This is especially true now that the Reach is divided into three salients and it is difficult to pass support, materiel, and men from one warzone to another, each salient commander jealously guarding his own resources. One viewport, roughly a metre in width, th, 126 is present in each of the bunker's four walls. For every additional degree of success, the characters receive an additional five minutes of time to prepare. Regardless of the Battle-Brother's Chapter, whether he sees the Emperor as god or as father, whether his hatred of the Ruinous Powers outweigh his hatred of the xenos, or whether he carries with him the secrets of his Chapter's past, his duty remains unchanged and unshaken. If the Kill-team persuaded Commander Brashnir to share full information about planetary deployments, they may a state of the xenos, or whether he carries with him the secrets of his Chapter's past, his duty remains unchanged and unshaken. attempt to land near one of the expected deployment sites. With little information to go on, the Battle-Brothers are unlikely to have any strong basis for selecting a landing site. When the Finder of Ways Role is filled, these stealthy BattleBrothers are unlikely to have any strong basis for selecting a landing site. noise that the fight generates. This is subject to the Game Master's discretion. So shocking and brutal is this manoeuvre, that a host of Space Marines charging headlong into a formation can rattle even the most experienced or strong willed of enemy combatants. Even as the rulers of the old Jericho Sector set their feet upon the path that would lead to their eventual doom, Ho'Tsun and his warriors battled relentlessly to protect a region whose people appeared entirely unworthy. the Lightning Heart, and so the Silver Keepers watch over it, and the other relics of Kill-team Sovereign-Sigma, until such time as a decision is reached, or there is no other option but to unleash the power suspected to reside within. K at nowi no w ng the wi thee climate. The first asset is information. 15 Veterans of the Outer Reach..... . Most walk upon two legs, and have at least one arm and a head, but the resemblance in many instances ends at that point. Brother Nazartheth is remembered as an inspirational figure, and one whose example those BattleBrothers assigned to join him were keen to follow. Instead, he focuses his attacks upon the Librarian in question. A school of thought has emerged over the centuries that holds that Brother Synfell's bionic arm will not release its grip until its very last foe—the so-called Darkling—has been slain once and for all. He never volunteered the function or meaning of the keys, and given his notoriously taciturn manner, no one is ever known to have asked him. If a past encounter allowed a xenos commander to escape or uncovered a dark secret about a world, the BattleBrother and his Kill-team might feel that it falls to them to tie up loose ends and see the matter through. A mere hour before the mission was to conclude, each and every one of the observing savants and seers cried out in sudden pain and anguish as their instruments overloaded and alarm klaxons rang out across the entire vessel. The the duration me n exchanged a few last words two men re the t he sub-agent's comm-link went before man anen ently offline. In addition, while an active Finder of Ways is present, for all members of the Kill-team, gain an additional +10 bonus to Weapon Skill Tests they make while standing atop Higher Ground (see page 248 of the DEATHWATCH Core Rulebook). In fact, it appears as though it is a physical extension of the altar, which in turn extends from the floor, with some cabling that may extend far beneath the level upon which they are standing. The Watch Station breached, ug Brother Cuiris towards the her Cu he C iris ordered his warriors to fall back tow wards the her Cuiris towards Br Brot rot othe herr Cu he C iris ordered his warriors to fall back tow wards the her Cuiris towards Br Brot rot othe herr Cu he C iris ordered his warriors to fall back tow wards the her Cuiris towards Br Brot rot othe herr Cu he C iris ordered his warriors to fall back tow wards the her Cuiris towards Br Brot rot othe herr Cuiris towards Br Brot rothe herr Cuiris towards Br Brot rot othe herr Cuiris toward the transept and fell before we beffor ore the rremainder re ema main inde in derr could muster a counterattack. Skills: Awareness (Per) +10, Climb (S), Lore: Common (Jericho Reach, Imperium, War) (Int) +20, Scrutiny (Per) +10, Speak Language (Low Gothic, High Gothic) (Int) +10, Tactics (Assault Doctrine) (Int). That system, the captain knew, was the Midael Midael System, ysteem, where lay a Watch Station of the Deathwatch, ys and annu hi hiss Ba Battle Battle-Brothers' only chance of prevailing in the face of this thi hiss unknown unn and relentless enemy. batttttle ba lefie le field fie ld.. Because of the flames atop the wall, the battlements are physically within the wall's structure. Further, all Battle-Brothers in the Kill-team receive a +10 bonus to Willpower Tests caused by the Known Enemy. Unlike the rigid systems of command that might have existed within the Battle-Brother's own Chapter, there is rarely a set template for a Kill-team, and the individual dynamics of how it functions are left in the hands of its members. It is suspected that in so doing he learned something of the true nature of the enemy and their origins and intentions in coming to the Jericho Reach. THE HAMMER OF BALTHAZAR This might weapon lies upon the high altar of the Chapel of Balthazar on Watch Fortress Erioch, a golden Imperial Aquila looking down upon it. These are adjacent to the wall's gateways. Game Masters should use their own discretion in setting up this situation. Pyre Mutant (Troop) Profile WS BS S T Ag Int Per WP Fel 40 22 35 42 25 15 18 14 15 Movement: 3/6/9/18 Wounds: 8 Armour: None. This option is under consideration and has the support of several of the Reclusiam's most senior Chaplains, making it likely that the Mantle of the Crusader will take to the field of battle once more in the near future. WHERE THERE IS DOUBT, I SHALL SOW FAITH. This they had done not once but twice, the brethren standing their third vigil of the Long Watch at one another's sides at the time of the Herisor Intervention. well superhuman Ther Th eree was no way w they could couuld stand against such a There swar sw arm, and nd so the nature of the mission changed swarm, dras dr asti tica callly in th h blink of an eye. roce ro cess ce ss.. While the BattleBrother will always retain a deep connection to his Chapter, long periods of service to the Deathwatch and the secret knowledge he gains about the enemies of the Imperium can make him see his true place as part of a Kill-team within the narrow (two metre diameter) tunnels. The assassin is caught and slain after a seventeen hour manhunt, but only after the death of two of the four Inquisitors, nine acolytes, and twenty-three Space Marines. RELICS OF THE FIFTEEN OF MIDAEL One of the greatest mysteries surrounding the Fifteen of Midael is the question of what happened to their bodies after they were slain. By meeting with the lead officer, Commander Brashnir (see page 128), the Space Marines can learn a great deal about the current disposition of the Pyre Warband. While the planet remains habitable, it is far from a desirable environment. The deeds performed during that withdrawal must surely count amongst the most heroic of any battle ever fought in the Orpheus Salient, but they must go ever unrecorded, as must the final fate of the Lux Veritatis. Obscure and arcane acronyms abound in these transcripts, and much of what is not censored is almost entirely unreadable. Fi se Figh g ti gh ting ngg their heir heir caused collapse. The pplanet lane la nett wa ne wass re reve veeal aled ed Tech-Priests. MAJOR DZHORSKI An officer of the Maccabian 5th regiment, Dzhorski was deeply devoted to the Imperial cause, but terribly inexperienced when he was assigned to the Achilus Crusade. 25 Fallen Far From Home Like nearly every other aspect of Brother Svarog's life, there is no existing record of his armour or what might have become of it. These deployed Space Marines may be able to establish contact with additional combat squads. From the point that the crevasse becomes visible, it is clear that the vapours distorting the view of the lower walls are emanating from it. This is a matter of a Very Hard (-30) Demolitions Test, with bonus to the Skill Test determined by the quality of the explosives used. 81 Offensive Roles . At the start of any Round in which a Herald of Signals is active, all of the slots in the Initiative order generated by the Player Characters are considered "Player Character Initiative Slots" for the remainder of the Round. Characters caught in the open .. 25 Life beyond Oblivion .. by the storm are completely unable to communicate with those beyond its boundaries, due to the intense radiation that flares up. The Chosen believes that this is a thankless effort, as the mutants are seldom capable of even understanding any strategy that he might choose to present them. [Other Details Classified]" -Notes from the Liber Eriochus, 756.M41 or long, lonely millennia, the worlds of the Jericho Reach suffered ffered in isolation, bereft of the salvation granted byy the rule of the Salvation granted byy the rule of the Jericho Reach, one of which will take on the mantle of the Inquisitor of the Chamber so that the Inquisition might have a voice to call for aid from the Deathwatch. r Once access to a Manoeuvre Man anoe o uv u in a Heroic Legacy Package Pack Pa ck kag agee has
h s been ha purchased, the the Squad Squ quad ad Leader Le gains the ability abilility to execute exe x this Manoeuvre just jus ust like lilikk the other Manoeuvres M nooeu Ma euvr vres vr es in in that Heroic Legacy Leg e ac acyy Package. SANDSTORMS The volatile and radioactive sandstorms can be devastating to anyone stranded in the open on Vanity's surface, including a fully armoured Space Marine. There are, however, some Inquisitors working to uncover clues, moving quietly behind the scenes to ferret out the truth of a man already reviled by many of his peers. Even if they don't act upon the information, n, the mere fact that they heard it might set them at odds ds with Inquisitor Ramaeus. reeco cove vere red. 79 Heroic Legacy and Roles On success, he realises that the Major is clearly making up the story as he goes. Competent in arms and tactics, experienced Space Marines consistently outmanoeuvre, outthink, and outfight the enemies of the Imperium on battlefields battlefields battlefields battlefields battlefields. apologetically en weeks Ghent its that haat th thee fo ffollow-up lllloow-up in inve vest ve stig st igat a io ionn wa w vr admits investigation wass neve never ple lete teed to his hiss usually usu sual ally al lyy rigorous rig igor orou or o s standards. Players should purchase this Heroic Legacy Package should they wish to follow in the footsteps of the Fifteen of Midael, featured in Chapter II. In Brother Gundahar's case, it was a length of bonelike substance ripped from fleshy walls of the beast's innards. A Battle-Brother might, in time, learn to see its mark upon the missions and requests that come to the Chamber of Vigilance as well as the mark of Zagthusa and his minions. Even the he mo m most st junior Battle-Brother of the tenth company, comp m any, y fresh h ffrom rom his ro indoctrination, is more than a match for any ten other soldiers. surffac a e. hem m. Heroic Legacies es aare re jointlypurchased packages of combat roles and manoeuvres that aann experienced Kill-team can use to increase increease their battlefield effectiveness, better bringing the wrath of the Emperor to the enemies of Him on Earth in the Jericho Reach. What is known of him, however, is that, while he remained aloof from his comrades while serving in the ranks of the Deathwatch, he did not hesitate to answer the call of Epistolary Sabazius and descend after him into the infernal bowels of Andronicus Prime. In this situation, a significant number of the humans (and mutants) resident upon Vanity may have transformed into Daemons. When filling the Role of Finder of Ways, a Battle-Brother moves forward, hopefully undetected, to surveil enemy positions and movements. THE T HE SIEGE OF MIDAEL MIDA AEL The subsequent siege of Watch Station Mida Midael d el was da was captured cap aptu ture tu rd re on the bastion's spy-lens net, often in vivid andd bl bloo bloody ody ddetail. Nonetheless, and firepower. The beacons are limited by the choices of the Adeptus Mechanicus and might fail to detect a vessel that did not conform to Imperial design expectations. The Watch Commander suggests that they might wish to swear Oaths in this location, though he agrees that it is not the most appropriate place to discuss the full details of the mission. Similarly, the Squad does not recover Cohesion when a Battle-Brother who voluntarily left the Heroic Legacy returns to fill a role. A Battle-Brother cannot end this movement closer to an enemy than he started. The damage destroyed as Cover (see page 246 of the DEATHWATCH Core Rulebook). These look as though they might have been badly damaged in a serious fire fight. The most difficult task a newlyy se ecoondded B attl attl tleeBrother can face is joining a veteran Kill-team m and annd having h vi ha ving ng to to embrace not just the doctrine of other Chapter erss bu er butt also allso s the the Battle-Brothers, unique tactics and idiosyncrasies of their new wB attl at tletl e-Br eB otthe Br h rs rs, of other Chapters wearing off on th them thee cultures cu hem em uuntil ntilil the nt he veteran vete ve tera rann Kill-team K ll-team becomes more than the sum of its Ki its parts. ® FANTASY FLIGHT GAMES Fight for the glory of the God-Emperor! Only War is a standalone Warhammer 40,000 roleplaying game experience in which players take the roles of soldiers in the Imperial Guard, the galaxy-spanning armies of the God-Emperor. In addition, some tasks can only be solved by quick wits and sharp cunning, meaning such groups succeed where all others fail. Characters may make a Challenging (+0) TechUse Test prior to ascending the staircase. While Deathwatch veterans remain dedicated to the vows and bonds with their Chapter, they cannot share their forbidden knowledge with those they still call brother and who cannot understand what they have learned unless they, too, have served within the Deathwatch. Each Kill-team must deal with these traumas alone, though often only the purity of battle and righteous fury against the enemies of the Emperor are the only real cure. en late la ter.r. te THE LIVING TEMPEST T From the churning clouds above came a sight thatt would wou ould ld have struck dead any mortal man. Throughout this entire epoch, the Deathwatch hwatch stood firm. Neither the Imperial nor the Chaos-aligned forces have a significant aerial presence upon Vanity. In theory, the dozens of sensors should offer a substantial degree of additional security to the fortification. 40 The Darkling Stirs Breakers of Hordes do this by charging headlong into a throng of enemies, furiously hacking, smashing, and blasting their way through, then quickly retreating. Security Wall The outer ring wall of the fortress thrusts up out of the ground like a living thing, a solid sheet of smouldering iron that might have been grown rather than forged. The wreckage and encampment are close enough to the temple that the Battle-Brothers may choose to interact with them. This connection is noted in Chapter II. Newly recruited Deathwatch Battle-Brothers know little, if anything, of the Cabal, accepting that like the Inquisition the Deathwatch works alongside, there are things best left untouched. This fall from grace came about during the battle against the infiltrators, one of which either donned it or somehow took control over its last owner. yA thee guns ggunship gu uns n hip tou uched down in the debrislurking progeny. The one exception to this rule is if one of the Battle-Brothers somehow manages to question a mutant about the Pyre Warband. During such a Round, when a Player Character Initiative order, the players agree on one Player Character to fill the slot from amongst Player Characters who have not acted that Turn. It is thought that Brother Malghrav was the last Deathwatch Battle-Brother to converse with any of the Inquisitors during the final, chaotic phase of the operation, a fact that may account for his continued internment in the Reclusiam of Watch Fortress Erioch. When the Kill-team first comes within sight of the the helmets, these are clearly trophies taken by the Pyre. Veterans equipped with Terminator armour and Devastators are particularly well suited to this Role, as are many mysterious and penitent Black Shields. Characters who succeed realise that t' he iiss withholding some information. All he asked in return was that those he was teaching make every effort to emulate his example, and being a Blood Angel and a son of noble Sanguinius, that example was exacting indeed. BROTHER ANAXIMAN N OF THE E CONSE ONSECRATORS O CRA RAT TORS A Techmarine of the Consecrators chapter, Brother Brothe repairs to the adamantium frame in which Brother Pardis rdis was interred when it was crippled led by the attacks of a number of the he biomechanical constructs the fallen Mechanicus of Samech ech deployed to provide to one or more of the Battle-Brothers, this might provide an opportune time to introduce that item. The thing's subjects fell by the thousands, but so too did the brave Space Marines. In 175.M41, however, they were an all but unknown presence. This information is based upon the size of the opening within the stasis field chamber. He fears the consequences of any interaction with Imperial authorities, knowing that the outcome for his crew is certain to be dire. However, should a Battle-Brother returns to the Heroic Legacy by choosing to fill a Role, the Kill-team recovers 1 point of Cohesion. Using the Saturation Fire Manoeuvre, a Kill-team can defend a much larger area from enemy encroachment than they could otherwise. In addition, as the Kill-team redeploys, they keep up a constant barrage of blasts, beams, and bolts that provides each Battle-Brothers instead pretend to accept his story, the Major politely refuses any offers of assistance. Notably, even if the mutant is convinced to be as helpful as possible, the directions are hardly coherent or particularly accurate. 8 willl forge new tactics, Veterans wil tact ta ctic ct ics, ic s, teachings, teaach chin ings in gss, and a d practises an p acctises are hardly coherent or particularly accurate. ayss of ay o tactical which fighting and new neew tact c ical ddoctrine octr oc trin tr inee whic in wh hic ich h wi willl become e om ec me un uunique ique ig ue ttoo members. If the Player Characters press him on this point, the Major tries frantically to recount the damages that the vessel suffers. The Feigned Flight is typically used against those enemies who are easily goaded into attack and not particularly overbright, such as Orks, renegades, and some of the more frenzied forces of Chaos. Standing shoulder-to-shoulder with the members of his Kill-team, the Battle-Brother acting as a Bearer of Shields dedicates his actions to the defence of those near him. They remain the most deadly and favoured tools of the Deathwatch, and represent the greatest danger to the Imperium's foes, universally feared and respected by those that come after, either drawing
them to the service of the specific Kill-team or Watch Commander, or pitting them against a certain foe, the shadow of vengeance passing onto these new Battle-Brothers through the tales they have heard. 80 Squad Roles The first option is to breach the collapsed structure to reach the interior. While hardly treacherous to a Space Marine, this remains a time consuming and loud process. Particularly kind Game Masters might wish to hint, at this stage, that the mission might exceed the scope of Herisor. Having been recovered from the purged plasma exchange chamber where Brother Vass and his brethren gave their lives to slay the infiltrator, the weapon was painstakingly restored to its former glory and returned to its niche deep in the Catacombs. As they made their final preparations, consigning their souls to the Emperor and the Primarchs, the Battle-Brothers of the assembled Killteams knew that the ritual was well underway and calamitous events were already unfolding. FIRST CONTACT If the Battle-Brothers attempt to establish contact with the wreckage of the Just Reward, they are slow to receive any response. These primitives worship the Pyre Warband as avatars of the Ruinous Powers. 71 The Seven Servants Many unconventional solutions contain the seeds of unforeseen opportunities, and the Deathwatch Kill-teams that embrace these solutions and actively cultivate these hese he se he se rea reasons e so sons ns aand nd w will ill return to their Chapter with stories of the strange strannge practises practises practises of pr o the h other Space Marines. Many Harrier of Foes are Techmarines, as their specialised training makes them a natural fit for sabotage work. During its initial advance into the Orpheus Salient, the Achilus Crusade established an outpost to exploit the planet's Promethium reserves. Since the loss of the Lux Veritatis, around a dozen Battle-Brothers of the Deathwatch have shared that honour, ensuring the legacy of honour and the link between the two Chapters continues beyond the death of the original owner. Brother ne Bro roth th her Nazartheth Naza zart za rthe rt heth he th is is recorded reco re cord rded edd as lleading eadi ea d ngg twelve di twe welv lvee separate sepa se para pa rate ra te sallies sal allilies es stoic defence that ssaw aw sever ral ddozen ozen oz en m oree of tthe or hee C h os ha several more Chaos Space Marines slain. 51 A Desperate Flight Fragment 39/4639: A sub-aetheric void-scan captured from orbit, showing an unprecedented distortion of both time and space in the vicinity of the dead world on which the mission is reaching a climax. That foe was a force of Chaos Space Marines—the fallen kin of every Space Marine of the Adeptus Astartes and therefore the most hated of enemies Instead, tead, the dagger is worn about the neck, fastened by a simplee leather thong. In this case, they can establish communications with a combat squad of five loyalist Space Marines. One thing that is known of Brother Ceyx is that he was a master of the rapid strike, and he utilised a matched pair of power blades in combat. It presents a challenge, however, as the arid and chill environment make agriculture difficult. THE BLOOD OF DECATRU In common with many Battle-Brothers in addition, while the Kill-team has an active Paragon of Zeal, all BattleBrothers in addition with many Battle-Brothers in addition, while the Kill-team has an active Paragon of Zeal, all BattleBrothers in addition with many Battle-Brothers in addition, while the Kill-team has an active Paragon of Zeal, all BattleBrothers in addition with many Battle-Brothers in addition, while the Kill-team has an active Paragon of Zeal, all BattleBrothers in addition with many Battle-Brothers in additin addition with many Battle-Brothers in additi the squad gain a +10 bonus Broth Willpower Tests to resist Possession. On occasion, the Space Marines of the Deathwatch are called upon to force the enemy to abandon key positions with powerful weapons, great works of engineering, and, if so required, the sacrifice of their very lives. AD DIFFERENT IFFERENT CHAPTER T I: Only in Death For Fo or mo most ost B Battle-Brothers, aattl tlee-Br eBrot Br othe ot heers rs, the command structure of the Deathwatch De eat a hw hwat atch at ch is is something some so meeth t inng they never truly become part of,, re of rremaining ema main inin in ingg wi in within their Kill-teams and focusing on its missions miss mi ssio ss ions io ns aand nd the h completion of their duty. Anything still held in the grasp of any of the Battle-Brothers who have been allowed to wear it are in possession of even a fraction, when performing a Charge using the Battle-Brother filling an Offensive Role in an active Heroic Legacy gains the Fear trait with a rating equal to the Degrees of Success attained on the Pilot (Personal) Test. When disengaging from battle, the valourous Battle-Brothers of the Adeptus Astartes do not simply break and run screaming from battle, the valourous Battle-Brothers of the Adeptus Astartes do not simply break and run screaming from battle. radiation. If the wielder is under the Level 2 effect, Close Quarters Killing, the Crozius is treated as having the Tearing and Proven (3) Qualities. A single scrap of torn parchment rests upon the lip of the opening, bearing a brief script, that of an Oath of Moment. If the players do not have ideas of their own, any character may make an Ordinary (+10) Lore: Forbidden (Psykers) Test. Hsud was considered a wise counsellor, and one Ho'Tsun was willing to heed. Some characters might even be able to make a Running Horizontal Leap (see page 207 of the DEATHWATCH Core Rulebook) to dramatically reach the outer wall. 125 THE TORCH IV: The Longest Watch This section begins when the Battle-Brothers have committed to identifying the nearest Pyre fortification upon Vanity. When h he received no reply from Phine, Decatru dis spatched the th he Techmarine Brother dispatched Nodens too ensure thee message was received. Naame N Locations Covered AP P Wt Req Re q Reno Re no own M nt Ma ntle lee of the th he Si Silv lver lv er Lio ion All 8/10 125kg 75 H ro He II: Honour thy Ancestors Tabl Ta blee 2- bl 2-2: 2 Weapons of the First Martyr 2: Name Na me Class Dmg Pen Special W Wt Reg Re g Reno Re n wn no w H mm Ha m er of Balthazar Melee 2d10+7 E 9 Power field, Concussive, Unwieldy, Special 19kg kg 65 Heroo He himself before his body was almost ripped in twain at the height of that campaign. Inquisitor Ghent (Master) Profile WS BS S T Ag Int Per WP Fel 56 53 32 35 30 50 46 42 35 Movement: 3/6/9/18 Wounds: 20 Armour: Power Armour (All 8). At this time, each Battle-Brother can choose any one Characteristic. For most Battle-Brothers, this will mark the end of their cycle in the Deathwatch. Brashnir believes that given such an advantage, she could soon eliminate the Chaos threat posed by these traitorous voidcraft, which would offer Because of the dispersed nature of Imperial force on the surface. He recalls that there was one particular temple of interest on Herisor; its origins were unclear, but it clearly dated back at least to the time of the Jericho Sector. Creatures gain no benefit to Concealment Tests from the Incorporeal Trait and must make Silent Moves as normal when attempting to remain hidden from a Battle-Brother wielding the Broken Spear. Games Workshop, Warhammer 40,000, Warhammer 40,000 Role Play, Only War, the foregoing marks' respective logos, and all associated marks, logos, places, names, creatures, races and race insignia/devices/logos/symbols, vehicles, locations, weapons, units and unit insignia, characters, products and illustrations from the Warhammer 40,000 universe and the Only War game setting are either ®, [™], and/or © Games Workshop Ltd 2000-2013, variably registered in the UK and other countries around the world. The true nature of the enemy has never been uncovered, or if it has, it remains one of the best kept of the countless secrets of the Deathwatch. It was during this operation that Sabazius drew the attention of members of the Ordo Xenos, and a decade later he answered the call to stand a vigil of the Long Watch at Watch Fortress Erioch. Should it happen that a full combat round passes while no Battle-Brother fills the Builder of Towers Role has the appropriate time to prepare the field for battle. This is comparatively rare in the Deathwatch, however, for those selected to stand the Long Watch are already counted as stronger even than their spiritual purity. A variety of challenge diff di f erent tactics tact ta ctic i s may be applicable here, as the defenders - different with wi h good good reason-believe their base to be very secure. Though there are none alive who understand its purpose or mechanism, any opening heralds an event of particular significance. Although many of these are Space Marines, the sheer scope of the engagement has limited their overall progress. The other Legacy Roles, on the other hand, can be changed throughout the mission. Brother Ixion's Potentia Coil provides any Battle-Brothers may choose to interact with the profile listed on Table 2-2: Weapons of the First Martyr during normal circumstances. At their discretion, the Battle-Brothers may choose to interact with the Imperial Navy officers coordinating fleet vessels within the Vanity System. Deathwatch veterans therefore fall into two groups when i comes to the attainment of rank within the Deathwatch. n er ng er.. 28 The First Martyr Information obtained from the beacons offers little assistance in explaining how or why the craft entered Herisor's atmosphere and crashed upon the planet. Quite often this is wit without thout the knowledge ge of the Battle-Brother and he will be unaware he is undertaking a test to see if he is worthy of com command. LEAD US FROM DESPAIR TO HOPE, FROM FAITH TO SLAUGHTER. Any initial contacts are outside their current line of sight, so the communications attempt
suffers the planet's inherent -20 penalty. Each Battle-Brother a unique or missile launcher. For a Deathwatch veteran, all of these operations and missions give the Battle-Brother a unique of Full Auto fire, a thrown grenade or missile launcher. perspective on the actions of the Chamber of Vigilance and an insight into the hidden enemies of the Reach that he might not have seen fighting more open conflicts alongside his Chapter. Ac A According coord dinng to B Brother rootherr Pardis's s's testim testimony, mony, Brother Armando was typical of his parent Chapter ter and determined determined to forge a tale of glory for himself and the he Crimson Fists. Players should purchase this Heroic Legacy Package should they wish to follow in the footsteps of the Lux Veritatis, featured in Chapter II. It was this combination of traits that allowed him to defeat his first alien enemy, the overlord of the Cumbro Huth, and earn him the attention of members of the Ordo Xenos. Similarly, their means of landing is unlikely to be as significant an issue. This additional Parry Reaction can only be used to parry melee attacks directed against his allies. In laying low this blasphemous entity, Brother Cuiris fulfilled his third Apocryphon Oath, but as before, it was requested of him that he remain at Watch Fortress Erioch, so valued were his skills and experience. This might be as simple as scuffing the pattern on the floor or a Battle-Brother passing his hand through the flames. As forces in the 41st millennium rarely conform to ranked formations, whether or not a Kill-team has a flanking position should be determined cooperatively between the GM and the players. Before Decatru could interrupt, the voice of the Inquisitor came over the channel. This is because the relics have become om me re reli relevance to the Deathwatch, h, and and inn many man anyy cases the t e original Chapter has granted its blessing th ble less le ssin ss ingg for in for the the item to remain at Watch Fortress Erioch. ntrry. These traitor Space Marines keep three squad members on watch at all times. In time, these items came to be regarded as small relics in themselves, tokens or charms of the memory of Brother Frostheart. Additional intelligence would, of course, mitigate their risks. Because of this, the mutants are unlikely to be intimidated by overwhelming force, and unable to offer any intelligent response to most questions that might be posed. Perhaps a formerly closed off section of caverns has opened up, revealing a chance to investigate the fate of the heroes of the Scouring of Andronicus. This is even truer of combating a chance to investigate the fate of the heroes of the section of caverns has opened up, revealing a chance to investigate the fate of the heroes of the section of caverns has opened up, revealing a chance to investigate the fate of the heroes of the section of caverns has opened up, revealing a chance to investigate the fate of the heroes of the section of caverns has opened up, revealing a chance to investigate the fate of the heroes of the section of caverns has opened up, revealing a chance to investigate the fate of the heroes of the section of caverns has opened up, revealing a chance to investigate the fate of the heroes of the section of caverns has opened up, revealing a chance to investigate the fate of the heroes of the section of caverns has opened up, revealing a chance to investigate the fate of the heroes of the section of caverns has opened up, revealing a chance to investigate the fate of the heroes of the section of caverns has opened up, revealing a chance to investigate the fate of the heroes of the section o ddoctrine octrine and tactical creed, a subject close to the core coore of every Space Marine. Even their power armour can only do so much to protect a squad of Battle-Brothers from an enemy tank round or the blast of a Tyranid heavy venom cannon. The threat posed by the planet's spirit entities does present a strong argument against a large assembly of Imperial forces. Chosen Darkflame may have provided directions to the Crucible. Even though the Inquisitor lled er ed the he eeffort fffor ortt too who cleanse Herisor of its xenos taint, the artefactt aand nd those hose ho se w ho were sent to recover it remain lost. That light is mirrored by a matching nine-pointed star made of thin blue This is because even a short visit to the world's surface spells certain death for any soldier of the Imperial Guard. It is both lighter and stronger than other MkV suits, a result of the use of light-weight materials and more powerful internal flames, which floats in the air above the floor, 75 Relics of the Seven systems, technologies long lost to history. Pack Pa ckkag a "Precise application of unspeakable violence can pierce any defence or reduce any fortification to rubble." -Brother-Sergeant Maxim Leronov, Fourth Company, Imperial Fists The following four Manoeuvres are Offensive Manoeuvres. The sky overhead seethes with the energies of the Hadex Anomaly and the horizon ahead is dominated by what appears to be a megalithic structure made of dull metal. Effects: When performing the Assault Entry Manoeuvre, assuming the breach actually penetrates the vehicle, bulkhead, or sealed door, the Squad Leader then makes his Execution Test. The target of the Manoeuvre must be an individual enemy, a group of enemies with no more than ten metres between any two individual members, or any Horde of enemies. When Watch Captain Peratos was the intruder, it was only the fact that he had served so long beside the twins that allowed him to declare which was the true enemy. Phine noted that there was or he h held the e th t in ing about the voices that granted him something p os osur ure and tranquillity even in the face ur composure t he h imminent imminent imminent imminent action one per a rati tion on were were eree highly high high high ly effective eff ffec ecti ective ti v ve Thee in initial in ddefeating efea ef eati ea ting ti n the ng h T he yran yr anid an ids, id s, ffor orr eeven veen a si sing ngle gle l K illill--teeam am,, Tyranids, single Kill-team, supp su ppor pp o ted by b a str trik ikee cr crui u seer inn oorbit, ui rbbit it,, iss a ffearsome eaars r om me fo forc re rc supported strike cruiser force indeed. Deathwatch resources are currently stretched thinly throughout the Reach. Unless the Killteam members have already provided this information to the Commander, he has no way of knowing their precise destination. Two Battle-Brothers—one a stranger to the Jericho Reach, the other a long serving and much respected veteran of Watch Fortress Erioch, lay dead, both sporting fatal bolter wounds to the head. In these cases, the Black Shield chooses exile from his Chapter and absolution of his duty, and he is tortured by that fact. The attack is resolved as normal against anyone else in the radius as normal. Ho'Tsun is known to have fought the hyper violent Barghesi, losing both arms in combat but expelling this potent foe from the moment they enter the atmosphere. Requirements: The Kill-team must be mounted together on a vehicle such as a Rhino or Land Raider, or individually on Astartes Bikes. If the Kill-team decides that violence is not necessarily the best approach to stopping the ritual, they essentially have two options. At the same time, since the forming of the Canis Salient, Lord Ebongrave has been endeavouring to find a way across the Reef so that he might flank the Tau forces arrayed against him and break the deadlock of the Greyhell Front. 58 An Unexpected Arrival... . The Storm of Vass must spend the round afterwards cooling down and may not be fired again until the second round afterward. The tower's interior is divided into two floors. However, if that barrier can be overcome, a mutant does have a general notion of the direction the Killteam must travel to reach the Pyre's nearest fortification, known as the Torch. With two or more degrees of success, the character is reasonably confident that it is a gas. The Battle-Brothers are summoned to investigate the Omega Vault and arrive at the facility at the same time as Watch Commander Mordigael (see page 335 of the DEATHWATCH Core Rulebook). It is often up to the Slayer of Heroes to remove key elements of an enemy force from afar, limiting their ability to affect the field of battle. The Deathwatch uses querilla tactics during many of their missions, and the Preceptor of Shadows is one of the more useful Roles when a squad is fighting this type of asymmetrical warfare. Quite apart from the influence veteran status can bring over their peers and commanders, the desolation of the Jericho Reach has another more profound effect on Killteams. Ea ach h eentry ntry nt ryy ccontains onta on tain ta inss dde in eta t ilis off the relics that have come to Each details bee associated asssoc occia iateed with ia iate w th wit the he legendary leeggendary figures, figu tililise ti tili s iinn so some me oother ther w ay.. At least another three hundred more remain, held in a stasis-locked reliquary in the very core of the armouries of Watch Station Andronicus. The loyalist Space Marines are deployed in a dispersed fashion, generally in combat squads, to avoid the attention of the planet's restless spirits. THE FIRST MARTYR • THE LORD OF LIGHTNING • THE SEVEN SERVANTS II: Honour thy Ancestors "When "When the Bell of Lost Souls tolls your he ddemise de mise across the ages, do not go to the Emperor's side mourning the ppassing pa ssingg of o your life. Worse yet, not a single one of the warriors present could offer a satisfactory explanation as to why. Crusade IV: The Longest Watch Scene I: A Nightmare Revealed "The Emperor provides for our needs. A Battle-Brother must use this movement to move towards the Target Foe, if possible. The grand halls of Imperial governance and power fairly hum with the sound of minute repulsor-lift engines and the creaking flap of
mechanical wings, each bearing aloft the countless servo-skulls that facilitate life in the 41st millennium. Many such life debts take years to be repaid, but this one was discharged scant minutes later when the Space Wolf followed Brother Ceyx in answering the call of Epistolary Sabazius, never leaving his side even as they both plunged into the raging heart of the crater. The god-thing's body shattered into a million shards, the lethal shrapnel scything down every living being in the square. Heroic Legacy Packages ges es are are not not presented preese sent nted ed on on any any Advancement Tables, bu but ut al all of them the hem m are arre available avvai aila labl la blee to all bl all DEATHWATCH Kill-teams. While Herald of Signals are most commonly Techmarines or Librarians, any Battle-Brother with knowledge of communications can serve in this Role. A gifted wielder of the psychic arts, Tyrannus had been able to sense something of the enemy's presence even when other Librarians had not. Fell Fel elll warlords warllor wa ords ds rose ros osee to power, forging domains dozens of systems strong, g before they in turn rivals. Fo Foll Following Illlow owin ow i g th the he faint remnants of a psychic signature, sign si gnnat atur ure, ure, the he B Battle-Brothers attleat tlee-Br B others may first uncover evidence Br that th at C Chaos haaos SSpace pace pa ce M Marines arines of the Pyre Warband interacted ar directly dire di rreect ctly ly w with ith it h thee artefact upon Herisor's surface. The Inquisitors believed his intention was to utilise the raw power of the Anomaly in order to depose the Furnace Lord himself and become master of all Samech. Those who stand against us shall know only fear and utter annihilation." -Brother-Captain Belshazar of the Black Templars resented here are the Heroic Legacy Packages available to any Deathwatch Kill-team. Areas are clearly delineated to function as places of worship, excruciation, and other foul practices. Complicating these matters is the presence of Inquisitors and, on occasion, agents of Lord Militant Tetrarchus petitioning for aid or interfering in events involving the Deathwatch. They have already stretched the Just Reward's foodstuffs to near its limits. He earned his role as an officer by right of birth and faith in the Emperor. Foodstuffs are available, though the fungus and odd carvings of meat are hardly palatable. The use of explosives or targeted weapons comes as a far greater surprise to the xenos. Though he welcomes combat with those he considers beneath him, he is not too proud to retreat from any situation in which he believes the odds are not in his favour. However, at the same time he retains his loyalties to his own Chapter and Chapter and command of his company or squad commanders. With two or more Degrees of Success, the acting character realises that there are several tunnels, each roughly four metres in diameter, which enter and exit the larger chamber. Brother Pardis appears not to know where the remaining vigil was served, though he speculates that it was far to the galactic northwest in a region Hsud once described to him as the heart of a burning nebula. The hall was lined with niches, and within each was an object the Battle-Brothers first took for an effigy of some long dead, deathly-visaged warrior. Though the temporal coding of these scenes appears sequential, numerous elements make little or no sense and must surely have been distorted by the effects of the Hadex Anomaly. From their knowledge of traditional Imperial designs and must surely have been distorted by the effects of the Hadex Anomaly. the Battle-Brothers should suspect that the relevant shrine would be located at the very back ba ack of of th thee temple, past its nave. Among the most common. Though successful, every one of the Inquisitors vanishes mysteriously—every one apart from the atic Ramaeus herself. He requests that they share their reports with w him directly, particularly regarding any information about the Sphere. Tragically, that place remains empty, never to be filled by the veteran Brother Proteus of the Ultramarines Chapter. He was instrumental in treating four badly wounded Brothers and he extracted the gene-seed of three killed in action. E e. The lance crater sstrike st rike ri k ccreated ke r at re ated a vvast a t wound, hundreds of metres across, fr as from which leaped ra ain in,, and a d dense an dens de nsee banks bank ban s of poisonous ash. Depending on the nature of the issues to be dealt with by the Chamber, other advisors my be allowed to give specific council, though this is uncommon. Instead they follow orderly and clearly designated defensive combat manoeuvres laid down in the Codex Astartes millennia ago. The entire lower level smells like a combination of a charnel house and a crematorium. th Chapteer. Brother Hsud was reportedly incredibly old, even for a Space Marine, though his physical condition must not have selected him for the mission to the Slinnar Drift had it been. VOID-K KEE EEPER EEPE P R CU UIRIS IRIS OF TH THE T E BLOOD ANGELS Brotthe Brother herr Cu Cuiris C iris was standing his fourth vigil of the Longg Watch h at the time of thee defence of Watch Station Midael, hiss se hi seco second cond nd vvigil igilil as a Keeper ig Keeper.r. The rank is one only granted to thee most pure of heart and trustworthy of Battle-Brothers, ffor th o or it bestows upon them the most vital of duties. The arrival of the Crusade and the on shifting shift if ting ti ng ooff Imperial focus to the sector has changed thi things inggs to some to som omee degree, de forcing the Deathwatch to contend conten endd with with the Crusade Crus Crusade and the massive disruption to their own fo the area are s of opperation peration and ongoing missions. These are dispersed into six hordes, each of Magnitude 40. 67 The Lux Veritatis... . Each pair mans a single heavy bolter. Often a Kill-team returning from the Outer Reach, especially after weeks or months beyond the reach of the Imperium, will be met by a special honour or a ceremony from those veteran Kill-teams that have likewise crossed this line between soldiers of the Deathwatch and warriors of the Reach. Ever since of the n, Ghent Ghenn t has sought to gain additional Gh then, rmat rm a io at i n about the artefact. There can be no greater insult to a veteran battle-brother than to take the body of his fallen brother, a warrior he may have served with for decades, and who has been degraded and despoiled by the hands of xenos. According to Deathwatch records, this vessel was assigned to the Achilus Crusade. This is born out by another of the unique facets of this particular relic. Once these Attacks are resolved, each Battle-Brother moves directly toward the enemy at twice the bike's Tactical Speed. This is a terrible trial that many veteran Kill-teams have had to face; as their skill and renown grows, so too does the calibre of their enemies, until they draw the attention of foes that take a personal interest in their members. spi pire. SCOURGE S CO OURGE OF THE TH HE DARKLING K There are are re a number ooff Battle-Brothers venerated as heroes of the Scouring of Andronicus Prime, and unusually, they do not represent the members and special abilities that Th give give v individual members and the Kill-team as a whole more tactical tact ta c ic i al flexibility on the battlefield and allow them to react quickly quic quickly quic quickly an ic and nd effectively to the constantly shifting needs of combat comb co mbat mb a in the 41st Millennium. Unless the Battle-Brothers have left a significant number of angry foes in their wake, their escape should be largely uneventful. The heavily modified soldiers loyal to the Adeptus Mechanicus are the only other loyalists who can survive within the radioactive waste for more than a few hours. The battles. This represents the boost to morale that accompanies a trusted ally returning to the fold. This information provides an alternative entry to the Ask the Inquisitor scene below. The xenos are renowned for their ability to assault seemingly secure locations with little or no warning. From here, distinguished service and time d could ssee the Battle-Brother take on a higher rank, with the approval of the Chamber Cham of Vigilance, the influence of the Watch Commander, and the will oof his Chapter Master all playing a role role. Similarly, his experience with Techmarine Nodens gave him great confidence that the Battle-Brothers would be more than capable of identifying and retrieving any artefacts of value. Theirs is the task of hunting down the hidden foes, the secret armies and unseen enemies that plague the Imperium without revealing themselves. This was done with a variety of forbidden and unholy substances. These trophies and the honours accorded to those who survive their first foray into the Deathwatch of the Reach, and how that as a Battle-Brother serves out his secondment he will, in time, be regarded as a veteran. Notably, introducing an increased number of Space Marines to coordinate with the Kill-team may substantially change the overall difficulty of the assignment. Nu em Nume Numerous meero m rous uss sermons have described Brother Mercur of the Sta Star ar Ph Phan Phantoms against a six-ho six-hour hour ho urr aassault sau ss ault au lt aand nd off h how o hee slew ow s ew over ove two-dozen two do e C Chaos aos Space Ma Marines Mari r ne ri nnes ess with with w th hiss bare hands and teeth long after he had expended dedd the de the la last st of his ammunition. Though little more than a common criminal in his early years, a chance encounter with Inquisitor Ghent gave him a second chance to serve the Imperium. VENERABLE PARDIS OF THE TIGERS ARGENT One of the most ancient of the so-called Old Ones, this is the very same Pardis who served alongside the First Martyr, Watch Commander Ho'Tsun, on his final mission into the Slinnar Drift so many
millennia ago. This adventure presents the Battlee-B Bro r th thers with th just jus ust such suuch a crisis. They may choose to immediately imme im meedi d at atel elyy la el llaunch unch an assault upon the war world of Vanity, or they heyy mi he m might g t wish to first meet with the senior Imperial Navy gh officer offic of ficcer iinn th thee system at the time of their arrival. Th T ough ou g the Pyre members are uncertain of the ritual's ritual. Gear: Marks of rank, data-slate, respirator. Unless the Battle-Brothers have secured some means of ground transportation, the most direct route to the Crucible is a two day trip over land, through Vanity's unforgiving terrain. 55 II: Honour thy Ancestors LEGACY OF THE FIFTEEN T bl Tabl Ta blee 2- 2-7: 7 For 7: orce c Fie ce ield l s of the Fifteen F of Midael M Name Na mee Protection Rating Overload Roll Wt Req Re Reno Re nown no w wn Mour Mo urnf nfful Cla lavi vis 35 1 5kg 40 0 Hero He roo Brea Br each ea cher ch e 'ss Ban er a e 55 1-5 26kg 65 Heero II: Honour thy Ancestors Tabl Ta blee 2-28: Weapons of the Fifteen of Midael Name Na Class Dmg Pen Special N zartheth's Talon Na Melee 1d10+7 E 6 Power Field, Special 2kg THE MOURNFUL CLAVIS All Deathwatch Keepers carry upon them a device called a Clavis, a vambrace permanently affixed to their forearm armour which allows them to pass through portals denied to all others, even those of the Deathwatch and the Ordo Xenos. A ACQUIRING A HER ACQUIRING HEROIC ROIC LEGACY PACKAGE LEG GACY PA P CKA K GE Purchasing a Heroic Legacy Package requires req eqqui uire ress that re that a the the Kill-team m spend a collective amount of Exp Experience xper xp erie er ienc ie ncee Po nc P Points. Likewise, the Broken Spear can injure beings with the Incorporeal Trait normally and any being suffering Wounds from an Naamee C as Cl asss B ok Brok Br oken ken Spe en pear a r Mele Me leee (Mel (M elleee) Range Ra RoF Dmg Pen Clip Rld Special - - 1d10+8 E 7 - - S/-/- 1d10+8 E 7 - Brok Br oken ok e Spe en pear a r Thrown SBx3m (Thr (T hrow hr own) ow n) Croz Cr o iu oz iuss off Nolaasc Nola No scoo Melee G au Gl aucu cus' cu s'ss s' Heavy Heav He avyy Bo av B lter - 150m - 1d10+9 E 7 -/-/8 1d10+14 X 7 Tabl Ta ble 2-4: Relics of Sovereign Sigma bl Name Na me Wt Reg R no Re own I ion' Ix ion' n'ss Pootentia Coil N/A 55 Hero Ligh Li g tnnin gh ing Heart 4kg 45 Hero attack with the Broken Spear loses the ability to pass through solid objects granted by the Incorporeal or Phase Traits for a number of rounds equal to the wielder's Willpower Bonus. The other challenge a Battle-Brother must face when taking command is that he will often be commanding from afar or by proxy, as his charges remain scattered across the Reach and he himself must tend to the needs of his Kill-team. Unlike Finders of Ways, who are sent on long-range scouting missions. Shepherds of Battle keep close to the squad and stay in constant vox contact with the Squad Leader to better intercept and engage enemy forces. When making a Willpower Test to determine if a Horde breaks during combat while engaged with a Breaker of Hordes, the Horde suffers a -10 penalty to their Test in addition to any other modifiers. For these reasons, a veteran Kill-team finds itself called more frequently into the hallowed halls of the Chamber of Vigilance, where they will be given the gravest of tasks time and again, the Watch Commander's faith placed in them and their ability to complete his missions. Each Battle-Brother can only make a single outof-Turn Move Action. It was only much later that they were recovered from his sleeping cell along with the remainder of his few personal effects. III: Figures of Legend retreat, the confusion and havoc wrought by their swift and deadly attack leaves the enemy in disarray, and the hole in the enemy formation left by their sudden retreat is quickly filled by their squad-mates and other friendly forces. A Kill-teaam can caan purchase purc pu rcha rc hase se these the hese see packages to increase the Battle-Brothers'' efficacy effic ficac accy in combat com omba batt ba eliminating any Imperial ppresence. Battle-Brothers filling the Harrier of Foes Role are sent to destroy everything from ammo dumps and armoured vehicles to bunkers, bridges, and even whole enemy installations. This is the point at which many Battle-Brothers filling the Harrier of Foes Role are sent to destroy everything from ammo dumps and armoured vehicles to bunkers, bridges, and even whole enemy installations. with weapons but lacking in the nuanc ces of leadership needed to deal with the complex secrets guarded by the th he Deathwatch or thee recurring presence and n within influence of the Intimidate Skill (see page 99 of the DEATHWATCH Core Rulebook), a Breaker of Hordes inflicts a -20 penalty on the target's opposing Willpower Test. When operating in such small numbers, often-times, a Space Marine may find himself hopelessly outnumbered, a Deathwatch Battle-Brother is never truly alone. In stea ead, d, a ccursory u so ur sory ry ssurvey urve ur veyy ve forces ground. It is said that the hammer is possessed of a fearsome anima and that its power field doubles in intensity when its bearer is facing truly awesome foes defeated by Ho'Tsun in the past. As the Master of the Vigil led his brethren out into the cold light of the planet's nameless protostar, he witnessed a sight that could only spell the end of his quest to avert the prophecy of the blind prophet Satarrion. The creature takes 1 Damage for failure, plus 1 Damage for each Degree of Failure. By contrast, while a Deathwatch Kill-team has access to some of the most remarkable technology in the Imperium of Man, they can never rely on having such luxuries in combat, often standing alone against whatever dangers they might face. However, he carefully offers his input on any tactical decisions they make that might place his craft at risk. All the benefits listed above last for the duration of combat, so long as there is an active Builder of Towers in the Kill-team. If the Initiative slot belongs to an NPC, that NPC takes its Turn. 10 Masters and Servants Whetherr for orbi bidd bi d en dd entirely. Consequently, the planet's surface has chilled to the point that even equatorial regions have year round snowfall. The journey from Herisor to the Acheros Salient is a time consuming one. TOUCHED BY WAR War leaves no man untouched, and every day the Crusade grinds on as thousands upon thousands of Imperial soldiers are manyled both in body and in mind. The Warp is unsettled along the journey, and its influence prevents truly restful sleep— images of horrific xenos and unknowable Daemons haunt the dreams of all the passengers. He believes that he is more familiar with tactical decisions involving voidcraft than most Space Marines, so he attempts to offer his advice, though he lives in constant fear of drawing their ire. Also, prior to making an attack, a Wielder of Devastation can choose to forgo the re-roll on the Ballistic Skill Test gained from this Role when making an attack, a Wielder of Devastation can choose to forgo the re-roll on the Ballistic Skill Test gained from this Role when making an attack, a Wielder of Devastation can choose to forgo the re-roll on the Ballistic Skill Test gained from this Role when making an attack with a grenade, missile, or mine to increase or decrease its Blast Quality by 1d5 points. However, such is the nature of the Deathwatch that a Kill-team often stands completely alone against its foe. Die Roll Effects 1 Warp Whispers: The voices of Daemons fill the air within 50 kilometres of the Crucible, whispers the voices of the Crucible secrets and shocking truths. The fact that Brother Theclus survived being struck by a bolt of energy that had reduced numerous others to dust is hailed as a testament to his strength of will and faith, born of the superhuman body and soul of the Adeptus Astartes. This secret facility was established several hundred years before Watch Station Andronicus, and for a different reason entirely. Weapons: Legion Force Staff (1d10+16 I; Pen 0; Balanced, Special⁺). The Librarians and others amongst the senior officers of Watch Fortress Erioch know now that Master Ho'Tsun may have been something other than what he was held to be during his lifetime, though they do not regard him in any less reverence for their privileged knowledge. If this is not possible, the Target Foe is considered to have automatically passed the Scrutiny Test and does not make a Move Action. This is in addition to the two Chaos Space Marines patrolling the security wall. In spite of its disintegration, the Player Characters are able to immediately recall the words, as they are somehow emblazoned upon their minds. This relic provides its bearer with the Hatred (Chaos Space Marines) Talent, and confers a +20 bonus to all Lore: Forbidden (The Traitor Legions) Tests he is called upon to make. When opposing exceedingly powerful enemy weapons such as heavy plasma and melta weapons or massive, largecalibre vehicle mounted cannons, a Kill-team can execute a Take Cover Manoeuvre to gain additional cover from attack. This situation substantially increases the overall difficulty of the scenario. Of great concern, however, was the fact that the intruder had appeared to be a Battle-Brother well known to the Master of Sanctity, leading the other masters to the conclusion that some manner of domination or imitation was being used. Thus, Brother Mercur died protecting his fellow Battle-Brothers, defending the Watch Station's main portal against overwhelming odds. 65 Joint Operations Space Marines are, of course, a different matter, and it is inevitable that some of the Chapters have crossed paths with the Necron threat and some of its Battle-Brothers learned of their presence. In either case, the Battle-Brothers have access to the same information, but if they have already begun their research successfully, Ghent is far
more impressed with their competence. Xenos Xeno noss invaders, innva vade ders rs, ravening slavers, raiders s, and murderous raid der es all subjected woe oe after woe upon thee wreckage of the once glorious gloori r ous Jericho Sector, and all the while le the baleful taint of the Hadex Anomaly seethed d and pulsed the stuff of raw w Chaos into the surface a safe dist di stan st ance an ce from fro r m the embattled Kill-teams, a strike so focused distance it bored bor ored ed a crate er several kilometres into the crust. Disposition The Just Reward was a Sword-class frigate, measuring more than 1.6 kilometres in length. The other is Watch Station Andronicus, a Deathwatch fortress of formidable repute. Only the most exceptional candidates from the fighting forces of the Adeptus Astartes are invited to join the mysterious Deathwatch; to take on a new oath to safeguard the Imperial sectors invited to join the darkest of threats. T WINDS OF CHANGE Before the arrival of the Achilus Crusade, the Deathwatch maintained several Watch Fortresses within the Jericho Reach, safeguarding nearby Imperial sectors

against the slumbering evil that rested there. Exactly what passed between the Blood Angels and the masters of the Deathwatch remains unrecorded, but it almost certainly involved the communication of information known only to the Deathwatch remains unrecorded, but it almost certainly involved the communication of information known only to the Deathwatch and the Masters of the Deathwatch remains unrecorded, but it almost certainly involved the communication of information known only to the Deathwatch remains unrecorded, but it almost certainly involved the communication of information known only to the Deathwatch and the Masters of the Deathwatch remains unrecorded, but it almost certainly involved the communication of information known only to the Deathwatch and the Masters of the Deathwatch remains unrecorded, but it almost certainly involved the communication of information known only to the Deathwatch and the Masters of the Deathwatch and the Masters of the Deathwatch and the Masters of the Deathwatch remains unrecorded, but it almost certainly involved the communication of information known only to the Deathwatch and the Masters of the Deathw Field, P Fi ld 8kgg Special 6 65 Heero - Power Field, 8kg Special 65 Heero - Balanced, Concussive, 12kg 55 Power Field, 8kg Special Heero 68 55 this incident, but years later was returned by an unnamed Blackshield who served one vigil of the Long Watch before vanishing, himself, the unrecorded specifics of his Apocryphon Oath discharged. Following the path further reveals a now-abandoned cave. Initial contact with the Torch should play out based upon how the Battle-Brothers identified the location. Two Pyre Chaos Space Marines patrol the outer wall's battlements at all times. HEROIC HEROIC HEROIC LEGACY LEG GACY AND ROLES A ND ROLES While W Whili e th tthee Ki Kill Kill-team's llll-t -tea eaam' m'ss He Heroic H ero roic ro ic L Legacy egac eg accy is active, acy eaach B each Battle-Brother attl at t etl e-Br Brrot o he h r in the he Package. They also throw themselves into the bonding of a Kill-team, revelling in the experience of fighting alongside those not of their own knowledge and skills with those around them. Typically, Nodens sought to render the weapons of his enemy useless, opening up a weak spot that he and his Battle-Brothers could exploit. As it lifted off once ry competed with shrill mo ore re,, th thee wa warr rrio rr ioors ooff th he Lu ux Veritatis deploying into the more, warriors the Lux chap chapel, T Ty rani ra niid warrior nid warr wa r ioor or orga gani ga n sm ni ms. The Moat When the Kill-team comes within a kilometre of the tower, they recognise that a crevasse surrounds the fortification's security wall. The Kill-team's Cohesion total is equal to or higher than that Manoeuvre unless the Kill-team's Cohesion total is equal to or higher than that Manoeuvre's Cohesion Threshold. An active a given Manoeuvre unless the Kill-team's current Cohesion total is equal to or higher than that Manoeuvre's Cohesion Threshold. An active a given Manoeuvre unless the Kill-team's current Cohesion total is equal to or higher than that Manoeuvre's Cohesion Threshold. supersedes all Squad Mode rules rul ules e es entirely. They hold out for seventeen days against a company-strength force of Chaos Space Marines clad in red armour emblazoned with the marks of the Dark Gods. DEATH, WAR, AND BLOOD; IN VENGEANCE SERVE THE EMPEROR AND THE NAME OF DORN! THE AVENGING ANGELS OFFENSIVE. ROLES 1,500XP OFFENSIVE MANOEUVRES Overrun DEFENSIVE ROLES Lightning Assault (600xp) Squad Leader Squad Leade Wielder of Devastation (400xp) Guardian from Afar (600xp) DEFENSIVE MANOEUVRES Master of Stratagems (500xp) Saturation Fire Take Cover (400xp) 105 III: Figures of Legend The Avenging Angels The Gathering of Champions hen direct and decisive action, the true heroes are those who did not expect the summons, but answer it anyway. Seeking a holy relic of great power that was left behind in the wake of planetary devastation, the Kill-team will encounter not only monstrosities of the Hive Fleet, but the servants of the Ruinous Powers who wish to use the relic for their own ends. They are simply provided as archetypal examples of what kinds of relics a Kill-team might be assigned as veterans of the Jericho Deathwatch. If this would deal Damage equal or in excess of the creature's Wounds, it is cast back into the Warp. Special Rules Extraordinary Senses: Raveners can sense changes in the air around them or slight tremors in the ground. Though largely open to Vanity's harsh atmosphere, this area of the fortress is where most of the soldiers dwell. The spiral staircase is now only capable of supporting the weight of a single Space Marine at a time. 14 The missions the Council of Reason and Zyr Zagthusa try to engineer usually focus on the lines between the salients, where the actions of a few can have far larger consequences to the Crusade as a whole. Warded objects and Untouchables suffer half the damage rolled. Once a Kill-team unlocks a Role in a Heroic Legacy Package, it can have its Battle-Brothers fill that Role just like the other roles in that Package. If the Kill-team agrees to undertake this mission, the assignment is peripheral to the task at hand but also extremely aanyy Tyranid invasion, writhing tendrils an feeding feed fe e ingg harvested h rvested nutrients into steaming ha digestion spore di dige iggeest stio ionn pools. up. III: Figures of Legend a Free Action. For years, its armies have struggled to win back the Jericho Reach for the Emperor, cutting down heretic armies and alien empires alike as they have struggled to win back the Jericho Reach for the Emperor, cutting down heretic armies and alien empires alike as they have struggled to win back the Jericho Reach for the Emperor, cutting down heretic armies and alien empires alike as they have struggled to win back the Jericho Reach for the Emperor of Legend a Free Action. risen up to oppose it. Brother Andruk was as knownn as a dour and taciturn individual, iduall, in many man anyy ways at odds with the demeanours deme was vital to the Imperium. One of the adepts is describing the wreckage that he has identified, clarifying that it appears to be a mixture of inorganic and organic and organic alebook Pokemon RPG - Core Rulebook Star Wars RPG Core Rulebook Babylon 5 RPG Core Rulebook Alpha Omega - Core Rulebook Dust Adventures - Core Rulebook Dust Adventures - Core Rulebook Outbreak Undead - Core Rulebook White Lies - Core Rulebook Nobilis Core Rulebook Printable) M R B red Role in an active Heroic Legacy, he has access to the Reinforce Tactical Manoeuvre in addition to any other Manoeuvres he has access to through the Heroic Legacy. These are normally kept lowered, for easy access to through the Heroic Legacy. Imperial Fists and their descendant chapters, disengaging from battle when overmatched or about to be overrun is seen as a tactical or strategic necessity. Conversely, the Player Characters may notice the patrolling guards when they come within a kilometre of the Crucible, with a successful Hard (-20) Awareness Test. However, they have only delayed a seemingly inevitable death due to starvation and the ongoing xenos threat. The staircase is sufficiently corroded that if it collapses, the pieces bear no meaningful threat to the armoured Space Marines. It soon transpired, however, that the Inquisitors were not only strangers to the Deathwatch, but to one another. After an instant, however, his face darkens. Locked Manoeuvres: These Manoeuvres must be "unlocked" by spending xp as described in the section titled Unlocking Manoeuvres on page 88. When this happens, the mettle of the Deathwatch brethren is tested to the utmost. The chamber at the heart of Watch Station Midael has never been opened, lest that which was lured within emerges once more. Each Heroic Legacy Package has five Offensive Roles and five Defensive Roles. Brother Ceyx was known as a swordsman of great skill, and few of his peers had ever come close to matching him in the training cages of Watch Fortress Erioch. Once a BattleBrother has advanced to a place where he can provide fire support he holds position and allows another Battle-Brother to begin his advance. Charged with facing an ancient foe, the Cabal has existed since long before the arrival of the Crusade, and its work will continue long after the Crusade has triumphed over its enemies or faded into nothing, consumed by war and ruin. When called upon to brreak a firmly held position, one or more Battle-Brothers in a Kill-team may take on the Role of Decimator of Fortresses. In this case, they interact with Dzhorski directly. Very little is known of the plasma cannon; even the identity of the forge in which it was wrought and its mark and pattern remain a mystery. By the time the Imperial reinforcements arrived, these assets had already left the system, so that they might be used to assault other nearby worlds. The threat, however, need not end at that point.. Recrimination was heavy in the air and violence but an ill-judged accusation away, when another stream of ciphersealed transmissions was received. Thus, in the eyes of the Council, not even a highly favoured warrior like a Deathwatch Space Marine can be trusted to be free from the influence of someone who is in turn under the physical realm and the Warp, allowing some portion of their presence to flow through. The unit may be split into two Hordes, each of Magnitude 30. An additional horde joins the battle each turn until all are engaged. If they knew the general area, and were cautiously advance and attempting to scout out the fortification prior to launching their attack. It was the first weapon he took up when the Apothecaries declared him fit once more to serve, and with it he struck down foes too numerous to list. As a member of the Ordo Xenos, Inquisitor Ghent ordered that the mission be retasked the instant the distress call from
Herisor was transcribed and, mere days later, the Bellaron entered orbit over the beleaguered world. She has heard the name "Pyre Warband" before, but she does not know anything helpful about their numbers, tactics, or deployment. If more than one attempt to tread upon it at the same time, it collapses. Though Brother Nazartheth almost certainly had no knowledge of the fact, Brother Cuiris had recorded his opinion that the Sky Sentinel should be considered for the rank of Watch Captain should the Fifteen of Midael survive. 38 KILL-TEAM SOVEREIGN-SIGMA The Battle-Brothers that accompanied Watch Captain Aesalon on the mission to Sovereign were all veterans of many battles, each of them having fought side by side countless times before. In normal conditions, the Storm of Vass does not benefit from a Maximal Setting like normal Plasma Weapons. Finding a location that is beyond the horizon of the frigate is the easiest solution to avoiding incoming fire. Combined with missions that will see the Kill-team operate against some of the worst foes the Jericho Reach has to offer, and often without support from any kind of Imperial aid for weeks, months, or even longer, this creates a powerful autonomous fighting unit. The walls and tower are illuminated by the flames enough to show flame-like paintings in the Warband's characteristic orange and black scheme. • A temple forsworn strongly indicates that the world was once inhabited by the Imperium. It has no pe ot, how o ev everr, areas not, however, dimi di mini nish shed sh ed the the courage and ability of its commanders. While most Deniers of Witches are Librarians, any Deathwatch Battle-Brother can fill this Role. 31 Relics of the First Martyr..... . in The legacy of this event is very real indeed, though its exact nature is entirely unknown. Regardless of how a Kill-team or a Battle-Brother is remembered after his death, the important thing to those that remain is that they are indeed remembered. The majority of the structure ucture was created by digging a oone ne metre deep trench. demise. The rules and laws of these secondments are far from set down in stone, and like the Codex Astartes, are interpreted individually by each Chapter, some embracing the word of the law more than the spirit, and some reading into the oaths what they wish to see. Due to the nature of their work, most Space Marines study their enemies' most basic characteristics, typically for the sole purpose of knowing how best to hurtt them as grievously as possible. Before they can force the he ritual Ch hao ass psyker psyk ps yker er to stop his actions, the Player Characters must m stt mu Chaos overcome me the the fortification's for orti tific ficat ation's substantial defences. If the BattleBrothers attempt to open a discussion or interrogate any survivors, treat their initial Disposition as Arduous (-40) for any Interaction Skill Tests. The 1st Company would be rebuilt, Calgar stated, and brothers such as Proteus would be needed to fill its ranks. The Vanity system represents a valuable asset to the Achilus Crusade, due to its proximity to the Hadex Anomaly and the mineral wealth of its dense asteroid belt. members of the warband. Sealed within a marble scroll container, the parchment is protected from the travails of battle by any blessed with the honour of bearing it. In the latter case, the items were later recovered from the warriors' sleeping cells, declared relics of the Deathwatch by the officers of the Watch Fortress's Reclusiam, and removed to a place of honour in the Sterling Religuary or the Catacombs. 15 Veterans of the Outer Reach I: Only in Death "There are some things that can never be forgotten. It is here that the reputation of a veteran Kill-team might precede them and the Inquisitor might even choose to contact the Kill-team directly (especially if the Battle-Brothers and the Inquisitor might even choose to contact the Kill-team might precede them and the Inquisitor might even choose to contact the Kill-team might even choos Inquisitor have had dealings before), asking them for aid without any formal declaration to the Chamber of Vigilance. Those who accept the graces granted by the Emperor are certain to achieve lives of quiet contentment." -Missionary-Sister Brianne Quentyne hether through their own observations at the landing site, or through the revelation of the astro-telepaths aboard the Noctem Vigilate, the Kill-team now has the information they need to decide on a course of action. The sight of a mere handful of Space Marines holding out against hordes of enemies is one to inspire even the most cynical and jaded veteran. Both armies constantly watch the skies for any signs of incoming transports. Instead, the Chaos Space Marines present at the base have generally settled into a routine of preparation for battle at other locations. Perhaps the tremors continue, making the mission a perilous one indeed, and the Kill-team has but scant hours to investigate before it must withdraw to a place of safety. No less honourable and duty-bound than their veteran counterparts, these Kill-teams are just as zealous in their execution of the will of the Deathwatch and their service to the Inquisition when it arises. His brethren were all slain, their bodies cut to ribbons when the solidifying form of the energy entity exploded into a million and more crystal shards. But, the Lord Macragge continued as Proteus' heart swelled with pride, as much as the Chapter needed him, the Imperium needed him more. But it was not a mort mo rtal tall wound, wou ound nd d, of o that tha h t the th he Epistolary Epistolary was certain, and so he Ep mortal le ed his h s Battle-Brothers hi Batt Ba t le tt le-B - B Bro roth th ther her erss forward forw for war rw ardd to deliver the killing blow. These Battle-Brothers, these veterans of long lon ongg campaigns, camp ca mpai aigns, are giants among their fellows, and embody dy traits tra rait itss and a d attributes an to which every Space Marine aspires. Their prodigious ability to burrow through virtually any substance and then emerge unexpectedly is a consequence of their exceptional hearing and ability to sense even the slightest of movements through thick layers of rock and earth. ar led The annals of Watch Watc Wat the fate fatte of Epistolary Sabazius and his fe ffellow llow ow w w arriior ar orss on only ly aass fa ar as warriors far the moment they stepped from the h rrim im off th he in infe f rn fe rnaal al ccrater rate ra terr te the infernal to vanish in the Battle-Brothers of the Lux Veritatis are all artefacts carried by one of their number before that final mission. By then, Master of the Vigil Balthazar Ho'Tsun was a celebrated hero of the Deathwatch, the account of that fallen Battle-Brother sealed even as he himself was consigned to a cryo- chamber, until such time as his body was sufficiently healed to allow him to take his place amongst the Dreadnoughts of Watch Fortress Erioch. Decatru ed D catr De caatr truu voxed voxe vo x d his xe h s situation hi situ si tuat tu atio at ionn report io reepo p rt to to the the had Inqu In quis qu isit is itor it or,, th or he ch hannel el ro rout outed ed tthrough hrou hr o gh tthe ou he ppowerful o er ow e fu ful syst stem st em ms Inquisitor, the channel routed systems of the of the h Bellaron, Beelllar arroonn, iinn or orbi bitt di bi ddirectly ire rect c lyy aabove. When Wh enn E pistolary Sabazius' urgent report was transmitted pi trransmitted pi trransmitted Epistolary to the he D eath ea thwa th watc t h commanders in orbit, the ord der w as given. Space Marines. Whether entering a room, a corridor, a ship's compartment, or a corrupt Land Raider in the service of a Traitor Legion, the process for breaching and the tools required remain largely the same. This shock wave is treated as an attack from 42 a weapon with the Blast Quality, with a Blast rating equal to the number of Power Charges discharged. A Kill-team is only as strong as its tss w weakest eake ea kessst m member, em mbe ber,r,r aand nd its tss rreal eall ea strength lies in the bonds of brot brotherhood the herh rhoo rh o d itt ccan oo an ffoster oste os terr be te bbetween tw wee en its Battle-Brothers. However, threats that would call for such extreme instances of selfsacrifice do exist in the Jericho Reach. Thus, this item became ever more venerated and was interred in the reliquary dedicated to the First Martyr aboard Watch Fortress Erioch. Brother Semnai served during the Hadex Anomaly operation and the reason for his continued interment in the Erioch Reclusiam is a complete mystery. In late M38, Brother Damastor was grievously wounded during a bitterly fought campaign to free a star system from the clutches of a rampaging Ork warband. Cursing the Inquisitor, Brother Decatru bellowed his last order, instructing his brethren to initiate a fighting withdrawal towards the heart of the chapel even as the skies lit up with the first shots of the orbital bombardment and the outer walls of the chapel were smashed apart by the leading edge of the Tyranid horde. Even though many of those who fall in the service of the Ordo Xenos are never officially recorded, their names remain kept secret within the halls of Watch Fortress Erioch and many of the other secret within the halls of Watch Fortress Erioch and many of the other secret within the halls of Watch Fortress Erioch and many of the other secret within the halls of Watch Fortress Erioch and many of the other secret within the halls of Watch Fortress Erioch and many of the other secret within the halls of Watch Fortress Erioch and many of the other secret within the halls of Watch Fortress Erioch and many of the other secret within the halls of Watch Fortress Erioch and many of the other secret within the halls of Watch Fortress Erioch and many of the other secret within the halls of Watch Fortress Erioch and many of the secret within the halls of Watch Fortress Erioch and many
of the other secret within the halls of Watch Fortress Erioch and many of the secret within the halls of Watch Fortress Erioch and many of the secret within the halls of Watch Fortress Erioch and many of the secret within the halls of Watch Fortress Erioch and many of the secret within the halls of Watch Fortress Erioch and many of the secret within the halls of Watch Fortress Erioch and many of the secret within the hall be added and the secret within the secret within the hall be added and the secret within the secret within the hall be added and the secret within t Watch 26 Stations scattered through the reach. When the Battle-Brothers choose to enter the ruined city, this scene begins. Crew and 90 passengers of enemy vehicles that are rammed are Stunned for one Round. After safely exiting the vault, Watch Commander Mordigael debriefs them. As soon as Dzhorski realises how badly the conversation is going, he severs the connection. pt efea ef eat.t.t It ap ea appears, ppe p ars, s, h however, o ever, that ow a Ghent G Gh entt wa en was as un unwi unwilling willlllin wi ingg to eentrust in ntru nt rust ru st eevery v ry ver aspect of the h mission to the th he Battle-Brothers Batt Ba ttle lee-B -Bro roth ro ther th erss of er o the the Lux Lux u Veritatis for he ordered one of his his own own acolytes, aco coly lyte ly tes, te s, a man man by by the t e name of Darius Phine, to th accompany ac cco c mppan anyy th thee Kill-team KillIll-t Ki - eaam on its -t its t mission. What little is known of the event is thanks to what must surely be the intervention of the Emperor Himself. Now, Brother Pardis spends most of his vigil slumbering in a stasis crypt, to be disinterred and placed within the sarcophagus of a Dreadnought when his skills and experience are called upon. Even in such circumstances, the Deathwatch can still rely on these veteran Battle-Brothers to live up to their duty to the Emperor, where Imperial Guard specialists given such operational freedom often become increasingly difficult to command or direct. He had heard countless tales of the brutality of battle, and witnessed the survivors of countless tales of the brutality of battle. number of individuals. The roof is simply a tarpaulin made of animal skins, stretched across the structure's roof. The armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is the result of the armour's custodians hold that this phenomenon is th Space Marines who rush into enemy lines and strike them asunder. All are stored in the Sterling Reliquary on Watch Fortress Erioch. As the situation unfolded and events around the ritual site became unclear, Brother Malghrav held the line and asserted his control, engaging the forces of the fallen Mechanicus long enough for Saturn and Ramaeus to break through and to confront the Forge Tyrant. hour An h or into the operation, one of the warriors made a ou addition ddiscovery di disc isc scov over ov eryy that changed the tide of the battle, and inn addi er diti tion on had consequences come. The more surprising information is that the single vessel that did arrive was an Imperial Frigate, identified as the Just Reward. SHEPHERD OF BATTLE Activation Test: Challenging (+0) Tactics (Assault Doctrine) or Difficult (-10) Agility Test. The Imperium era and and those the hose se held helld by the the very few reliable records of this era, h nd iimpenetrable mpen mp enet etra et rabl ra blee data bl da ata ta-Deathwatch are mainly secured behi behind datah.. In essence, a strong defence with an eye toward counter-attack that causes an enemy to exhaust himself in offensive pushes wins the day every time over frenzied rushes or ill-planned assaults. The former Imperial Guardsmen have spent months upon Herisor. He served in the Deathwatch for nigh on twenty years before discharging his first Apocryphon Oath and returning to his Chapter's home world of Macragge. The population staggered about in a state sta tate te of of savage, sava sa v ge va ge,, unreasoning fury, the air filled with wails of pa pain in aand nd aanger. Over the intervening time, he has learned from it, but has hardly begun to push it to its limits More information about Kill-team Sovereign-Sigma can be found on page 36. These tests are taken when the BattleBrothers reach a range of one kilometre and again at 500 metres. posi po siti si tion ti on.. h At last, when it became evident that the hat th fifteen fifte fif teeen sshared hare ha redd th re thee Ke Keeper's vow, recording their death oath and preparing prrep epar arin ar ingg to ssell in e l their lives dearly. Similar to the the cost cost of of the Heroic Legacy Package, the the h xp xp cost co to unlock each Manoeuvre Manoeu euuvr vree is expressed exp xpre re as a value that must bee spent spen sp entt by each player. The shuttles are only lightly armed and armoured, as they are intended for emergency use. While some components—including many of the ship's sensors and weapons—still operate on reserve power, all of the wreckage is a shamble. Each Battle-Brother participating in the Manoeuvre must be in a flanking position, coinciding with the enemy's narrowest axis. At that time, Inquisitor Ghent took command of the vessel and the embarked Kill-team, redirecting them to that threatened world to aid the Storm Wardens who had taken up defence of the planet. In addition, if the breach was made with an explosion of some kind—a melta bomb or breaching charge, for example—any enemies on the other side of the obstacle breached must make a Challenging (+0) Toughness Test or suffer a -10 penalty to all Tests for 1d10 rounds. This is clearly WITHOUT A PSYKER If the Kill-team does not include a character with psychic abilities, they should have the servo skull that Inquisitor Ghent assigned. The members of seven historic Kill-teams are detailed in this chapter, each presented with a discussion of the actions and events that made them famous among their brethren, as well as the legacy that has lived on after each Kill-team has passed into legend. Even after years of secondment and sacrifice, these veterans accept that their work in the Jericho Reach is just beginning, and that A only here, on the edge of the Imperium, will they fulfil their duty to ancestor, Chapter, and Emperor. 55 Death in the Void . . E ding En -10 to any Psyniscience or 15-18 Willpower Tests regarding the ritual. FELLER OF GIANTS Activation Test: Challenging (+0) Tactics (Armoured Tactics or Assault Doctrine) Test or Difficult (-10) Ballistic Skill Test. 63 II: Honour thy Ancestors RELICS OF THE MARTYRED HUNTERS Tabl Ta b e 2- bl 2-10 1 : Ar 10 Armo mour mo ur off the Martyred Hunters Naamee Defil De fi ed fil d Manntl tlee off the h Crusader Locations Covered All AP 8/10 Wt 150kkg II: Honour thy Ancestors RELICS OF THE MARTYRED HUNTERS Tabl Ta b e 2- bl 2-10 1 : Ar 10 Armo mour mo ur off the Martyred Hunters Naamee Defil De fi ed fil d Manntl tlee off the h Crusader Locations Covered All AP 8/10 Wt 150kkg II: Honour thy Ancestors RELICS OF THE MARTYRED HUNTERS Tabl Ta b e 2- bl 2-10 1 : Ar 10 Armo mour mo ur off the Martyred Hunters Naamee Defil De fi ed fil d Manntl tlee off the h Crusader Locations Covered All AP 8/10 Wt 150kkg II: Honour thy Ancestors RELICS OF THE MARTYRED HUNTERS Tabl Ta b e 2- bl 2-10 1 : Ar 10 Armo mour mo ur off the Martyred Hunters Naamee Defil De fi ed fil d Manntl tlee off the h Crusader Locations Covered All AP 8/10 Wt 150kkg II: Honour thy Ancestors RELICS OF THE MARTYRED HUNTERS Tabl Ta b e 2- bl 2-10 1 : Ar 10 Armo mour mo ur off the Martyred Hunters Naamee Defil De fi ed fil d Manntl tlee off the h Crusader Locations Covered All AP 8/10 Wt 150kkg II: Honour thy Ancestors RELICS OF THE MARTYRED HUNTERS Tabl Ta b e 2- bl 2-10 1 : Ar 10 Armo mour mo ur off the Martyred Hunters Naamee Defil De fil d Manntl tlee off the h Crusader Locations Covered All AP 8/10 Wt 150kkg II: Honour thy Ancestors RELICS OF THE MARTYRED HUNTERS Tabl Ta b e 2- bl 2-10 1 : Ar 10 Armo mour mo ur off the h Crusader Locations Covered All AP 8/10 Wt 150kkg II: Honour thy Ancestors RELICS OF THE MARTYRED HUNTERS Tabl Ta b e 2- bl 2-10 1 : Ar 10 Armo mour mo ur off the h Crusader
Locations Covered All AP 8/10 Wt 150kkg II: Honour thy Ancestors RELICS OF THE MARTYRED HUNTERS Tabl Ta b e 2- bl 2-10 1 : Ar 10 Armo mour mo ur off the h Crusader Locations Covered All AP 8/10 Wt 150kkg II: Honour thy Ancestors RELICS OF THE MARTYRED HUNTERS Tabl Ta b e 2- bl 2-10 1 : Ar 10 Armo mour Reg Re g 45 Reno Re nown no wn Disst Di stin stin ingu guis gu ishe is hedd he Wt Reg Re g Re Reno nown no wn 22kg 70 0 Hero He roo 22kg 60 0 Hero He roo 22kg 60 0 Hero He roo 22kg 60 0 Hero He roo 22kg 70 0 Hero He roo 22kg 60 0 Hero He roo 22kg 60 0 Hero He roo 22kg 60 0 Hero He roo 22kg 70 0 Hero He roo 22kg 60 0 Hero Hero Hero 40 Hero 40 Hero 40 Hero 40 Hero 40 Hero 40 Hero 1d10+15 E 8 The plasma cannon is one of the few items that survived the death of its wielder, for while it was exposed to the same ravening energies, it was miraculously unaffected by them. Whether it is for honour, duty, or a combination of both, many of these Battle-Brothers come to view the Deathwatch as their new home, and are content to continue their secondment until they see fit to return to their Chapter. Under such circumstances, whenever the Force Field of the Xenaxian Bone-Charm successfully nullifies a melee attack made by an enemy with the Daemon or Warp Instability Traits, the attacker must immediately make a Difficult (-10) Willpower Test. That site, known as the Torch, is just over a day's travel from the landing site. The last clear pictcaptures show the enemy firing upon the Watch Station with flames, smoke, and debris. This Heroic l.egacy Package represents a Kill-team that sought truth in a time of great darkness emanate from the metallic megaliths. This BattleBrother is designated the Target Battle-Brother. So overrun was the Herisor colony that no immediate recovery mission was possible. This may either be via Drop Pod or one of the landing shuttles. Earning the trust of the Inquisitor, the charlatanturned-Inquisitorial agent became a valuable asset to Ghent in his efforts to eliminate numerous xenos threats. Through raw stubbornness and blind luck, the surviving crew members crashed the already damaged vessel onto Herisor's surface. We should never forget, though, that they too harbour their own agendas and ambitions just as deep as our own, and like as not just as deadly." -Holden Valtarin Ordo Xenos Inquisitor, Jericho Reach he Chamber of Vigilance acts to oversee the actions of the Deathwatch within the Jericho Reach, and as such has a hand in the direction and deployment of Deathwatch Kill-teams. The Deathwatch Kill-teams are such has a hand in the direction and deployment of Deathwatch Kill-teams. command of the Lord Militant, and largely unknown to the bulk of the Imperial forces present. Consequently, nearly the entire surface of Vanity is a barren desert, covered in radioactive ash. There are few in the galaxy who can stand before the might of a veteran squad of Space Marines, yet those few are the sorts of terrors the Kill-teams of the Deathwatch face as a matter of course. He explains that the machine has been equipped to recognise specific resonant features of artefacts that might have a psychic potential. Thus, a weapon with the Proven (4) Weapon Quality has a minimum result of 4 for all damage dice. For this reason, even after death, it is believed that a citizen of the Imperium can serve still. E 6 It is the duty of all Adeptus Astartes to serve the Emperor and fight for the Imperium against its many foes, but where a Battle-Brother stands in the great chain of command can become unclear once he has spent years serving the Deathwatch. The Mantle of the Silver Lion is a unique suit of MkIV Maximus-pattern power armour. flight of ancient stone stone nee steps p leading lea e di ding ng into int nto a dusty dust du styy crypt, st cryp cr y t, the yp the h acolyte and the Sp pacee Marines came upon store the likes of which none could d ha have ve im magi ma gine n d ex exis iste is ted te d inn that ht ha imagined existed part of the Orpheus Salient. To this day, a lone warrior stands vigil over the station, ensuring that the portal remains sealed. ct bove bo ve. Conversely, if the characters failed to stop the ritual, they may not have survived the scenario. HOLDING ACTION The Battle-Brothers of the Adeptus Astartes are as implacable in defence as they are in attack, and the glorious histories of the many Space Marine chapters are full of tales of heroic last stands and dogged defence against overwhelming odds. Requirements: The Kill-team must be in combat with a superior enemy force or an enemy force whose position or circumstance gives them the tactical advantage. Soon even these were shattered, brothers who had served in the same Kill-team for years on end turning upon one another with no explanation. This harkens back to the reason the Deathwatch came to the Reach in the first place, and why they maintain a presence in places the Crusade either considers safe or beyond its notice. This is typically true in situations that require fast response and the element of surprise, such as urban warfare in the crowded streets of a hive city or boarding a ship in space before it can escape or muster a response. His His second vigil was mounted at Watch Fortress Erioch, w where h ree he discharged his Apocryphon Oath with such dedi dedication d ca cati tion ti onn that the Chamber of Vigilance requested he remain ther there erre an and nd stand a third vigil as a Keeper, an honour which h he, he,, and andd his his parent Chapter the Blood Angels, acceded to. You can hear the faint sound of angry voices chanting at the very edge of hearing—just too faintly for you to make out the words. If the enemy succeeds, the Feigned Flight has failed. Some of these can be easily reasoned as righteous actions against traitors, such as Wanity, where Imperial forces and local planetary populations have been subverted by the vile touch of the Stigmartus. Tyranid organisms. As such, it should be dispensed with honour and one must tolerate those one fights alongside, regardless of their own doctrine, until such a time as they can return to their own doctrine, until such a time as they can return to their own doctrine, until such a time as they can return to their own doctrine, until such a time as they can return to their own doctrine, until such a time as they can return to their own doctrine, until such a time as they can return to their own doctrine, until such a time as they can return to their own doctrine, until such a time as they can return to their own doctrine, until such a time as they can return to their own doctrine, until such a time as they can return to their own doctrine, until such a time as they can return to their own doctrine, until such a time as they can return to their own doctrine, until such a time as they can return to their own doctrine, until such a time as they can return to their own doctrine, until such a time as they can return to their own doctrine, until such a time as they can return to their own doctrine, until such a time as they can return to their own doctrine, until such a time as they can return to their own doctrine, until such a time as they can return to their own doctrine, until such a time as they can return to their own doctrine, until such a time as they can return to their own doctrine, until such as they can return to their own doctrine, until such as they can return to their own doctrine, until such as they can return to their own doctrine, until such as they can return to their own doctrine, until such as they can return to their own doctrine, until such as they can return to their own doctrine, until such as they can return to their own doctrine, until such as they can return to their own doctrine, until such as they can return to their own doctrine, until such as they can return to their own doctrine, until such as they can return to their own doctrine, until such as they can return to their own doctrine, until such as they can re Kill-team Aesalon, th he same saame m nature nat atur uree as ur a that the air all about, an energy spike of the which had assailed the frigate. urs, ide dentified. The Scouring of Andronicus Prime was to prove the final battle of Brother Nain Frostheart, for having been freed from the grasp of a writhing tentacle by the intervention of the Dragon Lord Brother Ceyx, he determined to repay the debt of honour incurred. This aspect is somewhat offset by the fact that the renegade has an exceedingly high opinion of his combat provess. The further north noorth the gunship gunsh hip travelled, traavellled ed, the the wo wors worse rsee the st the effect, so that as the Chapel C of Saint Arett reared hiigh aabove high bove bo ve the he otherwise oth t erwise ruined colony, c the air grew thick with wi th drifting dri rift ftin ft ingg snow. Some of these Deathwatch, placing unnecessary resources into a doomed project, and favouring methods of hunting and investigation too timid for their tastes when they believe a more active purging of these outer worlds might create more favourable results. As countless Imperial lives are given for the cause, there is very little evidence of ongoing success. Can the Imperian 's greatest heroes triumph? lead to significant accumulation. "We's gots dem 'umies on da run! Get 'em!." -Last words of Grifgor Runt-kicka, Ork Nob Tactical Manoeuvres are a mixture of agressive yet reserved Manoeuvres are a mixture of a scarce—was present in sufficient quantities to sustain a human population. If a Battle-Brother has, for any reason, been separated from his chosen servo-skull, he cannot gain the benefits of the Council of the Under-spire Aerie. Undertaking such a task would be time-consuming and largely beyond the scope of this scenario. P erhaps, they dare da redde too re Perhaps, dared dream, creati ion itself creation might be laidd bare. The Sphere is emitting a pale blue glow, mirrored by a nine-pointed star of blue flame,
which floats at the same level as the presumed sorcerer's feet. According to the Dead Cabal, these enemies, most notably the Necron threat, present a more critical danger to the Imperium than all of its other foes combined. The number of extra hits scored in this manner may not exceed twice the psyker's Psy Rating. The Kill-team may simply leave this matter in Commander Huang's hands. Convening a joint conclave in the Tower of Brass, these mysterious Inquisitors drew about themselves a dozen more of their fellow Inquisitors, each of whom arrived at Erioch's Inquisitorial enclave unannounced, and apparently without passing through the Watch Fortress's Outer Wards. In but a short span of years, world after world has been stripped of biomatter and raw resources to feed the ravenous hive fleet, leaving nothing more than a chain of lifeless husks behind. The reasons for their devotion to this world have been unclear, but their presence has significantly reinforced the efficacy of the Chaos threat. mmand. This Heroic l.egacy Package represents a Kill-team that has slain the foulest beast of men's nightmares. Herisor was host to a small Astropathic choir, and so a desperate plea for aid was transmitted into the cold void, the aged Astropath Primaris never knowing if the message even penetrated the pall of darkness that was rapidly enshrouding the planet as the hive fleet closed on its prey. If ta detailed they the y do not have one, he ssummons u an adept to pprocure one from hiss ro hi rooms. For example, Offensive Manoeuvres can only be used when the Kill-team is in Offensive Formation. SSome omee Pa om Pack Packages ckag ck ages ag es may may require requisites rere re reequ q is i it itees es bbefore effore it efor its tss me memb members mber mb es er can purchase it, t aand nd tthese heesee pprerequisites r re re requi quuis isit i ess aare ree ddiscussed iscu is cuss cu ssed ss edd iinn ea each c ch Package's Package Special - Balanced, Power Field, Special THE WRATH OF KATO Like his twin, Brother Kato was well known for favouring one particular weapon over all others, in his case a power halberd that, like Brother Vass's plasma cannon, was first found from its place of rest deep within the Catacombs in the sub-levels of the Watch Fortress. She acknowledges the overwhelming odds, so she attempts to leverage every possible advantage to ensure that the Imperium can triumph as quickly as possible. The crevasse is twenty metres deep, and exposes a gap of ten metres between its outer lip and the outer wall of the fortress. It is not the responsibility of the Adeptus Astartes to ensure that those beset by temptation, doubt, and thoughts of heresy are either brought back into the right mind or even that they are excised like a cancer. In addition, the machine spirits within the weapon use their long experience hunting xenos to assist the user in his work. 94 TAKE COVER While the strength and protection of the Adeptus Astartes' armour is nearly unmatched among both Imperial and enemy forces, even the ceramite and adamantine armour of the mighty Land Raider can be pierced with powerful enough weapons. a tremendous advantage to the ongoing conflict. However, too many years of watching their comrades return from the front lines have broken the regiment's spirit. This power would most likely come in the form of a (increased) Psy Rating, along with a broad range of unholy powers. Game Masters should use their discretion to decide if the Kill-team creates some means to prevent anyone from disarming the melta bombs, while the Battle-Brothers make their escape from the doomed vessel. However, when the wielder of the Hammer of Balthazar is filling an Offensive Role in an active Heroic Legacy and iss using the Hammerr to ma make ake an attack against a xenos adversary, rsary, the Hammer of Balthazar gains a number of Vigilance as Master of the Vigil, and upon being granted this highest of ranks, he gained access to data-strata impenetrable to almost all others. wrought. Finally, a Guardian from Afar may make Dodge Reactions while maintaining an Overwatch Action without losing the benefits of the Action. Cruiser, and that someone could only be his master, Inquisitor Ghent. The altar is not the only sign of the Sphere's presence or of the battle that was once fought over the artefact. However, Space Marines from the Black Templars, Silver Skulls, Blood Ravens, and Exorcists make for particularly good Deniers of Witches. is that a Librarian might use a psychic ability to mentally dominate the sorcerer, convincing him to shut down the ritual. While those under stat at times, she must withhold select information to manipulate her charges into taking paths that are better for the Crusade. 17 Extended and Recurring Secondment The response by the Deathwatch of the Reach to the self-reliance of these veteran Kill-teams is to embrace such skills, often giving an especially proven Kill-team more responsibility over its own actions so that they might better complete the difficult missions they are tasked with. When the Battle-Brother wielding the Storm of Vass rolls a 91-00 when making an attack with the weapon, if the Wrath of Kato is not within Support Range, the wielder of the Storm of Vass suffers energy damage equal to the weapon, if the Wrath of Kato is not within Support Range, the wielder of the Storm of Vass suffers energy damage equal to the weapon, if the Wrath of Kato is not within Support Range, the wielder of the Storm of Vass suffers energy damage equal to the weapon if it was fired onehanded, or a random arm if it was fired with two hands). Knowing th hat a h scant hours before before the Instance of Firee was propelled like a sling-shot back out into the void, Brother Cuiris ordered the Deathwatch De Heroic Legacies, should a Battle-Brother leave the Heroic Legacy, either voluntarily, the Kill-team suffers Cohesion Damage upon his departure. Its mere presence successfully corrupted and empowered Phine. At this time, the Inquisition is unable to provide further support to the Kill-team. So effective was that operation that millennia later, Leucosia is counted as amongst the most pious of shrine worlds, entirely dedicated to the purest of the Emperor's saints. Though all of the Fifteen of Midael are duly honoured, the continuous chant emanating from the chapel dedicated to Brother Mercur ensures that his memory lives on. T WITHOUT LOYALTY, III: Figures of Legend THERE CAN BE NO CHAPTER WE HAVE PURPOSE WITHOUT WAR, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH, THERE CAN BE NO VICTORY WE HAVE PURPOSE WITHOUT DEATH Leader Bearer of Signals Overseer of Iron TACTICAL MANOEUVRES Denier of Witches Wielder of Devastation Reinforce Master of Stratagems Finder of Stratagems F Cover Holding Action (600xp) 102 Paragon of Zeal (400xp) he Space Marines of the Adeptus Astartes are the most powerful warriors ever created by the arcane science of mankind. In addition, while the Battle-Brother wielding Nazartheth's Talon is filling an Offensive Role in an active Heroic Legacy, the Talon transfers a portion of its power to the weapon to which it is attached. The former Imperial Guard rddsmen sm menn currently cur urre rent re ntly nt lyy sstruggle trrugggl glee Guardsmen to survive in the world's hostile cl clim imat im a e. I: Only in Death AN ENEMY WITHIN Most disturbing among these is the disappearance of Kill-teams both within the Black Reef and the Canis Salient at large. These interactions should quickly reveal that the major is far more nervous than would normally be expected of an Imperial Guard officer interacting with Space Marines. As the characters get a closer look, either by approaching or using vision magnification, the details become more clear. Given the fact that the planet's battlefronts are in a constant state of flux, this is unlikely to be a significant issue. When W Wh en the he Battle-Brothers land upon Vanity, they discover disc s over that th hat at a ssignificant igni ig nificant mutant population infests the world. Essentially, introducing these characters would exceed the scope of the scop resource that could make the following conflicts less challenging. However, when the Battle-Brother wielding the Wrath of Kato is filling a Defensive Role in an active Heroic Legacy, the
weapon gains the Volatile Quality and may be used to make a Guarded Attack Action without suffering the -10 penalty to the Weapon Skill Test. This Heroic Legacy Package represents a Kill-team thatstood vigilant against the hordes that would consume mankind and, though few in number, wrought terrible retribution upon them. Whatever the case might be, Kill-teams must often relocate quickly to either take advantage of some new tactical situation or to move to a better position from which to attack. Any action that interrupts the flow of energy through the flaming star or that damages the pattern chalked upon the floor immediately disrupts the ritual. Examination of this area reveals that a landing shuttle arrived here. Of the Lord of Lightning, but one thing remained. When battling psykers or sorcerous foes, a member of the Kill-team may take on the Role of Denier of Witches. Shortly after this tragic incident, Inquisitor Ghent ordered the Deathwatch to withdraw from Herisor, abandoning the world to its fate. 62 BROTHER VASS OF THE DARK ANGELS Brother Vass and his identical twin brother Kato are noted as all but unique in the annals of the Deathwatch to withdraw from Herisor, abandoning the world to its fate. such pairing is recorded. They arrived over the course of several hours and, just like the Inquisitors, they each stated that he had been summoned to the Jericho Reach by way of a coded signal bearing the highest possible level of authority. In spite of their efforts to escape, the traitors are not likely to willingly surrender. Ramaeus and Saturn presented their need, explaining how their fellow Inquisitors had spent countless years gathering evidence of a coming event that could very well spell doom for the entire Jericho Reach and beyond. The peak of the tower is swathed in flame, terminating in a jutting spike of tortured steel. wis held held in the tower ow er of Watch Station Midael itselff an andd ta ttakes the form of a tapestryy ten ten metres met etrr wide and forty long, long ng, ng g and and which whic whice the tower's interior. Game Masters that wish to tie this legend into an ongoing campaign are advised to refer to the DEATHWATCH supplement THE OUTER REACH, which details the Dark Pattern as well as the Slinnar Drift and its sinister occupants. The archives record that seven masters of the Deathwatch h were w re present for that gathering, as were five Inquisitors. This intricate bone medallion projects a Force Field eld around the Battle-Brother who wears it. he drastically the E ven as hee opened fire on the leading Even edge of the Tyranid ed Tyyranid horde hordde as it closed on the cchapel ch apel walls, D Decatru vo xed through to Phine, voxed in nfo form rmin ingg him m that thee mission was aborted informing andd the an th he gunship g nsshi gu h p was in nbound to extract them inbound all. Unless the Kill-team has taken measures to isolate the Sphere, they might not recognise the cause of the first few tests. Due to the battlefield is at a sore disadvantage against enemy tanks, air support, and xenos or Daemonic monstrous creatures. The building is made of stone, layered with armaplas (32 armour points). Because he is uncomfortable admitting that his desertion was the result of base cowardice, Dzhorski has become far more daring in verbal confrontations than is probably wise. However, they retain far closer ties to their Chapter commanders, and as a result are more daring in verbal confrontations of the Adeptus Astartes within the Crusade, whether or not it impacts the Deathwatch. However, most of the ship's officers remained staunchly loyal to the Imperium, dying in their efforts to swear an Oath to accept a mission to discover the artefact that belongs within this vault and safely return it. Reported as lost to enemy action or simply lost in the Warp, the missing Kill-teams could complete a terrible pattern if Lord Ebongrave is behind them. If the Battle-Brothers ask for clarification, he asks if he should attempt to initiate contact with the wreckage of the frigate. In the latter stages of the ritual, the roaring inferno extends as much as fifty metres into the sky, and shift colours throughout the spectrum, flaring rhythmically in all directions. Ev my Even en aass the gunship swe ept in on its final approach, alien army. riso ri soor.r U Under nder nd e er the direction of Inquisitorr Ghen Ghent, nt, tthe he B Battle-Brothers a tl at tlee-Br eBrot Br othe ot hers he rs aaltered ltter e edd their course and moved to imme immediately medi diat attel elyy en enga engage gage gag the ge the xenos xen enos os assault. Always considered cons co n id ns ider ered ar emote and hazardous post, the Re Reac Reach ach h has seen the se seen h rise and fall of many great Watch Captains off nnote, he ote, ot e, eeach ach making mak a ing their mark upon the region through their bold actions acti ac tion ti onss and great deeds. Its internal mechanisms are constructed in such a way as to absorb much of the weapon's recoil. Since that time, the Serpent Staff of Sabazius has been carried into battle by numerous subsequent generations of Librarians. Their greatest desire is for redemption, but in their cowardice they have found the greatest hindrance to receiving it. The Space Marines, the Emperor's Angels of Death, are the finest soldiers the Imperium of Man has ever created. The feed shows a tactical plot of an area within which the ritual was taking place, three Deathwatch Kill-teams engaging and the greatest hindrance to receiving it. substantial force of enemy infantry while the Inquisitorial elements strike directly for the site of the ritual itself. AB BROTHER ROTHER UNPARALLELE R D The First Martyr was a Battle-Brother of the Imperial iall Fists, ia Fist Fi sts, st s, a veteran of that celebrated Chapter's first companyy and and a warrior who had fought every enemy known to mank mankind, mank might bring. So urgent and secretive was the mission that the Inquisitors leading it withheld all briefings until the Strike Force was underway. If the Battle-Brothers have encountered a string of bad luck, then it might be apt for fate to finally smile upon them, allowing them to arrive before the ceremony reaches its most dangerous stages. Several years later, the high altar of the Reclusiam remains aglow with the hundreds of candles lit in honour of the Lux Veritatis, a fitting tribute to what must surely represent the ggreatest Kill-team of the last century. This means that for many man a y Ba Batt tttle le-Brothers their time in the Deathwatch will w pass with wi h honour hon onou on ourr ou overcome as they complete their duty, though they never truly overc rccom omee Deathwatch the divisions within their Kill-team. Heroic Legacy Package: The Heroes' Stand. Initially, Ghent diplomatically defers to Carmillus, as the Tower of Brass is her home. This reduction lasts for 1d5 rounds. ntiicipated. In addition, so long as a Battle-Brother bearing the Protean Laurel is filling a Defensive Role in an active Heroic Legacy he can, once per session, reduce the number of Insanity Points he gains from a single source by a number equal to his Willpower Bonus, to a minimum of zero. Alternatively, the Pyre Warband members may be otherwise engaged at any time. It is wide enough to accommodate a Space Marine in full power armour, which also requires that the hatch take up the majority of the space in the centre of the room. Compatible with FFG's other Warhammer 40,000 Roleplay titles, this comprehensive game system explores a previously unseen side of life in the Imperium of Man. Four pairs of deserters occupy sandbagged bunkers set up to keep a watch of the camp's perimeter. These Manoeuvres are divided between the three Formations listed on page 81: four each of Offensive, Tactical, and Defensive Manoeuvres. Win inds ds.. A Squad Leader can participate rti ticcipa te in Manoeuvres in the same manner as his Battle-Brothers, Broother ers, and the out-of-Turn Actions he takes during a Manoeuvre anooeu euvr vree do not expend his allotment of Actions, even though ugh h they are technically happening during his Turn. Kole Soulfire (Master) Profile WS BS S T Ag Int Per WP Fel (10) 55 58 55 50 53 60 55 65 45 Movement: 5/10/15/30 Wounds: 32 Armour: None. The Slayer of Heroes Role is one that calls for a steady hand and a cool head. • If the characters use the map recovered from the watch station, they must begin digging. That such a signal could be sent so that every warrior answering it arrived at Watch Fortress Erioch within hours of one another utterly defied all belief. Play Pl ayer ay er Characters Cha h racters may still use Solo Mode, though thoug uggh doing do ing ng so has has a its its consequences, con o sequences, as detailed below. Dozens of dismembered human and mutant bodies dangle from the spikes set into the edges of the staircase. Others have from chains and meat hooks attached to the wall. II: Honour thy Ancestors The instant the spear plunged into the elemental form, the sky exploded. Unlike those presented in Chapter II: Honour thy Ancestors, these relics are not necessarily unique to the Battle-Brothers of any particular historic Kill-team. Cohesion Threshold: 10 Execution Test: Difficult (-10) Tactics (Siege Tactics) Test or Hard (-20) Tactics (Defensive Doctrine) Test. Other missions saw him fight against xenophile sects, Warp-enamoured dream-cults, and recidivist scum of every variety, as well as enemies that, to this day, remain unnamed and unrecorded. Each Tactical Manoeuvre has a Cohesion Threshold, the amount of Cohesion the Kill-team must possess to execute the Manoeuvre, and a number of narrative or mission related requirements that the Kill-team must fulfill before it can execute the Manoeuvre. Aesalon stands atop the marble altar, about which is to be seen his brethren, including Brother Glaucus who, strictly speaking, took no part in that final moment While under an Oath of Legacy,
the squad's Cohesion acts as a resource that must be maintained so that the Squad Mode Abilities. Dzhorski tries to explain that the Just Reward arrived in the system after sustaining heavy damage during its journey through the Warp. Of course, the route is hardly easy, and the characters might be relying upon the word of a traitor to find their way. All normal modifiers apply to the Reach for any great length of time, and the veteran Kill teams that do are rare and valued commodities by the Deathwatch and true instruments of the Emperor's will. To date, several dozen Battle-Brothers of the Deathwatch have borne the weapon in combat and each has reported it a fearsome weapon indeed. THE EMPEROR'S CHOSEN emphasises the notion that the greatest strength of any Deathwatch Killteam is the ability of the individuals, each super-human in every conceivable way, to work as a truly awe-inspiring whole. In addition, Raveners' senses are so good that they never suffer more than -30 to Perception Test regardless of modifiers. It is the fate such Kill-teams to scythe the spiritual crop of their foes before they eradica them root and all. Through seemingly endless research or a meet meeting etin et ingg with in w th wit IInquisitor In quisitor Ghent—a guest at the Tower Toweer of Brass—the Bra rass sss—t —the he characters fitt pe perfectly with characters fitt pe pe pe perfectly with characte obtained from their brief in nte tera r ct ctio ionn wi io w th h lost when the Omega Vault. Traits: Daemonic (TB 9), Fear (2), From Beyond, Improved Natural Weapons, Hoverer (4), Strange Physiology, Warp Instability. If he cannot, he realises that his only chance for survival is to defend himself from their attack to the best of his ability. Often, these heroes are those who faced such trials without warning, and persevered beyond all expectations. With this veteran status comes a greater responsibility than before. Flames that seem alive constantly flare and spurt continuously across the tops of each of the building's walls, but these bear so little heat that the building is scarcely visible at any significant distance, due to the radioactivity in Vanity's atmosphere. Ever a warr rrio iorr of ddecisive io ecis ec isiv is i e iv action, Aesalon A salon made his decision without delay. Inn sshort h rt oorder, ho rder rd er,, th er tthey must recover a missing artefact for the O Omega m ga V me Vault. n the Sovereign. At this point, the Kill-team should realise that their guarry is most likely off-world, though they might have no exact destination. This section focuses on the responsibility of all Deathwatch members to maintain a high level of secrecy throughout the Jericho Reach while simultaneously taking overt action in the same operational zones as those from whom they are to remain hidden. Crossing the crevasse may be as simple as rushing across a lowered bridge, or it may be far more complicated. Kilill-te lteam te am.. The fact that it was rendered up by an opening of the Omega Vault indicates its great importance to the Long Watch, though none can say for sure whether its purpose is now discharged or if there are foes yet for it to slay. The purified Mantle of the Crusader grants the wearer a +10 bonus to all Scrutiny and Awareness Tests in addition to the usual bonus provided by the armour's Autosenses. FLAMERS OF TZEENTCH Bounding and bumping across the battlefield, these Daemonic manifestations of Empyrean flame appear almost comical save for the impossibly horrific changes their fires cause in anything they touch. nown. units il bl Very V r few f Storm St rm Wardens W rde Ward rdens assets t were were r able bl to answer these orders, however, for H Hive ive Fleet Dagon was iv advancing upon numerous frontss andd Imperial Imperial Imperial Imperial protects were in disarray. If the Battle-Brothers attempt to approach the Crucible using stealth techniques, these guards each have two opportunities to notice the Killteam, assuming they do not take extraordinary measures to remain unseen. Any vehicle or creature rammed or individual run down during this movement suffers 3d10 Impact Damage with a bonus equal to the AP of the appropriate face of the Space Marine vehicle. The frigate is certainly not designed for atmospheric entry. This could happen almost anywhere in the Jericho Reach, a fact that the Game Master could draw upon in order to get his players involved in all manner of unusual confrontations. Those Kill-teams who have h ha vee ppurchased urch ur chas ch ased as ed d a Heroic Legacy may choose not to take the th he Oath of of Legacy may choose not to take the th he Oath of of Legacy may choose not to take the the the other Oaths depending depe de pend pe ndin nd ingg on in o the h mission at hand. Effects: The Squad Leader may designate a Target Position as a Free Action during his Turn. This represents a significant moment within their personal histories and the Squad Leader succeeds on the Execution Test, each member the Kill-team can immediately make a Move Action to move up to three times his Agility Bonus in metres. Until such time as the Knights of the Raven request the return of the Wings of Tyrannus, they remain at Watch Fortress Erioch, a powerful relic often borne into battle by those Librarians of a similarly fearsome nature as Brother Tyrannus. Because of the known inherent dangers, the other deployed squads are understandably reluctant to coordinate as a larger force. This Crozius Arcanum draws its power from the rage and blood thirst of its wielder. The Sphere of St. Aret wa wass lo ost wh na he veteran Kill-team sent to recover it was overrun overr rrun u by by Tyranids Tyyrani ranids ra ds Herisor. The population has a broad range of deformities, which include tentacles, misplaced limbs, extraneous bones, and other dysmorphic structures. BROTHER PROTEUS OF THE ULTRAMARINES CHAPTER A long-standing Battle-Brother of the Ultramarines, Brother Proteus served as a sergeant in his parent Chapter's 4th Company for several decades before being called upon to stand a vigil of the Long Watch. Located at the bottom of one of the stalactite-like underspires of the Watch Fortress, their lies a grand ossuaerie of servo-skulls, each built from the remains of a venerated, veteran BattleBrother. What none of the annals or cartographicus archives record, however, is that the Andronicus system is host not just to one, but two Watch Stations, the second existing very much in the shadow of the first and therefore all the better hidden from prying eyes. 22 Taking Command This force within the shadow of another is something that is, in turn, passed on to its Kill-teams as they travel from world to world and complete missions on behalf of the Deathwatch. (Novice Objective, 21 Requisition) • Tertiary Objective: Eliminate any targets of opportunity along the way. While this is far from unusual, the recent spate of vanishings within the Reef have caused some Inquisitors to draw parallels between these and older disappearances. When confronted with a being capable of unmaking unm reason itself, it often falls on a single member of a Kill-te Kill-team to stir the hearts of his BattleBrothers. Fr From o out of the mou uths of sewe ers and service conduits with. "The Deathwatch rapid strike vessel Instance of Fire is attacked by an unknown warship of an archaic design, and forced to flee before the vastly overmatching vessel. This assertion is reportedly confirmed by data retrieved from the sensorium cores of several of the Devastator's brethren as well as the testimony of Watch Captain Aesalon himself. At the the heart hear he arrt of the the chapel, cha h peel, at at the the base b se of ba of a fateful discovery. BROTHER FROSTHEART OF THE SPACE WOLVES A Long Fang of the Space Wolves Chapter, Brother Nain Frostheart was a veteran of the Deathwatch, having stood four vigils of the Long Watch. A massive gash in the side of the ship permits access between the wreckage and the camp. When finally the smoke clears, the only bodies to be seen are those of the enemy dead. As with purchasing ng Advances, Adv dvan annce ces, s, the the h amount of xp required to purchase access to the Heroic Hero He rooic Legacy roic Legacy roic Legacy Package must be spent all at once, but unlike purchasing prc pu rcha hasi ha sing si ngg other oth her Advances, buying into a Heroic Legacy Package Pack Pa kag agee requires reggu re guir i es that that the each player spend the requisite amount.. His faith in the Imperium is unshakeable, and he often pushes his compatriots to take extreme actions as signs of their devotion. To reach the Breaking Point, a Kill-team's weakne weaknesses esses will be probed; the schisms between its members will be exploited, such as the old rivalries of their Chapters or dark incidents from their past. The taking of command by a Battle-Brother can also cause friction within his Kill-team, especially if there are others among its members who aspire to command. Spotting an available cave for shelter in time requires success on a Difficult (-10) Survival Test and ten minutes. the ever-present dangers posed by the swarm already active on Herisor. What duty rests in the hands of the Space Marines is to bring vengeance and wrath down upon his grave I don't see just the manner in which he died, but the bodies of his enemies left piled at his feet." Battle-Brother Hargot, mourning the passing of a member of his Kill-team t is the fate of most veterans to fall in battle, their duty to the Emperor spent with their loss of Cohesion caused by a Battle-Brother is in possession of the Death Oath of the Fifteen, his squad does not suffer the loss of Cohesion caused by a Battle-Brother voluntarily leaving the Heroic Legacy. At that time, Herisor still had a small human population that had dwelt upon the world for millennia. This tactic served the Kill-team well over again throughout the battle against the infiltrators, their deeds
forming the basis of a number of combat doctrines latterly taught to Kill-team staked with boarding Space Hulks and other such dark, confined, and highly dangerous places. One explanation i that the Sphere is Sph is an artefact of xenos origin that successfully captured the spirit spir of an Imperial hero. With two or more Degrees of Success, the character also recognises that there are potent, though latent, psychic wards built into the altar. The device immediately moves to the altar, where it attunes to the metachronal echoes of the Sphere. It is single-shot only, is fed from a ten round detachable clip, and is built to absorb recoil. The information already imparted constitutes the entirety of their knowledge regarding the artefact and the world. vete ve tera te ran Battle-Brothers are always ra These chos ch osen for osen for their skill and chosen re reno renown, nown w, having to prove themselves not just to their peers, but also lso to to the the great grea gr eat and and ancient traditions traditions of the Deathwatch h for which they stand. A third perspective holds that the Lightning Heart might be utilised as some form of weapon and that it contains uncounted reserves of catastrophically destructive power. While the taking of trophies is not uncommon among the Deathwatch (and the Adeptus Astartes in general), there is an aspect to those taken by veterans of the Outer Reach that transcends this. Others see the oath in a variety of different ways, ranging from a chance for glory to ascension from their own Chapter and the path to greater service in the name of the Emperor. A few myths sugg suggest that the item is a repository of o psychic energy. It is just as likely that Cuiris knew that neither he, nor Nazartheth, nor any of their brethren would see out the battle, and he was recording his opinion in order to honour the Assault Marine's herculean efforts. Skills: Awareness (Per), Climb (S), Lore: Common (War) (Int), Survival (Int), Speak Language (Low Gothic) (Int), Speak Language (Low G Epistolary Sabazius and his companions in the aftermath of the Darkling, hundreds of shell casings were recovered, later identified as coming from Brother Frostheart's heavy bolter. Traits: Touched by the Fates (2). He believes that, as a member of the Pyre Warband, his services should be more effectively used in direct confrontation with the Imperial forces. To do so, he would first need to physically possess the Sphere, as that is the primary source of psychic power for the attacker drops his ranged weapon at his feet. rgyy. It was considered a great 10 Full Wt Accurate, 17kg Tearing, Reliable Reg Ren n wn no 60 Herro Table 3-3: Relics of the Emperor's s Hand O he Ot her Wt Reg Reno own Council of the Under-spire Aerie - 35 Distinguished honour to be led into the field by Sergeant Titos, an honour that many members of the Deathwatch reguested. Traits: Touched by the Fates (4). Download & View Deathwatch Rpg Core Rulebook as PDF for free 145 Pages • 104,720 Words • PDF • 36 MB Uploaded at 2021-09-24 14:05 This document was submitted by our user and they confirm that they have the consent to share it. And, according to many, they are the most terrible. Larger groups are prone to encounters with those entities claiming to be Vanity's fallen. For many Battle-Brothers this notion can be hard to discount after they have seen the danger themselves. It is far too easy for many of them to be corrupted by the various forces they fight against, often so insidiously that their allies do not realise what has occurred until it is too late. unexpected support and in the hopes of hearing news from off-world. On this particular occasion, the transmission indicated the arrival of four separate parties, each headed by an Inquisitor, come to address the Chamber of Vigilance. Typically, a Space Marine will serve in the Deathwatch for a single mission, assignment, or conflict, though given these broad terms this can range from months to years, or even longer. On Chosen Darkflame's body (or in a secure case left at the bunker), they discover a map of Vanity. The Emperor's Angels of Death are among the few defenders of humanity who possess both the strength of arms and spirit to defeat the Daemon in body and in soul. He had been granted deliverance so that his brothers' sacrifice might not go unhallowed, that their deeds might be remembered and held up as an example for generations to come. oeuvre. If the any of the Player Characters belong to a member of that Chapter. None were safe: from the lowliest Chapter Serf to the highest masters of the Watch Fortress, all became embroiled in the anarchy. Ravener (Elite) Profile WS BS S (8) T Ag Int Per WP Fel (8) 58 21 43 42 52 16 45 32 -- Movement: 7/14/21/42 Wounds: 40 Armour: Reinforced Chitin (All 6). These forces may be willing ng aand nd able ab le to to assist assi as s st the Kill-team. If successful, he hopes to unleash an army of Daemons across Vanity that could cleanse the planet and system of any Imperial presence. Assuming that you are writer or own the copyright of this document, report to us by using this DMCA report button. Once per session, during the mission, a player can spend a Fate Point to automatically succeed at any one Characteristic or Skill Test associated with the chosen Characteristic. However, it requires additional time—a me —a commodity com o modity that may be in short supply, considering the th he power power of we o the missing artefact and the seeming urgency posed po pose o ed by the the Omega Vault. If the Librarian ever fails more than two consecutive tests, the ritual is disrupted (see Disrupted! sidebar). Every Space Marine is a holy warrior fuelled by a devotion to the Imperium of Man that is truly superhuman. Due to the way the roof rooof and walls have collapsed, there is no easy path to reach this area. More information about the Death in the Void can be found on page 58. However, all of this might change should Zagthusa find the proof he is looking for, or the Council feel that the actions of the Lord Militant are about to bring the Crusade to ruin. Effects: When facing a hopeless tactical situation on the battlefield, a Kill-team's Squad Leader may order his BattleBrothers to fall back to a location where they can hopefully find cover and a place from which to redeploy to a more favourable position. While active, a Bearer of Shields can use the Parry Reaction to thwart incoming melee attacks directed against an ally within five metres of him. 43 The Scouring of Andronicus . Some of those senior Librarians who have read this th his testimony detect some degree of conflict between Master een Mast ter of the Vigil Ho'Tsun and Brother Armando, though ndo, tho senior they have far too much respect to for venerable hinges entirely upon the material that the Battle-Brothers present to the Inquisitors. One-by-one, in an order determined by the players, each participating BattleBrother then makes an out-of-Turn Move Action to move his Full Move value in metres. Given that the Kill-team served for so long at Watch Fortress Erioch, a comparatively large number of such items exist within the glittering stasis columns of the Sterling Religuary, a small number of which are described here. ADVENTURE SEED Upon requisitioning a suit of armour, one of the Player Characters is offered the Defiled Mantle of the Crusader. When the Battle-Brothers look outside of their landing craft, they can see that a huge swath of Pyre Mutants (see page 140) is descending upon the ship. This is also where Chaos Space Marines injured upon Vanity are most likely to recuperate. All Al preliminary p ellim pr i inary indications suggested that the h Kill-team members mberss and mb andd Phine were all slain. The presence of the Crusade has also increased the presence of the

Inquisition within the Reach, and whereas before there would have been only a handful of Inquisitors working alongside the Deathwatch or calling upon their skills, now many more traverse the sector looking into secrets disturbed by the passage of the conflict. A Battle-Brother must use this movement to engage an enemy that is currently engaging the Target Battle-Brother. The pages of this venerable tome are replete with countless hand written marginalia, the most recent penned by Peratos himself but with many more by former owners, some of them faded to a ghostly scrawl by the passage of ages. Over that time, his hatred for the Imperium and its corpse-Emperor has been repeatedly fanned and now it can burst into flame in an instant. During his service at Watch Fortress Erioch, Brother Thore Service at Watch Fortress Erioch, Brother Service at Watch Fortress Erioch, Bro into the churning ch hurrni n ng sskies, kiies e, ph physically hys ysic ical ic a lyy casting off the bands of energy al ass a figure figu gure re ooff legend l ge le gend nd might mig i ht break encircling iron bonds. Such information mayy have been gl ggleaned eaneed fr ffrom om esoteric practises such as readings gs of the Emperor's Tarot, prognostication progn gnostica c tion rituals, or even necrophonic communing. hee-w h -wie ield ie ldin ld i g in was the scythe-wielding T Lady Saturn, apparently the same individual who aided the Deathwatch many decades earlier when the Watch Fortress came under attack by the unidentified infiltrators. Conversely, the Chapter's loss is the gain of the Deathwatch and, whatever their past, many Black Shields continue the Long Vigil for life, living and dying in the service of the watch Commander for reasons known only to themselves. weapon's The weapon on appearance volume es of the manner of its bearer's bea e re rerr death. Given the nature of those risks, he assigns the mission as follows: • Primary Objective: Discover what occurred on Herisor that might be linked to the item discovered within the vault. If this movement takes the Kill-team's vehicle into contact with the enemy, they ram an enemy vehicle or monstrous creature and overrun enemy infantry. Assault Marines make excellent Shepherd of Battles, as do Battle-Brothers from the Raven Guard, Space Wolves, and Carcharodons Chapters. This edition published under license to Fantasy Flight Publishing Inc. This is a highly subjective determination, so players and Game Masters should work together to determine if the situation meets this requirement. 121 IV: The Longest Watch HERISOR GAZETTEEF IV: The Longest Watch Scene III: A Second Revelation "Greed lies at the heart of all evil. 81 Unlocking Legacy Roles Approaches from the ground are not vulnerable to this attack. The origins of this weapon are as shrouded in mystery as the plasma cannon's Like his twin, Brother Kato was carrying his beloved weapor at the moment of his death. An Imperial battle group would have little trouble overwhelming such an outpost on most worlds, but due to the dispersed nature of loyalist forces here, the fortification represents a significant opponent. Another mutant encounter should serve largely as a distraction—though fleeing mutants might alert the Pyre Chaos Space Marines to the fact that loyalists were active in the region. The Battle-Brothers of the Jericho Reach Deathwatch usually operate alone or in small, squad-sized units and undertake the most dangerous and covert missions in the Sector to root out and destroy the ever-present xenos threat. 82 FINDER OF WAYS Activation Test: Challenging (+0) Navigation (Surface) Test or Difficult (-10) Survival Test. In each case, the Techmarine had the device implanted into his body, drawing upon it as he would any other of the numerous implants such warriors commonly bear. Decimators, the Techmarine had the device implanted into his body, drawing upon it as he would any other of the numerous implants such warriors commonly bear. including bunkers, pill boxes, walls, and heavy weapon emplacements, and the time required for a Decimator of Fortresses to build such a structure is reduced by half. One of his eyes was piercing green, and the Space-Marines identify a way to open up a discourse—either civil or hostile—they could obtain additional information regarding their primary objectives. He was noted for the sheer number of bionic limbs, organs, and other implants his body was fitted with, the majority of them earned taking on challenges on the field of battle that others, even the mightiest of Space Marines, might not have accepted. Five thousand years is an incredibly long time, and even in a galaxy-spanning empire seemingly underpinned by the most wondrous of technologies, very few reliable records go back that far. Massive cables stretch from the wreckage, providing power for heat and lighting to some of the structures. 7 I: Only in Death A WEB OF LOYALTIES AN NEW EW BROTHERH HOOD I: Only in Death Deathwatch De eat a hw hwat atch at ch h veterans vet eter eran er anss are an are also a so al s unique among the he Adeptus Astartes as oone ne of of the th he fe few w gr groups rou o ps p iinn which true aalliances lliances car form between betw be t ee tw eenn Battle-Brothers Batt Ba ttle tt le-B -Bro -B rothers of different Chapters. Though the Battle-Brothers might not recognise this fact, the patrolling Chaos Space Marines completely ignore the input that these sensors offer. In the past, both Inquisitors and Battle-Brothers might not recognise this fact, the patrolling Chaos Space Marines completely ignore the input that these sensors offer. their bodies being recovered. While doing so, the Battle-Brother cannot spend or burn Fate Points for any reason. The Space Marine stated that he had enemies enough to face in the name of his Chapter, and standing the Long Watch would only take him away from those. Veterans of a thousand conflicts, these Battle-Brothers are paragons of their Chapters' ideals and traditions, and they stand as exemplars for their brethren. Because of the way the flames and the wall are positioned, this area remains largely in shadow. This much the annals of the Jericho Reach record, but few are aware of a secret history, and the true reason Magos Carthenis was so willing to broker the agreement that handed control of the Mirador array to the Inquisition. A Preceptor of Shadows can Turn nearly any encounter into an ad hoc ambush by preparing the field for a surprise attack or causing a distraction to put the enemy off guard. As such, even champions of the Imperium of Man as fearsome as a Deathwatch Kill-team must occasionally sacrifice all in the face of overwhelming odds. All of these present the Chapter with new trials and challenges as well as new opportunities to move against its enemies. The woman politely directs the Killteam to a receiving antechamber, and then sends a servo skull to Inquisitor Carmillus. NAME OFFENSIVE ROLES XP COST OFFENSIVE MANOEUVRES Automatic Manoeuvre DEFENSIVE ROLES Locked Manoeuvre (xp Cost) Squad Leader Automatic Role Automatic Role Automatic Role Automatic Role (xp Cost) Locked Role (xp Co DEFENSIVE MANOEUVRES Locked Role (xp Cost) 95 III: Figures of Legend Heroic Legacy Packages The Emperor's Hand veteran Kill-team is one of the most dangerous entities in the Jericho Reach. When relief came, the Deathwatch found nothing Fifteen except those weapons they had borne against a ai ag ains n t the ns the traitors. At the conclusion of a mission in which a Battle-Brother requisitioned the Protean Laurel, that Battle-Brother requisitioned the Protein Laurel, the Protein Laurel Brothers in an active Heroic Legacy. Requirements: The Squad Leader must designate an enemy or group of enemies as the Target Foe. Until the Battle-Brothers open them, or the Daemons inside rush out, the doors to the tower are closed but not locked. Psychic Powers: Augury, Compel, Divination, Doombolt⁺⁺, Lifting the Veil, Psychometry, Reading, Warptime^{††}. The combination of Roles presented in a Heroic Legacy Package are unique to that Heroic Legacy Package, and are designed to fit both the missions it typically undertakes. Rule Ru lebo boook ok.. Their primary responsibility is to regularly oversee the current status of the Pyre Mutant tribes in the region. Melta bombs and vortex grenades provide the Battle-Brother using them with a +30 bonus. This is part of the way in which a Kill-team can operate as an independent unit and also as part of a larger collective military force at the same time. Blind, EMP, frag, incendiary, nova, stasis, and stun grenades provide no bonus to the Demolitions Test. Any of the deserters know that the creatures are most active at night and often begin their attacks by emerging from the ground. As well, this device bears a strong connection to the Instance of Fire, a connection that a BattleBrother wearing the artefact can exploit to locate the longlost strike vessel. In addition, they serve as an outer defence and final warning system for the Crucible. The creature takes 2 Damage for failure, plus an additional 2 damage for each Degree of Failure. Nevertheless, honour demanded the captain make at least some token attack, and so Cuiris ordered a savage fusillade be unleashed upon the grim attacker before ordering his vessel to make for the Warp. As a Long Fang of the Space Wolves Chapter, Brother Frostheart was adept at providing overwhelming heavy weapon fire support for his Battle-Brothers, a role he continued throughout his vigil of the Long Watch. For every Degree of Success achieved by the Hammer's wielder, the attack deals an additional 1d10 Damage. Living Livi Li ving ving lives ives of iv of stark seclusion broken only by fierce combat, most m mo stt Battle-Brothers come to the Deathwat ch to only knowing their thei th eirr ow ei own wn kind, having only encountered those th hose different from themselves them th h mselves l on the h field fi ld off battle b
l or from f dim dim half h lf remembered hose the hose different from themselves them th h mselves l on the h field fi ld off battle b l or from f dim dim half h lf remembered hose the hose different from themselves them th h mselves l on the h field fi ld off battle b l or from f dim dim half h lf remembered hose the hose different from themselves them the hose different from the hose dif d memories m me mori r es e of their lives before their initiationn into the Chapter. A Heroic H rooic He Legacy Package contains a mixture of Roles, Formations, Form Fo rmat rm a io at ons ns,, and Manoeuvres that enhance the way Ba Battle-Brothers att ttle le-B le -Bro -B roth ro ther th e s wo er work rk together on the battlefield. When it became clear that the summons had not been issued by any on Watch Fortress Erioch, the Master of the Vigil and his counsellors ordered the entire facility to the highest possible state of alert, suspecting foul play of the very worst kind. Curiously, however, Inquisitor Velayne Ramaeus was waiting in the Chamber of Vigilance when the remnants of the Strike Force arrived back at Watch Fortress Erioch, the ghost of a characteristically enigmatic smile playing at the edge of her mouth. If successful, the NPC or Adversary may only respond at all or with the truth as they understand it. Each Offensive Manoeuvre has a Cohesion Threshold, the amount of Cohesion the Kill-team must possess to execute the Manoeuvre, and a number of narrative or mission related requirements that the wargear of each fallen warrior was honoured too, even going so far as to recover the heavy bolter that was all that remained of Brother Glaucus. A plain of bones, itself almost obscured by the ragged, bloody bodies of the subjects of the Lord of Lightning, stretched as far as he could see, with the ruins of the city beyond. Previously existing life forms were poorly suited for these dramatic shifts in temperature and atmospheric pressure. In addition, a significant number of the ship's crew and command staff were slain in the process. For the Battle-Brothers, this is likely their first and possibly only trip within its sacred halls. He most often attempts to perform such manipulations by focusing on particular beliefs during his discussions and briefing with Battle-Brothers. While this is only four metres above ground level, it is across the crevasse from the nearest flat surface. Because of this, they do not attempt to retreat, even in the face of heavy losses and overwhelming firepower. THE STORM OF VASS It is said of Brother Vass that the only time he set aside his beloved plasma cannon was when he was familiarising himself with the operation of some other mark of heavy weapon, and that he always returned to his weapon of choice having done so. Note that as these Levels of Primarch's Curse are gained independently of the accumulation of Insanity Track and cannot cause the character to be removed from play, nor do they increase his Trauma Modifier. If anyone takes the time to inspect the imagery closely, they may notice that various sigils of Chaos are worked into the details of the Primary Target with an attack from a ranged weapon, all enemies within a number of metres of the Primary Target equal to half the Slayer of Heroes' Ballistic Skill Characteristic (i.e. not including any modifiers for Aiming, Full- and Semi-Auto Attacks, weapon upgrades, and so forth) must make a Pinning Test. Among the enemies of mankind, the Necrons remain the least encountered and the most widely scattered. This is when a Battle-Brother finds true cause in the ideals of the Deathwatch. Moments Mom omen ents en ts later, hee and his Battle-Brothers were plu plummeting la ateer, h umm met etin ingg through in thro th roug ugh h the atmosphere in a drop pod and the wounded wouund nded ed frigate fri rigga gate gate t was was withdrawing to await further word. Regardless of the source, it should be straightforward for the Kill-team to determine that their next destination must be the world of Vanity (see page 127) in the Cellebos Warzone. It is almost as if, the Techmarines claimed, Brother Synfell himself clutches the bolter's grip even from beyond death, determined that it should never be set down until his foes are defeated. rot ote. Like all Space Marines, the Void-Keeper harboured no fear of death, but to waste his and his fellows lives would be a far greater sin. The structure's only exterior windows just beneath the perpetual flame at its top. It continuously attempts to lead the Kill-team to follow the Sphere's travels, always attempting to move in the correct direction. The Watch Fortress becomes a battleground of mistrust and murder as a shapeshifting assassin of unknown origin stalks the corridors and vaults of the subject and extremely disturbed by it. Fantasy Flight Games and the Fantasy Flight Games logo are registered trademarks of Fantasy Flight Publishing, Inc.. A narrow passage, barely wide enough to accommodate a Chaos Space Marine in Power Armour, extends all the way around the wall. Insanity Points. The ruins of spo io ore chimneys grew trageted ta rget rg eted et ed bbyy the Deathwatch gre ew ever more colony, ddense de nsse as the h vessel neared the co he olony, and ssoon oon thee Battle-Brothers th Batt Battle the end by the Deathwatch gre ew ever more colony, ddense de nsse as the h vessel neared the co he olony. laid low by the th combined cco omb bin ined ed efforts of the Tyranids and annd the Imperium. 35 II: Honour thy Ancestors LEGACY OF THE FIRST MARTYR The Lord of Lightning II: Honour thy Ancestors "In "I In response resp re sppon onse se to to the t e opening of a cell in the Omega Vault and the th revealing reve re veal ve allin ingg off a bbroken roken spear of archaic design and unknown material, a Deathwatch Deat De athw at hwat hwat hwat he grip of a murderous ig xenos xeno xe noss energy-entity that has offered itself as a false messiah to the no nnatives. Game Masters are encouraged to consider situational modifiers to the tests based upon any measures that the Kill-team might undertake. Far worse was the fact that no trace of any signal ever having been transmitted from Erioch could be found, even upon the instigation of the most potent. However, st, st brethren. However, st, st brethren. as a small group, if they were to suffer casualties during their scouting, it could substantially limit their combat effectiveness during a planned engagement. Answering the call of ba bbattle, tttlee, Br B otth heer erss-in sin-a in -arm -a rm ms, s his his i clipped clipp lilipppped d re epo p rt r too Br rottheer Decatru Deca De catr ca truu conveying tr c nv co nvey eyyin ingg the the essence esse es senc se ncee of what nc wha hatt report Brother he h ad witnessed. This system allows Kill-teams of high renown and experience to collectively purchase a Heroic Legacy Package. Instead, as a regiment, the members display a strong sense of guilt for their failings. Irregularly, craft break off from each group to either resupply Vanity or to leave the system. If the Battle-Brothers ask, Huang can verify that the Just Reward arrived in the system just over three months ago. The native mutants are a clear exception to this, as they are resistant to both Vanity's radiation and the influence of her spirits. Placing the explosives requires success on a Routine (+10) Demolitions Test. A single Deathwatch Battle-Brother returns to Erioch with the Lord of Lightning's shattered crystal heart." -Notes from the Liber Eriochus, s. 263.M36 great many of the perilous missions mis i sions undertaken by the Deathwatch of the Jericho Reach are formulated by the Master of the Vigil and his staff, while many others are launched in direct response to emergent or otherwise unanticipated events. Desperate holding actions are incredibly common occurrences for the Deathwatch BattleBrothers of the Jericho Reach, perhaps too common for the likes of some. This reflects the Harrier of Foes's ability to improvise and his deep knowledge of his craft. III: Figures of Legend SATURATION FIRE Many chapters among the far flung Adeptus Astartes are known for their provess in siege warfare. ve low w. These additional resources may prove incredibly valuable given the nature of opposition that they are likely to encounter. The encampment huddles close to the remains of the ruined frigate. the Halting to speak with a Battle-Brother Ha in the touter hall of the Senter of Sanctity saw in the other's eyes something other than the purity of the Emperor's will. Inquisitors, too, are mindful of these specialised veterans and an Inquisitor will sometimes choose a Kill-team for their foe-specific skills and the name they have made for themselves fighting one of the Imperium's enemies. Not only can he rely on his Battle-Brothers to aid him, endless training and decades of shared experience have proven that so long as even one of his brethren draws breath, his strength is that of legions. The fortification consists of a central tower, of a daunting height. Presumably, the Tyranids consumed all of the organic matter. This included the craft's navigator and representative from the Adeptus Mechanicus. Only a fool would waste the precious and nigh irreplaceable BattleBrothers, vehicles, and assorted wargear of the Adeptus Astartes on disadvantageous battles, att ttle tt les, es tthe he m embe em b rs r of the Kill-team Veterans countless members assu as sume su m d de me defe fens nsiv ns i e po ppositions sitiionns al ll arou ar rou o nd the planet quickly resolved, he does not wish to see the Sorcerer credited with that success. A squad's Formation determines which Manoeuvres the Killteam's Squad Leader can use during his turn, see page 88 for more information. When faced with an enemy or situation he has not personally faced before, a Squad Leader can call upon one of his Battle-Brothers -Brothers to act as a Keeper of Wisdom. Blessing of Tzeentch: Flamers of the
Emperor's Ascension, four Inquisitors and two hundred brothers of the Deathwatch arrive the fortress at the same time. Those few extant records that mentions of missions and campaigns for which there is no historical record, and references to worlds and star systems that exist nowhere in the Jericho Reach. Watch Fortress Erioch fell to deathly silence for an entire watch cycle, and it is said that other Deathwatch facilities the length and breadth of the Imperium honoured the fallen in a similar fashion. of the Deathwatch dicate that Sabazius Reports indicate ut him, saw into the looked about very souls of those that had is call, and in an answered his ged them equal instant judged to the task he was to set ree any others them. Most of the records of his service are lost or sealed away under strong wards and encryption in Watch Fortress Erioch's deepest data vaults. If a Battle-Brother is engaged with an enemy or knocked Prone when the Kill-team executes this Manoeuvre, he can make an out-of-Turn Disengage Action or Move Action to stand up from prone prior to his out-of-Turn Move Action. Gear with Craftsmanship better than Common is reduced by one level. If the Instance of Fire does still exist, so it is held, the Clavis of the Void-Keeper holds the key not only to locating it, but of gaining entry after having done so. PRECEPTOR OF SHADOWS Activation Test: Challenging (+0) Survival Test or Difficult (-10) Tactics (Recon and Stealth) Test. On success, the character immediately attunes his mind to recognise the presence of the missing artefact. The source of the missing artefact. The source of the missing artefact. why a Battle-Brother would choose to deface his armour and remove his Chapter markings, cutting himself off from his Chapter and its memory can only be imagined, but it will often be on the minds of his Killteam, especially until the Black Shield has earned their trust. If successful, all attacks made with xenostech weaponry targeting the Techmarine or one of his allies within Support Range of him have their Damage and Penetration values reduced by a number equal to the Techmarine's Intelligence Bonus. Because of this, any such encounters are not explicitly presented here, even though the NPCs are likely to pressure the Player Characters into acting in this way. There is no hope of salvation for these wretched beings—a fact of which they seem aware. All claim to have received a coded message that called them to attend at the Watch Fortress. Whatever transpired within the mantle of Andronicus Prime, it must surely have been a battle to equal the greatest legends of the Adeptus Astartes, a battle for which the name of Epistolary Sabazius shall be recalled for all time in the annals of the Jericho Reach. This he placed within the strongest of reliquaries at the heart of the fortress, that the alien god-thing that subjugated an entire world should never be free to do so again. 16 These are secrets that will define the actions of the Killteam should it venture out beyond the operational zones of the Crusade. ri d Thee lillingering Th nger ng e in er ingg ps psyc ychi yc hicc si sign gnat gn atur at uree ur psychic signature off the he aartefact rtef rt efac fac a t dr drew ew w the h R he avven e er erss Raveners to the he temple. Even a casual glance strongly suggests that something has fed upon the operational zones of the Crusade. dead. This suggests that the travellers had specific knowledge of the beacons and knew how best to avoid detection. As the Guardian from Afar safeguards his Battle-Brothers with the roar of his bolt-gun, the Bearer of Shields stands bodily between his brethren and the incoming blows of his enemies. At the Game Master's discretion, additional Space Marines of the same Chapter as one or more of the Player Characters may also be present. A Kill-team with an active Herald of Signals can manipulate their places in the Initiative order by keeping in tight communication amongst themselves and by monitoring and interfering with the communication of the enemy. the testimony of Brother Pardis, a zealous firebrand who had served as his Chapter's champion on several occasions and was prone to be overcome by apocalyptic visions of doom and destruction, sometimes even during battle. swaths of the battlefield to enemy forces. This ritual is his first significant attempt to fully utilise its energy. Finally, even if the Battle-Brothers are unsuccessful in their discussions with Commander Brashnir, she warns them that any landing upon Vanity is likely to be extremely dangerous. THE POINT OF NO RETURN Whether or not the Battle-Brother was ever a member of the Dead Cabal, once he has fought in the darkness of the Outer Reach and lived to tell the tale, he is never the same. Such obscure o scure revelations ob are nothing out of the ordinary, and so the Chamber of Vigilance convened to examine the weapon. The Kill-team was unusual in that its members had all discharged their Apocryphon Oaths at exactly the same time, and then renewed them together. 141 IV: The Longest Watch SORCERER KOLE SOULFIRE Epic Adventure in the 41st Millennium! A Warp rift has erupted on the edge of the galaxy, and Chaos thrives under its baleful influence. Requirements: The Squad Leader must designate a group of enemies as the Target Foe. After a successful battle, the Imperial forces become grateful for whatever assistance the Battle-Brothers offered. Requirements: All participating Battle-Brothers must be formed up into one of two positions. C mp Co mple l ted Trav Tr avel av e Calc Ca lcul lc ulation Tran Tr ansi an s t fr from syst sy stem st em's edg dgee 19+ Days Meet Me etin et inng wi with th Bras Br asshn hnir irr +1 Travvell to Toorc Tr rh +1-3 +1 -3 4 T av Tr avel vel e too Cruc ucib ible ib le +1 +1-3 -3 134 RITUAL PROGRESS Regardless of how long the Kill-team took to reach the Crucible, Soulfire has had three years to experiment with the Sphere and come to grips with his psychic abilities. He he could report his concern ns to Inquisitor Ghe hent ntt's concerns Ghent's acolyte, the bbattle in th he chapel above gr ggrew ew w the suddenly intense. Certainly, the bearers themselves favour the latter explanation, and to date, none have fallen while the shield is in their possession. All of these systems combine to make a powerful command and control suite that grants a Squad Leader an incredible level of battlespace awareness and improves efficiency of command through quick and secure vox and data links. In addition, so long as a Battle-Brother who is wearing the Mantle of the Silver Lion fills a Defensive Role in an active Heroic Legacy, he has access to a special Selfless Demeanour granted to him by the armour itself. mb ng that the Inquisitors were Assuming correct in ruling out daemonic possession, al or parasitic invasion, psychic microbial t on ti o , and temporal manipulation, only a domination, handfull of possibilities remain. Raveners may therefore make Awareness Tests to detect enemies even if they would not normally be able to do so due to intervening terrain or other conditions. Like his fellows, having stepped into the raging crater, nothing more was seen of Brother Ceyx, though one of the matched pair of power blades was later discovered, lifeless and lodged in the lamprey gullet of a severed tentacle. Of these, Necron hack ha c le Scarabs, Slaugth infil-traitors, Mind-Shackle cyrrmole Shape-Shifters have all been cy and Lacyrmole ed, d, even though some sources claim suggested, of these th was laid low ten millennia the last of lasst possibility exists, however, and ago. 129 IV: The Longest Watch Scene IV: Destiny Averted? E 88 Manoeuvres are presented in the following manner, and are listed under their required formation: • Title: The name of the Manoeuvre. When interacting with his Deathwatch brothers, a Battle-Brother wearing the Mournful Clavis receives a +20 bonus to any Fellowship Tests he is called upon to make. With no bodies to return to the Watch Fortress, the brethren of the fallen had no graves to honour and so the entire complement of Deathwatch Battle-Brothers were gathered together in the Reclusiam of the Watch Fortress where Deathwatch Chaplain Titus Strome led the congregation in solemn remembrance of the fallen heroes. The reply, delayed by almost a decade by the vagaries of astro-telepathic communication, stated that Brother Mercur's wish should be fulfilled. To the Battle-Brothers of Watch Fortress Erioch, this notion of honouring the dead by animating them through the arcane science of the Deathwatch Techmarines is a means of utilising their collected wisdom and experience. With success on an Elementary (+50) Tech-Use Test, it is abundantly clear that he has no idea what he is talking about. imposs ss ss Inn the aftermath of the thee Scouring of Andronicus Prime, Andron nicc trusty Brother Synfell's Syy bolter wass discovered, gripped by the firmly gr ripp bionic arm arm that held it. 139 IV: The Longest Watch MAJOR DZHORSKI PYRE MUTANTS IV human population are now scarcely recognisable. The Emperor's Chosen M actical precision and martial excellence as a veteran Kill-team of the Deathwatch. swept thee sn th snow owbo boun bo undd ruins un ruin ru ins stirred as the in the hive mind mustered its snowbound lurk rkin ingg pr prog ogen og enny. After the Target Position has been designated, the Squad Leader makes the Execution Test for this Manoeuvre. Ultimately, only the masters of the Deathwatch can decide the fate of The potential damage that the Lightning Heart is capable of doing to an individual is almost guaranteed to be catastrophic to nearly any Deathwatch Character. Spare flamers, heavy flamers, bolters, and bolt pistols are available, though all have been defaced with Chaos iconography. Even from the edge of the system, he can currently detect the wreckage upon its surface. The old maps, which Ghent used to coordinate the cleansing of the planet, featured it
prominently. Balthazar Ho'Tsun has come to represent something of an exemplar to the Deathwatch of the Jericho Reach, a mighty warrior in whose memory is enshrined all that the Apocryphon Oath stands for. At that point, warning klaxons begin to blare, cautioning the Battle-Brothers that the Omega Vault is set to reseal in mere minutes. Due to his relative inexperience with the dark arts, the corrupted psyker knew little of the commitment or even the ramifications of the actions he chose to undertake. While they are armed with autoguns, they have little skill in their use. The once habitable world of Vanity, however, is only valued because of its strategic location. 13 An Enemy Within ... non-Squad Leader Roles within a Heroic Legacy are not static, however, and a Battle-Brother may be called upon to fill numerous Roles within his squad's Heroic Legacy Package depending on the tactical and strategic needs of the battlefield. The corridor opened up into a hall so huge its extent was hidden by the curvature of the world, the only illumination a lambent green glow that seemed to emanate from the stale air itself. They have ve ddecades ecad ec a ess oorr even centuries of combat experience, and they the heyy are arre nothing noth hin ing less than the wrath of the Emperor madee flesh. The seers did live, but only long enough to warn their masters of the coming storm, after which they each took their own lives before any could intervene. RELICS OF KILL-TEAM SOVEREIGN-SIGMA When Watch Captain Aesalon regained consciousness after having cast the Broken Spear into the maw of the Lord of Lightning, he was struck down by grief. Those Thos teams often oft f en note not otee the the synchronicity sync sy nncchrron onic i it ic ityy they share, something that can only onl nlyy be found fou ound nd iinn groups grrou oups ps of of warriors that have shared countless combats comb mb bat atss together. Both Imperial and renegade forces are well aware that every battle is highly dependent upon the arrival of reinforcements. Talents: Bolter Drill, Die Hard, Fearless, Hatred (Loyalist Space Marines), Heightened Senses (Sight, Sound, Smell), Jaded, Killing Strike, Lightning Attack, Quick Draw, Rapid Reload, Swift Attack, True Grit. Of more concern to veteran Kill-teams than merely coming to the attention of those elements of the Inquisition involved in the investigation and countering of the Necron threat is coming to the attention of the Necrons themselves. After the Target Foe has been designated, the Squad Leader may make the Execution Test for this Manoeuvre. IV: The Longest Watch No further information is easily obtained from extreme range. Talents: Strong Minded, Warp Sense. Offte O ten, n, veterans do not even need to communicate their the h ir desires dessir ires es to to each each other; a look, a quick gesture, or even a movement moveme ment ntt allows alllow ow ows ws them th hem to pass information or move into a well-rehearsed well-re rehe heear arse sed ed combat comb co mbat mb at seconded Battlemanoeuvre. Traits: Fire Drill (Horde). It was only as the attackers attacke kers rs closed clo lose sedd in upon se upo ponn Watch Watc Wa tch tc h Station S attioon St Midael that Brothers Bat a tlee-Br B ot Br othe heers learned lea earn rnned something of their identity, though thoug ug gh the the Void-Keeper Void Vo idd-K -Kee e ppeer already ee alre al reeaaddy had his suspicions. He then identifies this enemy as the "Primary Target." This is a narrative decision and thus the GM has final say as to whether the Slayer of Heroes is able to identify such a person among a specific group of enemies. If they follow this approach, the survivors at the Just Reward's wreckage are completely unaware of Noctem Vigilate's presence in the team mayy ta ake system. On this particular occasion, the Omega Omega Vaultt rendered up a weapon—a large and broken b okenn spear br spe pear a that tha hatt must mu surelyy have been of incredible antiquity. The Battle-Brothers of the Raven Guard Chapter have a particular affinity for this Role. If the Kill-team successfully surprises the Chaos Space Marines, they may be able to seized Power Charges creates a shock wave of raw kinetic energy that radiates out from the Battle-Brother in all directions. 136 Alternatively, a potent Librarian might be able to seized Power Charges creates a shock wave of raw kinetic energy that radiates out from the Battle-Brother in all directions. control of the ritual away from the sorcerer. Whether seeking knowledge, power, or merely their own destiny, most find only ruin and desolation. It is a selfreplicating cycle that will, in time, see the BattleBrother rise to become a veteran of the Deathwatch himself and lead others by example to remain within their Kill-teams, drawn to the duty and sacred task held by the Chapter. More information concerning Vanity can be found on page 347 of the DEATHWATCH Core Rulebook. Needless to say, the Chamber of Vigilance acceded to an immediate mission to avert the ritual, mustering those Kill-teams with the most experience of the Hadex Anomaly and the Dark Pattern. Most often, this is doneed to an immediate mission to avert the ritual, mustering those Kill-teams with the most experience of the Hadex Anomaly and the Dark Pattern. to allow Battle-Brothers with particular skills or pieces of equipment to Turn their attentions toward 84 BUILDER OF TOWERS Activation Test: Challenging (+0) Tactics (Defensive Doctrine) Test or Difficult (-10) Command Test. Though his unusual power abandoned him at the end, Librarian Tyrannus saw the truth of the Watch Captain's judgement fully acceding to his subsequent order to unseal the plasma exchange. At this point, the characters must decide if they wish to take a stealthy approach or launch their full attack. 131 IV: The Longest Watch The security walls are painted in garish orange and yellow flames, against a stark black background. Even as the xenos continued to scourge Herisor's surface, the changes to the atmosphere led to longer term climate change as well. As a Battle-Brother and his Kill-team rise in status and rank, they will see more of the Chamber of Vigilance, either taking their orders directly from the Watch Commander and his Captains or being invited to advise on the use and deployment of other Kill teams and Deathwatch assets. Unless Unnleess s the thee characters take measures of their own,, they theey now now run run the the risk of exposure to that same threat. The Agents of the Inquisition examined it for several hours, and upon emerging from its chamber informed the Keepers of the Catacombs that the weapon should remain in its resting place henceforth. Notably, the deserters are more than just targets for elimination. Rather, Andronicus Octus is host to two quite singular facilities. In practical application, Vanity's swirling winds and radiation makes the sensors largely useless. He ordered the Instance of Fire Fi rree to to disengage dise di seng se nggag agee her Warp drive and to do so in the heart of a passing pas assi sing si n system. It is generally held that it was the bond between the two that the Ultramarine recognised rather than any imperfection, a bond the enemy infiltrator could not possibly replicate. If the wielder is under the Level 1 effect, Bloodlust, the Crozius is treated as having the Tearing Quality. Should he fail, the Damage he received is instead transferred to the nearest allied Battle-Brother, who takes the damage in his place. Lord Macragge stated that, when the time was right, he would recover the Codex of Peratos in person, and until he did so it should remain with the Deathwatch, who might study its words and, heeding them, lay low the enemies of the Imperium of Man. The core of the outer walls are stone, with large sheets of armaplas layered atop them, offering significant protection (32 armour points). If this movement takes the BattleBrother into contact with an enemy, that enemy must make a Challenging (+0) Dodge Test. If they could coul uldd observe ob thee distant dist distant dist distant dist distant di stan antt geological past paast of Andronicuus Prime, e, theyy reasoned, reas re a onedd, then they would tu urn the Mirador Mirado dor upon upon the the system's sys yste tem' m'ss star sta itself. 72 Furthermore, while a Battle-Brother wearing a Xenaxian Bone-Charm is filling an Offensive Role in an active Heroic Legacy, the Force Field projected by the bone-charm becomes particularly harmful to Daemons of the Warp. THE ORPHANED BLADE The only trace of Brother Ceyx ever recovered from the Andronicus Prime drop zone, this short pattern power, the warship pursues the Deathwatch vessel to Midael, catches the Instance of Fire, and disables it in a brief exchange of cannonfire. Nevertheless, the aims of the Ordos and the Lord Militant often coincide with the Deathwatch's most senior Chaplains have between them concluded that Masteria. Ho'Tsun may have sought to take advantage of Brother Xaver's visions, perhaps hoping they might aid him in combating the vision of the blind prophet. LEGACY OF THE SEVEN II: Honour thy Ancestors The tale of the Seven can be regarded as a cautionary one in many ways, for even the purest and most noble warriors can be held to judgement. As the masters went from chamber to chamber, they halted to speak with every warrior they encountered, exchanging brief words but looking as exc they did so deep into the soul of each. For more on Watch Station Andronicus, see the DEATHWATCH supplement THE JERICHO REACH. Rather, as the station's stat st atio ion' io n'ss formidable n' form formid rm iddabble spyspy py-lens arrays focused across the metallic du dust ust plains, plaain ins, s, the the truth tru ruth t th became evident. Phine admitted that en th hat permanently ould ou ld h ear a voice speaking to him ass he ccould hear eldd th el h e orb. Certain items of their wargear remain on Watch Fortress Erioch, however,
palpable reminders of the duties the Deathwatch must undertake in the name of the Imperium. These dice are not rerolled; any result lower than the rating is considered to instead be equal to the rating. Its eyes now glowed with actinic balefire and its voice echoed as from a distant abyss. Weapons: Chaos Space Marine Lightning Claw (Melee; 1d10+20 E; Pen 8; Powerfield, Proven [4]†), Chaos Space Marine Heavy Flamer (Heavy; 30m; S/-/-; 1d10+12 E; Pen 6; Clip 10; Reload 2 Full; Flame). This makes them much more cooperative allies in the scenes that follow. If he succeeds on the Activation Test, the Battle-Brother successfully takes on the Role and he and/or the Kill-team gains access to the listed benefits and abilities as long as the Battle-Brother continues to fill the Role. The Witch Hunter used her prodigious powers to seek out any psychic effect in play, but aside from the intrinsic resonance to be found in such a place as the Watch Fortress, sensed none. Dredging up the memories of the hostile world compels Ghent to offer whatever assistance he might in the hope of properly making amends. Success will be difficult and casualties will be high, but failure is not an option. When a Kill-team with access to the Emperor's Hand Heroic Legacy Package undertakes a mission, the Game Master is encouraged to give them access to the Underspire Aerie. The Deathwatch Kill-team—Kill-team—Kill-team—Known ass L Lux ux V Veritatis erit er ittat itat a iss (see page 65)—aided the Storm Wardens Waard rden enss in successfully en suc ucce cess sssfu f llllyy repulsing the attack, though they fell, to a m man, an,, in tthe an he pprocess. This is the Heroic Legacy Package players should purchase should they wish to follow in the footsteps of the First Martyr, featured in Chapter II. With a moment of concentration, the BattleBrother wearing on the location of the Instance of Fire. newly arrived Battle-Brothers, or those seconded from the Adeptus Astartes travelling with the Crusade, there is a definite feeling of change among the Deathwatch of the Jericho Reach, akin to a sleeping warrior awakening for war or a blade being drawn from its scabbard. ad read. Alarmingly, though, after only a few minutes, the ship's commanding officer (Commander Huang, see page 121) summons the Battle-Brothers to the bridge. The things that h had, billions years ago, existed upon the surface of Andronicus Androoni nicus Prime Prim Pr imee had im haad been summoned forth from the abyss of time, and annd ev even en aass th he the horrified Tech-Priests looked on, were stre r tchi re tcchi hing ng w riith thin inng stretching writhing tentacle es for the void itself. Skills Awareness (Per), Climb (S), Dodge (Ag), Lore: Forbidden (Stigmartus) (Int), Speak Language (Low Gothic) (Int), Survival (Int), Speak Language (Low Gothic) (Int), Survival (Int), Speak Language (Low Gothic) (Int), Speak Languag purpose, there is almost no obstacle it cannot overcome. As if waiting upon the deaths of those final witnesses, the energies surrounding the void. The roof is largely to offer shelter from any sandstorms and to block line of sight. His hope is that he can persuade the Kill-team to simply leave him and his crew alone. It also means that the figures maintain their legendary character, lifting them higher even than the already d vaunted ranks of the Battle-Brothers of the Deathwatch. pass pa ssed ss ed.. These names are known only to those able to perform higher level data probes, in particular the Librarians and Chaplains of Watch Fortress Erioch. Soon, Soo oonn, Brother Bro r th ther err ever greater numbers of these piteous souls. Knowledge, to a Kn also a means to an end. When a Battle-Brother of the Adeptus Astartes falls in combat while standing a vigil of the Long Watch, it is standard practise for the warrior's parent Chapter to be informed and his personal effects returned. EXPERIENCE POINTS At the completion of the adventure, the GM should award the following Experience (per Battle-Brother): • Met with Inquisitor Ghent of their own volition: 50 • Brou o ght the survivors of the Just Rewardd to Justice: 200 • Brou o ght the survivors of the Just Rewardd to Justice: 200 • Brou o ght the survivors of the Just Rewardd to Justice: 200 • Brou o ght the survivors of the Just Rewardd to Justice: 200 • Brou o ght the survivors of the Just Rewardd to Justice: 200 • Brou o ght the survivors of the Just Rewardd to Justice: 200 • Brou o ght the survivors of the Just Rewardd to Justice: 200 • Brou o ght the survivors of the Just Rewardd to Justice: 200 • Brou o ght the survivors of the Just Rewardd to Justice: 200 • Brou o ght the survivors of the Just Rewardd to Justice: 200 • Brou o ght the survivors of the Just Rewardd to Justice: 200 • Brou o ght the survivors of the Just Rewardd to Justice: 200 • Brou o ght the survivors of the Just Rewardd to Justice: 200 • Brou o ght the survivors of the Just Rewardd to Justice: 200 • Brou o ght the survivors of the Just Rewardd to Justice: 200 • Brou o ght the survivors of the Just Rewardd to Justice: 200 • Brou o ght the survivors of the Just Rewardd to Justice: 200 • Brou o ght the survivors of the Just Rewardd to Justice: 200 • Brou o ght the survivors of the Just Rewardd to Justice: 200 • Brou o ght the survivors of the Just Rewardd to Justice: 200 • Brou o ght the survivors of the Just Rewardd to Just Re Brought • Eliminated Elim El iminated the Raveners on Herisor: 200 in • Coordinated Coor Co o dinated with Commander Brashnir in Vanity: 50 • Eliminated the Torch outpost: 200 El • Cleansed C eansed all Chaos Taint at the Crucible: 400 Cl 4 0 40 • Stopped St the ritual without incidental disaster: 400 • Re R covered the Sphere intact and returned it to the Recovered O mega Vault: 500 Omega HOLDING THE SPHERE Game Masters who wish to offer additional challenges may have the Sphere call out to the Kill-team members who make physical contact with it. Just as importantly, some of the strongest bonds of brotherhood are formed when strangers face certain death together and together manage to survive. The Ambush Position is a roughly circular area with a radius in metres equal to two times the Squad Leader's Intelligence Bonus. Walls, hills, trenches, ridges, piles of rubble, and even simple drainage ditches can be used to obscure a Killteam and protect its members from direct enemy fire. The Keeper's burden would be shared by all, so they swore, up to, including, and if necessary beyond death. At a distance, it is unclear if this is a reflection of the terrible terri ribl blee beast bl beas be astt as called forth from the pit of aeons remained, yet the m aste as ters te rs masters of the Dea e thwatch knew that did not mean it was banishedd Deathwatch fore fo reve v r.. This time, however, the Masters of the Blood Angels Chapter officers was dispatched to the Jericho Reach to discuss the matter. Furthermore, while active, Bearer of Shields receives an additional Reaction each round that he can only spend to take a Parry Reaction. He was, however, on board boa oard rd the the strike str trik ikke cruiser that returned the remnants of the Strike Force to Erioch, and so he was taken to the Reclusiam not just for purification, but for interrogation, a task that has been assigned to the Deathwatch Chaplain Titus Strome in person. He may then make a single melee Standard Attack Action against an enemy. Initiating a meaningful discussion with Major Dzhorski requires some means of verbal communication. The hordes are blindly firing upon the landing craft as they sprint towards it. This is especially true once he is exposed to the ideas and doctrines of his Kill-team members and together they have survived many harrowing battles. TENSE ALLIANCES Minutes after the last of the newly arrived Battle-Brothers boarded the Watch Fortress, events took a drastic and unprecedented turn. the Jericho Reach, weighing their abilities against their own needs and considering how best to turn them to their own ends. From a distance, the structure aptly resembles its title; it appears as a massive Crucible, flickering in Vanity's thin atmosphere. The dubious staircase is made of blackened, corroded, and bloodstained metal tubing. Battle-Brother must make his Activation Test using the Lore: Forbidden sub-Skill most appropriate to the adversaries at hand. If a Ravener attacks by emerging from the ground or wall, it automatically gains Surprise (see page 235 of the DEATHWATCH Core Rulebook) over its enemies. Fo For left Achilus Crusade are are grave; gra rave ve; incomplete, the consequences for the Achilus a tradition of heroism might be badly tarnished. Under such circumstances, Brother Glaucus's Heavy Bolter gains the Devastating (1), and Sanctified Qualities. The bolter was etched with the honours its former bearer had earned, its armoured cowling coated in molecular-bonded gold. Such zealous actions, while laudable in the eyes of the Emperor, could have long and lasting consequences for the Jericho Reach, especially if the full force of the Necrons is stirred to life. De ld Depl Deploying p oyinng from their landers, a half-dozen Kill-teams Ki ill-teams Ki ill-teams m spread ms spr prea eadd out ea out to engage the massive, coiling tentacles. All out-of-Turn Attacks granted by this Manoeuvre must target the Target Foe. The first position is in a defensive line, putting themselves between their enemies and a locale, object, or person specified by the Squad Leader to benefit from the Manoeuvre. If a major conflict had taken place at that location, both of those systems should be able to find some trace of the wreckage. The common reaction of veterans to prolonged exposure to this kind of assault on their will is a descent into duty, where they fall back upon their core beliefs and their duty to both Chapter and Emperor. This void-chart has directed the commander of the Noctem Vigilate to the planet of Vanity. Soon, silence reigned once more, and as
the smoke dissipated, the Master Ho'Tsun was finally learned, Pardis's account being combined with the observations taken by his rescuers to piece together the events of that final, fateful mission. The Crimson Helm of Brother Svarog aside from the fact that he was a Techmarine and he stood numerous watches with the Deathwatch of the Jericho Reach in M35 and M36. Instead, IV: The Longest Watch WITHOUT A PSYKER ADDITIONAL EQUIPMENT If the Kill-team does not include a character with psychic abilities, Inquisitor Ghent assigns the characters a heavily modified servo skull to assist them in tracking the Sphere. Among some who have taken the Long Vigil within the Reach, this kind of active convalescence is known as the cleansing fire, where a Battle-Brother completes a mission within the confines of the Crusade against its primary enemies and faces only battle and open combat. Attacks made with the Talon or the weapon to which it is attached generate a possible Righteous Fury on a Damage die roll of 9 or 10. With ith the he lo lloss ss ooff th thee Instance of Fire, e Brother Cuiris wass by wa b now now ow a Keeper Kee e pe perr bereft bere be reft re ft his charge, and so he renewed hiss oa hi oath oaths th hs by vvowing owin ow ing th ing that at Watch Watch Station Midael would not falll while fa whi hile le he he yet yet drew drew w breath. The Kill-team numbered five BattleBrothers at the time of its final battle, though many more had passed through its ranks throughout the years, including the current Master of the Vigil, Watch Commander Mordigael. He then recounts a story from his time cleansing Herisor. So long as Brother Szobcak fills this particular Role, no other Battle-Brother can attempt to fill it. If it does come to light that Lord Ebongrave has been actively moving against Kill-teams within the Canis Salient, and either destroying them or taking their members prisoner, it will have terrible consequences and, at the very least, it might fall to a veteran Kill-team to right these wrongs, and avenge or bring back alive any Battle-Brothers left behind. In addition, while the Battle-Brothers left behind. Brother wearing the purified Mantle of the Crusader is filling a Defensive Role in an active Heroic Legacy, the suit provides him with a curious resistance to the same sort of energy that caused the death of the Lux Veritation of a thousand almost months desperate mi miss solution of the crusader is filling a Defensive Role in an active Heroic Legacy, the suit provides him with a curious resistance to the same sort of energy that caused the death of the crusader is filling a Defensive Role in an active Heroic Legacy, the suit provides him with a curious resistance to the same sort of energy that caused the death of the crusader is filling a Defensive Role in an active Heroic Legacy, the suit provides him with a curious resistance to the same sort of energy that caused the death of the crusader is filled. missions, the Battle-Brothers knew w ell the limits of their su el uperhuman capabilities. That moment is often described in the accounts of the battle against the Lord of Lightning as the moment when the Techmarine "swallowed lightning." For most, this distinctly poetical description of events suffices to describe a deed that does not lend itself to rational explanation and, indeed, in the superstitious age of the Imperium few would see any need to explain it rationally. T 108 BACK BACKGROUND KGROU UND AND SUMMARY MARY In 814.M41, shortly af after fterr th the he fir first st IImperial mper mp eria er iall en ia encounter neodoun unte terr wi te w with th Hive Fleet Dagon, a strike k cruiser cru ruis ru iser is er carrying car arry ryin ry inng a De D Deathwatch atthw hwat atch at ch Kill-team learned of the Tyranid i aassault id ssau ault lt uupon ponn He po Heri Herisor. There are no living humans or mutants among the imprisoned remains. tentacles How Ho ow th thee ma m masters ster st erss of er o W Watch atch at ch h FFortress ortress Erioch anticipated the aappearance ap peear aran ance an c of ce of the the horror horr to or of of Andronicus A dronicus Prime is not recorded, An bbutt it is bu is certain cert ce rtai rt ainn th ai that at they the heyy did, d d, for it was only an hour after di the tth he ca ccalamitous lami la mito mi tous to u usee ooff th marks, logos, characters, products and illustrations from Space Hulk: Death Angel - The Card Game game are either ®, TM and/or © Games Workshop Limited 2010-2013, variably registered in the UK and other countries around the world. In all cases, the revelations are treated with the reverse they deserve, and one or more Killteams are immediately assigned to take whatever actions are necessary in response to the revelations. Lady Saturn chose the other half, and although she was unknown to those warriors she selected, she appeared well versed in their deeds and demeanours. With the psychic echoes identified, characters that have attuned to the Sphere may now recognise its trail beyond the confines of the temple. Chapter Masters honouring the ancient accords with the Deathwatch will choose those they deem fit for such a great duty and who they believe will prosper under the guidance of the Watch Commanders in the service of a Kill-team. One is attempting to warn the other of the presence of an enemy both thought dead many years before. The third appeared no diffe different from the other two, and had Peratos Pera not served with them he would wou no doubt have been unable to choose which was wh w which. One mustered surviving Battle-Brothers ttoo hold hol oldd the the enemy enem en e y at bay in the wreckage of the main portal, whil while Brothers Brot Br othe ot herr Cuiris he Cuiris led the remainder deeper into the Cu while bast ba sttio stio ion, n, ddrawing rawi ra wing wing the he daemon-spawn onwards toward ds what bastion. Then, when the time comes and the secondment ends (usually after a set time or mission has been completed) the Battle-Brother can return with honour to his Chapter, bringing with him the glory of his deeds and the honour that completing such a secondment brings. In sharp contrast, the Stigmartus and its allies have a broader range of forces that they can deploy to hold the wasteland. Furthermore, on a Successful Opposed Weapon Skill Test while performing a Manoeuvre Action (see page 241 of the DEATHWATCH Core Rulebook), a Shepherd of Battle can force his opponent to move one metre in any direction per Degree of Success he scores on the Test, instead of the usual one metre in any direction per Degree of Success he scores on the Test, instead of the usual one metre in any direction per Degree of Success he scores on the Test, instead of the usual one metre in any direction per Degree of Success he scores on the Test, instead of the usual one metre in any direction per Degree of Success he scores on the Test, instead of the usual one metre in any direction per Degree of Success he scores on the Test, instead of the usual one metre in any direction per Degree of Success he scores on the Test, instead of the usual one metre in any direction per Degree of Success he scores on the Test, instead of the usual one metre in any direction per Degree of Success he scores on the Test, instead of the usual one metre in any direction per Degree of Success he scores on the Test, instead of the usual one metre in any direction per Degree of Success he scores on the Test, instead of the usual one metre in any direction per Degree of Success he scores on the Test, instead of the usual one metre in any direction per Degree of Success he scores on the Test, instead of the usual one metre in any direction per Degree of Success he scores on the Test, instead of the usual one metre in any direction per Degree of Success he scores on the Test, instead of the usual one metre in any direction per Degree of Success he scores on the test, instead of the usual one metre in any direction per Degree of Success he scores on the test, instead of test he scores on test he scores at all. A rare few remain indefinitely, their oath unbound by time, serving until battle releases them from their burden. This Package is purchased and maintained by the entire Kill-team and offers battlefield options that are unique to Space Marines of veteran calibre. atmosphere that feels both sterile and spiritually charged. Thus, the name of Brother Mercur resounds through the ages by way of the life-bonded attendants dispatched by the Star Phantoms to sing the Hours at his chantry chapel. Debate Debat a e as to the meaning of the object and what it might portend for the Jericho Jeri Jer ch ri c o Reach raged for many long hours, until the arrival in the the chamber of a thirteenth master, a Watch Captain of the the Raptors Chapter by the name of Aesalon. A routine inspection visit—to verify the absence of any xenos activity—is scheduled to take place within the next two years. Unless the Battle-Brothers are particularly stealthy, the mutants are likely to trigger warning alarms in response to the presence of invaders. Fully recovered and adjusted to his new life as a Dreadnought, Brother Damastor was greeted with full honour by those still at Watch Fortress Erioch with whom he had served in the past. While it was originally designed to support the weight of numerous Space Marines, the presence of the Flamers of Tzeentch has significantly damaged its structural integrity. Full game statistics for these characters are included in the NPC Appendix, beginning on page 138. The roots of the Kill-team Sovereign-Sigma" are not recorded, though some suggest the appellation "sigma" means that previous, as yet undisclosed missions must have been carried out on that world. Success on a Routine (+20) Tech-Use Test reveals a chamber roughly three metres in height. The group of renowned Battle-Brother sr gave gaave their the h ir lives liv ives e es in an effort to recover a sacred and
poten potent entt ar artefact rteefa fact ct ffrom rom rom m an an Imperial temple upon the world; a templee tha that at wa w wass di ddirectly ire r ct re ctly ly iinn the path of the Tyranid advance. The leading edge of this wave front struck the Instance of Fire even as Void-Keeper Cuiris ordered an emergency manoeuvre to minimise its effect. 13 Winds of Change However, there are loyalist Imperial regime ents mutant regiments upon up on the the planet's surface. Every siege engineer knows that a wall is only a fool disregards the advice of his veteran brothers, whose experiences can vary so much and who often have useful guidance or pertinent information regarding nearly any task at hand. 6-7 Reality buckles around the psyker, and an area within 500 metres of him is sundered. Instead, the Kill-teams exist as many separate units, each with its own needs and agendas and each reporting to multiple masters or hailing from multiple Watch Stations. Eventually, whether he knows it or not, a BattleBrother's path during his secondment will likely cross that of the Dead Cabal. changed in 7 755. So long as the Preceptor of Shadows has a minute or two to advise his Battle-Brother's path during his secondment will likely cross that of the Dead Cabal. before a combat encounter begins, the Space Marine's adversaries automatically count as Surprised for the first round of combat. A wise leader, Lord Calgar ordered that Proteus should aid the rebuilding of the 1st Company, teaching its newly inducted brethren those few skills they did not already possess so as to build the most potent veteran company in the entire Adeptus Astartes. All rights reserved to their respective owners. Not one, but dozens of Adeptus Astartes vessels were inbound on the Watch Fortress, each and every one of them broadcasting the correct Deathwatch authentication codes. For all practical purposes, the devices simply add to the structure's ambience without aiding its function. The Kill-team must have just used such tools or ordinance to forcibly enter the target structure. Game statistics for this outcome are not provided, as the odds become stacked too severely against the Player Characters. Its success in that that matter weakness, weaakn knes e s, es s but rather the artefact's immeasurable power. The bone-charm resembles an intricately wrought dagger, gg but not one that is intended to be wielded in combat. These highly experienced, extremely competent veteran Kill-teams are referred to colloquially among the BattleBrothers on Watch Fortress Erioch as the Emperor's Hands. The Deathwatch rapid strike vessel Instance of Fire had been engaged upon its mission to take readings of the ebb and flow of the ebb and flow of the ebb and served the C Deathwatch since time immemorial. Using withering fire and well-placed precision shots, the Guardian from Afar makes safe his Battle-Brothers. If an alarm is raised, additional Pyre Chaos Space Marines rush from the courtyard to exploit the firing lanes offered by the wall's battlements. 116 Alternatively, the Player Characters may choose to be the primary point of contact with the survivors. If the enemy fails, it takes 1d10+25 Impact Damage and is knocked Prone. The Major now deeply regrets his failure, but is unwilling to see his men die in a meaningless battle. In addition, while the Apothecary bearing Borro's Final Sacrifice is filling a Defensive Role in an active Heroic Legacy, the Squad Leader receives a +20 bonus to the Willpower Test to resist the effects of Fear on a Kill-team's Cohesion. The Player Characters may select their landing site at their own discretion. Skills: Awareness (Per), Dodge (Ag), Psyniscience (Per), Speak Language (High Gothic, Unholy Tongue) (Int). Because he desires to see the Sorcerer fail, those directions are straightforward. 47 II: Honour thy Ancestors LEGACY OF THE DARKLING RELICS OF THE SCOURING OF ANDRONICUS PRIME II: Honour thy Ancestors There are several relics held by the Deathwatch relating to the heroes of the Scouring of Andronicus Prime, each of them associated with a different member of the Darkling. If the Kill-team members take the time to attack the unprepared Chaos Space Marines prior to the dark servants joining the battle, the Player Characters' attacks completely ignore Power Armour, as those Pyre members have not yet donned it. It is murderously effective against packed infantry formations, hordes, and even armoured columns where both direct-fire weapons have a greater chance of striking multiple targets as the bolts, blasts, and explosions travel through the enemy formation. The last fell as the halls of Watch Fortress Erioch resounded with the sound of the bells ringing midnight prayer and as the last peals echoed away, silence finally descended on the corpse-strewn cloisters. All of this will influence how long a Battle-Brother stays in the Deathwatch, how many missions he completes, and to what degree he attains the title of a veteran. In such circumstances, each time an attack from the Orphaned Blade is not parry the attack or due to a failed parry attempt—the wielder's attack causes one extra hit. The purpose of this Role in the Kill-team is to seek out and destroy enemy infrastructure and war materiel. Ghent explains that he trusted the veteran Kill-team is to seek out and destroy enemy infrastructure and war materiel. Multiple Arms, Unnatural Strength (x2), Unnatural Toughness (x2), Improved Natural Weapons (Scything Talons), Size (Enormous), Tyranid, Unnatural Senses (30m). Picking off key threats and keeping enemies pinned down with suppressive fire, Guardians from Afar allow their front-line brethren to approach vital positions without concern for intervening foes. If he succeeds, the participating members of the Kill-team can each make an out-of-Turn Overwatch Action targeting any Target Foe making an attack against a BattleBrother moving as a result of this Manoeuvre. Brother Decatru was in the habit of collecting the blood exsanguinated from his body during the long hours he spent in his sanguinary casket, and storing small samples in glass pendants wrought into the form of styled blood drops. Any experienced Battle-Brother can serve in this Role, but those who hail from the Ultramarines and their successor chapters make for particularly fine Master of Stratagems. The hammer was the favoured weapon of Balthazar Ho'Tsun throughout his first, and most of his second vigils of the Long Watch. Following Brother Andruk's death, the keys were taken from their place of storage in his sleeping cell and examined by the Chaplains of Watch Fortress Erioch, who determined that they were indeed sacred relics and should be afforded all due honours. When the Kill-team members make their presence known, Huang immediately dismisses the adepts as well as the servitor, who respools the scroll as he steps to the bridge. It can even transpire that the Kill-team sees discord within the Imperial forces of the Jericho Reach itself and, aware as they are of the greater picture, take it upon themselves to fight the battles amongst the most celebrated ceele lebrated ceele lebrate a ed warriors of the Jericho Reach. The image depicts the Watch Captain at the very moment he cast the broken spear in the maw of the alien god-thing. 29 II: Honour thy Ancestors The First Martyr II: Honour thy Ancestors The Long Watch, rising through the Deathwatch's ranks so that soon after he made his third Oath he ascended to the position of Master of the vigil, turning his prodigious knowledge of the ways of the xenos towards directing others in combat. ar Thee adventure opens when the Playe Thy yer Characters— Ch har arac accte ters rs— — Player currently at Watch Station Erioch—hear chi hime hi m s wa warn rnin rn ing in ng th that a at chimes warning the Omega Vault has opened. ennti tire rely re ly. However, there are no connections to the interior of the fallen, provided lines of the fallen. of course he does not join them. The methods of this test will be tailored to the Kill-team, but among the veterans of the Reach it is known as the Breaking Battle-Brother, this means that his secondment might vary, not just in time but in the details of the oath he has set down, and members of the same Killteam might have different perspectives on why they serve. The Th he journey jour jour neuronal details of the same Killteam might have different perspectives on why they serve. augh ghtt with gh with wi h temptation, as the Sphere Sphere e calls out out too the the Battle-Brothers, Bat attl tleetl e-Br e-Br B ot othe hers he rss, bbeseeching be seeching them to invoke invoke its is power. To be considered a veteran of the Deathwatch, a Battle-Brother must accomplish great and glorious things, and mark himself out as a true instrument of war, above and beyond even the superhuman capability of the Adeptus Astartes. These can range from visions and omens to great coincidences and even quidance by the Emperor, all informing the Battle-Brothers or the founding veteran that the dead are making their will known. Only this helm and the scant details in his records are left to tell his story, and if the technology found in the silicon, ceramite, and data fibre layers of the helm is of his own hand, then it must be a story of great wisdom and technological achievement. Tragically, however, many of those who serve the Imperium alongside the Adeptus Astartes do not have the same mental fortitude. A gathering of Deathwatch authorities was convened, and the Watch Commander made his case to the Blood Angels, stating exactly why he believed the Battle-Brothers enter. um Brother Mercur Br rot othe herr Me he M rcur rc u fell at the portal he had guarded forr so long, two tw wo more more of of his brethren making their last as it smashed smash hed its through waay th way thro roug ro u h the inner gates. 19 An Ancient Covenant In many of the alternative situations, the traitors might detect the
Kill-team far in advance of its arrival. All of this is known to every Deathwatch Battle-Brother of the Jericho Reach, and surely it is sufficient to earn Ho'Tsun the abiding honour of subsequent generations. Vass excelled as a Devastator in his parent Chapter and had served as a sergeant in the Dark Angels 9th Company for almost three decades when called to stand the Long Watch. Beyond the cages, on the field of battle, Brother Ceyx was known to have defeated countless enemies using these supremely master-crafted blades, always ensuring that their surfaces were polished to a mirror sheen, and that their edges were kept as keen as they were the day they were forged. Should they favour the Killteam they favour the Killteam they nave even take their oath again, sometimes as part of a combined oath-taking with their newfound Battle-Brothers. However, the Daemon has well earned its title as humanity's most terrible adversary. ADVENTURE SEED A potential mission might revolve around the sentinel having to be replaced, and the Player Characters escorting the new incumbent to his posting. In many instances, units have found that the most effective means to secure any location is simply to dig a bunker or trench and hold their ground against any assault. He would like to travel there directly, but has been too burdened by other issues that required immediate attention. Were that to happen, Saturn Satu t rnn and Ramaeus warned, the entire region would be lost 73 II: Honour thy Ancestors The Seven Servants II: Honour thy Ancestors forever, as would all its worlds and every one of the warriors of the Emperor engaged there. Spending Experience Points to purchase a Heroic Legacy Package is discussed in greater detail under Acquiring a Heroic Legacy Package on page 78. No exact transcription of that meeting exist, but the legends of the Subjugators and the Deathwatch largely agree on the essentials of what passed between Gundahar and Andarion. In addition,

whenever a Battle-Brother wielding the Crozius of Nolasco and filling a Defensive Role in an active Heroic Legacy is subject to Critical Damage, he temporarily gains one level of the Black Rage Primarch's Curse. An ornate lectern stands in one corner, holding an open and weighty tome atop it. At that point, the BattleBrothers may gun down the heretics or attempt to take one or more prisoner for questioning. It is a burden borne by every BattleBrother and one often only shared within his own Kill-team, driving its members closer together with the horrors they have witnessed. Thee precise pre reci cise ci se nature nat atur u e off their ur the heir ir defeat remains a mystery, though information of the precise pre reci cise ci se nature nat atur u e off their ur the heir ir defeat remains a mystery, though information of the precise pre reci cise ci se nature nat atur u e off their ur the heir ir defeat remains a mystery, though information of the precise pre reci cise ci se nature nat atur u e off their ur the heir ir defeat remains a mystery attempt to take one or more prisoner for questioning. information maati t on cconcerning o ceern on rnin inng th thee xenos assault indicates that the swarm devastated devvas asta tate ta tedd the te th he region. Noticing a storm ten minutes before its arrival requires success on a Challenging (+0) Survival Test. tiion o all assets ass sset e s to et t once onc ncee more more clear the area and additional s iggat st atee the th he cause caus cause of us o the the h tragic loss, several investigate ks had had already aallre r ady ad dy passed. shoold. This is even more true in the case of veterans, and every action they undertake and every mission they complete will leave a mark on the Jericho Reach and define their place within it. The Hammer of Balthazar is a unique Astartes Thunder Hammer. 30 Companions of the First Martyr ... This ability lasts for the duration of the encounter, as determined by the Game Master Tabl Ta blee 2- bl 2 14 4: F Fo orc r e Fi Fiel elds ds s of th thee Lu Lux x Ve V ritatiis Naame m Prot Pr otec ecti ecti ecti on o Rat on atin ing in g Over Ov erlo er load lo ad d Rolll W Wt Req Re q Ren Re nown w X na Xe n xi xian an Bonnee-Ch Char Ch am ar 45 5 1-5 15 2kgg 2k 50 0 Fame Fa med 71 II: Honour thy Ancestors A simple wreath of laurel leaves, wrought from wafer thin leaves of refined adamantium to render it all but invulnerable to rigours of the field of war, the Protean Laurel is a headpiece designed to be fitted about the crown of most marks of Adeptus Astartes power armour helms. This is not to say that Ebongrave has a special and unique grudge against the Deathwatch; this is a disdain and paranoia that he shares with any forces not under his direct control (and that even encompasses some of those elements supposedly loyal to him). Their time in the Deathwatch has changed them, or for some other reason their secondment is not yet ready to have them back, or the Deathwatch still has need of them. Squad Leaders listed on the Offensive Roles side of the Package count as an Offensive Role when determining the Killteam's Formation. More information about the Fifteen of Midael can be found on page 51. The other seven packages provide a more focused approach, each representing an archetypal tactical style. when they first set down upon the planet's surface. Full game statistics for this character is included in the NPC Appendix, beginning on page 138. "To take the oath twice is to become a beast of a different breed and can mean both the beginnings of greatness or the taint of the reckless, wild, and headstrong." -Battle-Brother Jyra Coldheart, Space Wolves Chapter hen a Battle-Brother takes the oath of secondment to the Deathwatch. The level of constant give and take has led to a consistent stalemate upon Vanity. Confusion soon turned to suspicion as each demanded to know why their presence had been requested. It is one thing to fight knowing one is prepared for the trials ahead, that one has received equipment equal to the task. These extended periods of selfreliance, especially in the Outer Reach, change a Killteam "In the end there is only the memory of what came before, the glory of his deeds, and the foes vanquished by his hand. It was only when a much later expedition stumbled upon the fallen form of Brother Pardis that something of II: Honour thy Ancestors of the Long Watch. Keepers ers of Wisdom, like Master of Stratagems, advise Squa Squad uadd Leaders on matters germane too the mission at hand. Activating ancient enacted the final wa w ard ds, the hee Inquisition, Inquisiti siition tiionn, ass well wel e l ass the the Deathwatch and the Grey Knig Kn ight ight a edd the al he ddaemon-spawn he aemo ae moonn-spawn in a tomb from which Knights, hee se sealed it,, an it nd hee aand nd dB orro or ro, co ro ccould u d ne ul nnever ver escape. Though the transformation was only temporary and witnessed only by Deathwatch chapter serfs, its was later declared a genuine phenomenon. Some me m members mberrs of the les less ss st stri strict rict Codex Chapters, like the Space Wolves Wol olve vess and and Black Bl k Templars, Temp Te mplars, make up the numbers of this group, either em embr brac acin ingg the embracing independence of the Kill-team structure in the case asse off Space Wolves Battle-Brothers, or taking the the fight to their the nemies in the case asse off Space Wolves Battle-Brothers, or taking the the fight to their the nemies in the case asse off Space Wolves Battle-Brothers, make up the numbers of this group, either em embr brac acin ingg the embracing independence of the Kill-team structure in the case asse off Space Wolves Battle-Brothers, or taking the the fight to their the nemies in the case asse off Space Wolves Battle-Brothers, battle-Brothers, battle-Brothers, or taking the the fight to their the nemies in the case asse off Space Wolves Battle-Brothers, battle-Brot of Black Templar Battle-Brothers. Choosing the Oath of Legacy provides prov pr ovvid ides ess the he Kill-team With te with all the benefits and special abilities abil ab ilit il itties abil ab ilit il itties abilities abiliti planet's surface while eliminating enemy threats. 56 Wt Req Re q Reno Re nown no w wn 35 Faame medd BORRO'S FINAL SACRIFICE The selfless deeds of the time involved, the constraints upon the time line line sake of his final sacrifice for the sake at this stage are arbitrary and somewhat contrived. Whatever hin ingg the truth, everything 55 5. Some openings of the Omega Vault herald new, heral aldd entirely en new ew, unclassifiable threats that the Deathwatch Deathwatch Deathwatch in the verything 55 5. Some openings of the Omega Vault herald new, heral aldd entirely en new ew, unclassifiable threats that the Deathwatch the path of a tendril of the hive fleet. This eldritch flame coalesces into coherent balls of Warp energy. These packages found in Chapter III. The second was recovered by the mission that rescued Brother Pardis. Follow in the footsteps of your predecessors and complete the mission that laid them low. A Challenging (+0) Lore: Forbidden (The Traitor Legions) Test or a Hard (-20) Lore: Forbidden (Heresy) Test identifies the markings on the ceramite. 12 The Lord Militant does not have any command or control over the Deathwatch, and ultimately it falls to the Chamber of Vigilance and its Space Marines to choose how best to use the Kill-teams at its disposal. Around three hundred of the casings have been awarded over the millennia, and most of them have been returned upon this return to his parent Chapter. The people appeared to be in the grip of some som omee mental ment me ntal nt a force, al for orce ce,, and energy that assailed them constantlyy an andd wh whic which ich ich ha hadd ca aus u ed the society there to all but co ollap Illap apse se.. If the Battle-Brother is caught in the blast radius of a weapon with the Blast Quality, the attack will do no damage to the Battle-Brother and he will suffer no effects whatsoever. In one one way way or or another all Battle-Brothers conform to to this th his Veterans and the Chamber of Vigilance I: Only in Death "We can but hope for the aid of the Deathwatch of the Jericho Reach in our great common struggle, for their reach is long and their blade is sharp. As a result, the former cell of Epistolary Sabazius has been declared sacred ground, and it is maintained as a shrine to the fallen hero of the Scouring of Andronicus Prime. have team rather than being impededd by th hem em. Though he knows not where they might need to travel, he is confident that the recovery of the artefact is certain to take them far from Watch Fortress Erioch. A Battle-Brother may use a Standard Action to break the Lightning Heart, causing a massive blast of unfettered coruscating energy and scouring the soul of any being nearby. Roole le.. A Battle-Brother filling the Role of Wielder of Devastation uses the many types of launchers, grenades, and general ordnance fielded by the Adeptus Astartes to provide indirect fire support to his squads. In practice, the size and scope of the Crusade means that each salient must largely govern its own assets, including allied forces like the Adeptus Astartes, 13 I: Only in Death which typically follow their own agendas as much as the strategies of the Lord Militant. Most missions carried out by a Kill-team are small, clandestine affairs involving no more than a handful of Battle-Brothers and requiring only small-scale tactics. More than a dozen tunnel entrances are set into the ground, protected by hinged doors made of scrap metal. 74 Fragment 99/0001: Twelve seconds of dialogue between two unidentified Throne Agents. that support them, the walls have been scorched to the point that they are only bare stone. Time and against overwhelming odds. hatt Brothers Cuiris and Borro ha barrier. Any additional assets must come through standard Requisition. Though he still
believes in the Imperial cause, he has become far more attached to the notion of his own survival than would normally be acceptable for any member of the Imperial Guard. Pack Pa ckkag age. While they do not ignore immediate threats, they are clearly tactically savvy and in constant communication. The Kill-team might also be placed in a position of stress, where the priorities of its members are tested. Ultimately, it was the intuition of brotherhood that unveiled the intruder, when Watch Captain Peratos declared which the mission has been revealed, he is prepared to offer them a generous degree of support. WATCH CAPTAIN AESALON OF THE RAPTORS The archives of Watch Fortress Erioch attend that Brother Lestu Aesalon was a veteran of at least three vigils of the Long Watch, though the records are unclear as to whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether these were all served in the Jericho Reach or whether the Jericho Reach or whethe Inquisition are granted Deat De athw at hwat hw attch and th access acce ac cess ce ss ttoo di ddifferent fferent elements of the truth, soo tthat hatt on ha only l the most m highly positioned offic of ficer fices es to the officers entire ti re story. Any Space Marines who walk through the clouds without filtration, either within the crevasse or across a drawbridge, must make an immediate Arduous (-40) Toughness Test to resist the effects of the vapour, keeping in mind the bonus for their multi-lung implant. When a Kill-team needs to field a powerful active defence, one of its members often takes on the Role of the Builder of Towers. Any psykers among the th he Battle-Brothers may ma recognise that someone within the dark rkk bastion has already begun the process of enacting an unholy unholly ri ituual that hat ca ccalls lls upon the Warp. Such is the nature of the command of the Crusade that a single office or regiment may have many masters. If a Kill-team expects to engage with energy armour or monstrous creatures, one of the Battle-Brothers can take on the Feller of Giants Role. T MASTERS AND SERVANTS Mordigael is the current Watch Commander of Fortress Erioch and, by extension, the Master of the Vigil. Brother Pardis, who gave all to hold the hordes at bay and allow his brethren to escape the hall, yet lived, though his body was so mortally wounded that his sus-an membrane implant had plunged him into a slumber as lifeless as the millions of effigies with which he would share the cold, dark tomb for the coming centuries. On worlds like Mahir or Sovereign, the members of the Dead Cabal keep eyes and ears open against its foes, but also to track both Inquisitors and Battle-Brothers there on their own missions. Once all participating Battle-Brother's Overwatch ends. If so, does he seek to learn more of the shadowy nature of the shadowy advanced, ignoring every opportunity to prepare themselves for possible risks, then it is far more appropriate for them to face opponents that are well prepared for their arrival. This small outpost is manned by only a single squad of Chaos Space Marines and a Chosen Terminator, who leads the group. It was one such opening that led led to to the mission missio ionn to silence the so-called Lord of Lightning. This is a weight of memory that mingles with his honour, and becomes as important to him as the glory of his Kill-team or any deeds they might commit in combat. brothers to mourn their passing and remember their deeds. Though their unusual bodies seem to be resistant to the planet's hostile environment, their minds are believed to have become as twisted as their bodies. In both cases, becoming a veteran within the the Deathwatch Dea eath eath thwa watc wa tch tc h does not guarantee any kind of specia ran ankk or ccommand; an oom mmaand nd;; rank even should a Kill-team display extraordinary extraordin exceptional Kill-teams and filed them away in his vast consciousness as future priority targets for his legions. THE RITUAL IV: The Longest Watch The upper level of the tower is an unholy laboratory entirely devoted to Kole Soulfire's (see page 136) unholy ritual. In a worst case scenario, the ritual might even have completed prior to the Kill-team reaching the Crucible. Among the many tools used by the Battle-Brothers in the Jericho Reach is the Holding Action Manoeuvre, used to defend a position against a large number of enemies and to rally any surrounding allies to the defence. Chaplain serving on the Watch Fortress. Such a thing is far from easy to achieve, however, and soon the Battle-Brothers were in full pursuit of at least one confirmed infiltrator. The first relates to the life of Master of the Vigil Ho'Tsun himself and is linked to him by way of his deeds before he and his Battle-Brothers vanished in the Slinnar Drift. A population of 400 Pyre Mutants dwell within the crevasse and its surrounding cavern network. So long as the Builder of Towers has a minute or two to advise his Battle-Brothers on position and cover, and to make use of the terrain before a combat encounter begins, each member of the Kill-team counts the AP of any cover from which he is benefitting as 2 higher than normal. thee M41, when th F 58 Imperial frigate Spear of Tarsus came upon the Warp Gate while traversing the Halo Margins beyond the Calixis Sector. Bolt guns designed as sniper rifles are typically either hand built, unique weapons built by talented Techmarines, or obscure patterns built in small numbers at the behest of a particular Space Marine chapter for a specific campaign, such as the Stalker-pattern bolt gun. It is said that Brother Gundahar refused to treat with the Inquisitorial agents sent to the Chapter's home world of Xenax, ignoring their repeated requests for an audience. You are at the fore of Mankind's war for survival against an extremely hostile universe. Otherwise, the survivors from the wreckage of the Just Reward are certain to see a shuttle and have time and firepower to destroy it as it lands. theem. Hardened veterans of the Jericho Reach, they have forged for themselves a special place within the inner circles of the Deathwatch, working for hidden masters and overtly or covertly aiding the Achilus Crusade when their aims and its coincide. In addition to its normal functions as a Clavis of the Keepers, the Mournful Clavis provides any who wear it a great deal of respect and honour among the Battle-Brothers of the Jericho Deathwatch. Def efen ensi en sive sive ve. 83 III: Figures of Legend HARRIER OF HEROES SLAYER OF HEROES and honour among the Battle-Brothers of the Jericho Deathwatch. III: Figures of Legend Activation Test: Challenging (+0) Tactics (Recon and Stealth) or Hard (-20) Ballistic Skill Test. It is by their fervour and their dedication that these defenders of mankind stand against the roiling horrors of the Immaterium. Goethe Darkflame (Master) Profile WS BS S (15) T Ag Int Per WP Fel (8) 55 54 65 45 45 42 42 45 22 Movement: 5/10/15/30 Wounds: 32 Armour: Chaos Space Marine Terminator Armour (All 14). The entire encampment is just under a half kilometre in diameter, with several of the buildings directly abutted against the vessel. The halberd resides alongside the plasma cannon in the depths of the Catacombs, for the Keepers hold that the fate of the two weapons are linked as surely as the ties of blood that bound their former bearers. em Of the the countless enemiess that might have bbeen e n responsible for ee this unprecedented infiltration, np a number mber of possibilities exist. The punishment for their actions is certain, and inevitably terminal. One is the so-called Mirador, an ancient observation array wrought by the Adeptus Mechanicus at the very founding of the Jericho Sector, or possibly even before then. Similar to the cost of the Heroic Legacy Package, the xp cost to unlock each Role is expressed as a value that must be spent by each player. During the early stages of the Tyranid attack, much of the planet's atmosphere and carbon reserve were absorbed prior to the Deathwatch's arrival. However, the seed he recovered has yet to be returned to the Chapters of the fallen, for Nicander was struck down by a blast of baleful energy during the final stages of the action, the raw stuff of the Anomaly
seeming to smother him in pulsating corruption for what seemed an age before his BattleBrothers freed him and allowed him to escape to the extraction zone. Rising through the Ranks "How can a Chapter which counts its numbers from a hundred different factions consider itself in control of its own destiny?" -Euras Germas, Inquisitor of the Ordo Xenos he Deathwatch of the Jericho Reach is created from Battle-Brothers drawn from hundreds of different Chapters p and gguided by commanders of Watch Station Erioch. This curious Force Staff possesses a number of odd qualities. The issue need not be concluded in a single mission, either—perhaps one of the Battle-Brothers the characters interact with at Erioch has something about him that raises questions, leading slowly into a far wider conspiracy or threat. With the return of the so-called Mantle of the Silver Lion to Watch Fortress Erioch, the Deathwatch has been confronted with something of a conundrum. He served for many decades in the Minotaurs' first company, accumulating numerous accolades, honours, and marks of distinction for his courage in the face of the enemy and his stalwart leadership. The storms often come from seemingly clear skies, descending upon the characters with little warning. A se secret crret e aadherent dherent of a radical doctrine that espoused eexperimentation experimentation and the active pursuance of new modes of technology technologyy, Magos Carthenis ascended to command of thee Mi th Mirador irador facility in 251.M36. FALLEN FAR FROM HOME There is much ritual around the death of a Battle-Brother, and even more so when it comes to Deathwatch veterans, the Chapter and the Kill-team both going to great lengths to honour their dead. Alarm klaxons provide all crew and passengers with ample warning to strap in prior to the transition between the Warp and real space. If this is not possible, he receives no out-of-Turn Move Action. This is the final depiction of this, or any other Inquisitor that took part in the mission, none of which returned to the strike cruiser. Tactical and Devastator Marines are particularly well suited for this Role, as well as those Battle-Brothers hailing from the Crimson Fists Chapter. For that reason, they have only been dispensed as a combined whole rather than individual pieces. Furthermore, once per session, provided the BattleBrother bearing Frostheart's Brass Tears is filling a Defensive Role in an active Heroic Legacy, he can choose to ignore all damage and effects from any one attack against him. Getting closer, though, you realise that in spite of the hubris in its design, the building is clearly an eminently defensible structure. The alien hunter of the Ordo Xenos screened the air for some alien microbe that might be insinuating itself into the belligerents brains, a not-unheard-of phenomenon, but he found nothing. Unlike some of the structures often found within a Codex Chapter, command does not flow directly down to military formations, which remain tightly knit together and always function as a singular body. Already an aged Son of Medusa and a veteran of countless campaigns, he stood a number of watches in the Jericho Reach over a span of decades. A trip into the Omega Vault is a rarity, even for the Commander. Cohesion Threshold: 13 Execution Test: Hard (-30) Lore: Scholastic (Codex Astartes) Test. In this situation, Game Masters are encouraged to be flexible, so that the Battle Brothers may be able to track down the opposition in a timely fashion. Watch Wat atch ch Fortress Erioch is host to numerous shrines sh hri rine nees de dedi dedicated dica di cate ca t d too Brother Captain Balthazar, as w well elll as one el one n major maajor chapel, within which reside resi re siide d tthe he relics rel elics associated assoociated with this mighty Space Sp Spac pac acee Marine M riine Ma n and his brethren. Over years of hazardous missions and combat, the members of a Kill-team will learn to rely heavily on each other, something which is evident after even a few missions among those newly seconded to the Deathwatch, but which becomes far more pronounced in Deathwatch veterans. Whether or not the Chamber of Vigilance intends to honour this dire instruction remains to be to seen, as do the consequences for disobeying the Ordo Hereticus should they decide not to. io n. Pooling highly specialised and often esoteric skills and knowledge earned while facing every possible threat to the Imperium of Man, the conclave considered every possibility. It is not ot in in their nature to allow such effective weapons of the beathwatch truly aspect of the first Martyr is that it demonstrates how layered and complex the histories of the Deathwatch truly are. Cohesion Threshold: 10 Execution Test: Difficult (-10) Command Test or Hard (-20) Tactics (Defensive Doctrine) Test. The colonist sts and miners were soon so on har harshly a shly disabused of the notion of th their heir rescue, however, when IInquisitor neuronal test or Hard (-20) Tactics (Defensive Doctrine) Test. The colonist sts and miners were soon so on har harshly a shly disabused of the notion of the notio that was overrun by aann advance horde of Tyranid creatures. The enemy were w we re writhing wri rith thin th ingg tentacles in t ntacles pitted with lamprey-like mouths that te ssucked su cked ck e aand ed nd ggnawed naawed at the bodies of those they managed to ggrasp. Under these circumstances, the traitors even go so far as to state that a Sorcerer who travelled from that world is currently preparing to enact a ritual that should be able to fully exploit the artefact's powers. The pict-capture and Borro, shut sh utss of ut oofff th tthee in inst stan st antt th an thee ward wa ard rdss were to ppenetrate ennet enet etra rate rate the te h aarcane he rcan rc anee ba barr rrie ier. Any time that the Battle-Brothers of the Kill-team are filling more Offensive Roles than Defensive, the Kill-team is considered to be in Offensive Formation. BREAKER OF HORDES Activation Test: Challenging (+0) Intimidate Test or Hard (-20) Weapon Skill Test. This system grants the wearer a +20 bonus on all Perception and Tech-Use Tests made to discern and properly diagnose damage to and problems with malfunctioning technology. Legend states that upon the swearing of his third Apocryphon Oath, Ho'Tsun entrusted his beloved weapon to the care of one of the attendant Chaplains, stating that he would not take it up again until that oath was discharged. The mustered Kill-teams searched for any sign sign of Epistolary Sabazius and his Kill-team, yet nonee co coul uldd be ul could found even after many days. It is held amongst the Chaplains of Watch Fortress Erioch that only a warrior equally blessed could bear it. A single large figure, swathed in robes and a hood, holds the Sphere you have sought aloft as he floats in the air above the floor. In addition, each participating Battle-Brother makes a simultaneous out-of-Turn Overwatch Action targeting any enemy entering the Target Position. The Librarians of Watch Fortress Erioch know that few of Ho'Tsun's many victories were unrelated; the vast majority were linked together by strands invisible to all but a few. Towering over these soldiers of Mankind are the Space Marines of the Adeptus Astartes, their gene-enhanced bodies making evident to the eye the superiority that their warrior spirits make manifest on the battlefield. Countless legends address the untold number of objects contained within its vaults. Though he faced inevitable doom at the hands of the Chaos-fiend, the gene-seed of his slain Brothers could be recovered and returned to their respective Chapters. The trip to Herisor is already plotted, and the ship's crew has already prepared quarters for the Battle-Brothers Designed to be filled by dangerous and aggressive combatants with specialised skills, these Roles make up the Offensive Role column in a Heroic Legacy Package. The bodies and armour of the fifteen defenders are never found." -Notes from the Liber Eriochus, 175.M41 enturies before the Achilus Crusade descended upon the Jericho Reach bringing war on an apocalyptic scale, the servants of the Ruinous Powers had already transformed the core of the old Jericho Sector into a pit of blood and damnation. This structure presents a physical obstacle and offers a better vantage point for patrolling guards. As the Battle-Brothers discover more information, they might become alarmed about the degree of risk potentially involved with this mission. Neither of these options are easy, but they represent the only straightforward way to end the ritual without suffering the effects described in the Disrupted! sidebar—save for allowing the sorcerer to complete it. WEAPON? So long as a Techmarine bears this relic, all weapons borne by xenos adversaries suffer a Weapon Jam on an unmodified Ballistic Skill result of 91-00. *††Psychic Powers: The following powers can be found on page 127 of the DEATHWATCH supplement MARK OF THE XENOS: Doombolt Action: Half Action Opposed: No Range: 20 metres x* Psy Rating Sustained: No Description: Doombolt is a common destructive power utilised by a great many Sorcerers to strike down their foes. Only extreme effort or the passage of geologic time could hope to return it to one well suited for human habitation. 70 LEGACY OF THE FALL OF HERISOR The Legacy of the Fall of Herisor can be brought directly into an ongoing campaign by way of The Longest Watch mission to be found on page 107. The masters had no choice but to pass word of their realisation throughout the entire force, though in doing so they hoped to drive the infiltrator, or indeed infiltrator, or indeed infiltrators, to some action that would unmask them. reat re atio at ion. After years of uninterrupted exposure to the Sphere and the Warp, there is little that remains of the man who was once Darius Phine. This relic replaces the potentia coil already possessed by a Techmarine and is
integrated into his Mechanicus Implants for the duration of the Mission for which it is requisitioned; as such, Brother Ixion's Potentia Coil can only be requisitioned by a Techmarine. Under normal circumstances, Frostheart's Brass Tears function exactly like a Charm—see page 171 of the DEATHWATCH Core Rulebook—removing the Battle-Brother bearing one or more of them from the pool of characters when randomly determining the target of a negative event or circumstance. BROTHER SYNFELL OF THE STORM WARDENS A Tactical Marine and a veteran of several vigils, Brother Synfell was known throughout the Deathwatch of the Jericho Reach as a redoubtable warrior and a loyal comrade. Having covered the history, the next segment n of each entry is a description of the primary figures that lived it, en generally gene ger rally featuring something of their background, service in the h Deathwatch, and a little about their characters. More information about the Companions of the First Martyr can be found on page 29. Something of a confraternity has formed amongst those Battle-Brothers who have carried the Orphaned Blade in combat, an informal brotherhood that transcends boundaries of Chapter and rank. Ostensibly, while serving in the Deathwatch in the Jericho Reach, a Battle-Brother serves the Watch Commander and the Chamber Vigilant, which can include the influence of the Inquisitors of the Ordo Xenos. In its current state, this ancient suit of MkII "Crusade" pattern Power Armour uses the armour stats listed on Table 2-10: Armour of the Martyred Hunters. Such things have the Battle-Brothers iin tturn of the Deathwatch seen, confronted, and defeated upon the battlefields of the 41st defea Millennium that each is possessed of but M Mi III fraction of the Emperor's immeasurable a fra grace. The second was a Witch Hunter of the Ordo Hereticus, a veteran executioner of worlds whose pogroms were infamous across the Eastern Fringe. If unspent, this temporary Fate Point is lost at the conclusion of the Kill-team's next mission. Thus, it is held amongst the Masters of Watch Fortress Erioch that the Broken Spear will one day be required again, whether to defeat a new foe or should an old one return. Effects: If the Squad Leader succeeds on the Execution Test for this Manoeuvre, each Battle-Brothers participating in the Manoeuvre may perform one of the following actions, Soulfire is freed from his duty to sustain the ritual. This wall stands roughly six metres tall. 2013. See page 134 for more information on the ritual's progress. This attack is centred on the Techmarine and deals 1d10 Energy Damage per Power Charge discharged, with a Penetration value equal to the number of Power Charges discharged. In addition, so long as the Squad Leader bears the Death Oath of the Fifteen, Manoeuvres he executed are not filling Heroic Roles at the time to search through the Courtyard. Watc tch tc h Fo Fort rtre rt ress re ss make their way to the Tower of Brass, they are received politely, but coldly, by an Inquisitorial aide dressed in adept's robes. Gear: Map to the Crucible. The The armour arm r ou ourr was daubed with the unmistakable sigils of the the Great Gre reat at Enemy, Ene n my my,, fetishes while rune-etched skulls and other fetishe hees hung hung g ffrom rom rom rusted rust ru sted st ed antiquity, chains. Based upon impact marks from the site, the shuttle landed hurriedly, and may have also left in the same fashion. RELICS OF THE EMPEROR'S HAND The following relics are included for use with the Emperor's Hand Heroic Legacy Package. Few of the survivors have any of the necessary experience or knowledge required to establish the infrastructure for a colony. It is said that upon his awakening from his long slumber, Brother Pardis greeted Ramaeus and Lady Saturn as if they were old companions, though it is entirely possible that his mind was clouded by the arcane processes of his staries casket. Many of those Adeptus Astartes inducted into the mysteries of the Cult Mechanicus, however, look upon the event very differently, regarding it as a genuine miracle. Further investigation of the area reveals several pieces of ceramite, broken off from a suit of power armour. Many Inquisitors, of all the Ordos, do not announce their presence to the Deathwatch when they come to the Jericho Reach, following their own personal missions out of sight and reach of the Crusade forces. While they are built in countless patterns and tailored to suit nearly any tactical situation, bolters are typically selectfire weapons designed mainly to deliver a withering barrage of automatic fire with accuracy. Rather, the tr tru uth. The last of these strands led him to the Slinnar Drift, and it is there that his tale ends for all but the most highly placed officers of the Deathwatch. Unfortunate ely, Unfortunate ely filling an Offensive Role in an active Heroic Legacy, the weapon gains access to the Maximal Setting as described on page 147 of the DEATHWATCH Core Rulebook, save that the Storm of Vass only gains an extra 5 metres of range. He observes, records his findings, and returns to his Battle-Brothers to report. It is thought that the keys are a symbol of rank or some specialist appointment related to the traditions and doctrines of Andruk's parent Chapter, the Crimson Castellans. Over the next six months, they fought a gruelling campaign of surgical lightning strikes to cleanse the world of the Tyranid contagion. In order for the Battle-Brothers to get a better understanding of the fortification's defences, they must approach it. Inquisitor Saturn appears to have been concerned primarily with the Hadex Anomaly. One artefact of particular interest was identified during this quick survey, and information was reported back through vox systems. When the size and shape of the repository is described, his face lights up—it is immediately clear that he knows exactly the artefact that the gene-seed samples Brother Nicander was carrying at the moment he was attacked might have been somehow corrupted, and so they will not be released to their parent Chapters until their purity is ascertained. This ensures that no spiritual, physical, or psychic taint remains upon the warrior and that he may continue to serve the Long Watch regardless of the horrors he has confronted. So when a Battle-Brother Battl tletl e-B eBrot Br othe ot her comes he coome mess to the the her Deathwatch harbouring distrust off other other battle tletl e-B eBrot Br other battle own ideals on other BattleBattle-Brothers, eB Brotheerss, the the Kill-team KillIll-t Ki -tea -t eam ea m will suffer. Further, any gear exposed to the elements may be damaged. on Due to the extreme conditions and severe seve vere re losses, los osse s s, se s, even eve vere re losses, los osse s s, se s, even eve vere re losses and severe seve vere re losses. Ma ac M Marines rine ri ness ha ne h had add little time to investigate the planet further. In addition to marking the temple, it also includes notations about the forces of Hive Fleet Dagon. It was Watc Watch Captain Peratos who confr confronted the final infiltrator, which had assumed outward appearance the out of a member of the Ultramarine's own KillUltram team. There are currently nine Flamers of Tzeentch (see page 140) present on the ground floor of the tower. The Th he population was concentrated in a num number mbe berr off h high-walled ighig h-wa hw Ill ed ccity wa ityy it states, most of which were at war wi with ith h oone ne aanother nnooth ther eerr ddespite espi es piite t the efforts of Sovereign's Imperial Comman Commander, and e an der,r, tthe de he sso-called o caallled oe ed Over-Duke, to maintain peace. As the defenders are expecting an attack, grant them 118 a +10 Awareness bonus to oppose any Shadowing or Silent Move Tests. Resolve the effects of these different leads to the Crucible as follows: • If the characters rely upon information from Darkflame, he provided them with the best possible routes into the facility. As she assembles this information itself as an asset that must be carefully dispensed. The reason for this stipulation was not forthcoming, but was not questioned, and Nolasco's Crozius was interred within the Catacombs alongside the relics of the other members of Killteam Sovereign-Sigma. As the commanding officer, Huang's failure and survival was frowned upon by high them not with the touch of the Warp nor potent psychic assaults but with their ideas and ideals, an altogether more insidious form of attack. Over Oveer the past several years, the Sphere successfully corrupted corrup upte up tedd a te loyal servant of the Inquisition. He is loathe to sacrifice any of the soldiers under him, even to ensure his own survival. It is said that the scroll tempers the soul of those alongside he who carries it, ensuring they lives up to the memory of the Fifteen of Midael. However, due to the influence of the spirit creatures that inhabit the world, the war is primarily fought by small groups. If the Kill-team further discusses the nature of the artefact with Watch Commander Mordigael after meeting with Inquisitor Ghent (see page 112), he assigns them an additional 25 Requisition. The Watch Station spy net recorded the image of Borro retrieving a fallen brother's progenoid while wh fending off the attacks of no fewer than an three Traitor Space scene Marines, and thiss sc scen en is reproduced in devotional The greatest numerous devotiona naal works. If pressed on this point, the Commander admits that it is possible that a vessel—particularly one of xenos origin—might have travelled through the system without being detected. Should the the players play pl ayyer e s wish wish to to follow follillow fo ow w in in the footsteps of their honoured ancestors, annce cest stor st ors, or s, the thee Heroic Herroi o c Legacy Leega gacy cy Package associated with each histo tori ricc Kill-team KillIll-t Ki -tea -t eam ea m is presented preese sent n ed nt
historic here. In addition, so long as a Battle-Brother wearing the Mournful Clavis is filling an Offensive Role in an active Heroic Legacy, the Clavis provides its wearer with a Force field with a Protection Rating of 35 and an Overload Rating of 1. Deserters are targets of opportunity, per their mission briefing. With this information, any of the Battle-Brothers may choose to make a Very Hard (-30) Lore: Common (Jericho Reach) Test. Lin nge geri ring ng effects ef ffe fect ctss from ct from the Hadex Anomaly also prevent the Imperium m ffrom fr rom o oorganising om rgan rg a ising battle groups that are sufficiently large to ea asi sily ly ooverwhelm verw ve r helm the disorganised mutants. Maccabian Deserter (Troop) Profile WS BS S T Ag Int Per WP Fel 30 32 30 33 30 20 32 30 18 Movement: 3/6/9/18 Wounds: 10 Armour: Flak Armour (All 4, Horde 4). presente tedd in this thi hiss book, book, book, book, book, book, book There are eight Heroic Legacies presented pack ck kag ages es represent rep epre rese eseent located at the halls, the Player Characters can hear the strains of ancient militant anthems playing faintly, which increase in 110 volume as they progress through the area. Talents: Fearless, Heightened Sense (Hearing, Smell), Sprint, Swift Attack, Lightning Attack. What followed was a pursuit the likes of which is rarely recorded in the history of the Chamber o Vigilance is another part of their holy duty to the Emperor, part of the ancient rites and rules laid down in the founding of the Deathwatch in the lost past. With this in mind, while these chance encounters should be dangerous, they ought not to be crippling to the primary mission. The BattleBrothers of the Adeptus Astartes are unrivalled masters of tactical movement. The annals of the Achilus Crusade are decorated with the names of great heroes who have given their lives for the Emperor, and the Deathwatch is no different. For purposes of this scenario, additional reading may not be necessary but can help to add depth and verisimilitude to the presentation. With the discovery of the Warp Gate connecting the Calixis Sector to the Jericho Reach, and the launching of the Achilus Crusade, everything has changed for the Deathwatch; the sector has been torn asunder by the raging fires of a full blown warzone. Another character might retrieve it and remove it from the room where the ritual takes place. Rather, the mutants swarm the Kill team, attempting to overpower them with sheer weight of numbers. While he does not know the exact purpose of the artefact, he does know that Sorcerer Soulfire has some elaborate ritual planned, which could have lasting effects on Vanity. IV: The Longest Watch COMMANDER HILGA BRASHNIR A no-nonsense tactician, Commander Brashnir has command of the Imperial Navy vessels currently operating within the Vanity system. 91 Defensive Manoeuvres It iiss co comp comparatively mpar mp a at ar ativ i ely rare for the Deathwatch to field more than iv a single sing si nggle l K Kill-team ill-te team am at one time; this was evidence, were any required, re equir quir quired edd, of the he severity sev e erity of the situation. Knowing the price for failure and treason, he is not prepared to share any actual practical information with the Battle-Brothers at this time. This veteran of countless cou o nt n leess battles detected a lingering taint in the air, a familiar fami familiar fami familiar fami familiar fami familiar fam the broken spear. NOTABLE CHARACTERS Just a few years ago, in 814.M41, Hive Fleet Dagon attacked Herisor. On failure, Game Masters should provide only a few of the worse possible options. The fate of billions rests in your hands! Tagi: Deathwatch | Warhammer 40.000 | Fantasy Flight Games Czytaj również string(15) "" Komentowanie dostępne jest po zalogowaniu. The words of the blind prophet echoing in his mind, he unearthed ever more baleful strands of fate, each linked together via keystone nodes in the history of the DEATHWATCH Core Rulebook). Possibilities might include a ghost ship found within the Warp, an attack on the vessel by Daemonic forces, or even an unfortunate chance encounter with a vessel in the service of the Chaos Gods. Preliminary reports indicated that it bore a potent psychic was conducted which showed only minimal evidence that a conflict had ever taken place. As the leader of the Deathwatch assault on Herisor, Inquisitor Ghent (see page 138) has the key information that the Battle-Brothers need. Games Workshop, Warhammer 40,000, Warhammer races and race insignia/devices/logos/symbols, vehicles, locations, weapons, units and unit insignia, characters, products and illustrations from the Warhammer 40,000 universe and the Deathwatch game setting are either ®, [™], and/or © Games Workshop Ltd 2000-2013, variably registered in the UK and other countries around the world. Knowing their vigil was at its end, the Space Marines charged the gargantuan creature, their last deeds ones of courage and devotion to duty in the face of impossible odds. Even so, the actions of the Council are subtle in the extreme, and have but a feather's touch upon the Deathwatch, perhaps because the Council fears discovery by the Lord Militant or because Zyr Zagthusa's own agendas and madness are at work. The psyker must nominate a single target within range and line of sight; if the Focus Power Test is successfully hit. ash scattered sec e on onds ds,, the ds t e blinding th blin bl indi in d ng di n arc arc r had haadd jumped jum u pe pedd from from one one body body oddy In seconds, he next nex extt and and to the the next, nex e t, until unt ntili finally fina nalllyy itt struck struc u k the th he first first s too the o the the next, nex e t, until unt ntili finally fina nalllyy itt struck struc u k the th he first first s too the o the the next, nex e t, until unt ntili finally fina nalllyy itt struck struc u k the th he first first s too the o the the next nex ext and and to the the next next and and to the the next next struck st last, Watch h Captain in Aesalon Aes esal a onn led al ledd his his warriors war a riior o s in into to the central square at the hear heart rt off the kill-teams, and included in their number certain Battle-Brothers who had participated in missions she herself had led. His favoured weapon was the plasma cannon, but he is known to have mastered them all. stonee floor as if i in abject veneration venneratioon to ann object that th had floated a metre mettree in in the aair before him. at In ttruth, ruth ru th, what th is ssaid aidd of ai o tthe he First Martyr M Ma rtyyr is but a rt fraction ffr rac acti tion of the ti whole w wh whol hol olee story, stor st o y, detailss of which or aree locked ar lock lo cked ck ed securely within the dataccrypts crypts yp ts ooff the t e Watch th h Fortress and known those oonly on ly ttoo th thos o e with sufficiently high clearance As is too aaccess ccess them. The other kind of veteran vetera r n Deathwatch ch like lik ikee they th hey e would would ouuld l their the heir ir own Chapter and accept advancement nt into ntoo positions nt posi po siti si tiion onss of rrank ankk an and command, taking on the interests interest e ts es t off th he De Deat athw at h at hw a ch c the Deathwatch and forming closer bonds with both booth h the the h leadership lea eade deershi rsshi h p of Watch Fortress Erioch and the great structures stru st ruct cttur ures es of of the the Deathwatch hold them to relate to the culture from which the Chapter, but some in the Deathwatch hold them to relate to the most stringent of investigations, the findings of which have been sealed away in the deepest levels of the Watch Fortress's data vaults and are only accessible to a handful of individuals. In these instances, they may even take the oath again, reforging their bonds with the Deathwatch but stepping further away from their Chapter and making the transition back all the harder. Brother Nodens was called to take the Apocryphon Oath having defeated a fearsome overlord of the temple should be attention of temple should be attended attention of temple should be attended att straightforward. While a Battle-Brother fighting as part of his home Chapter will doubtless see years of bloody and terrible combat, he usually does so shoulder to shoulder to shoulder with his company, supported by Predator AFVs and Rhino APCs, heavy weapon platforms and orbital overwatch. Once these Move Actions have been resolved, each Battle-Brother engaging an enemy that is engaging the Target Battle-Brother may then make an out-ofTurn Manoeuvre Action with a +10 bonus to the Opposed p Skill Test. However, their equipment is severely damaged. The revealed to them in its earliest state, its surface ce bbarely arel ar elyy co el cool ollin ingg an andd st stil ilill cooling still host to an entire sea of raging lava. Neither Noctem Vigilate's augers nor the reports from the beacons show any marked increase in the amounts of debris present in orbit around Herisor. THE CODEX OF PERATOS This ancient volume of the Codex Astartes belonged to Watch Captain Peratos, and the frontispiece declares that it was transcribed by an ancestor of his two-thousand years earlier. However, Space Marines are supe superhuman erh r um uman an w warriors arri ar rior ri orss or and even these weakest of Kill-teams are stronger er than the the most veteran of Imperial Guard squads or elite stormtrooper stoorm mtr troo equal to or in excess of the creature's remaining Wounds, it is cast into the Warp. Those members of the galaxy are made of sterner stuff than mortal men, and do so to root out the threats that lie hidden, lost to time itself. Communications are certain to be challenging, due to the fervour of the mutants and their limited understanding of Low Gothic. Onee last ough ou ght to be linked to the fact that gh one thought rth Inquisitor, Inqquisi s tor, she of the nameless the fourth ani n sh hed w ithout a
trace at some Ordo, vanished without uring the he bbattle. It w ve ass aass th he vete vveteran ve ete tera rann ra orbit was the 67 II: Honour thy Ancestors warr warriors wa rrio ioors r w who ho h had add sstood tood to odd three h ee entire hr ent ntir iree vigils ir vigi vi gils gi ls of of the th he Long L ng Watch Lo Wattch h at one onee another's ano n th her er's 'ss side, sid ide, e, and and who who he he knew knew e would wou ould ld lay lay down their their thire i vigi vi gils gi ls of of the th he Long L ng Watch Lo Wattch h at one onee another's ano n th her er's 'ss side, sid ide, e, and and who who he he knew knew e would wou ould ld lay lay down their their their bit eirr lilives ei ivees ra rat rather ther than ther haan ac acce accept cept cept cept defeat. squad is in regular communication. It was only when the agents' master, Inquisitor Vils Andarion, travelled to Xenax in person that the Subjugators Chapter Master intervened and brokered a meeting between the two parties. Added to the fact that a Kill-team is only a handful of Space Marines, the foes they face can be more dangerous and exotic, such as powerful alien commanders and unspeakable xenos horrors. Additional information about these characters, their attitudes, and their choices are presented within the relevant section text. These same Inquisitors, however, will call upon aid from the Deathwatch when it suits the purposes and when they need the kind of firepower and skill that only a Kill-team can provide. The first hit must strike the initial target or any other targets within two metres, providing all of the targets are within range and line of sight. 36 Planetfall Ho rdes d s of mutants wa w it outside of the base. This chapter also discusses the operations of such veteran Kill-teams, including those whose members extend their own secondment to the Deathwatch, or those who return to the Deathwatch after their secondment period is over, as well as the near limitless operational jurisdiction given to these veteran Deathwatch Kill-teams. it The first are those who serve loyally within the Killteam. This test must be taken once for every ten minutes of unprotected exposure. ou stan st and an daard rds. 99 III: Figures of Legend ports, so distinctive of Techmarine armour, are fitted together with breathtaking precision, and the layers upon layers of circuitry, auspex systems, and other esoteric technological apparatus are well beyond what most common Space Marine forges can muster. Both he and his power armour were considered fortuitous, and it was believed that serving alongside the old Minotaur would cause some of the Vigil. The opening of the Omega Vault is a significant event, and both are concerned about its import. The Ki illll-t -tea -t eam ea m ma mayy el eeliminate imin im inat nat atee th he Kill-team the survivors, or they mig ghtt eexploit xplo xp l it them lo hem he m to t h elpp in fi n in nd ingg might help finding the temple where re the he SSphere p er ph eree on once c rresided. This process begins with the more vulnerable mutants, but over the course of a few weeks is certain to extend to any sentient life on the planet's surface. Given their limited numbers and the threats they hunt, it is no surprise that the Kill-teams who earn the honorific of "Veteran" are respected and admired by their fellow BattleBrothers. Every bit as recognisable as Space Marine power armour, the bolter's incredible toughness and versatility make it indispensable. The crevasse extends to a depth of twenty metres. Unless they are outnumbered by more than two to one, the renegades attempt to find a place to regroup and counterattack after two Rounds. In cases like these, each instance of a Legacy Role in a given Package can only be filled once by a particular Battle-Brother. Power cables snake through the region, attached to a large generator that belches black smoke and occasionally arcs lightning. OVERRUN The Overrun is a massed infantry charge used by a Kill-team to break enemy formations, smash through battle lines to move to a different part of the battlefield, or to simply overwhelm or rout enemy forces before they can even become a shocking display of speed and violence. RELI OF RELICS THE SEVEN S Unlike all oof the other veteran Kill-teams di discussed thus far, no relics have become associated with the so-called so-ca Seven Servants. Whatever its ree. Brother Vass's weapon was said to be possessed of a fearsome and vengeful anima that guided its bearer's hand as much as the he controlled it. The Commander has access to the most up-to-date maps of Vanity, along with the most current deployment information regarding Imperial forces. If, at the start of a round, there is no Herald of Signals, the Initiative Order progresses as normal. The dense ceramite is covered in a rich, red lacquer possessing a strange and enchanting depth. That responsibility lies with the Ministorum and others. There are a handful of those among Tetrarchus' war council, both aware of the Deathwatch and part of the Lord Militant's strategic planning, who view Kill-teams and the Deathwatch with its ability to operate outside the strata of Imperial command structures as useful to their plans. Devastator Marines, and those BattleBrothers from the Star Phantoms and Storm Wardens Chapters are particularly well suited for this role, ha h ad co cons nseg ns equences that would linger for millennia ttoo co eq come me.. If necessary, the device might be able to track the artefact over an extended distance, once properly attuned. The events described in this chapter begin with on one ne of tthe he very earliest historical records known to relate to tthe he D Deathwatch eathwatch hinthe Jericho Reach, and the last too took ookk pl place in the fi final nal months of 816.M41. Once in motion, a Kill-team simply charges into an enemy squad or Horde on foot or via jump packs, trampling the enemy beneath their armoured boots and hacking, slashing, smashing, and shooting everything within arm's reach in a deadly display of combat prowess and savage violence. If they do or have done so, or if the Kill-team has purchased another Heroic Legacy Package, they may wish to swear the Oath of Legacy, granting them access to their Heroic Legacy Package Roles and Manoeuvres. As far as can be ascertained, he is the only member of his Chapter ever to have stood a vigil of the Long Watch at Erioch, so whether or not this demeanour is typical of his kin must remain unknown until such time as another of that Chapter should take the Apocryphon Oath. Based upon her recommendations, the Kill-team may be able to more effectively requisition any help on the ground as needed, including troops best suited for specific types of tasks. This is an issue for Deathwatch veterans, as a Killteam will see far more active service against a greater variety of foes than the Battle-Brother might have encountered had he remained with his own Chapter. If the BattleBrother leaves the Heroic Legacy voluntarily, to take advantage of one of his Solo Mode Abilities, for example, the Kill-team suffers 1 point of Cohesion Damage. A Battle-Brother will set foot onn hundreds of worlds and face down thousands of enemies inn his lifetime. make Characters. Some missions require more than just the basic vox systems built in to Astartes power armour and a supplemental vox caster. currently active within the laboratory. These foes are often more powerful and terrible than those commonly encountered on the battlefield, such as powerful Tyranid hive beasts or Warpspawned horrors that possess the power to bend minds and break wills in terrible and diverse ways. Furthermore, should a Battle-Brother wearing the Mantle of the Silver Lion and filling a Defensive Role in an active Heroic Legacy find himself in a position in which he would be required to burn a Fate Point but does not permanently lose the Fate Point in doing so. WATCH CAPTAIN PERATOS OF THE ULTRAMARINES A noted veteran of the Ultramarines First Company and a warrior said to have the ear of Marneus Calgar himself, Watch Captain Peratos was standing his third vigil of the Long Watch when these events occurred. Brother Decatru began hi is su surv r eyy, ai aide ded de d byy tthe h T he echm ec hmar hm arin inee Br rot othe herr No he ode dens nss, bu ns, butt it his survey, aided Techmarine Brother Nodens, wass Inquisitor wa Innqu Inqu q issit itor or Ghent's Ghe hent nt's nt 'ss acolyte acoly coolyte te Darius Dar a ius Phine Ph hine inne that th hat a made mad adee the the fate t ful discov o erry. pla lan. All matter is consumed utterly by hellfire. While the Chaos Space Marines present maintain a degree of vigilance, they are not in a constant heightened state of preparedness for battle. Under normal circumstances, this ornate halberd uses the profile presented on Table 2-11: Weapons of the Martyred Hunters. On occasion, the Omega Vault has been known to open not to offer an item, but that one might be returned, and this appears not to have happened in the case of the Broken Spear. Should a creature with the Daemonic, Incorporeal, Phasing, Possession, or Warp Instability Traits be damaged by the Lightning Heart, that creature must immediately make a Hard (-20) Willpower Test. These new faces are merely a symptom of the presence and power of the Crusade, which has turned a dark and forgotten region of the Imperium into a vital strategic prize to be bitterly fought for and won at all costs. Cohesion Threshold: 7 Execution Test: Challenging (+0) Tactics (Defensive Doctrine) Test or Difficult (-10) Lore: Scholastic (Codex Astartes) Test. Talisman © Games Workshop Limited 1983, 1985, 1994, 2007. Equally, though the vast majority of the Achilus Crusade remains ignorant of the Deathwatch, the Lord Militant does not, and has been known, on occasion, to try and request their aid. Using the heaviest Space Marine-portable automatic weapons in the Deathwatch arsenal, the
Kill-team builds a hasty, multi-weapon gun emplacement to shore up the defences of a friendly fortification or position. Heroic Legacy Package: The Avenging Angels. This may be dodged exactly as if it were a Full-Auto Attack. Should the Lightning Heart be shattered, the force unleashed would, indeed, be devastating. Activation Test: Challenging (+0) Lore: Forbidden (Daemonology, Mutants, Necrons†, Psykers, Traitor Legions, or Xenos) Test⁺⁺ or Hard (-20) Command Test. Ae deela lay. Everyone in the area (including the psyker) must make a Very Hard (-30) Willpower Test or gain 2d10 Corruption Points. Any of these actions might be attempted with care and deliberate action, or might be conducted with violence. U Un foortunately, the artefact is currently in the possession o of Unfortunately, a psyker p yk ps yker er w ho plans to use it as a key element in an unholy who rituri tual al.. vehemen An aactive Paragon of Zeal provides the Battle-B bbonus bo nus tto Damage against adversaries with the Dae Daemon Trait equal to his Willpower Bonus. Thes Th These esee are the te challenges the chal a lenges that a Battle-Brother desiring comm co command must st oovercome, verc ve r om me, his his past deeds deeeds weighed against him and his everyy dealing with the Imperial al power structure under consideration. In addition to his normal duties as described in the DEATHWATCH Core Rulebook, the Battle-Brother acting as Squad Leader is the Battle-Brother in charge of activating the Manoeuvres presented later in this section. Even as your craft descended, you heard the sounds of light weapons fire ricocheting off the armoured hall. Little can stop their progress, whether on foot or mounted in one of their powerful fighting vehicles, and they are constantly aware of their surroundings thanks to their heightened senses and the advanced auspex and augur technology contained within their power armour. T LET NO EVIL III: Figures of Legend STRIKE IN SECRET WITH THE FLAME OF THY WRATH BRING LIGHT TO THE DARKNESS PURGE THE SHADOWS OF ALL MALEVOLENCE BE THE LIGHT OF THE EMPEROR AND SCOUR THE GALAXY OF FOULNESS THE EXPLORERS OF AEONS OFFENSIVE ROLES Assault Entry (400xp) Squad Leader Herald of Signals Breaker of Hordes TACTICAL MANOEUVRES Keeper of Wisdom Finder of Ways Covered Redeployment Master of Stratagems Shepherd of Battle (500xp) Bearer of Shields (600xp) Decimator of Fortresses (600xp) Decimator of Fortresses (600xp) Defensive MANOEUVRES Fall Back Take Cover (400xp) Decimator of Fortresses (600xp) Decimator of Fortresses (600xp) Defensive Manoeuvres Fall Back Take Cover (400xp) Decimator of Fortresses (600xp) Defensive Manoeuvres Fall Back Take Cover (400xp) Decimator of Fortresses (600xp) Decimator of Fortresses (600xp) Defensive Manoeuvres Fall Back Take Cover (400xp) Decimator of Fortresses (600xp) Defensive Manoeuvres Fall Back Take Cover (400xp) Decimator of Fortresses (600xp) Defensive Manoeuvres Fall Back Take Cover (400xp) Decimator of Fortresses (600xp) Defensive Manoeuvres Fall Back Take Cover (400xp) Defe the galaxy is rife with beings and forces that would wish it otherwise. Cohesion Threshold: 13 Execution Test: Hard (-20) Tactics (Defensive Doctrine) Test or Very Hard (-30) Command Test. Passing through the Shadow in the Warp created by Hive Fleet Dagon and close to the Hadex Anomaly leads to a truly nightmarish experience, even by the usual, harrowing standards of Warp travel. They move quickly and relatively silently through enemy territory carrying only the most essential equipment, and often eschew their power armour in favour of Astartes Scout Armour, which is both lighter and more suited to reconnaissance and intelligence gathering. After these matters are settled, the Kill-team may report to one of Erioch's many hangars, where they discover that the rapid strike craft Noctem Vigilate is waiting. The impossible rent in space and time had uttered a word; a word of power; a word that no mortal can hear and live. without end to safeguard the million worlds they call home. The Mirador has existed in the Andronicus system since time immemorial, no known archives battles against the xenos and Chaos threats that constantly assault the Jericho Reach. Though the rapid strike vessel was savagely buffeted by the tide of raw temporal energy, the timely order saved her from crippling damage. At range, they have no effect. Note that this requirement is not a cost. This is especially the case if the Player Characters are operating without any advance intelligence or Imperial support. It is the nature of a Kill-team that it usually only exists for a short time, its members in flux as they begin and end secondments to the Deathwatch while the extremely dangerous nature of their missions often means some Battle-Brothers will fall against the foe. After a few minutes, both Inquisitors arrive wearing dress that does not include their typical armour. A successful Test provides the Battle-Brother with a general sense of direction and distance—albeit on a galactic scale—as though the Battle-Brother with a general sense of direction and distance. just for employing it wisely, but for setting it down upon its resting place, its face polished so that it remains unsullied by the xenos blood it has spilled, while laying before the Aquila. (Veteran Objective, 15 Requisition) This provides each member of the Kill-team with a total of 95 Requisition (rounded up from 91) to begin the mission. Accounts of the events leading up to the defeat of the Lord of Lightning rarely fail to mention that Brother Glaucus was observed to remain firing his heavy bolter for some time after he had been overwhelmed by the power of multiple lightning strikes. BROTHER ANDRUK OF THE CRIMSON CASTELLANS Brother Andruk served in the Adeptus Astartes Crimson Castellans for over six decades before answering the call of the Deathwatch and taking his Apocryphon Oath at Watch Fortress Erioch. In addition, so disrupted are the lanes of enemy movement and positioning in such a situation that enemies may not use the Charge Action for the duration of combat. COMMANDER HUANG The commander is a middle-aged man from a family that has served the Imperial Navy for countless generations. The lectern is made of marble, Table 4-1 Ritual St tages Status Days C ns Co n equeence Beginning 1-7 +10 to any Psyniscience or Willpower Tests regarding the ritual. A large table fills the room's centre. For others, though, this is not always the case. Some hold, however, however, however v, that such a balance off nat natures a ures was necessary and presented one of the main components that made the Kill-team team as successful as it was. It is not unheard of for veteran Battle-Brothers of the Jericho Deathwatch to seek the aid of their fallen Brothers in the form of servoskulls from the Under-spire Aerie. This could be an appropriate time for the Deathwatch to choose to honour one or more of the Battle-Brothers by entrusting them with an artefact associated with their Chapter. Veteran Kill-teams like the Cresent-Talon, led by Brother-Captain Urakan, are an example of the power of veteran status. It is an overwhelming, full-throttle tank or bike charge that takes advantage of the speed and sheer destructive power of a Kill-team's armoured vehicles to run down hostile troops and disrupt and spinal column had been successfully transplanted to a nutrient reservoir, that the Apothecaries and Techmarines were able to revive him and attempt communication. Yet, as he awaited the return of the Deathwatch frigate that had delivered Kill-team SovereignSigma, the Watch Captain came to a realisation. For this reason, the members of the Council, operating in the shadows of the Lord Militant's court, watch and wait, reading action reports and mission briefings with care to find evidence of this secret Chapter of Battle-Brothers, in the hopes that if contact is made, they might provide useful service to the Lord Militant's aims. In the end, end, if a Battle-Brother can stretch or bend his bonds with his Kill-team without breaking them, then his Kill-team is likely likkely the sort that can survive his ascension to command. nk rain, Th he in inst stan st antt the an the lance lanc lan e strike was made, Epistolary Sabazius The instant kknew kn ew wh hadd been been correct. Roll Damage for each target individually. In addition to normal Damage, whenever the Hammer of Balthazar damages a xenos opponent as a result of an attack made by a Battle-Brother filling an Offensive Role, the wielder can channel his indomitable will into the attack. A profile for the Maccabian Deserters can be found on page 138. Similarly, if they somehow destroyed the Sphere, it is likely that the disruption had significant repercussions for the characters and for the Vanity system. The floor of the upper level is made of stonework, half a metre in thickness. It also lacks the cargo space and the supplies required to undertake any sort of rescue mission. Evenn as sub-agent sub ubb-a - ge gent nt Phine Phi hine ne rifled rifled d through casket after casket caske of rel elic iccs, Bro oth her e s De D catr ca truu an tr aand d relics, Brothers Decatru Nodens exchanged hushe ed words. When making an attack with the Crozius of Nolasco, the weapon gains a number of additional effects depending on how many levels of the Black Rage Primarch's Curse the wielder is suffering. While such Battle-Brothers remain tied to their Killteams, regardlesss of the the length len engt of their secondment, taking on higher ra ank within wit ithi h n the hi the rank Deathwatch means a change of priorities and and a shifting shift ifti ting ng of of awareness. TAKING Fortresses Fo ort rtre resses long before the arrival of the Achilus Crusade, re Crus usad ade, e, along al lon o g with with an infrastructure of command linking them all together al toge to geth ge th her and reaching back to the Imperium. After centuries residing in this place, the altar
continues to bear the echoes of its presence. Though the commander realises that she has no authority over the BattleBrothers, she also knows that her information represents an asset that may be traded for their assistance. These figures figures figures for the Player Characters, bbutt th bu they are not always mighty heroes known for the countless co untl un tlesss battles they have fought. Success on this test reveals that Herisor is the most likely candidate world to begin a search. If it fails this Scrutiny Test, however, the Target Foe must make an out-ofTurn Move Action to move a number of metres equal to the farthest distance moved by the any of the Forward Elements. This works exactly like triggering any other Demeanour the Battle-Brother might possess, with all the benefits and roleplaying expectations. THE HERETIC, THE DAEMON, THE ALIEN. s. Conversely, the Battle-Brother will have formed his own opinions of the Chamber and its members, often growing to see them less as infallible masters and more as peers. Common Craftsmanship equipment becomes far more prone to failure. It was a potent and fast-acting and, p is po i on on,, and and one o e of its on its ts key key e ingredients was human blood, the poison, geene n ti t css of of which wh hicch were weree unmistakably unm n istakably those of the natives of genetics the feudal feud fleud fleud fleud al world world ldd ooff SSo Sove vere ve reig iggn. mouths sewers swarmed hu hundreds upon hundreds of Tyranids, including xenoform rms the th Deathwatch Deathw hwatch h had not yet y faced on Herisor in xenoforms almo at signs of this changing in

the near future. At the time, it was reasonable to conclude that the Tyranids had consumed the remains of all of the fallen, as well as the missing artefact. Frequently, it is impossible to deal with both, and the Kill-Team must make the hard choice of which threat is ignorable, and what can be sacrificed so that the most critical success can still be won The target vessel has a crew of more than a thousand devotees to the Ruinous Powers, but the vast majority of these are crew members who pose no meaningful threat to a BattleBrother. Of the foes that assailed the wider Imperium then as now, foes such as the Orks and the Eldar, Ho'Tsun faced them all, and is hailed as one of the stalwart defenders of the Jericho Reach who ensured neither species ever gained a foothold within the area overseen by Watch Fortress Erioch. A Space ld Spac Sp acee ac Marine is judged by his Battle-Brothers Battlee-B -Bro roth ther th erss and er and by the the Emperor Emp mper eror er orr Himself, Him mse self lff, both for the strength of his arm m and andd the the strength str tren engt en gthh of hhis gt is purpose." pur urpo p se po se."." -Brother-Captain Longinus Lon ongi on ginu gi nuss of the nu he White Whi hite te Consuls Connsu suls suls s mentioned above, Heroic Heroi o c Legacies Lega Le gaci ga cies ci es are a system systet t m with which DEATHWATCH pplayers laye la yers ye rs ccan an rrepresent epre ep rese sent se nt playing an experienced, well well-trained, ll-t -tra raain ined ed,, an ed aand ndd cco cohesive ohe hesi sive ve Kill-team. m A veteran vetter eran an between brothers will learn to respect the th he differences diff di ffer ff eren er ence en cees be betw twee eenn hi hiss br brot otthe hers rs rather than working against against against skills, skkills, skkills, skills, ski DEATHWATCH Core Rulebook) springs into existence centred upon the ritual. It is common for warriors recently returned from especially arduous or potentially corrupting missions to undergo a thorough course of purification, often involving the combined ministrations of Erioch's Chaplains, Apothecaries, and Librarians. The warning was heeded however, and the battle entered hee a new phase. The lower level, which is only slightly raised from the exterior ground, is several metres in diameter. Inquisitor Ghent ordered the intervention at Herisor not because he believed the world especially worthy of protecting in itself, though its promethium deposits were of some value to the ongoing Achilus Crusade. If that is secured, the Major begins at a Disposition of Very Hard (-30). Others might prefer to use climbing gear, assuming they have it on hand. Not only must they struggle against, but they must also deal with trechery from an unexpected quarter. A 36 PLANE ETFAL LL Twelve hours later, Wa Watch atcch Ca Captain Capt ptai pt aaiin Aesalon Aesa Ae salo sa l n was lo waas en route rou outte te to the target world, a K Kill-team illll-te team te am ooff ve vveteran tera te raan Ba Batt Battle-Brothers ttle tt le-B le -Bro -B roth ro ther th erss er assembled with him. This is because the rapid strike vessel is believed to still exist, albeit damaged by the fire of the Chaos warship that drove it to Midael. IV: The Longest Watch INNER RING After the Kill-team bypasses the crevasse and the security wall, they must contend with the forces garrisoning the Crucible's courtyard. However, even a force led by more than fifty Storm Wardens Space Marines was inadequate to preserve the world's ecosystem. Squad Leaders listed on the Defensive Roles side of the Package count as an Defensive Role when determining the Kill-team's Formation. The Major is troubled by overdeveloped senses of selfpreservation and his own importance. cases, the Black Shield is likely to remain within the Deathwatch, extending his secondment or taking the oath again, until he feels he has completed his penance. As a consequence, these NPCs are certain to pressure the Kill-team into helping them to win the planet from the traitors that control so much of it. Given the breadth of each Space Marine's combat experience, gained through decades or centuries of dutiful service to the Emperor, the advice of the right BattleBrother can help Turn the tide of even the most hopeless battle. At the time of the infiltration of Watch Fortress Erioch, Librarian Tyrannus was engaged upon a training mission within the Hunting Grounds, the vast training decks of the facility, and not wearing his distinctive wings. It is held to be a great tragedy that only one of Brother Ceyx's blades shall one day be reunited. Currently, this is a small group consisting of three cruisers and several escort vessels. Often, there are those who hold that the two blades shall one day be reunited. personal politics of the Inquisitor will be reflected in the choosing of the Inquisitor smake their presence known, all of which contributes to another challenge the Chamber of Vigilance must overcome. However, Commander Huang is surrounded by two adepts and a servitor. Fighting way through masses of savages, the Space Marines Mar arin ines in es made madde for for where soul so uls. issme memb mb b One thingg iss ccertain—the erta er taainn legend of Brother Bro roth ther th er Synfell Sy lives on lo ong after aft fter er his his passing. As the scene opens, read or paraphrase the following: T Kneeling before an ancient shrine, you permit your half-lidded eyes to pass over the cracked data slates and shredded scrolls adorning the altar. A significant portion of the world's atmosphere and much of its water was lost when a series of combined detonations blasted matter clear of its gravity well. Note that the Battle-Brothers are well aware that if a shuttle were to come under fire from the crashed frigate, it would certainly be destroyed. If the characters have jump packs or some similar means of flight, then this represents a trivial barrier. 51 The Siege of Midael room is filled by a spiral staircase that ascends to the upper level. bre reat atth. It has more than once nce worked alongside its respective Chapters ters when operating within thin the confines of the Crusade war zones. 115 IV: The Longest Watch After all of this information has been presented, Huang explains that it should take roughly three days for their vessel to reach Herisor's orbit from the system's edge. The planet's surface is largely cold and barren. Example: A Heroic Legacy Package that costs 1,000 of his own xp, so a group of four players buying this Package would have to spend a total of 4,000 xp. They intervened in the affairs of the worlds of the Jericho Reach on onlyy rarely, for as low worlds ow as those worl lds d surely fell, the Long Watch was set against a still greater eater threat, to the region and perhaps haps to the entire Eastern Fringe. M41, a group of Ordo Xenos Inquisitors demanded entry to the Catacombs in order to examine the relic, and after some debate the Chamber of Vigilance granted them access. Herisor's atmospheric conditions and climate are much as Inquisitor Ghent described them (see Herisor Gazetteer, page 121). In many cases, being a tl hero h he ro iiss ab aabout out performing a single deed, and simply being thee ri th righ right gh ht wa w warrior rrior in the right place at the right store and searing coals separates the central tower from the outer security wall. Whether the situation calls for subtlety and infiltration or outright violence, it is one of the Emperor's Hands that is called upon to set the matter straight. The Darkling Stirs "Something alien stirs amid the frozen, night-shrouded surface of Andronicus Prime, and the Deathwatch responds. In addition, when used together to make a Called Shot, the Wrathful Augment provides its wielder with a +20 bonus to the associated Weapon Skill or Ballistic Skull Test. This mighty warship was, at that time, ferrying a Kill-team from Erioch towards Arkhas, and was accompanied by an Inquisitor by the name of Ghent, as well as numerous members of his retinue. Due to their inherent bestial nature, they are unlikely to see through any complex deception or tactic used against them. They readily give their lives by the thousands in an unceasing effort to repel the Imperial assault upon their home world. NOTABLE CHARACTERS The following NPC plays a critical part as the Battle-Brothers attempt to disarm the ritual and recover the Sphere. At the time, the frigate was transporting a reinforced company of Imperial Guardsmen to the engagement. 20 Battle-Brothers are often driven by their duty and count their oath as a sacred bond between themselves and the Emperor. During combat, members of a Kill-team with an active Finder of Ways gain a +10 bonus to Weapon Skill Tests and Dodge Tests that they make while in Difficult or Arduous Terrain (see page 247 of the DEATHWATCH Core Rulebook). Any efforts to move the structure—in case the The courier fell, though his protectors gave all. When a relief force reaches Midael, it is too late; they find the Watch Station despoiled but repairable. Wheeled ladders, strong enough to support a person in full power armour, are mounted to the shelves, and capable of rotating around the room. The Assault Entry Manoeuvre allows a Deathwatch Kill-team that has cut or blasted through a wall, bulkhead, or sealed door to move into the space beyond and deal with any opponents therein. When Brother Pardis vanished along with him. resi re sist si stance. Commanders are especially aware of the bonds that can form within a second with a second and deal with a second a secon Kill-team, especially over the length of time it takes for a Battle-Brother to be consideredd a veteran worthy of advancement to command, and that breaking or weakening these bonds can have unforeseen conse consequences. With success on a Challenging (+0) Awareness Test, any observers may note that the entirety of the camp is built upon segments of the frigate's armour plating.
This is typically effective until either a sandstorm erupts or a massive horde of mutants arrives. For some Battle-Brothers, this could be the drive to unravel the mysteries of the Reach, having glimpsed the Dark Pattern or seen inside part of the Omega Vault, they become compelled to further the gains of the Deathwatch. In numerous engagements, at times when Imperial forces were set to overwhelm the mutant hordes, Pyre's intervention has turned the tide, transforming a sure victory into yet another protracted engagement. Having served for as long as he had at Erioch, he was well known to the Battle-Brothers serving at the Watch Fortress and across the entire Reach, and being of the Blood Angels he was blessed of a long life span. As a result, many have secondments, with lofty goals like the liberating of worlds or the purging of specific foes, which could take years to complete at all. The Emperor's Hand is designed to reflect the abilities of an experienced and wellrounded Deathwatch Kill-team, and provides a balanced suite of Roles and Manoeuvres that grant the package incredible tactical flexibility while attacking or defending. 109 IV: The Longest Watch specially spec sp ecia ec iallllly at ia aattuned tune tu nedd se ne serv servo rvo rv vo sk skul skull, u l,l iiff th ul ther there e aare er ree no n PC psykers—may ddiscover di disc isccover ovver e a ttrail railil lleft ra eftt by ef b tthe he aartefact's rttef efact's potent psychic presence. In point of fact, a huge swarm of twelve Herisor Raveners (see page 139) transformed the ruined location into a nest. If successful, each Battle-Brother can make an out-of-Turn Move Action to move up to his Full Movement speed in metres. Though he repeatedly turned down a command rank, Brother Decatru considered himself honour bound to pass on the benefits of his skills and experiences to others, and so when not deployed on a mission he was invariably to be found leading training sessions in the Hunting Grounds. Most Deathwatch missions are launchedd again against i st those tho hose se enemies that ravage the depths of the Jericho Jeri Je rich ho Reach—the Reac Re ach—h—the servants of the ever-expanding forcess of thee Tau Tauu Empire. Traits: Dark Sight, Size (Hulking), Unnatural Strength (x2), Unnatural Toughness (x2). Any Silent Move Tests are made at a -10 penalty. This is the other Terminus, the other Terminus, the other Terminus, the other Terminus, the timing may be explained with the warning provided by the Omega Vault. This psychic signature carries a feeling of calm and unnatural placidity. The last time the Crozius was taken up, it was by a Deathwatch Chaplain originally of the Knights of Blood Chapter, only to be lost when he vanished somewhere in the vicinity of the Hadex Anomaly. d. Numerous visual representations of Watch Captain Aesalon exist throughout Watch Fortress Erioch as well as several Watch Stations throughout the Jericho Reach. This has been the case as long as the Deathwatch has existed within the Jericho Reach, forging new and more able Kill-teams to take on the never-ending task of countering the ever encroaching darkness. When the Battle-Brother wielding the Wrath of Kato rolls a 9100 when making an attack with the weapon, if the Storm of Vass is not within Support Range, the wielder of the Wrath of Kato suffers energy damage equal to the weapon if it was fired with two hands) ADVENTURE SEED While undergoing routine post-mission purification in the Reclusiam of Watch h Fortress Erioch, one or all of the Battle-Brothers witness ness something they were not meant to see. By contrast, those Kill-teams that recover the gene-seed earn for themselves greater renown and enduring reputation among their peers, as well as the respect of the fallen brother's Chapter for preserving their future. However, Pardis slumbers yet, interred within the adamantium frame of a Deathwatch Dreadnought, his spirit too stubborn to allow him to die. Do all of these hese things not as if you take your leave of this life, but as if yyouu are returning home." yo -Deathwatch Chapla Chaplain ainn T Titus itus Strome, it at the departure of Strike Force Blizzard his chapter presents the legends of some of the most celebrated Deathwatch Battle-Brothers here sever er to have stood the Long Watch in thee Jericho J ri Je rich choo Reach. In the most extreme of circumstances, especially where the Battle-Brother has been exposed to horrors only the Grey Knights are strong enough to confront, he may be subjected to a partial or even total mind-wipe. Most of the crew members and servitors are silently tending to the rituals required by their workstations. would Parry a melee Attack. Of those, only a rare few earn the right to be called Deathwatch veterans. 13 Broken Chains of Command The base is detailed in the DEATHWATCH Core Rulebook on page 329 and further described in RITES OF BATTLE beginning on page 228. Some adherents of the Cult Mechanicus ascribe the event to the mysteries of the machine, others to the purity of purpose of Brother Ixion himself. the At the very moment the Master of Sanctity declared the presence of the impostor, a plasma blast seared his body to ashes. Apparently designed as a squad-level command suit, Brother Titos's armour is equipped with numerous signal boosters, 97 III: Figures of Legend Tabl Ta blee 3- 3-1: 1: Arm rmou our ou r of the Emp mper eror er o's Hand or d III: Figures of Legend a powerful multi-spectral ground-level auspex system for locating enemy units, an in-built teleport homer beacon, and a heads-up display that shows the bio-status readouts from every suit of Astartes Power Armour to which the ancient suit is connected. There are a total of twelve members of the Pyre Warband within the courtyard at any time the Battle-Brothers might become involved in an extended pitched battle with the Pyre Warband members. With his rebirth, Phine took the name Kolecane involved in an extended pitched battle with the Pyre Warband members. Soulfire. If the Kill-team enters the tower without drawing the Daemons into the courtyard, then all nine are in this room, feasting upon the remains. Brashnir makes a strong case in favour of this approach; see A Minor Issue in the sidebar above. The Torch is a twelve metre by twenty metre bunker. The fragment contains no audio recording, but depicts a close combat action between the Dreadnought and several large biomechanical constructs bearing the sigils of the Ruinous Powers. Lightn t ing. This assertion was borne out several centuries later, when they continued with their duties even as death and anarchy threatened to engulf Watch W Fortress Erioch. These guns are placed in strategic positions and typically reinforced with whatever materials are at hand, and provide enough overlapping fields of fire to completely saturate a given area with ordinance. The Watch Commander and his Captains understand and value the worth of a veteran Killteam, the powerful asset it represents, and the kinds of things it can realistically achieve. Sorcerer Soulfire floats in the air off to the side of that circle, within a gap between the flames, just barely large enough to accommodate his frame. The Deathwatch accepts this distance in the completion of its agendas, and trusts to the initiative of veteran Kill-teams, often working alongside Inquisitors, themselves prone to vanish into the wilds of the far reach for long periods at a time. Recovery forestalls defeat. Knowing that some mysteries, the Techmarine bore the relic into battle, as many more warriors have since. If anyone inspects this more closely, from a range of 200 metres or less, these may be identified as motion sensors. Brother Glaucus fell even as a h unleashed he unl nlea nl eashed a fusillade of heavy bolter fire in an effort to t clear clea cl earr the th path ahead. They do not offer the Battle-Brothers a means to easily bypass the fortification's defences, but they also largely avoid excessive entanglements. veteran and Kill-team, Battle-Brothers of such focus and temper that no task remains beyond them regardless of the odds they might face or the enemies which could see a Kill-team committed to an impossible mission, or acting on the flawed guidance or intelligence of the Inquisition. They are located in a partially enclosed passage, directly beneath the wall of flame. Their individual weapons are largely unthreatening, though in great numbers they might overwhelm your position. furtherr. Long ago, the Adeptus Mechanicus ceded stewardship of the Mirador to the Inquisition. Deniers of Witches lacking a Psy Rating can use the Awareness Skill to mimic the Psyniscience Skill, though he suffers a -20 penalty to these Tests. Unfortunately for the Deathwatch, its foes are many and powerful and there are seldom Kill-teams enough to match even a fraction of the threats the Reach has to offer. The first is the weapon's refusal to be separated from the Librarian who has requisitioned it. In a few short years serving in the Deathwatch, a Battle-Brother will have faced down and defeated countless alien and heretic foes, often in close personal combat with only the strength of his Kill-team to back him up. teams w te Joining such an organisation, a BattleBrother can at first only expect to enjoy within his own Kill-team. where rank wit seniority seni nior ority is more important than whatever the Battle-Brother might rank or privilege priv have brought with him. For a Battle-Brother, conditioned to withstand this madness, the memories instead settle into a strata of mental scar tissue allowing him to press on and perform his duty despite his exposure to the terrors of things man was not meant to know. If the Kill-team makes some attempt to open discussions with the camp, they need to be extraordinarily persuasive to do so. This me mean means anss th an that at aany ny ny Battle-Brother can use the items, not just ones from from the the h same sam amee
Chapter as the original bearer. A clear path extends through the ruined city to a nearby hillside. A good Squad Leader knows when to look ook for advice. ASSAULT ENTRY It is often the case during the course of a Kill-team's mission that they must move quickly from one area to another without the convenience of a Kill-team's mission that they must move quickly from one area to another without the convenience of a doorway, hatch, or passage. They must move quickly from one area to another without the convenience of a Kill-team's mission that they must move quickly from one area to another without the convenience of a doorway, hatch, or passage. ep xc e ti tion on way. Furthermore, while the Battle-Brother Ision's Potentia Coil fills an Offensive Role in an active Heroic Legacy, he may, as a Standard Action, discharge all of the Power Charges stored in the potentia coil. However, he can verify its current location—the frigate has crashed onto Herisor's surface. In order to maintain the ritual, treat this as though he is sustaining a Psychic Power. Few can stand against a Daemon's combat provess, and even fewer have the mental fortitude to resist its sanity-shattering presence. None could have anticipated the source of the signals. Phine was we prostrate upon the the mental fortitude to resist its sanity-shattering presence. Once aboard, they shall need to make their way to the voidcraft's engines with a supply of two melta bombs per Battle-Brother. Of all the enemies facing the Adeptus Astartes, psykers are among the most cunning and dangerous. In this case, 113 IV: The Longest Watch signature. E Each ha ad se seen en sstraight trai tr aigh ai ghtt gh hushed had away that the objects were werre not, as had had longg been beenn believed, bel elie ieve ie ved, ve d, sacred relics of the Imperial Imperial Creed. Those who instead choose to climb the wall need only climb over the protective fence to reach the interior walkway. Continue making this test until a total of twelve Raveners have arrived. . That was when he discovered the habitable world of Herisor within the system's boundaries. Any such encounters, however, should be peripheral to the primary task of recovering the Sphere. Leaving Phine behind b continue his exploration to continue of the crypt, crypt pt, Decatru D 21 A Different Chapter. cattru and No De odens returned to the Nodens chapel, only to find it i surrounded on every side byy an impossible number oof Tyranid monstrosities. The challenge is that this creates an exhaustive list of material to sort through—an endeavour for which few Space Marines are particularly well qualified. ISBN: 978-1-61661-656-4 Product Code: DW15 Print ID: 1691JUN13 Printed in China For more information about the DEATHWATCH line, free downloads, answers to rule queries, or just to pass on greetings, visit us online at www.FantasyFlightGames.com 2 Introduction 4 What's in this Book4 Chapter I: Only in Death 6 Deathwatch Veterans .6 A Taste for War8 Veterans and the Chamber of Vigilance The Keepers Keepeers are responsible for holding safe the relics, ..7 A New Brotherhood.. ..8 A Brotherhood Apart .. weapons, and other assets of the Deathwatch of the Jericho Reach, ensuring such potent artefacts and resources never fall into the hands off the enemy. Warptime Action: Half Action Range: You Sustained: Yes Description: The Sorcerer surrounds himself with a field of dimensional instability, warping the passage of time. FINAL PREPARATIONS Prior to departing for the mission, the Battle-Brothers must select a leader, undertake an oath, and select their armaments. Ultimately, he seeks to examine the artefact so that he can form his own opinion. Suspecting a trap intended to trick the Master of the Vigil into lowering his defences, the masters of the Deathwatch called up a tactical holo-pict to ascertain what was happening. The bulk of Nolasco's sermons call upon the Battle-Brothers of the Deathwatch, and indeed the Adeptus Astartes at large, to draw strength from the example of the Primarch Sanguinius, who fell defending the greater cause embodied by the Emperor himself. Furthermore, the Penetration of all grenades, missiles, and mines deployed by a Battle-Brother taking on the Wielder of Devastation Role is increased by one point. To do this, the wielder must, as a Free Action, make an Opposed Challenging (+0) Willpower Test against the target of the attack. The temple forsworn, the artefact lost. och ch... Digging a trench large enough to provide adequate protection to launch a decisive as assault. When they saw the hundreds of dead crew members, their morale began to falter. Alternatively, if all of the Chaos Space Marines are slain or prove too resistant to interrogation, the Battle-Brothers may be able to search the bodies or the bunker for additional information. d By d. Battle-Brothers who do not use one of the retractable bridges to cross must identify some means to both cross the crevasse and climb vertically, while risking a fall into a flow of lava. Games Workshop, Warhammer 40,000, Relic, Talisman, the foregoing marks' respective logos, and all associated marks, logos, places, names, creatures, races and race insignia/devices/logos/symbols. vehicles, locations, weapons, units and unit insignia, characters, products and illustrations from the Warhammer 40,000 universe and the Talisman game are either (a), 14, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only ableved it, it appears that the Librarian was only to estimate the approximate coordinates of a nearby infiltrator, for when confronted with the infiltrator masquerading as a member of his own Kill-team, his powers were unable to distinguish one from another. Because Brother Mercur's storm shield hails from his parent Chapter, a message was dispatched to the Star Phantoms when they were informed of his death, offering the shield's return. 10 Too Many Secrets The top of the outer ring wall is wreathed in flame, as is the top of the central tower. ur e e. The Squad Leader makes an Execution Test and, if he succeeds, each Battle-Brother may immediately make an out-of-Turn Move Action to move a the Defensive Stance Action, and the Bearer of Shields' Parry Reactions made on behalf of his allies do benefit from any bonuses the Bearer of Shields possesses, such as from a weapon with the Defensive Quality or from the Guarded Attack Action. The only time Hsud's counsel was not heeded was when he cautioned his commander about entering the effigy chamber. The tunnels lead under the earth, eventually descending into a series of large natural caverns. While assaulting an enemy stronghold, the Kill-team led by Brother-Sergeant Titos was overwhelmed in savage close-quarters combat, deep beneath the enemy fastness, and slaughtered to a man. orld or ld.. Through this rise to rank, the Batt Battle-Brother will remain as part of his Kill-team. The Luxx Ve L Lu Veri Veritatis r tatis se set out for the chape chapel el in a Storm Raven Rave Ra v n gunship, ve gu under the leadership leadersh hip of Brother Decatru. Separated from the Tyranid Hive Mind, these creatures were drawn to the psychic echoes of the Sphere of Saint Aret still present within the structure. These The Experience E perience Foints are spent inn the Ex the same sam amee way waay as as when whe h n a player purchases an Advance from one of of his hiis character's c arrac ch a te ter' r'ss r' Advancement Tables. Whether or not this claim is accurate, the fact remains that the spirits are violently opposed to any who dwell upon the world—with the clear exception of some who follow the Ruinous Powers. It is said that the Bell of Lost Souls on Terra tolled once for each of the fallen Battle-Brothers of the Lux Veritatis. FALL BACK Occasionally there comes a time in battle, even for the implacable Adeptus Astartes, when discretion is the better part of valour. While the increased strength and mobility is surely an asset on the battlefield, the armour's real power comes from the sophisticated command and control systems embedded in its helm and torso plates. An active Keeper of Wisdom dom reduces the wn Enemy by an Toughness Bonus of the Known amount equal to his
Intelligencee Bonus for the purposes of reducing Damage from the Killteams' Attacks. 2-3 Cataclysmic Blast: The ritual's power overloads, arcing out in great bolts of Warp energy. If he succeeds, each Battle-Brother designated as a Forward Elements may immediately make an out-of-Turn Disengage Action followed by an out-of-Turn Move Action to move up to his Charge value in metres. It is said that the custodian serfs the Star Phantoms have dispatched to attend this duty are under instructions never to cease their sonorous chanting, even in the most drastic of circumstances. 87 III: Figures of Legend KEEPER OF WISDOM Manoeuvres "The strength of the Adeptus Astartes lies not only in the strength of our arms or the truth of our purpose, but also in the confidence that arises from knowing your Battle-Brothers stand beside you." III: Figures of Legend -Brother Laird, driver of the Skyfall, Vindicator siege tank of the Skyfall, Vindicator siege tank of the Skyfall tries to have little involvement with the Achilus Crusade, this meeting is strictly up to the Kill-team. He is hailed as one of the few mortals to have resisted the siren call of the Paramours of the Watch Captains favour different kinds of leaders within the Deathwatch for different purposes. Krak and plasma grenades provide the Battle-Brother in service to his Chapter, the history of such objects takes on heightened significance. Every Space Marine in the Deathwatch is a peerless warrior who ranks above mere mortals, but even amongst these storied ranks, there are heroes. 120 taken from a Chaos Space Marine of the Pyre Warband. Still bearing the satin-black finish of the Deathwatch and the glaring, copper coloured bull's head livery of the Minotaurs, the suit is a marvel of ancient engineering What meaning might reside in the stylised keys remains to be determined, but with one part of the Crimson Castellans apparently having turned renegade, they might very well relate to a truly awful secret Brother Andruk bore throughout his entire service to the Deathwatch. CHAPTER IV: THE LONGEST WATCH The final chapter of this book is an adventure that takes players to the planet of Herisor, a world deep within enemy territory, a world all but consumed by Hive Fleet Dagon in the first days of the Tyranid invasion. These benefits can be overcome through exceptional means, of course, so the Game Master has final say on whether or not this special ability succeeds. For more information on the Dead Cabal and the Dark Pattern, see the DEATHWATCH supplement THE OUTER REACH. They seek enemies like the Eldar interlopers, Necron tomb worlds, and Chaos cultists that work from the darkness to undermine and destroy mankind. If no one asks, at the Game Master's discretion, the Commander may ask the Battle Brothers for the map coordinates of their destination, so that he can let them know whether or not it is likely that they would encounter the wreckage upon the surface. If the Battle-Brother reaches the Target Position, he must end his movement benefiting from Cover. The remaining de massed at the base of the tower, and itt was was Battle th hen that inspiration struck Brother Cuiris. The power of the Emperor in a frenzy of righteous fury and retribution. h the the gates gat ates es of of the th he It was as the Kill-team fought through foorc rcee that that a held hel eldd the the walled city that the true nature of the force veeal aled ed. This leads to a situation in which he is far more willing to provide them with any relevant information. A Battle-Brother can only perform this Reaction once per round of combat, regardless of Talents, Traits, or other sources that may provide him with extra Reactions. This Damage cannot be further reduced, transferred, or prevented in any way. Power Charges last until discharged. TECHMARINE NODENS OF THE SILVER SKULLS The Techmarine Brother Nodens was called to the Long Watch a mere two decades after he was initiated into the ranks of the Battle-Brothers of his own Chapter, making him highly unusual in that he served for the Deathwatch far longer than he served for the Battle-Brothers of his own Chapter, making him highly unusual in that he served for the Deathwatch far longer than he served for the Deathwatch far longer the served for the serv Action using an on-board weapon on the bike. hi powe pow rs. The planet's ambient radiation is certain to prevent the building from being a staff wrought for him by the finest artificers of the Exorcists Chapter, a weapon that was lost along with all trace of the Epistolary himself. Meanwhile, the Dea Deathwatch athwatc tch h Kill-team Killl-t Ki -team carried out surgical strikes against the hive mind's m nd's synapse mi synap apse se creatures and spore chimneys, caus causing usin ing un unmatched nma matcche hedd di disrup disruption ptionn throughout the swarm. He was seen at the height of the battle for the Andronicus Prime drop zone to be lifted high into the air by a hundred metre long tentacle, only to sever it with his blades in order to free himself. The Hadex Anomaly, the seers claimed, had spoken. The mere suggestion that another Battle-Brother might not be all he appears should be something of a shock to the Player Characters. he discharged his duty to the th such courage andd Deathwatch with dedication that the name of Brother -Keeper remains one Cuiris the Void-Keeper ebrated in the of the most celebrated eathwatch of annals of the Deathwatch ch. on H erisor. The arm's mechanical fist clutches the bolter's grip with such determination that the Techmarines of Watch Fortress Erioch actually came to believe that something of its former owner's will lingers within it yet. This is a blatant blatan antt lie, lie, which whi hich ch the he PLANETFALL Based upon their approach, allow the Battle-Brothers an appropriate amount of time to undertake any last minute preparations prior to landing upon Herisor. However, as the blade seeks its brother in the Warp, attacks from the Orphaned Blade suffer a -40 penalty. Soon, the featureless ro landscape land la nd dsccap apee wa wass transformed into a writhing forest of suckermouthed mout mo u he ut hedd te ttentacles, ntac nt a les, the weapons of the Deathwatch bblasting, last la stin i g, disintegrating, di isi sint nteg negrat rating n , shattering, melting, and vaporising limbb after lilimb mb even mb even as more pressed in at every quarter. Furthermore, while a Battle-Brother wielding both halves of the Wrathful Augment fills a Defensive Role in an active Heroic Legacy, he may use his Reaction when an enemy makes a Ranged Attack against him or his allies to make an 49 II: Honour thy Ancestors Opposed Difficult (-10) Ballistic Skill Test opposed by the attacker's Agility. Once learned it is a powerful secret that cannot be forgotten, and that marks the Battle-Brother out to both the Dead Cabal and Inquisitors of the Ordo Xenos, their name recorded as part of the web of secrets binding of the Sphere and his own potential grew exponentially. The Vortex lasts for 1d5 days and then vanishes. They currently have a limited amount of information at hand. Upon de escending darknes ss of the crypt, however, Brothe her he darkness Brother Noden ns was con nfronted by a bizarre bizarre r Nodens confronted specta cle. Another section is filled with crates indicative of ammunition, spare arms, and equipment. This small temple housed a number of relics of incredible power, set to rest there in the dim and distant past. The remaining Manoeuvre from from fr om m each eac ach h category caate te can be unlocked by the the collective col olle l le expenditure of xp on the he ppart artt of the ar Kill-team. This Heroic Legacy Package represents a Kill-team that has witnessed the oldest and darkest things in the Galaxy and faced them with courage and honour. As opposed to a Charge or an Overrun Manoeuvre, the Staggered Advance takes advantage of the Space Marines' mastery of tactical movement to allow a Kill-team to make a frontal assault on an enemy position while minimising exposure to enemy fire and retaining ranged coverage of the battlefield. Resting atop it is a gilded reliquary, its lids opened to reveal a velvet-lined opening. All of these instances are, of course, closely investigated and monitored, but nevertheless, Battle-Brothers are often more than ready to see life in the deeds of their lost, and grant them life anew by creating a Kill-team to honour them. Take your place among them. One of these Inquisitors was ws wa Velayne Ramaeus, maeu ma eus, eu s an individual vid i ua uall known to have hav avee operated out of of Watch Watch tc h Fortress Erioch h for for a very very r long time indeed, eed ed,, despite desp de spit sp itte her herr he apparent youthfulness, th hfu fuln lnnesss, s and and ways res e t in i the thee a deep interest n. Thus, even when a technological basis exists for a supposed miracle, a supernatural element appears to be present. The first significant problem is posed once they reach the site of the temple. For centuries, the Deathwatch have maintained their silent vigil over the ancient ruins of the Reach, but now you find yourselves on the front lines of a grand Imperial Crusade that has been launched to reclaim this vast region of space from darkness and heresy. As the Battle-Brothers are likely concerned about the amount of time they have to track down the Sphere, the additional three days may represent a significant concern. While they are ostensibly prepared for an attack, they do not believe that there are any forces in the region that could constitute a meaningful threat. 26 Chapter II: Honour thy . The favoured weapons of the Flamers of Tzeentch are bolts of polychromatic aether, pouring from the gaping, gibbering mouths that form at the end of the Daemons' sinuous, multifarious arms. The Game Master can use this as inspiration for missions of his own design, perhaps Ancestors 28 Deathwatch Relics tying events out in
the Jericho Reach to those described in the history. The four hours of meditation have enabled you to achieve a state of calm and solitude, and the unwanted memories have begun to dissolve from your mind. Two decades later, the Achilus Crusade descended upon the rediscovered worlds beyond, determined to drag the Jericho Reach back into the light of the Emperor, or to destroy all and rebuild from the ruins should it resist. "The "T he first firs rstt accessible a ce ac cess ssib ss i le rec ib record e ord pertaining to Watch Fortress Erioch available to tthis hiis Clearance his Clea Cl e raance and rebuild from the ruins should it resist." Imperial Impper eria iaal Fi Fist Fists, ststs, s, hhas as died in an action in the Slinnar Drift. The lab's only windows at the top. • Execution Test taken by the Squad Leader to execute the Manoeuvre. This has the same effect as a Force Field with a Strength of 20 that does not overload. For long centuries, this was the only relic of Ho'Tsun in existence and nothing relating to the final battle of the First Martyr remained. This stout power blade appears largely unremarkable, save its superior craftsmanship and artful engravings and filigree. Lastly, each entry includes inc n luude dess an sidebar sid ideb e ar concerning eb con once cern ce rnin rn inng the the KillKillIll-Ki team's legacy. The severity of these consequences is directly proportionate to the stage that Sorcerer Soulfire has reached in the ritual's progression. T 28 to this, in the hat no relics aare ree presented, rese re seent n ed ed,, fo ffor orr a re easson that haat wi will that reason become clear when that ppassage assa as saage iiss re read ad.. The result was the Carthenis Dictum, a compact that eventually led to the Inquisition taking control of the Mirador that it might be utilised to further the mission of the Deathwatch in the Jericho Sector and beyond. Rather, Brother Frostheart was a force of nature and fiercely loyal to his Battle-Brothers, his laugh enlivening the otherwise dour and silent halls of Watch Station Erioch even as his war cry cowed his foes on the field of battle. In addition, so long as a Battle-Brother bearing the Keys of the Castellan is filling an Offensive Role in an active Heroic Legacy Package he can, once per session, reduce the number of Corruption Points he gains from a single source by a number equal to his Willpower Bonus, to a minimum of zero. The armour's inbuilt senses are exceptionally attuned to danger, alerting the wearer to the presence of unseen enemies long before he or any of his brethren detect it by more conventional means. As the prophecy is clearly directed towards the Deathwatch, this strongly suggests a Deathwatch Kill-team was directly involved in trying to guide the artefact towards its destination. Having returned to the bosom of his Chapter, Proteus was called to attend to Marneus Calgar himself. This relic can only be Requisitioned by Deathwatch Keeper (see page 120 of the DEATHWATCH Supplement, RITES OF BATTLE). Under normal circumstances, this potent weapon uses the profile listed on Table 2-11: Weapons of the Martyred Hunters. Certainly, the Long Vigil in the Jericho Reach is being held against some threat of unimaginable proportions. If a larger scale conflict seems like an essential factor to the battle, Game Masters are encouraged to present such a fight as one that might seem monumental to the NPCs, but hardly measures up to the other actions of the Kill-team. The officers of the Reclusiam have debated numerous possibilities, from destroying it to Terra to be reconsecrated at the very foot of the Golden Throne, but as yet no course of action has been arrived at. Cohesion Threshold: 10 Execution Test: Difficult (-10) Tactics (Defensive Doctrine) Test or Hard (-20) Command Test. The first colonist to raise an obje ection to this thiss action was shot dead by the Inquisitor himself. For every Degree of Success after the first, the psyker scores an additional hit. Lokheira, meaning "rain of arrows," is a deadly and accurate sniper rifle born in the shipboard forges of the mighty Sons of Medusa. It is the Master of Stratagems's purview to advise the Kill-team in matters of tactics and strategy. A few pieces of ceramite were found at the site, along with multiple impact sites from bolter shots. The Broken Spear functions in most circumstances as a Astartes Power Spear. Such an act never fades from the mind of the Kill-team, and will likely focus their righteous rage upon the xenos foe, until either they or it have been destroyed. The Watch Capt p a denounced the Captain in ntr truu intruder and set his war war warriors upon it, but bef be fore they could sla sl a it, something slay en n entirely unexpected tr transpired. The Inquisitor often ignores the theoretical limitations of his equipment and his compatriots, depending upon raw faith and determination to overcome any opponent. Throughout their adventures, these brave champions gain influence, experience, and powerful relics as they seek to defeat mankind's enemies. Anyone within 500 metres of the psyker (including the psyker himself) takes 3d10+5 Energy Damage. The advanced sensors built into this relic are designed to enhance sight and vision, and also to assist a Techmarine in his work of attending to the machine spirits of his squad's various pieces of wargear. Requirements: The Kill-team must be equipped with one tool or weapon, such as a melta gun, breaching charge, or bulkhead shears, specifically designed to breach obstacles. That last fusillade claimed the th he life liife of of the th he last last of of the the Fifteen, Brother Nazartheth of the Sky Sentinels Sennti tine nels ne ls Chapter, Cha hapt pter pt e, er that mighty warrior knowing even as his lilife fe ffaded aded ad ed that hatt ha Watch Station Midael was saved, and the Death Deeat a h Oaths Oaath thss off the the Fifteen honoured. As noted, if they choose to do so, their Requisition for the mission is increased to 120. Hours Hoours r later, he and his Kill-teams Kill-teams Watch Station Midael was saved, and the Death Deeat a h Oaths Oaath thss off the the tower tow ower er of of ortinng directly to him for reporting dura du rati ra t on of the assignment. What Whatever tev ever er the he ttruth, ruth ru t, the Blood Angels having ls departed the Jericho Reach ha havi v ng n ggranted rant ra nted ed their complete ascent to Broth Brother Cuiris standing t er e C Keeper assigned eeper was assi s gnned too se sserve rvve as the he master of the rapid strike cruiser Instance of Fire. Fortunately, though, Space Marines are born to face such odds. Checking the view screens, you see that a swarm of mutants is already charging blindly towards your landing position. The message was, in fact, received by both a fleet component of the Storm Wardens and the Astropathic choir of the Deathwatch strike cruiser Bellaron. Their mere presence, provided it is not at the most terminal stage, is likely to interrupt its progress, as he lacks the expertise to maintain his focus. Knowing that the process could take several more hours to complete, you are troubled to hear an ancient chime that seems to reverberate throughout the Watch Fortress. Its ammunition was spent and ammu uni nitit on w ti overheated the overheated the overheated the disrupt the ritual, each of which having its own ramifications. Whatever the truth, the Mantle of the Crusader has been declared unclean and has been placed in a sealed stasis casket in the depths of the Catacombs until such time as a decision is made on its fate. In the Imperial Guard, even among its veteran echelons, this kind of mental damage can be debilitating and turn an otherwise able soldier into little more than a gibbering wreck, his kind of mental damage can be debilitating and turn an mind torn and tormented by exposure to the Warping nature of Chaos or the utter horror of unbridled xenos aggression. Watch Station Andronicus is unusual in that its presence, and something of its history, is known to the high command of the Achilus Crusade. Repeating catechisms of cleansing, let the Chaplain's words scour the taint from your memory, obliterating all traces of corruption. The Battle-Brothers may use an Auspex or other appropriate gear to identify the large subterranean chamber. This widens down to sizable structure encased in spiked ironwork and red-hot hell-steel. yea ears rs.. SSpace pace pace pace pace pace to identify the large subterranean chamber. Imperium, Impe Im peri pe rium ri um, and um a d all the while more of the hideous limbs an broke brok br okke through oke thro th rouugh the barren ground. It has been found, however, that the device still carries a formidable charge, which may be drawn upon when needed most. Should that happen, the Keepers of the Catacombs shall admit the one upon whom this weighty task rests, that he may wield the Broken Spear against the intended foe. Further, defeating the Sorcerer Kole Soulfire and recovering the Sphere may have a much more significant impact than any more direct actions that the Kill-team could take against the larger forces. Assaulting the walls to reach the site of the ritual is certain to be dangerous. Each Role grants the Battle-Brother filling it a number of special abilities and combat bonuses that reflect both that Space Marine's veteran status and the power of the Heroic Legacy Package as it applies to a squad of Deathwatch Space Marine's veteran status and the power of the Heroic Legacy Package as it applies to a squad of Deathwatch Space Marine's veteran status and the power of the Heroic Legacy Package as it applies to a squad of Deathwatch Space Marine's veteran status and the power of the Heroic Legacy Package as it applies to a squad of Deathwatch Space Marine's veteran status and the power of the Heroic Legacy Package as it applies to a squad of Deathwatch Space rank, and at the time of the battle, the so-called Serpent
Staff resided in Watch Fortress Erioch, set into a niche in Sabazius's cell. • "The Battle-Brothers of the Adeptus Astartes are the finest warriors in the galaxy, indeed, the finest in the history of Mankind. 91 III: Figures of Legend TACTICAL MANOEUVRES REINFORCE III: Figures of Legend No man is an island, and nowhere is this ancient maxim more true than among the ranks of the Adeptus Astartes. The world belo below ow kn knew ew the he light ight off the the extremely exxtr trem emel em elyy insular el insu in suula larr nature nnaatuuree of of its its rulers had all conspired to keepp technology tec echn hnol hn olog ol ogyy levels og leve le v ls low. With Brother Frostheart's Tartarus Serial pattern heavy bolter gone, it is not the weapon itself that is hailed as a relic of its bearer, but the shell casings discarded across the blasted ground of the Andronicus Prime drop zone. A sample of the substance was was duly duly passed passes sedd to t the Techmarines of Watch Station Erioch and, within wit ithi hiin hours, hour ho urs, identified. Such acts of self-sacrifice and honour are often regarded as the greatest marks of a Space Marine's character and those whose who survive them would do well to emulate their Battle-Brothers in service to the Emperor. Prior to this encounter, the servants of the Ruinous Powers had been limited to armies of mortals or of blasphemous mutant things. Thee aarray's rray rr ay's ay 's m ight ig htyy pr ht pprocessing roc oces oc essi es sing si ng sstreams trea tr eams ea ms The mighty and logic conduits were werre shunted shun sh unte un tedd into te intoo a new new w configuration, con onfig figur fig urrat atio ioon, one that Magos Carthenis bbelieved elie el ieeve vedd wo oul uldd re reve veal ve a tthe al he sstate he tate ta te ooff te would reveal Andronicus Prime at the very ry m omen om entt off iits en tss ccreation. 124 Once the Battle-Brothers reach the surface, the situation is certain to change substantially. Sovereign's sovereign th or thee Ki Kill Kill-team ll-t -tea eam m could record any meaningful observations, observations ns,, their thei th eirr vessel ei vess ve s el came ss cam amee under overwhelming attack from the wor world orld or ld below, beellow ow,, an a attack att ttac ak ac the likes of which none of the vessel's command comm mman andd crew an crew could couuld l identify or defend against. If the sphere is removed in this way, then the ritual is disrupted (see the Disrupted! sidebar). If he succeeds, each member of the Kill-team makes an out-ofTurn Move Action to move a number of metres equal to his Full Move value plus the Squad Leader's Intelligence Bonus. The fact that the so-called Lightning Heart now resides within the Sterling Religuary of Watch Fortress Erioch means that this is a legacy yet to be resolved. The laurel was presented to Brother Proteus upon the occasion of his second departure to stand the Long Watch, recognising the work he had put into laying the foundations of the reconstituted Ultramarines 1st Company By the time an investigation was launched, the colony was ruined and what was left of the chapel entirely subsumed by creeping Tyranid biomass. As stated above, the Squad Leader Role is different from the other Roles presented in the Heroic Legacy Packages. Prior to the arrival of Hive Fleet Dagon, much of Herisor's surface was largely barren wastes. Four of the warriors in this area have Astartes Heavy Flamers added to their equipment lists. The temperatures are cold and the air, its multiple green glowing eyes set firmly upon the Space Marines. The Battle-Brother who takes on the Role of Denier of Witches has dedicated his focus to rooting out enemy psykers on the battlefield and pitting his will against theirs, that he might defend his focus to rooting out enemy psykers on the Battle-Brother who takes on the Battle-Brother who takes on the Role of Denier of Witches has dedicated his focus to rooting out enemy psykers on the battlefield and pitting his will against theirs, that he might defend his focus to rooting out enemy psykers on the Battle-Brother who takes on the Role of Denier of Witches has dedicated his focus to rooting out enemy psykers on the battlefield and pitting his will against theirs, that he might defend his focus to rooting out enemy psykers on the Battle-Brother who takes on the Role of Denier of Witches has dedicated his focus to rooting out enemy psykers on the Battle-Brother who takes on the Role of Denier of Witches has dedicated his focus to rooting out enemy psykers on the Battle-Brother who takes on the Role of Denier of Witches has dedicated his focus to rooting out enemy psykers on the Battle-Brother who takes on the Role of Denier of Witches has dedicated his focus to rooting out enemy psykers on the Battle-Brother who takes on the Role of Denier of Witches has dedicated his focus to rooting out enemy psykers on the Battle-Brother who takes on the Role of Denier of Witches has dedicated his focus to rooting out enemy psykers on the Battle-Brother who takes on the Role of Denier of Witches has dedicated his focus to rooting out enemy psykers on the Role of Denier of Witches has dedicated his focus to rooting out enemy psykers on the Role of Denier of Witches has dedicated his focus to rooting out enemy psykers on the Role of Denier of Witches has dedicated his focus to rooting out enemy psykers on the Role of Denier of Witches has dedicated his focus to rooting out enemy psykers on the Role of Denier of Witches has dedicated his focus to rooting out enemy psykers on the Role better flesh out the look and feel of the fortification, as well as address any concerns the Player Characters might have about preparedness prior to embarking upon their mission. Further, the planet is inimical to life and the few remaining Tyranid xenos pose a deadly threat. In contrast with any other communications efforts made upon Vanity, this efforts made upon Vanity, this efforts made upon Vanity this efforts made upon their mission. uld succeed on the first effort. After swearing their Oath of Legacy, each BattleBrother can choose one servo-skull from the region of an Imperial general or battle group, which can complicate matters, as the military power is likel ignorant of their presence. Despite its celebrated service, this relic has, of late, come to be regarded somewhat differently. Somewhere in the Master of the Vigil had sought: a cold, dead world orbiting a protostar that had existed in its current stellar state for tens of millions of years longer than any such body should without becoming a main sequence star. KEYS OF THE CASTELLAN Brother Andruk wore these stylised keys upon a chain for much of his final vigil of the Long Watch, though he was not wearing them during the Herisor Intervention. The suit bears the psychic signature of the Sphere, but its interior is badly burnt. Executing a Manoeuvre requires a Half Action onn the he part of the Battle-Brother acting as Squad Leader. 81 Defensive Roles.. . The Battle-Brother is not in Overwatch during this movement, but upon reaching the end of his out-of-Turn movement, the Battle-Brother resumes Overwatch under the same It seeks vengeance for its loss of power. Sadly, Brother Frostheart's weapon was lost with the Space Wolf himself, and another irreplaceable example of an ancient Standard conditions listed above. Of course, Game Masters are encouraged to use their own discretion in deciding the timing. 16 The Dead Cabal Template Construct pattern was denied to mankind. The Battle-Brother can choose to activate this ability as a Free Action, after the attack has been made, but before Damage is determined. The laboratory's walls are covered in shelving, extending from the floor to four metres up the walls. 79 Using Heroic Legacy Packages When purchasing a Heroic Legacy Legacy, cy,, th cy thee pl pplayers ayyer es collectively agree to and enter into it ass a w whole hole ho le aand, nd,, nd similar to the Squad Mode abilities ilit itie iess associated with it. The majority of the shelves are overflowing with books and scrolls, most of which look old and are covered in unholy symbols and iconography. • A squad of protectors lost their lives. EXTERIOR DEFENCES The Crucible's exterior defences represent a formidable barrier to any attacking force. To the the h vast vast majority of those that serve on Watch Fortress Erioch Er rio ioch ch oorr the the various Watch Stations seeded across the Reach andd beyond, an beyo be yond yo nd,, the nd the First Martyr is a figure of awe akin to a saint; he is a hero hero of of yore y ree to whom prayers are cast on the eve yo off battle. It remains unknown except perhaps to those at the very highest echelons of power within the Deathwatch and the Ordo Xenos whether the coming of the anomaly, and with it the servants of the Dark Gods, was foretold and prepared for. tle-Brothers. These attempts are always made in the most obsequious way possible. more tactically appealing, position on the battlefield so as to gain the high ground, more cover, or a better line of sight to the enemy. That the Hammer of Balthazar should ever be lost would be a tragedy too dark to ponder, and so far, each Battle-Brother to take it up has returned it, even when that act was his last due to mortal wounds sustained in the defence of the Jericho Reach. Carvings, suggestive of the Warband's history, are painstakingly inscribed into the stonework around the central symbol. The legend states that Ho'Tsun fell in the manner he had lived, defending the Jericho Reach from the myriad foes of humanity, his body lost somewhere in or near to the Slinnar Drift. Techmarine Ixion was ot struck though stru st ruuck nnext, ext,t tho ex oug u h he too resisted the attack, in his case by ddrawing dr aw win ingg it into into himself as if swallowing the lightning itself. The world, now forbidden, starts the journey. Based upon the direction of the conversation, he
clearly expects that the Kill-team is headed to that world. Even in those rare cases in which members of the Crusade have faced off against Necrons in the Reach, the Inquisition has been quick to purge the bodies and minds of those involved, keeping the secret safe, at least for the time being. Whereas Masters of Stratagems atagems counsel on military tactics and strategies, gies, Keepers of fering their sage Wisdom are more focused, offering nd weaknesses of guidance on the strengths and particular enemies instead. This field has a Protection Rating of 45 and an Overload Roll of 1-5. What is unusual in this case, however, is that not all of the warriors that participated in the mission have yet been declared purified. T THE HEROES' LAST STAND OFFENSIVE ROLES OFFENSIVE ROLES OFFENSIVE MANOEUVRES Enfilading Fire HE THAT MAY FIGHT, HEAL HIM + • • HE THAT MAY FIGHT, HEAL HIM • • • HE THAT MAY FIGHT NO MORE, GIVE HIM PEACE • • • HE THAT IS DEAD, TAKE FROM HIM THE CHAPTER'S DUE 1,500XP DEFENSIVE ROLES OVER (500xp) Feller of Giants Squad Leader Harrier of Foes TACTICAL MANOEUVRES Bearer of Shields Preceptor of Shadows Feigned Flight Paragon of Zeal Breaker of Hordes (500xp) Builder of Towers (500xp) Builder of Towers (500xp) Builder of Stratagems (500xp) Holding Action Fall Back (500xp) 103 III: Figures of Legend The Heroes' Last Stand The Illuminators of Truth hough the Battle-Brothers of the Adeptus Astartes are each and all fearsome warriors, one must be more than a skilled combatant to be seconded to the ranks of the Deathwatch. Because he served at Watch Fortress Erioch for so long, Brother Decatru left behind dozens of these pendants. It was another three days before the Deathwatch frigate that had delivered the Watch Captain and his Kill-team to Sovereign returned, a period during which Aesalon ensured his fallen brethren were duly honoured. This fact is known to the Librarians of the Deathwatch, for it relates to their own particular duties. THE LEGEND OF HO'TSUN At the core of the legend of Balthazar Ho'Tsun is the fate he met and the manner in which he met it. The Bellaron was ordered to unleash a full orbital bombardment onto the Tyranid horde and the Battle-Brothers of the Lux Veritatis were to take cover in the chapel's crypt. Upon his return to the once glorious Realm of Ultramar, Brother Proteus was stunned to lay eyes upon the destruction wrought upon many of the Chapter's worlds, and by the time he set foot within the Fortress of Hera he was all but consumed by grief. Each has haas his own chantry chapel dedicated to his memory on Watch Wattch Wa h Fortress Erioch, within which prayers are chanted at the H Hours ours ou rs and sh shall be until such time as the chapel, the Watch Fort Fortress, treess ss,, and with h iitt th thee De Deat Deathwatch a hwatch itself passes from the galaxy galaxy. All are equipped with bolters. The doctrines of the Star Phantoms demand that the fallen are honoured above the living, no warrior held to have truly served until he has passed on. MASTER OF STRATAGEMS Activation Test: Challenging (+0) Lore: Scholastic (Codex Astartes) Test or Hard (-20) Command Test. The he state of the it had bionic arm rm suggested sug g been torn fr from om iits socket with tremendous fforce, orce or cee and those Battle-Brothers Battle-Brothers Battle-Brothers and the state of the it had bionic arm rm suggested sug g been torn fr from om iits socket with tremendous fforce, orce or cee and those Battle-Brothers Battle-Brothers and the state of the it had bionic arm rm suggested sug g been torn fr from om iits socket with tremendous fforce, orce or cee and those Battle-Brothers Battle-Brothers and the state of the it had bionic arm rm suggested sug g been torn fr from om iits socket with tremendous fforce, orce or cee and those Battle-Brothers and the state of the it had bionic arm rm suggested sug g been torn fr from om iits socket with tremendous fforce, orce or cee and those Battle-Brothers and the state of the it had bionic arm rm suggested sug g been torn fr from om iits socket with tremendous fforce, orce or cee and those Battle-Brothers and the state of the it had bionic arm rm suggested sug g been torn fr from om iits socket with tremendous fforce, orce or cee and those Battle-Brothers and the state of the it had bionic arm rm suggested sug g been torn fr from om iits socket with tremendous fforce, orce or cee and those Battle-Brothers and the state of the it had bionic arm rm suggested sug g been torn from om iits socket with tremendous fforce, orce or cee and those Battle-Brothers and the state of Br ot Synfell understood w well ellt that he would have continued nued nued nued nued nued nued issin ingg that the daemon-spawn was quite capable te ear arin ingg the Deathwatch bastion apart from wi in w thin, Brot othe h r tearing within, Brother Cuir Cu iris knew that it must be . The machine spirits that inhabit Lokheira are particularly cunning, and over their long service they have absorbed much of Brother Damastor's skill and wisdom. Alternatively, the Killstopped, regardles ir e s of whe heth ther e hee Cuiris regardless whether an nd his h s ki hi kinn survived. 45 Scourge of the Darkling ... team might be dependent upon directions from a traitor who was more loyal to the Pyre's cause or could be using a map retrieved from the previously defeated outpost. These are Space Marines that, for a variety of reasons, have remained with the Deathwatch when they could have returned to their Chapters, their service to the Deathwatch and their Watch Commander dispensed, and their honour to their brothers complete. Those Battle-Brothers hailing from the Raven Guard and the Raptors Chapters make especially good Slavers of Heroes. The attackers ck cker ker e s apparently appa ap pare pa rently used subterranean passages to access re acc c es es the temple, teemp temp mple l, wh which gave the Battle-Brothers little advance warning ninng of the thee attack. Sadly, all paid the final price, martyring themselves that the Watch Fortress and all of their brethren might be delivered. The other adept is determinedly trying to persuade the commander to immediately leave the system in response to an Inquisitorial warning beacon. 20 . The master of the Astropathic choir aboard the voidship has had a terrible revelation. Finding and eliminating them is entirely subject to the Kill-team's discretion. They lack the degree of subtlety of Tactical Manoeuvres, sacrifice defence for sheer killing power, and are typically used for Rising through the Ranks. lightning attacks and shock strikes. 75 II: Honour thy Ancestors her scythe dripping with blood and machine oil, ordering the Deathwatch to depart before it is too late. M & ® M * teMPered BY BAttLe, Bound BY Brotherhood Only the most exceptional Battle-Brothers are seconded to the Deathwatch. As an example, Kill-team team Hel-Kane is formed of members of the Storm Wardens, Blood Swords, and Dark Sons, "Any man who has turned from the light of the Emperor must be condemned to death as surely as any foul xenos who could never know His guidance," -Ministorum Confessor Gotthold he trip from Erioch to the Herisor system is largely uneventful. Over the course of many years, Brother Nodens compiled his experiences in countering the technologies of numerous xenos foes into a series of treatises, ensuring that many of the benefit of his teachings. This is all part of the benefit of his teachings. more missions. This grisly relic survived the ravages of the Traitor Space Marines and the destruction wrought upon the Watch Station by the daemon-spawn and was recovered later on. In all likelihood, he would have been returned to his parent Chapter, the Tigers Argent, but there has been no contact with them for such a long time that the Deathwatch of the Jericho Reach cannot even be sure this Chapter still exists. Each ach ac h Role R Ro ole le h has as a nnumber as u be um berr of o prerequisites, prere r qu q issit ites es,, typically es typi ty pica pi callIllyy ca Skill Skil Ski Issue that nt h t a Ba ha Batt Battletttle leBrother Brot Br othe heer mu m must st m meet eett to fill ee fill that tha h t Role. Depending upon how they land, thee Kill-team and any auxiliaries to ensure clear fields of fire, overlapping kill zones, accurate fire support from artillery and aircraft, and taking full advantage of the local terrain to exhaust and entangle enemy forces. ON T THE HUNT Amidst the bloodshed and n madness, s, the four Inquisitors and a handful of De Deat Deathwatch athw hwatch oofficers, ffice fi cers rs, including the Master of the Vigil, banded together in order to find out what was happening and to formulate a means of stopping it. Any other warrior would long ago have ascended to high rank, yet Brother Frostheart rejected all honours and appointments. Finally, finding a nearby entrance to the Tyranid tunnels is trivially easy. Quite apart from the schism this can create, it becomes another barrier between Deathwatch and Chapter that a Space Marine must learn to accept if he is to honour his secondment and the will of its covenant The secrets a Deathwatch veteran possesses are also part of his power within the Chamber of Vigilance, and grants him more influence when dealing with the Inquisitors of the Holy Ordos. You will now be called into service to hunt down and destroy hostile xenos forces, to seek out and crush the root of heresy and sedition, and to continually fight against the foul daemon menace that crawls forth hungrily from beyond the Warp. Twelve years to the day from when he was returned to the Jericho Reach to stand yet another watch, this time encased in the powerful frame of a Dreadnought. ener en e qy. • NPCS AND ANTAGONISTS IV: The Longest Watch directly involves the demise of this historic Kill-team and serves as a fleshed-out example of one adventure seed presented in this chapter. Game Masters are encouraged to share these insights with
the players. The following NPCs play important roles as the characters reach Herisor and begin to track down the missing artefact and the lost Kill-team. If anyone takes the time and effort to coordinate the psychic traces with the locations and times of the satellite movements and the camp's patrols, they discover that this is definitely the case. There are some Sp Space a e Ma M Marines, rines, veterans off innumerable campaigns, who are more mor o e than than the he rankk and file fil Battle-Brother, however. 95 The Emperor's Hand. . Effects: Should one member of a Deathwatch Kill-team find himself facing superior numbers alone, as he so often does, he may call for aid from his Battle-Brothers. A time spent in simple conflict can reinvigorate a Battle-Brother and reforge frayed links within his Kill-team which might have begun to unravel under the strain of unspeakable horrors and Inquisitorial plots. Ann instant rs ins nsta tant ta nt later er the thee arc arc spat spa patt forth fort fo rth rt h to t from the Battle-Brothers. It is tragic indeed that Brother Tyrannus fell alongside his brethren, for otherwise he might have been able to pass on how he did so and something of the mystery of the whole event might have been dispelled. The Tower The central tower is round in shape, and has only a single entrance—a double door, at ground level, made of reinforced adamant. The Commander soon explains that she had hoped their arrival would herald additional reinforcements. To this day, the true nature of the he Long Watch in the Jericho Reach remains largely unknown, wn, perhaps even to the highest ghest glaced masters of the Deathwatch and the Ordoo Xenos ugh it themselves, though ate to must surely relate ing the encroaching hatt ha darkness that arkk some call the Dark eve verr Pattern. Many bear the taint of Tyranid construction as well as the scorch marks of Space Marine firepower. Effects: The Squad Leader may designate the Forward Elements, and Ambush Position as a Free Action during his Turn. p long The legend of the Darkling serves as a salutary example that the galaxy is haunted by countless slumbering foes, many of them far, far older than mankind and which can be awoken all too easily by those determined to pry where they should not. It soon became evident that, when the bolter and the bionic arm of Brother Synfell were rendered to two separate Battle-Brothers, they would both suffer the most appaalling of fates. An inset space within the reliquary reveals a storage location for what appears to be a spherical object, roughly thirty centimetres in diameter. All of the structures are built from scrap pieces taken from the ship. y W When h n a Ki he Kill Kill-team lll -t -tea eeaam pu ppurchases rcha rc hase has s an se anyy He Hero Heroic roic ro i ic Legacyy Package, Packa of Legacy. The Kill-team does not spend Cohesion to execute Manoeuvres. Then, when he was seconded to the Deathwatch, that duty expanded to encompass his new Battle-Brothers and the orders of his Watch Commander. Based on the Talisman system, Relic is a Warhammer 40,000 board game in which 2-4 players compete to save the Antian Sector. T Their heir he i battles are recounted in the sermons of the Chap Chaplains and shrines have been built to honour them at Erio Erioch. However, opening a civil discussion is incredibly challenging, given the desperation and fervent nature of the former Imperial Guard. Ultimately, though it remains the remit of the Deathwatch whether or not to come to the aid of an Inquisitor, however he or she calls for it. 45 II: Honour thy Ancestors THE T HE S SCOURING COURING OF THE EXORCISTS II: Honour thy Ancestors The archives of the Deathwatch record that Brother Sabazius had served as a Librarian

in the Exorcists Chapter for almost a century when he was dispatched by his Chapter to fight alongside an Inquisition mission to scour a xenophage cult that had taken hold amongst the nobility of the pleasure world of Leucosia. reegi gion o . Reports have reached Watch Fortress Erioch suggesting that one such world has come under the domination of an unknown power, and in preparing for a mission to investigate the Kill-team discovered accounts of the battle against the Lord of Lightning. As a leader of the Deathwatch, Ho'Tsun formulated, and occasionally even led, missions against every conceivable threat to the region, defeating them all with ruthless efficiency. A Battle-Brother who has taken on the sacred charge of command might be called upon to lead from the front just as often as he must give council to other Watch Commanders or confer with the Inquisition, the role becoming flexible just as the Deathwatch must remain flexible to complete their duty. army in history, and the Adeptus Astartes are no exception. Its bottom is illuminated in the red-glare of a river of molten lava roughly five metres wide, stably bubbling around the fortification. This damage ignores the victim's Armour and Toughness Bonus. Whether this represents some quality imbued in the red-glare of a river of molten lava roughly five metres wide, stably bubbling around the fortification. suggested, something of Brother Mercur's fearsome spirit aiding the bearer from beyond the grace, none can say. Many Black Shields bring their transgressions with them when they take the oath, and cannot let go of the debt they feel they owe to their brothers and the Emperor for whatever it is they have done or failed to do. She reviews every debriefing report and new bit of intelligence with this same care. The training mission is a simulated confrontation against a robotic foe, and the sight of these implacable enemies causes Brother Pardis to experience something of a vision. Each package presents a suite of options for players to embrace and use to forge their Kill-team's own tactical identity. He intended this measure to keep the vessel functional for another Warp transit, so that the craft could reach a place of relative safety to initiate temporary repairs prior to completing its mission. Battle-Brother wielding the Broken Spear filling an Offensive Role in an active Heroic Legacy deal damage to a creature must immediately make a Difficult (-10) Willpower Test. Driven to subvert the Imperial cause in favour of the Ruinous Powers the sorcerer is utterly selfless in his devotion. Ultimately, the Inquisitor believed that the world was cleansed of the threat, though he chose to reclassify the planet, so that others might be spared. Those Battle-Brothers who hail from the Imperial Fists and their successor chapters, save perhaps for the Black Templars, make excellent Decimator of Fortresses, but any Space Marine with a taste for the thunderous action of siege combat can serve well in this Role. Heroic Legacies engender an intense bond of respect and fellowship among members of a Kill-team and the spirit, courage, strength, and honour of each individual Battle-Brother is integral to their proper functioning. He also asks whether the BattleBrothers would prefer for the rapid strike craft to proceed to Herisor at maximum speed, or if it should go on silent running, so as to reduce any chance of detection. For others, it is contact with powerful alien foes, like the Tau or Hive Fleet Dagon, and forming a personal hatred of these enemies. be Battle-Brothers who eschew rank and choose choo oose se to to focus on the missions undertaken by their Kill-tea eam m are ar the the most st they Deathwatch common. It was Phine's responsibility to identify any artefacts of interest, so that they could be safely recovered for future processing rather than lost to the Tyranid horde. The deed for which Brother Theclus is most well known is, of course, his survival against the first attack of the Lord of Lightning, a feat that is recorded in numerous tomes and still recounted from the pulpits of the Watch Fortress. As is so often the case when Battle-Brothers fall in combat against an enemy as overwhelming as the horde faced by the Lux Veritatis at the Chapel of Saint Aret, all but nothing of them remained on the field of battle. No psychic powers may be used in the region for 1d5 weeks after this event. From each lava sea there writhed a mass mas asss of coiling coi oililling ng limbs, lim mbs bs,, some dozens of kilometres in length andd questing quessti qu ting ng hideously hid ideo eous eo ussly l onto the land and into heat-hazed air above. Indoctrinated by the unbreakable bonds to his Chapter and his sense of duty to his Chapter Master, no Battle-Brother ever leaves these loyalties behind, but instead adds to them, becomes more dedicated to the cause of the Imperium, whether it is though the orders of his Watch Commander or his own personal focus. If the Kill-team manages to reach the inner courtyard without alerting the Chaos Space Marines, they are not necessarily immediately ready for battle. years have a secondment, is the division becoming more apparent. Though Thou Th ough ou gh h his is aarmour r ouur was molten and charred, and all of the rm ammunition ammu am muni mu n ti ni tion on he he had borne detonated, Brother Theclus lived. This Selfless Demeanour can be triggered once per game session, in addition to the Battle-Brother's usual allotment of a single Demeanour can be triggered once per game session, in addition to the Battle-Brother's usual allotment of a single Demeanour can be triggered once per game session. if the Kill-team works in concert with Space Marines who have been previously stationed upon Vanity. While all the members of their Kill-team might share re a similar duty to the Emperor and a faith in the Imperium off M Man, a , ev an even e min minor i or differences can be troubling. iling from the Those Space Marines hailing i d the h Ultramarines, Blood Ravens, E Exorcists and Dark Angels Chapters show particular skill in this role due to their zeal and preference for a rigorous battle plan. Each Manoeuvre lists the the difficulty of the Execution Test required to execute cutte the Manoeuvre. Before rvene or could intervene join them at the Sa ab zius crater's lip, Saba Sabazius ped fforth orth or th simply stepped per erhe heat he ated at edd into the superheated nd was was updraft and Seccoond Se ndss gone. Because of the mutant tribe are immune to its effects. The Squad Leader must then designate an area of terrain as the Ambush Position. A ring of fire burns constantly atop the wall, flickering and flaring in the planet's variable atmosphere. The Battle-Brothers have recently completed an assignment and are undergoing their rituals of purification in preparation for the next threats they might encounter. The same is true of the wargear of any Battle-Brother Battle Longg W Watch, atch at ch their every deed, word, and and even evee thought turned to ev service the serv rvvic icee off the h Emperor and the defence mankind's most ancient and dangerous foe, and it falls on any guardian of humanity, no matter his appointed task, to resist and dispatch the Daemon, wherever it lurks. These various packages expand on and upgrade the stand standard n ard Squad Mode abilities presented in the DEATHWATCH Core Rulebook. When at last the explosion of the Lord of Lightning's demise faded away, only Watch Captain Aesalon still lived, regaining consciousness some time later to find himself prone upon the huge altar where he had fallen. The Space Marines are a five-man tactical combat squad. A DESPERATE FLIGHT The master of the Instance of Fire saw immediately that his vessel was drastically outclassed, the void burning as the enemy ship opened fire. For the purposes of such an attempt, the Mournful Clavis is considered to be a weapon with the Defensive and Power Field Qualities. Even though the Deathwatch triumphed against the Tyranid fleet, the Inquisitor lost many whose fellowship he valued. This suspect weapon functions in all respects as a heavy bolter with the profile listed on Table 2-3: Weapons of Sovereign-Sigma. the map he provides is one that he used during his previous journey to the site. Despite the fact that Malghrav had never before served as commander of multiple Kill-teams, the Chamber of Vigilance ratified the appointment without question, suggesting the masters of the Deathwatch were acting upon information only they and the Inquisitors that addressed them were party to. Kill-team to the planet's surface, not their exact landing site. During a Battle-Brother's time in the Deathwatch, he will encounter many new foes, a number of whom he may well have had no previous knowledge of, their existence a closely guarded secret of the Deathwatch or the Holy Ordos. Despite the efforts of dozens of Techmarines and technosavants, none have been able to explain the device's ability to absorb such a staggeringly powerful bolt of energy, though they did discover that much of that energy remains within the capacitor still. The Dreadnought defeats three of these constructs before the forth strikes back with an oversized claw, the footage cutting out as the Dreadnought defeats three of these constructs before the forth strikes back with an oversized claw, the footage cutting out as the Dreadnought defeats three of these constructs before the forth strikes back with an oversized claw, the footage cutting out as the Dreadnought defeats three of these constructs before the forth strikes back with an oversized claw, the footage cutting out as the Dreadnought defeats three of these constructs before the forth strikes back with an oversized claw, the footage cutting out as the Dreadnought defeats three of these constructs before the forth strikes back with an oversized claw, the footage cutting out as the Dreadnought defeats three of these constructs
before the forth strikes back with an oversized claw, the footage cutting out as the Dreadnought defeats three of these constructs before the forth strikes back with an oversized claw, the footage cutting out as the Dreadnought defeats three of these constructs before the footage cutting out as the Dreadnought defeats three of the footage cutting out as the Dreadnought defeats three of the footage cutting out as the Dreadnought defeats three of the footage cutting out as the Dreadnought defeats three of the footage cutting out as the Dreadnought defeats three of the footage cutting out as the Dreadnought defeats three of the footage cutting out as the Dreadnought defeats three of the footage cutting out as the Dreadnought defeats three of the footage cutting out as the Dreadnought defeats three of the footage cutting out as the Dreadnought defeats three of the footage cutting out as the Dreadnought defeats three of the footage cutting out as the Dreadnought defeats three of the footage cutting pitches backwards. The bunker is manned by nine Chaos Space Marines (see page 363 of the DEATHWATCH Core Rulebook) and Chosen Goethe Darkflame (see page 129). The rapid strike vessel was very nearly torn toorn apart as she exploded out of the Warp and directly into the gravitational embrace of the dead world that hosted W Watch that hee had atch Station Midael. A month later, Brother Gundahar took his Apocryphon Oath. Pressing through sstreets st reet re e s bl et bblackened acke ac kened with the seared ashes of those whose bodies ke sserved se rvved aass liligh lightning ghtning rods for whatever waited at the city's gh centre, cent ce ntre re,, th thee Sp Space Space ace Marines were subjected to blast after blast ac off the the h vile vililee energy. A Deathwatch Kill-team will also often be called in to deal ing only with its effects. In either case, the chain of command can become blurred for such a Deathwatch veteran, as the influence of his Chapter recedes and he focuses his efforts against the enemies of the Deathwatch. Instead of being torn apart by the huge creature against which Balthazar and the remainder of the Kill-team Kill team are believed believe to have fallen, he was overwhelmed by a wave of far smaller, sm insect-like constructs. He and his Killteam fought bravely throughout the entire battle, but it was i the final hour that Peratos and his Battle-Brothers in truly earned their place iin the annals of the Deathwatch of the JJericho Reach. In the Jericho Reach, many of the Battle-Brothers in truly earned their place iin the annals of the Deathwatch of the JJericho Reach. Crusading forces. Heroic Legacy Package: The Gathering of Heroes. forc fo rcee. The BattleBrother must still roll on the appropriate Critical Effect Table and note the result. This Cohesion Damage reflects the deleterious effects of the loss of the loss of the BattleBrother must still roll on the appropriate Critical Effect Table and independent. Given that the Deathwatch has existed in the Jericho Reach for many millennia, the number of servo-skulls residing within the Under-spire Aerie is staggering. 50 FROSTHEART'S BRASS TEARS Brother Frostheart is unusual in that he did not leave a single relic by which he is remembered, but many. BROKEN CHAINS OF COMMAND Lord Militant Tetrarchus commands all Imperial Guard and Imperial Naval forces within the Jericho Reach, and exerts his influence over others like the Adeptus Astartes. The room holds several stone benches—designed to accommodate Space Marines in Power Armour—as well as a few better fitted for a human physique. CHAPTER II: HONOUR THY ANCESTORS Chapter II presents several historic veteran Kill-teams of the Jericho Deathwatch, discussing those near-mythic figures who have shaped the very history of the Jericho Reach and the fate of mankind therein. Every Role associated with a Heroic Legacy Package falls into one of two categories: Offensive or Defensive. He was not amongst the Spacee Marines that set out for the Hadex Anomaly and d no accounts counts of him fighting on the surface off the dead world on which the ritual was being enacted have been found. It now emits a sickly pale blue light. This area is set up to accommodate the personal living space of more than a dozen Chaos Space Marines. The Target Position must include some terrain feature that is superior to the current position of the Kill-team. Inquisittors. In the he course of th hei eirr se sear arch, they nnest ne st ooff Ra Rave veene ners rs that hatt no ha ow dw wel elll where wher whe eer Raveners now dwell thee artefact th arrte tefa fact fa ct was was a once onc nce enshrined. The situation is further complicated by the fact that the Warp is also unstable on the planet. Only the most senior of Apothecaries are ever allowed to carry the phial to battle, and because none can be certain how long its seemingly miraculous properties might endure, it is only rarely utilised. He is a capable tactician, who once held dreams of commanding a battle group. Even in a seasoned Deathwatch Kill-team that has not actively served in the darkness of the Reach and on those worlds scattered toward the Eastern Fringe. In spite of this, even the most m st renowned of heroes may be overwhelmed. Talents: Air of Authority, Combat Sense, Crippling Strike, Disarm, Disturbing Voice, Fearless, Foresight, Infused Knowledge, Jaded, Lightning Attack, Precise Blow, Strong Minded, Sure Strike, Swift Attack, Total Recall. Even those steeped in th forbidden forb forbid rb idde id denn loree could not determine whether it was some de manner m ma nner nn e off daemon er daem mon or a spawn mutated beyond recognition. A Space Marine cannot know w everything, however, and even the most seasoned asoned Squad Leader has gaps in his knowledge. Good communications are a key component to victory on the battlefield. als. The craft lacks a teleportarium. As time passes and the Battle-Brother spends more time in the service of the Deathwatch, many of these ties change, either weakening or strengthening, and his loyalty can shift to encompass the members of his Kill-team while his duty to the Emperor and the Imperium become broader and less restricted by the specific teachings of his Chapter. A number of gauges and lights twinkle and belch gas from within the opening. Once these Attacks are resolved, the Kill-team's vehicle or formation at twice its Tactical Speed. After extensive burrowing beneath the temple, the floor eventually dropped several metres and the structure's foundation gave way. Any time that the Battle-Brothers of the Kill-team are filling more Defensive Formation. Once that matter is resolved, or if the Player Characters have persuaded Brashnir to assist them without compensation, she can share the following information and resources. This relic replaces the usual progenoid reservoir contained in any narthecium. Legend states that, at the very moment of its owner's descent into the raging fires of the crater, the staff came alive in its resting place, its rigid form twisting like that of a reptile, an event that earned it its title. His body broken beyond repair, the venerated Brother was placed in stasis and returned to his chapter. BROTHER AULUS OF THE GENESIS CHAPTER APTER The last of the Battle-Brothers still interred within the Reclusiam siam at Watch Fortress Erioch, it is not clear why or how Brother Aulus came to be counted amongst their number. » Deathwatch Core Rulebook Dodal: Michael Philippi Ilustracje: Alex Boyd, Matt Bradbury, Victor Corbella, Paul Dainton, Dave Gallager David Griffith, Des Hanley, Nikolaus Ingeneri, Nuala Kennedy, Igor Kieryluk, Anton Kokarev, Karl Kopinski, Clint Langley, Jorge Maese, Winona Nelson, Hector Ortiz, Michael Philippi, Roberto Ricci, Karl Richardson, Skysoul Studios, Adrian Smith, Oliver Specht, Theo Stylianides Wydawca oryginału: Fantasy Flight GamesData wydania oryginału: 2010Miejsce wydania oryginału: USALiczba stron: 4000prawa: twardaISBN-13: 978-1-58994-778-8Numer katalogowy: DW01Cena: 59,95\$ / 149,95zł Deathwatch is a roleplaying game in which you take on the role of a member of the Adeptus Astartes - the devout, bio-engineered super-soldiers also known as Space Marines. The other nine Roles are Legacy Roles. From infiltration to assault to dogged defence, the Kill-team is nearly unmatched as a basic combat unit. Chaplain Nolasco was struck next, but er invoking invo in voki vo king ki ngg the the name of his beloved Primarch Sanguinius, he thrust his Crozius th hru rust stt h is C rozius Arcanum high, somehow channelling and ro absorbing abso ab s rbbin so ingg th the otherwise o herwise fatal surge. Each Manoeuvre can only be used when the Kill-team is in its corresponding Formation. This Temporary Fate Point, but it cannot be burnt, nor, if spent, does it replenish at the beginning of a new game session. The Deathwatch is no different, and those BattleBrothers who spend their years of secondment fighting the xenos foes of the Emperor are only considered to be doing their duty. In the first instance, they are likely able to carefully identify the base's weaknesses and attack at a moment that the Chaos Space Marines are most vulnerable. 66 On Their Own ... h was a That object was metallic sphere roughly th hirty centim metres in diameter, diam a eter er,, and er annd thirty centimetres as N Nodens d came to a h halt, l the acolyte Space Marine, his eyes aglow with the unmistakable unmist stak akkab able lee light lig ight ht of unadulterated insanity. Similarly, any world that is known to be under the strong influence of Chaos or that world still recount the day the vengeful Librarian and his BattleBrothers descended from the pristine skies upon pillars of fire to deliver judgement upor the fallen. Have a pair of Daemons emerge from the tower each successive round until all are engaged. It was Marneus Calgar himself who bestowed the Protean Laurel upon the warrior's head, making it a
powerful relic for the Ultramarines and the Deathwatch both. ined ed committed at Herisor on Inquisit Inquisitor itor or G Ghent's hent he nt's 's oorders, rder rd ers, s, tthe he operation stretching first into weeks, and then iinto ntoo mo nt months. Those who are familiar with the group recognise that these heretics are most active on Vanity within the Cellebos Warzone. But Theclus was no mortal mort mo rtal all human, human um man an,, and a d his an his superhuman supe su perh pe rh human body was protected by armour armo ar m ur mo u as as strong sttroongg as as any any ever e wrought. The timely arrival of Strike Cruiser Bellaron largely cleansed the planet of contamination. Additional items are available at the Game Master's discretion, though medical supplies should be scarce or nonexistent. At times like these, a Battle-Brother can step up to fill the Role of Master of Stratagems. The taciturn and stubborn Imperial Fists are perhaps the most famous, as are their reviled nemeses the Iron Warriors, but many lesserknown chapters are also skilled at the art of the siege. When Brother Pardis was rescued, he was able to provide some account of his lost Battle-Brother, e-Brother, e-Brother, though as yet none has been beeen incorporated into the taless of the First Martyr. In addition, if a Kill-team successfully executes this Manoeuvre against a Horde and manages to reduce the Horde's Magnitude by any amount as a result, the Horde must make a Willpower Test on its following Turn as if it had lost 25% of its total Magnitude. Aside from the lasting mystery of his service, Brother Svarog left behind one other enduring legacy: the dark crimson helm from his power armour. Any who fail the test suffer a -20 130 Penalty to all actions, as their vision blurs and their balance falters under the gas's disrupting effects. Examples of this abound throughout the sector, such as on the mining world of Harloss Magna where a Kill-team was used to kill the daemonically possessed planetary governor while the Imperial Guard put down the uprising he had caused, or when a Kill-team secretly boarded the Lunar-Classed planetary governor while the Imperial Guard put down the uprising he had caused, or when a Kill-team secretly boarded the Lunar-Classed planetary governor while the Imperial Guard put down the uprising he had caused, or when a Kill-team secretly boarded the Lunar-Classed planetary governor while the Imperial Guard put down the uprising he had caused, or when a Kill-team secretly boarded the Lunar-Classed planetary governor while the Imperial Guard put down the uprising he had caused, or when a Kill-team secretly boarded the Lunar-Classed planetary governor while the Imperial Guard put down the uprising he had caused, or when a Kill-team secretly boarded the Lunar-Classed planetary governor while the Imperial Guard put down the uprising he had caused, or when a Kill-team secretly boarded the Lunar-Classed planetary governor while the Imperial Guard put down the uprising he had caused, or when a Kill-team secretly boarded the Lunar-Classed planetary governor while the Imperial Guard put down the uprising he had caused planetary governor while the Imperial Guard planet Cruiser Light of Perdition and caused a critical plasma drive overload to kill its traitorous Lord-Captain citing it as the work of rebels. Br Brot otthe othe her De Deca c tr ca truu be bega gann ga steady heavy weaponry. The deserters have two things that can be of significant assistance to the Battle-Brothers, though neither is easily obtained. MASTER OF THE VIGIL BALTHAZAR HO'TSUN OF THE IMPERIAL FISTS Over the course of the centuries between Master Ho'Tsun's disappearance into the Slinnar Drift and the recovery of the fallen Brother Pardis, the legend of the First Martyr grew exponentially, so that by the time of the 41st Millennium it bears only a few similarities to the truth. In that moment, Peratos knew that the destruction would begin all over again unless he took drastic action indeed. On the field of battle, the Space Marines of the Adeptus Astartes are the fist of the Emperor, striking down His foes with ferocity and might unmatched in the galaxy. fallen Battle-Brothers. In this instance, the consequences of their failings may have extended ramifications, which should certainly affect the character's interactions with other Deathwatch members within the Jericho Reach. In recent times, Urakan has begun tracking the movements of the Dagon Overlord, intent on finding the beast and, if not slaying it, at least bringing back genetic samples from it so that a more effective weapon might be devised to combat it. Their bodies are all horribly marked with severe burn scars. However, since the objectives of the Deathwatch and the objectives of the Deathwatch and the objectives of many Ordo Xenos Inquisitors within the Jericho Reach are intertwined, it often serves the Chapter well to send a Kill-team, using the knowledge and skills of the Inquisitor to vanquish a common foe. Throughout his defence, Brother Mercur carried a might storm shield inscribed with the icons of his Chapter cult. Additional travel time might increase the dramatic tension of the ritual, as Sorcerer Soulfire could be far closer to completion by the time the Kill-team reaches the Crucible. Whenever a BattleBrother in a Kill-team with an active Master of Stratagems' Intelligance Bonus (to a minimum of 0) intead. A veteran, however, cannot be so accepting of such secrets, especially when his own fate becomes entangled with the Cabal and its ends. h h veteran, is i a way to understand d d Deathwatch and then ultimately destroy his foes, and the more knowledge he possesses the more able he is to complete his duty and vanquish the foesence of the more knowledge he possesses the more able he is to complete his duty and vanquish the foesence of the more knowledge he possesses the more able he is to complete his duty and vanquish the foesence of the more knowledge he possesses the more able he is to complete his duty and vanquish the foesence of the more knowledge he possesses the more able he is to complete his duty and vanquish the foesence of the more knowledge he possesses the more able he is to complete his duty and vanquish the foesence of the more knowledge he possesses the more able he is to complete his duty and vanquish the foesence of the more knowledge he possesses the more able he is to complete his duty and vanquish the foesence of the more knowledge he possesses the more able he is to complete his duty and vanquish the foesence of the more knowledge he possesses the more able he is to complete his duty and vanquish the foesence of the more knowledge he possesses the m of the Emperor. BROTHER JANUS Brother Janus is a Black Shield, and characteristically about whom little is known. Ghent may hint at a few other possibilities, bbut he remains unable to confirm confi any of them. WIELDER OF DEVASTATION Activation Test: Challenging (+0) Demolition Test or Difficult (-10) Ballistic Skill Test. The lava is the source of the aforementioned gas. Much of the framework is open and there is no exterior railing. It holds special significance to the Apothecaries of the Jericho Reach Deathwatch. Their countless maws may spew this assault one moment, and then attempt to devour their freshly burned prey in the next instant. Thee names of the Fifteen of Midael are recorded as Brothers Th Brotherrs Cuiris, Cuir Cu iris is,, Me Merc Mercur, rcur, Borro, Nazartheth, Aniane, Ranuccio, SSolon, olon, Roch, Eridann, Pylenor, Theron, Xuthus, Janus, Cyllar, and and Cygnus. Several have fallen in battle while carrying it, and in at least three known instances the staff has somehow returned to its resting place even when its bearer's body was unrecovered. THE TEMPLE Once Ghent has provided the background information regarding Herisor, he takes a deep breath and prepares to dive into the specific details that are relevant to the investigation at hand. These systems immediately identify Herisor as a quarantine world to any approaching ship. Some might come to the Deathwatch eager eage ea geer to prove pro rove ve the the superiority of their Chapter, or the strength of ttheir heir killon team, team te am,, remaining am rema re main ma inin in ingg reserved and restrained, doing their duty as in dictated dict di cttat ated by by honour hono ho n ur and ancient covenant but little more. Att la the surface shuddered as with some terrible su ubter errra rane nean ne an subterranean implosion, and all fell silent. It was only when he emerged many hours hour ho urss later, ur l te la t r, however, r, that Magos Carthenis realised the tru ue ex exte tent te nt ooff the th he true extent here resy had,, bi ad bill llllio ions io ns ooff heresy hee had committed. Another A ot An othe herr Dark Pattern. called and the gathered frigates unleashed such a fearsome barrage mantle le aandd creati an t ng a halo halo of planetary debris through which only onnly creating thee most th m st insane off pilots mo pililots would attempt passage. Is it possible that the world has fallen prey to a power akin to that which befell Sovereign so long ago? Killill-t Ki -tea -t eam. Not knowing if this enemy was the only intruder or wa o if a number of the recently arrived Battle-Brothers were its allies, the masters of the Chamber of Vigilance continued their interrogations, though with greater caution. In their suppression of the old sector brought doom upon their own heads and those of countless of the interrogations, though with greater caution. In their suppression of the old sector brought doom upon their own heads and those of countless of the old sector brought doom upon their own heads and those of countless of the old sector brought doom upon their own heads and those of countless of the old sector brought doom upon their own heads and those of countless of the old sector brought doom upon their own heads and those of
countless of the old sector brought doom upon their own heads and those of countless of the old sector brought doom upon their own heads and those of countless of the old sector brought doom upon their own heads and those of countless of the old sector brought doom upon their own heads and those of countless of the old sector brought doom upon their own heads and those of countless of the old sector brought doom upon their own heads and those of countless of the old sector brought doom upon their own heads and those of countless of the old sector brought doom upon their own heads and those of countless of the old sector brought doom upon their own heads and those of countless of the old sector brought doom upon their own heads and those of countless of the old sector brought doom upon their own heads and those of countless of the old sector brought doom upon their own heads and those of countless of the old sector brought doom upon their own heads and those of countless of the old sector brought doom upon the old sector brought doom upon the old sector brought doom upon the old sector brought down u existence, or perhaps to be summoned to the region from somewhere else entirely. One such witness petitioned the Chapter Ch hap a te terr Master of the Imperial Fis Fists sts ttoo release this mighty warriorr into innto thee service of the Deathw Deathwatch, watch, and a year later, Ho'Tsunn took the Apocryphon Oath at W Watch Fortress Erioch Black Shield will remain as part of the Deathwatch, while he seldom speaks of his past—such is the nature of choosing to obscure their Chapter from their origins. It was fortunate indeed that the Instance of Fire was relatively intact after the bow wave had washed over her, for in its wake came a warship of truly ancient heritage and fearsome configuration. Mere months nth t s ago, the interests of a number of Inquisitors came me together in the Jericho Reach, leading to the undertaking aking of a major operation, tion, the ramifications of which have yet to become be clear. Placing these at key points near the vessel's plasma containment systems should result in a spectacular detonation, which is certain to destroy the vessel. Urakan and his brothers have operated for years in the Orpheus Salient, hunting down and destroying unique Tyranid organisms and uncovering further secrets about the presence of the Great Devourer in the Reach and the genus of its fleets. surround the Lux Veritatis. The Game Master should immediately roll 1d10 on the Table 4-2: Disruption Effects. The Thee skies ski kies e overhead, es ove verh rh hea ead, d, now black as the lightning-stricken kenn clouds, clou cl o ds ds,, boiled boililied bo ed away, awa w y, y the the square was a field a scorched bones. He bears a chain about his neck that appears the twin of that once carried by Brother Andruk of the Crimson Castellans, but whether there is any association between the fallen hero of the Lux Veritatis and the Black Shield must remain a mystery. More than one Battle-Brother has chosen to sacrifice himself for his Killteam, in glorious battle holding back foes or completing some suicidal task to complete a mission, or to allow his brothers the chance to retreat or claim victory. PARAGON OF ZEAL Activation Test: Challenging (+0) Lore: Forbidden (Daemonology or The Traitor Legions) or Difficult (-10) Willpower Test. Theclus is hailed as a figure of devotion and an example to the Battle-Brothers of the Deathwatch. Automatic Roles: These roles are available to members of the Kill-team immediately upon purchase of the Heroic Legacy Package. These sounds are coming from entities just beyond the boundary of the Warp. Consequently, Con onse sequence and a coming from entities is a coming from entities and Requisition (see page 111), the Battle-Brothers may wish to discuss their early findings with Watch Commander Mordigael. Brother Nodens combated his enemies by a combination of skill at arms and the wielding of technology, attacking them on both fronts at once. Stray signals flooded the vox net, evidently designed to sow discord and confusion amongst the Adeptus Astartes. Other shelves hold glass bottles of powders and solutions, many of differing hues. The voyage takes several relative weeks for the ship and passengers. When this ability is used, the attack is considered to have hit, but the Battle-Brother suffers no damage and no effect whatsoever. These open views have significantly impacted the war for control of the planet, as the amount of cover available is surprisingly limited. www.FantasyFlightgames.com A Guide to the VeterAns of the Jericho reAch ® TM TM ROLEPLAYING IN THE GRIM DARKNESS OF THE 41ST MILLENNIUM CREDITS Lead Developer Executive Game Designer Tim Flanders Corey Konieczka Writing and Development Executive Producer Owen Barnes, John Dunn, Andy Hoare, Jason Marker, and Sam Stewart Michael Hurley Publisher Christian T. Effects: The Squad Leader may designate a Target Foe as a Free Action during his Turn. Each of these out-of-Turn Actions is resolved in order of the Battle-Brothers' Initiative slots for the combat. Should the Sphere be subject to an attack, treat the Sphere as though it has 20 Armour Points. Apparently, the artefact was an orb of indeterminate origin, which measured roughly thirty centimetres in diameter. That Watch Station Andronicus could learn of its existence and become embroiled in its mission. Upon receiving the players' responses, Game Masters should smile, nod, and roll dice or scratch notes in response. 61 II: Honour thy Ancestors Brothers realised it also bore the flesh of a warrior several of them had served alongside. His steady hand, cool head, and immense knowledge of fieldcraft gained him a reputation as a reliable and hardy Battle-Brother, unflappable in the face of mind-bending danger and a terror to behold on the battlefield. Battle-Brothers filling the Role of the Denier of Witches who possess a Psy Rating can make Psyniscience Skill Tests as 85 III: Figures of Legend achieving some goal or mission objective, affording them the focus and concentration they need, while the Bearer of Shields attends to their defence. At this time, her craft are in the midst of an extended standoff with several Chaos-aligned vessels also present in the system. Note that the rapid strike craft has a limited number of shuttles suited for atmospheric entry. However, if they remain active, their current location is unknown. Ghent had worked closely with Brother Decatru during previous assignments in the Reach, particularly on several incidents dealing with unidentified xenos. This relic represents the only remaining piece of wargear present at the site where Ho'Tsun and his BattleBrothers vanished and is not widely known of Effects: A Kill-team can only attempt a Lightning Assault Manoeuvre as an opening move in combat. No matter how she tried, however, the enemy vessel ploughed relentlessly onwards through the Warp. Some Heroic Legacy Packages include a amongst the Deathwatch of the Jericho Reach. 45 Relics of the Scouring of Andronicus Prime specific Legacy Role more than once; a Heroic Legacy that is designed for stealth and infiltration might have two Preceptors of Shadow listed as available Roles, for example. Soon, the drop zone wass afl wa aflam aflame amee with a m with h the fires of war, the fearsome weaponry of the th he Deathwatch D at De athw hwat hw atch at ch deployed with lethal efficiency. (Skilled Objective, 25 Requisition) • Primary Objective: Recover the missing artefact intact. In league with Zyr Zagthusa, a Calixian Inguisitor who believes Achilus was not lost but murdered, they have been trying to exert their influence over the Deathwatch and use it and its operations to further their own goals. In the current cl climate limate of the Reach, a commander derr mu must st bbee ab able le ttoo deal a nott just with the needs of thee De th Deathwat De andled with care. BROTHER GLAUCUS'S HEAVY BOLTER This is the weapon borne by the Devastator Brother Glaucus of the Astral Claws, regarded for many centuries as a relic of great worth. BROTHER THECLUS OF THE SONS OF MEDUSA A taciturn Battle-Brother of the Sons of Medusa Chapter, Theclus is known to have been undertaking his second vigil of the Long Watch when chosen to fight alongside Watch Captain Aesalon. Then, explain that the Battle-Brothers did not notice anything out of the ordinary. However, they seldom leave their bunker. Details of Ho'Tsun's last mission are known only to a select few, and even they are party to but a fraction of the truth, for scant means of determining his fate exist. A meeting with wi ith h additional add ddit itio it iona io nall intelligence and the potential to contact na allies a alli lliies upon upo ponn Vanity's Vani Va n ty t 's surface. While individuals might provide some information under interrogation, as a whole, the group is prepared to fight to the death against intruders. MY WORD IN THE SOUL SHALL BE AS MY BOLTER IN THE FIELD. 53 Relics of the Fifteen of Midael..... .. Only in death is the price of honour paid." -Watch Commander Mordigael, Master of the Vigil, Fortress Erioch Battle-Brother's duty is never done, not while he can raise a weapon and draw breath. Should the target fail this Toughness Test, the toxic attack deals 1d10 + an additional amount of damage equal to the wielder's Psy Rating. As one would expect of a suit of Artificer Armour, the craftsmanship of this ancient helm speaks of both great skill as an armorer and a great artistic vision. In time, a veteran Kill-team can also gain the ability to greatly influence the nature of its own missions within the Wardens Chapter. 59 On the Hunt framework of the Deathwatch's needs, and many that rise to this rank become embroiled against recurring foes or as part of lengthy ongoing campaigns. To date, the Crozius of Nolasco has been retrieved on only a handful of occasions, in each instance by a
Chaplain of the Blood Angels or one of that Chapter's Successors. The fortress was home to around a hundred Battle-Brothers at that particular time, every one of whom was mustered to defend it against imminent attack. Ordinarily, O rdi dina di nari na rily, the temperature on a planet undergoing ri Tyranid upwards. Among all of these items, the one most precious to his heart was an ancient and ornate suit of MkV "Heresy" pattern power armour said to have been made in the forges of Mars itself. When his time comes, he must find honour in his deeds and remember the warrior he was. Requirements: The Squad Leader must designate each participating member of the Kill-team as either a Forward Element or an Ambush Element. Unlike the Imperial Guard or the Imper victory. Further xenos arrive as described above. The message is clear: leave what is in the past. The pilot of the circling Storm Raven gunship interrupted, vowing that he could extract the Killteam if the strike cruiser could blast the landing zone clear of Tyranid organisms, but he was cut off, the channel suddenly dead. The first was sending an unexperienced regiment into the brutal Cellebos Warzone. e A ny ppsykers syke sy k rs ke r Any aamong am onng th ong thee Ki Kill Ill-t -tea -t eaam- m or a Kill-team-or WAT ATCH CH FORTRESS ERIOCH As the primary fortification for the Deathwatch within the Jericho Reach, Watch Fortress Erioch should be familiar to the Battle Brothers. Anticipating an address by a conclave gathered for some cause of dire import, the Chamber of Vigilance convened with the strangers. Even as the Kill-team closed on their target, the enemy took a new shape. de d SSimilarly, i ililar im arly ar ly,, if the ly h rritual he itua it ual were to succeed, Chaos ua woul wo uldd be ul be sure sur u e to inflict infl n ic i t substantial subs su bsta bs tant anttia iall casualties casu ca sual su a ties upon al upo p n the Achilus would Crus Cr u adde forces us f rc fo rces ess active act c iv ivee within with in the the system. De eathwatch veterans veterans are are Battle-Brothers overcome made up mostly of those Battle-Brother rs who have overc comee these differences, or embraced them andd turned their ir have changed too aadvantage. In such a circumstance a veteran Deathwatch Kill-team sells the life of each member at a cost few adversaries are willing to pay, that they might cripple their enemies though they themselves will surely fall. When such mo tragedies occur, a new generation of heroes must complete the tasks that the previous generation have have left l ft incomplete. Anom An om mal aly. ng sys y te tem. LOCAL ENTANGLEMENT Vanity (see page 127 of this book and page 347 of the DEATHWATCH Core Rulebook) is an endless warzone. But the Deathwatch, Dea eath thwa th watc wa tch, tc h, being Adeptus Astartes, are anything but mere mortal mortals. reat re atur at ure. In some cases, these are inflicted by self-immolation, as a way of showing their devotion. The Crucible is a secure fortification for the Pyre Warband. It was during a reconnaissance mission into the regions surrounding the Hadex Anomaly that the Deathwatch encountered foe only rarely found in the Jericho Reach up to that time, and certainly not in so great a strength. To this end, in addition to a test of the Battle-Brother's leadership abilities and his abilities to operate both within and outside the shadow of the Crusade, he will have the strength of his Kill-team put to the test. ce esid es idded e . Weapons: Chainsword (Melee; 1d10+5 R; Pen 2; Balanced, Tearing), Bolt Pistol (Pistol; 30m, S/2/-; 1d10+5 X; Pen 4; Clip 8; Reload Full, Tearing). Weapons: Combat Knife (Melee; 1d5+6 R; Pen 0; Clip 60; Reload Full). Similarly, an hour after the conclusion of the mission for which the relic was requisitioned, the Serpent Staff returns itself to its alcove in Epistolary Sabazius' former cell. However, a small proportion among this already limited number of men and women see them as an inconvenience or covet their power jealously. A chosenn candidate might be observed for years or even decades before a decision is made, his missions and actions carefully considered c as well as the connections to the other members of his Kill-team, his Chapter, and the Inquisition. Those Space Marines hailing from the Imperial Fists and Dark Angels also make excellent Builders of Towers. XENAXIAN BONE-CHARM When Brother Gundahar defeated the void-wyrm and in so doing delivered an entire sector of space from its depredations, he and a number of the warriors of his boarding mission recovered a number of trophies from the body of the dying creature. The rapid strike vessel's Navigator was an individual of incredible experience, as are all that serve the Deathwatch, and she utilised every iota of her skill to traverse the raging currents of the Warp in an effort to shake off the enemy warship. Any that wish to view them, let alone take them up, must state their authority to the Keepers of the Catacombs and only those able to demonstrate the purity of their errand may pass. THE DEATH OATH OF THE FIFTEEN When Brother Cuiris made the vow that made him the Keeper of Watch Station Midael, he and his Battle-Brothers joined in taking a binding Death Oath. Finally, th tthee at tta tack cker e s re real alis al ised is ed that hatt th ha ttheir eiir attackers realised summoning had failed, and fe ffell ll bback ackk fr ac ffrom om m tthe h sshattered he hatt hatt that the ter ered er ed portal, their every weapon firing soo as a ttoo le eavy avee no noth thin th ingg lilivi in ving vi ng leave nothing living behind. Thee tr Th trail rai aill su sugg suggests gges gg essts that hatt Gh ha Ghen Ghent's ent' en t'ss agent may still possess the t' missing m mi ssin ss inng ar arte artefact. This can be reduced to a loss of 1 point of Cohesion Damage if the Squad Leader makes a successful Challenging (+0) Command Test Squad Roles ach Heroic Legacy Package contains a Squad Leader, normally chosen before the mission as detailed on page 228 of the DEATHWATCH Core Rulebook, and a number of special Roles and the FFG logo are registered trademarks of Fantasy Flight Publishing, Inc. Any Battle-Brother who has attained the mantle of veteran will likely have served some time within the Canis Salient and, as a result, witnessed Lord Ebongrave's antagonism toward outsiders. Twisted wrought iron plates jutting above the battlements provide the patrolling guards with cover for their legs and lower torso at all times. While the Achilus Crusade hammers against the heretic and xenos walls of its enemies across the three salients, the real foes of humanity stir restless in their sleep, watched only by the agents of the Inquisition and the Battle-Brothers of the Dead Cabal. It is perhaps ironic that Brother Theclus hails from a Chapter which shares its roots and many doctrines with the Iron Hands, whose creed teaches the fallibility of the flesh as opposed to the permanence of iron. All bear the scorch marks that have come from interaction with the Interaction wit need to commit significantly more assets to Vanity than have been made available to date. es. Kill-teams sweep the shattered ground and targeted bombardments take place from orbit. This means that as the Battle-Brother moves from mission to mission, so too do those he might command, creating an elaborate cycle of command and the creation of ad hoc battle-groups as needed by the Deathwatch. In addition, Imperial records indicate that there should be a contingent of Adeptus Mechanicus Skitarii deployed upon Vanity. Some of the survivors are former crew from the Just Reward, but Major Dzhorski issued this equipment to all of them for the sake of consistency. His battle honours during his first vigil are etched in the stone of the Hall of Glory on Watch Fortress Erioch and include battles against several xenos species entirely unknown to the Imperium in the 41st Millennium. BROTHER CEYX OF THE DRAGON LORDS The annals of Watch Fortress Erioch and include battles against several xenos species entirely unknown to the Imperium in the 41st Millennium. with his Battle-Brothers. ones. Only if those entities are somehow eliminated can the Imperium have a means to ensure long term success by chasing all of the Chaos contamination from the planet. The mutants are barely intelligent, and any understanding of tactics is far beyond them. The floor is covered in ash, bone, and the burned remnants of furniture and countless papers. She is absolutely determined to successfully seize control from the Chaos forces in the Vanity system. These veteran Space Marines are also bonded to their Kill-team in a way usually only found in the tight-knit ranks of their own Chapter, having shared a lifetime of blood and violence with their Deathwatch BattleBrothers. Though he readily defers to their expertise in matters of tactics and strategy, Ghent has been known to attempt to manipulate their strategies to suit his own beliefs and desires. Nevertheless, the image is a source of great inspiration to all who look up at it, reminding them that, even though humanity at large may never know their names or the deeds, their brethren shall remember them for all time. Though exac ex actt nature, natu na ture tu re,, they re th hey know that its success could ensure victory exact forr Chaos fo Chao Share to bring back those they have lost, or they show an obsessive desire to exact revenge on a foe or recover a lost relic, sometimes almost at the cost of their current mission. Ultimately, Ho'Tsun's pursuit of thee Dark Pattern led him to his own death, a fact that in no way reducess the honours the Imperial al Fist accrued while standing his three vigils ls 31 II: Honour thy Ancestors represented the first of their brethren ever to have done so. In many cases, the ey have come to the D eathwatch h secondment and remained in its ranks for further seco ond ndme ment nt becausee Deathwatch h secondment and remained
in its ranks for further second ndme ment nt because Deathwatch h secondment and remained in its ranks for further second ndme ment nt because Deathwatch h secondment and remained in its ranks for further second ndme ment nt because Deathwatch h secondment and remained in its ranks for further second ndme ment nt because Deathwatch h secondment and remained in its ranks for further second ndme ment nt because Deathwatch h secondment and remained in its ranks for further second ndme ment nt because Deathwatch h second ndme m vows vows made made personal by their vigil. He acknowledges their presence and welcomes them to follow him through the now open doors to the vault. WHAT IS OUR PURPOSE? This tactic is used to avoid interaction with the unknowable creatures, which invariably takes place whenever larger groups of humans assemble. Join your brethren and pen your name in the history of the Jericho Reach! A copy of the Deathwatch Core Rulebook is needed to use this supplement. In so doing, they may discover events or accounts that contradict what is now, millennia later, undisputed dogma, and have to proceed with caution lest they be accused of heresy. Before the matter could be investigated further, a mournful klaxon started up from another quarter of the vast Watch Fortress, more shots echoing down the lengths of the ancient passageways. While numerous Inquisitors and Deathwatch Space Marines have faced at least one facet of the Necron threat in the Jericho within ch, and others have Reach, yes upon the inner ye laid eeyes mbe berrs of the Omega chambers Vault, t, only a few have long enough eno n ugh too livedd long trulyy learn anything ut either. As a Keeper, Cuiris was privy to t certain and llore lo ore not not shared by most of his brethren, and in that loree he fo oun u d a me mean a s of an o combating the daemon-spawn. During the mission for which the Serpent Staff of Sabazius has been requisitioned, should the Battle-Brother who requisitioned the weapon become separated from it, he can make an Easy (+10) Willpower Test as a Free Action. Possessed of this new and terrible perspective on the fate of the region, potentially of the entire Eastern Fringe and beyond, Master of the Vigil Balthazar Ho'Tsun embarked on a campaign of following each strand and attempting to discern what lay at its end. This is also true that when a brother falls, he remains in the memories of the Kill-team as long as it exists and the glory he has brought to his Kill-team is in no way diminished by his passing. "There is no fate that decides our actions. The Kill-team has the element of surprise and any enemies within are caught unawares per the rules for Surprise on page 234 of the DEATHWATCH Core Rulebook. This has led him to assume a very pragmatic approach to command. Surprise Strike: Raveners can appear from almost anywhere without warning, usually from under the feet of their prey, bursting up been swept away overnight, and worlds that were once domains of investigation and study have become engulfed by war and strife. That w wo oul uldd have ul haave ggiven h i en a formidable iv formi miida dabl blee accounting bl acco ac c un co unti ting ti n of themselves the hemselves the hemselves goes would w wi thout hout saying, ssaayi y ng g, bu bbutt ev eeven en ssuch uch uch mi m ghty gh ty w a ri ar riorrs as they could without mighty warriors nott have no h ve ssurvived ha urvi ur vive vi v d lo ve long ng aagainst g innst ga s tthe hee ccreature. Lastly, Huang can provide the Battle-Brothers with map coordinates for the frigate's crash site. Even within the fluid and flexible structure of a Killteam's content of a operating parameters, veterans are expected to be even more resourceful and adaptive than ordinary Battle-Brothers, taking on more dangerous tasks in the darkest reaches of the Reach. For an example of the Lord Commander's distrust of the Deathwatch, one can look to the Black Reef and those forces sent across the Stygian Break. For dramatic purposes, the adventure is most likely to resolve more thematically if the BattleBrothers arrive as the dark rite nears completion. They spend the majority of their time preparing munitions for the Chaos Space Marines and tending to tasks that the warriors consider beneath them. be relilics reli re cs.. turn If the creation of that star was made visible visi vi sibl blee to t them, the hem, then what other ssecrets ecrets of the univ un iver iv erse might mig ight ht be be universe uncovered? The Helm is equipped with a sophisticated sensor system that works as an Auspex/Scanner, found on page 174 of the DEATHWATCH Core Rulebook, as well as a multi-featured sensor system designed to assist a Techmarine in diagnosing and soothing machine spirits. Each of the overlapping plates of the helm are edged in burnished Adamantine, and in the centre of the forehead is the Cog Mechanicum, the skull and gear sigil of the Priesthood of Mars, embossed in brass and copper and chased with shining silver. In these instances, the veterans will have substantial control over the situation when operating in their chosen battleground and against a chosen foe. Ho'Tsun perceived the stirring of unknowable yet terrible forces far out beyond the borders of the Jericho Sector, in the cold reaches of the void. It is said that the codex was the only object of any significance to be found in the Watch Captain's cell after his martyrdom, the only other items mere tools of utility. Upon on entering entterrin i g orbit orbi or bitt over bi ovver Sovereign, Sov over errei e gn gn,, Kill-team Sovereign Sigma ma be bega began gann a se ga seri series riieess ooff ro routine out u in inee observations. The wielder may choose to avoid taking damage by dropping the weapon. 9 I: Only in Death Chap Chapter Ch a tet r and a d giving an g vi gi ving ng up up their thei th eirr place ei plaacee beside pl be Battle-Brothers which whic which ich have become bec e om omee close clo nd u ttoo the um th he basic rules from the DEATHWATCH Core Rulebook. The Andronicus Prime landing was carried out by several Killteams operating as a coherent Deathwatch strike force, and as such the heroes are drawn from across that force. In addition, when dealing Critical Damage to a vehicle, a Feller of Giants adds an additional 1d5 to the roll on the Vehicle Critical Damage Chart. R Rather, every last lasst one one of the objects was somethingg else entire ely. T LEAD US FROM DEATH TO VICTORY, FROM FALSEHOOD TO TRUTH. He could couuld l not not allow allo al loow such such such cartefacts rtef rt efac ef acts ac ts to bee lost, los ost, andd so thee mission m ssio mi i n to deliver del e iver er the th he Ch Chapel C appel e from fro rom m its its fate fate t was was launched. Girding themselves for berserke crowds, their target whattevver had had attacked atttac a ke kedd the th he frigate f iggat fr ae heart of the city, for surely whatever Then en, n the the skies skie sk iess split ie spliliit asunder sp a un as unde deer with with the the would be found there. In all these cases, when it comes time for a Battle-Brother or members of his Kill-team to return to the fold of his own Chapter, he may stay on, to complete the tasks he has begun. The enemy en enem nem my engaged e ga en gage gedd an ge and nd other forces involved are not recorded." -Notes from the Liber Eriochus,s 267.M35 h tale he tal alee of the so-called "First Martyr" is no less than a legend lege le g nd ge n amongst the Deathwatch of the Jericho Reach. Over the course of several years and assignments, the group never even saw a xenos or engaged in battle. However, it could be argued that any of the region's death worlds might fall into this category, as Imperial forces are strongly discouraged from travel to such places, due to the inherent dangers. Depending upon their current level, they may also gain permission to select rarer equipment for this assignment. Secrets once known that will haunt the mind of man until his dying day and oblivion take him, secrets that once heard might never be uttered again. Any attem ots to establish communication at a distance beyond line of sight requires a Successful Very Hard (-30) Tech-Use Test. Needless to say, had the Master of the Vigil heeded this advice, he may not have awoken alien defenders and would not have fallen to the mechanical monstrosity that had destroyed the Kill-team's only means of exfiltration. LORD GOETHE DARKFLAME As the commander of the Torch outpost, Lord Darkflame resents the responsibility. The final pict of this sub-sequence shows Lady Saturn, THE SEVEN Upon their return to Watch Fortress Erioch, every one of the Battle-Brothers who took part in the mission to the Hadex Anomaly was placed under the care of the Reclusiam. An outer, roughly circular, wall surrounds the inner structure. On Herisor, h owev e err, process that th at pro oce cess s had been so drasticallyy interfered with by the ss actions that the temperature acti ac tion onns of the the Deathwatch Strike Force F wass plummeting wa plum pl umme um meti me ting ng fast. Having done so, Calgar ordered, Brother Proteus must return to Erioch, but should he discharge his second Apocryphon Oath, a place in the ranks of the 1st Company would be waiting for him. He implies that assistance is already on its way. Though she is fiercely devoted to the Emperor, she is pragmatic enough to accept that faith alone is not enough. Each represents a grim tableau, often disassociated with the other fragments. A full range of statistics is provided, as it is likely that some Kill-teams may choose to interact with the characters in otherwise unexpected ways. Each time the wielder of Brother Glaucus's Heavy Bolter takes damage from an attack—after reduction from Armour, Toughness, and other sources—the Battle-Brother must make a Hard (-20) Willpower Test. Through clever use of action cards, launch devastating attacks against the xenos menace or support your fellow
Space Marines, all while you work your way through a deadly Space Hulk. 61 Relics of the Martyred Hunters This is because they remain under lock and key k while the seven Battle-Brothers Battle-Br undergo spiritual, physical, and spiritual psychic purification and questioning question onn during their internment in the Reclusiam. Fighting parallel to the Crusade means that the Deathwatch can occasionally expect to encounter complications when it comes to the Lord Militant's staff. te m. To the puritanical elements of the Inquisition, these trophies represent a breach of humanity's division from the alien and a potential object to subvert those who carry it or look upon it. Indeed, those who have taken up the Orphaned Blade and borne it into battle often report having gained some notion that the other is still in existence, the pair still linked across unimaginable gulfs of time and space. Thus Sabazius was as able to bear witness to the soul-death of his foess directly, and it was this aspect of his powers that the death of his foess directly. Andronicus Prime was not myriad ingle entity. With the encroachment of Hive Fleet Dagon, that repository is threatened and the Inquisition coordinate a Deathwatch mission to ensure it remains safe." -Notes from the Liber Eriochus, 814.M41 he all-consuming swarms of Hive Fleet Dagon are the most recent of the widely known threats to descend upon the blood-soaked worlds of the Jericho Reach. Not every problem can be solved with a bolt shell or blade, and thus the Deathwatch values intelligence, cunning, and guickness of thought as much as strength and stamina. In addition to these, numerous other xenos foes circle likee carrion-eaters about a dving beast, including the perfidious Eldar, the barbarous Orks, and other species es as yet unnamed. The horde must be dealt with swiftly, or else it might be challenging to leave Vanity once the task at hand is completed. Lega Le g cy ga cy.. It should be actively ferrying troops throughout the Orpheus Salient. On of the O this occa occasion, the Killteam made extensive BROTHER XAVER OF THE BLACK TEMPLARS As if to further complicate the question as to why Master of the Silnnar Drift, the third member of a Successor Chapter of the Silnnar Drift, the third member of a Successor Chapter of the Silnnar Drift, the third member of the Silnnar Drift, the third member of a Successor Chapter of the Silnnar Drift, the third member of the Silnnar Drift, the th among the various arsenals of Watch Fortress Erioch, and each one is precious and unique. Regardless of the details of his appointment, Brother Malghrav is held to have performed his role as Strike Force commander with skill, courage, and honour. and under Brother Cuiris's supervision recorded their collective Death Oath on a scroll, which was secreted in the Watch Station's arsenal. This in itself was not unusual, for even throughout the long isolation of the Jericho Reach the Inquisition and the Deathwatch had other means of coming and goin ingg from fr going the region, mean ns which remain means utterl rlyy secret. Some groups might even completely ignore loyalist assets (particularly if they are unable to establish contact) instead choosing to ignore those associated with the Achilus Crusade as they concentrate on finding the Sphere to complete their mission. 39 II: Honour thy Ancestors DEATHWATCH CHAPLAIN NOLASCO OF THE ANGELS SANGUINE LEGACY OF THE LORD OF LIGHTNING II: Honour thy Ancestors The legend of the Lord of Lightning is an example of an event that happened long ago, but which could happen again in the future. However, the Deathwatch has its own infrastructure in the Reach that existed long before the arrival of the Crusade, and they operate across the entire sector rather than restricting their actions to a single salient meaning that they must interact with different elements of the Crusade and its commanders. The influence and control of the actions and missions of their Kill-team might also come to the fore, not to mention if a Battle-Brother takes a place in the Chamber of Vigilance and earns a louder voice in the Jericho Reach Deathwatch, making his choices and directives carry far more weight than that of his comrades. sto t ry ry.. ies over ov erhe er h ad he ad.. If the Battle-Brothers have previously established contact with the deserters, then the camp is actively preparing for an assault. Rather, those with access to some of the accounts later given by Brother other Pardis understand that the Master off the Vigil was consumed by his drivee to see the prophecy of Satarrion averted. 52 The Fifteen ... Among the forces of Chaos, numerous psykers and sorcerers make foolish pacts with Daemons who possess arcane abilities far beyond the imaginings of most men. From the Cthugha Nebula to the Veiled Region, Watch Fortresses across the entire galaxy had received the coded plea for aid and dispatched individual Battle-Brothers, and in some cases entire Kill-teams, in answer. Both Tyranids and Necrons within the Reach have been documented taking Battle-Brothers who have fallen in battle, often forcing their brothers to go to great lengths to recover them, if they can be recovered at all. None can say what migh g t ha ave v hap ppeene n d ne ext h add nnot ot the he might have happened next had Tyranid horde crashed uponn the hee outer outter walls wal alls lss of of the the chapel. If the Battle Brothers give her any reasonable excuse to leave—even to fetch a cup of water—she demurely exits and then takes off at a dead run to retrieve an Inquisitor. That Player Character then takes his Turn. BROTHER MALGHRAV OF THE FIRE ANGELS A long serving Assault Marine ordinarily based at Watch Station Andronicus, Brother Malghrav was appointed as the commander of the Deathwatch Strike Force by Inquisitor Ramaeus herself. This he deposited in a stasis crypt that lay outside the soul-warded shrine. Interrupting a ritual that channels this much psychic energy has inherent risks. report the matter to the Achilus ilus Crusade-through official channels-after fter the mission is completed. Not all Battle-Brothers are suited to long periods of secondment to the Deathwatch, many simply doing their duty before returning to their own Chapter. When it came, the reply to the news of Watch Captain Peratos's death was a great honour to the memory of the fallen Ultramarine as well as to the Deathwatch. Unlike other troublesome Imperial commanders who might view the Deathwatch with scorn and contempt, angered by its meddling in what they consider their personal domain, or who they might accuse of disrupting their battle plans or stealing the glory of their regiments, Ebongrave often acts as if the presence of the Deathwatch is akin to the presence of an enemy. It is said of Brother Mercur that he intended to be carried from the battlefield upon his shield, a wish that the Deathwatch were sadly unable to honour, for his body vanished along with the others of the Fifteen of Midael. • If the characters use directions taken from another traitor, these are deliberately misleading. 78 The Th he Oa O th Oath h ooff Legacy L ga Lega Le ggacy cy is is chosen chos ch oseen at the beginning of a mission osen like li ke any ke any other oth ther er Oath, Oat ath, and is is required reequ q ired for the activation of a Kill-team's K Ki ll-t ll -ttea -tea eam' m s He m' Hero Heroic rooic L Legacy. Nearly every xenos race has its own psykers, from savage Ork Weirdboyz to the canny and ancient Eldar Farseers. Fragment 12/7781: A still pict-capture transmitted via the sensorium core of Brother Malghray's power armour. commit acts that were in direct opposition to the Imperial cause. As the Herisor interventionn ground nd on, on, the the world was stransformed into a vision of the the apocalypse. They consider an assignment to this watch post an insult, far below their standing. If someone can manage to restore his confidence, Dzhorski's zeal and faith might return. For millennia, the Space Marines have studied tactics and strategy, and the Codex Astartes is full of some of the most advanced ways of making war ever devised. In spite of this, spotting a door is not difficult. A brother never put to rest can haunt his comrades for the rest of their existence together. Quite apart from the interference of the Crusade and the Inquisition, there are xenos factions that take great pleasure in the death of Battle-Brothers and tormenting his 25 I: Only in Death Kill-team. The device was rem removed from the body of Brother B rother Ixi Ixion when his remains were returned ret turned to Watch Fortress Erioch, andd examined at great length by those inducted indu ucted into the mysteries of the Cult Mechanicus. This blast cascades out from the shattered Heart in all directions to a distance of 50 metres. Every step towards the entrance was bought with blood, and while the Kill-team held their own against countless defenders of every imaginable size and form, not one was unwounded by the time they reached the surface. felll those hose ho se After the Player Characters uncover the fate that befe befell ty of of completing coomp mplleting heroes, they are forced to assume the responsibility or if the he mission is le eft the duty that has been left unfulfilled. In this light, veterans can see what the Crusade really is: part of an elaborate balancing act, countering the weight of its foes and creating a barrier for a greater evil beyond. Compared to most other worlds within the Jericho Reach, Imperial forces are represented primarily by Space Marines. If he succeeds, the ritual is safely stopped, and the energy is safely dispersed. The reason this deed is so noted amongst the Techmarines of the Jericho Reach is that they understand it as a very real phenomenon, in that Brother Ixion took the power of the lightning through his electro-inductors into the potentia coil implanted within his body. With the last of his strength,
unwilling to have the remains of his brothers in arms defiled by the debauched xenos, Brother Titos activated the built-in teleport beacon in his armour, and he and the remains of his Kill-team were whisked away to the orbiting ship from which they were operating. In addition to the common signs of radiation poisoning, these mutants bear further disfigurement. across a battlefield to address combat situations as they present themselves. The two groups have taken positions near the system's edge, each carefully monitoring the movements of the other. Effects: To execute the Overrun Manoeuvre, the Squad Leader first makes the Execution Test to determine exactly where within an enemy formation the attack will do the most damage or to rally his Battle-Brothers for the charge. Even the most inexperienced neophyte knows that sometimes a position cannot or should not be held. But the phial is an awful lot more than a symbol, for many Apothecaries hold that primitive machine spirits of their conventional medicae equipment seem bolstered by the presence of this most revered relic. If any Battle-Brother chooses to disrupt the ritual in this way, it triggers a PR 8 Smite centred upon him. With few exceptions, many of the mountains were flattened. The impact left a swath of devastation that extends for another twenty kilometres, nearly a kilometre in width. APOTHECARY NICANDER OF THE ULTRAMARINES Apothecary Nicander was assigned to serve in Brother Malghrav's command squad and had responsibility for coordinating any battle-Brother is responsibile 86 for all incoming and outgoing communications in the squad. If they reached the armoured door of the crypt they certainly found it barred, locked from within, for not a single Battle-Brother reached the safety beyond it. During their training, they learn and memorise the various hand signals, acronyms, ciphers, and codes required to operate efficiently with one another and with other Imperial forces. What happened next may never be known, but all who knew him are certain the life debt Brother Frostheart had incurred would first prove himself a veteran must next prove himself a leader. Passing along corridors carpeted with the dust of aeons, the Kill-team soon realised they had discovered something truly vast. Of that last confrontation almost nothing is known, for none of the combatants survived to tell of it. Soulfire is attempting to undertake his dark ritual in isolation, so that he can more completely focus his attention upon it. However, when wielded by a BattleBrother filling an Offensive Role in an active Heroic Legacy, the weapon has shown to be even more devastatingly effective, yet has proven quite dangerous to the wielder and his allies. He asks if they have any commands for this time. Alternatively, the Kill-team might be searching the area and stumble into the base as they try to seek shelter from a sandstorm. His Battle-Brothers nodding their assent, Peratos unsealed the override valve of the plasma exchanger, flooding the chamber they were in with searing plasma. Their bodies show clear signs of their devotion. Eventually, a Techmarine of the Sky Sentinels Chapter took the Apocryphon Oath and began his vigil at Watch Station Erioch, and in time came to Midael to pay his respects to the relic of the hero of his Chapter. Many have questioned the wisdom of interring the Lightning Heart within the very essence of the godlike energy being that dominated an entire planet. Any character within a kilometre of the Crucible may spot one with a Routine (+20) Awareness Test. BROTHER HSUD OF THE RED WOLVES A Battle-Brother of the all but unknown Red Wolves Chapter, Brother Pardis, of which far more have been recorded than relate to Brothers Xaver and Armando. If one of the Chaos Space Marines is engaged in melee with a Battle-Brother, members of the Warband equipped with flamers continue to burn their opponents, even when it risks incinerating one of their own. With the Inquisitors, each with his own retinues of savants and specialists, unable to settle the mystery, it fell to the BattleBrothers of the Deathwatch to determine what was happening. In spite of that fact, the Watch Commander appreciates the import of any revelation from the Omega Vault, and prefers that the Kill-team is adequately prepared to face the risks involved. This ritual, the Inquisitors stated, d, m gh mi g t so disrupt the tides of reality and of the Immaterium m that th hatt might it might is more than the Kill-team is adequately prepared to face the risks involved. Hordes engage the turn after the BattleBrothers are spotted. From what can be gathered, Brother Svarog was part of a veteran Kill-team whose members' records are also sealed. Damage rolls generated from successful Righteous Fury generate further possible Righteous Fury on a Damage die roll of 9 or 10 as well. In the moments following the Killteam's discovery of the temple, the entire Astropathic choir awoke in unison from a shared vision of fire and blood. Once there, they need to rescue the precious artefact before it might be used in an unholy ritual. 10 Destruction: Everything within 10 kilometres of the ritual is immediately and irrevocably destroyed. Though in theory the teachings of

Brother Nodens could be transcribed onto any suitable data repository, the words of this venerated hero of the Forge are so valued they are instead stored within a series of crystal data stacks, each wrought into the form of the cog symbol of the Cult Mechanicus. To these hubristic ignorants, the Deathwatch is made of elite and entitled warriors more focused on battle than on realities of war. Like many of his fellows, Sabazius actually owned several such weapons, and he is known to have received a new weapons, and he is known to have received a new weapons, and he is known to have received a new weapon when he ascended to the mission to Sovereign, the Broken Spear remains an enigma to the Inquisition. "The mysterious Inquisitor Velayne Ramaeus musters a convocation of fellow Throne Agents and leads an operation into the fringes of the Hadex Anomaly to halt the completion of a dark ritual being undertaken by a Forge Tyrant of the fallen Forge World of Samech. Worse, the Deathwatch Captains of Fortress Erioch must sometimes make the hard decision to commit a Kill-team to a mission with little hope of success, knowing full well that it might mean the loss of valued Battle-Brothers to buy time for others to complete vital tasks. Given that many of his company's troopers held key positions aboard the craft, the effort succeeded with ease, so that he held control of the ship. Some appear drastically out of phase, but such are the esoteric effects often encountered in the celebrated Lux Veritatis Kill-team, a band of heroes he fought alongside until the day he fell in battle with the fell enemies of mankind. While the Sons of Dorn and their successor chapters are the undisputed masters of this unique type of warfare, they are not solely inducted into the mysteries of laying a siege or protecting against one. gras rasp. If two or more of the renegades are slain in the first two rounds, the remainder attempt to flee. A m mass asss of ootherworldly as therworldly flesh and serrated, blood-slick claws, claw cl aws, aw s the s, he thing hing hing hing hing called forth could only have been drawn from fr om the Kill-team has resolved his out-ofoutt-ofTurn Actions, the Manoeuvre has been completed. Tabl Ta ble 2- ble 2-13 13:: Relics of the Lux Veritatis 13 Naame Wt Req Renown Bloo Bl oodd off Dec ecat atru at ru - 45 Famed Crrys y ta tall Stac Sttac ackk Trea Tr e tisee ZXX-12 12 29 6kkg 6 40 Distinguished P ot Pr o ea eann La Laur urel el 1kkg 45 Famed 40 40 D stinguished Di Keeys ys of the thee Ca C sttel ella lann - la Whenever a Battle-Brother bearing the Blood of Decatru gains Corruption, reduce the amount gained by 1. In general, these Imperial Guard have become unwilling to take the necessary risks to achieve victory. 133 IV: The Longest Watch If the Kill-team has made their presence known well in advance of reaching the courtyard—through an encounter at the crevasse, a failed ambush on the outer wall, or even a badly blown effort at stealth in the open fields surrounding the fortress—then all of the chaos Space Marines are prepared and ready for battle. The initial invasion decimated the human population, and began to exploit much of the planet's atmosphere. The tunnel entrances are neither locked nor guarded. The soldiers were unprepared for the rampant loss of life. Too eexecute a Manoeuvre, the Squad Leader must make an Execution xeecutio ion n Test as a Half Action during his own hi own Chapter Chap Chap terr behind te behi be hind nd can can be be a burden buurden, even though he understands unde un ders de rsta rs taand ndss wh whyy he h has as bbeen eeen chosen and is honoured by the chance chan ch a cee to an to prove prov pr ovee his ov hiss worth hi w rth alongside others of the Adeptus wo Astartes As Asta start rtes rt e within es wit ithi hinn the hi the Deathwatch. With their specialised skills and abilities, these Roles make up the Defensive Role column in a Heroic Legacy Package. These Battle-Brothers often hungrily devour the knowledge of their peers, learning new methods of war and battle skills with which to slay their foes. Executing a Lightning Assault with Space Marine bikes works slightly differently than with a larger vehicle, as the tactical realities of riding a relatively small, lightweight, and unprotected bike into an enemy formation are drastically different than executing the same Manoeuvre while strapped into the relative safety of a heavily armoured tank. It was with this weapon in hand that Balthazar Ho'Tsun faced a mighty Ork migration and turned its course away from the Jericho Sector, perhaps ridding the region of the Greenskin menace for all time. Alternatively, if the characters make extensive use of loud weapons, including bolters, the children of the gap for any signs of the Chaos Space Marines whom they adore. The Deathwatch is no exception, taking direction from the levels of command within Watch Fortress Erioch as well as trying to deal with the agendas of the Inquisition. In many places, red glowing sections are visible, designed to resemble embers from a distance. The Harrier of Foes combines the work of the infiltrator with that of the saboteur. These caves connect to the crevasse only indirectly. The bridges are kept lowered, unless one of the Pyre sentries sounds a warning of intruders. It is well that Andruk departed his parent Chapter when he did, for him and for the Deathwatch both, for the Crimson Castellans appear pp to have changed g drasticallyy since the Battle-Brother's er's day, becomi becoming ing ssomething omet ethi hingg he would barely recognisee eighteen years later when, when, having discharged his first oath,, he returned to its home world of Vorl Secundus. Constant contact with Tyranid exoskeletons wore down some of the surfaces. UNLOCKING MANOEUVRES When a Kill-team first purchases a Heroic Legacy Package, only one of the associated Manoeuvres from eac each ch ca category— ate teggo go Offensive, and Tactical—is im immediately mmeedi diat a el at e y av avai available ai to the Squad Leader of the the Kill-team. needed to execute the Manoeuvre. Assault, Tactical, and Devastator Marines make excellent Preceptors of Shadows, as well as any Battle-Brothers hailing from the Raven Guard, Raptors, and Ultramarine Chapters. bat attl tle. challengers, nge gers rs,, rs i so doing earning great honour fo in for or h his is Chapter and coming to the attention attentiion of those thos se serving in the Deathwatch. 63 The Fall of Herisor This area has long been of interest to the Deathwatch, especially the Dead Cabal, for the secrets it might reveal in combatting the Necron threat. Some related to people, whether long dead, living, or as yet unborn. e They are the Battle-Brothers which w meet me et the he challenges challlenges challlenge ges of the Deathwatch, and a created something more within their Kill-team than thee sum of its parts. These inferences are readily apparent to their characters, but their characters, but their characters are readily apparent. players may not immediately grasp them. What might happen once Midael is cut off from resupply? In addition, only members of the Blood Angels Chapter or one of their Successor Chapters may requisition this ancient weapon. In the former case, the relics are blackened and scorched, bearing the marks of the plasma that slew the bearers along with the infiltrator despite the best efforts of the Deathwatch's finest artificers. While the Master of the Vigil and his officers are interested in the concerns of the Inquisition—usually more specifically the desires of a single Inquisitor operating within the Reach. Herisor's original settlers were long since lost as were the laxian Tithe Guard who discovered the invasion. Unlike the war-torn worlds of the salients, these dark places will change a man in unexpected ways, opening even the mind of a mighty Space Marine and altering his perspective about the nature of the war he is fighting and where his true enemies lie. He intended to achieve this by utilising a device of impossible antiquity he had uncovered from one of the worlds of the Slinnar Drift, one of those worlds implicated in the obscure phenomenon that was the Dark Pattern. The Builder of Towers defends the Killteam and any allies he might be working with through the wise use of firepower, troop movement, and aggressive action. 89 III: Figures of Legend OFFENSIVE MANOEUVRES III: Figures of Legend LIGHTNING ASSAULT A Lightning Assault is one of the most devastating tactics available to an armoured vehicle pilot. The second prerequisite is the Cohesion Threshold. Pri rime m. Things went awry when Major Dzhorski saw the damage that the vessel had sustained, along with the horrible loss of life. Due to the severity of the damage, they were forced to make a landing here, as they had little hope of surviving a continued journey. tl e. The most striking or puzzling of those data-fragments yet to be purged are summarised here. Bolt weapons designed for single-shot, long range, accurate fire are vanishingly rare, as the role of sniper rifle is commonly filled by needle sniper rifle, but they do exist. Approaching his commander is reviewing a lengthy scroll that the servitor appears to be unspooling. The relics of the Martyred Hunters fall into two categories—those carried by the Battle-Brothers of Watch Captain Peratos's Kill-team at the moment of their martyrdom, and those relating to earlier service. • The site is most likely a world within the Jericho Reach— the Omega Vault has not been known to herald events outside of this region. Dropping a weapon is a Free Action. Of all of the Fifteen, it is held that Brother Nazartheth engaged the enemy on the closest terms and on the highest number of occasions. In the case of the Mantle of the Silver Lion, the relic's true history must remain unknown to most that don it, unless they are privy to the secrets behind the legend of the First Martyr. The Heroic
Legacy rules provide play groups with options that augment the core systems of the DEATHWATCH game and unite the individual Battle-Brothers of their Kill-team into an even tighter and more effective cohesive whole. The mighty hero of the Imperium told Proteus of the very worst of the hive fleet's hordes. Escaping to the Watch Station on Midael's surface, the fifteen surviving Battle-Brothers make death oaths and prepare their last defence in the armoured tower of the Under-spire Aerie The veneration of those who have come before is a routine practice in the Imperium of Man. In that case, the Commander goes through h the routine of establishing contact. Two gates, on opposite sides of the structure, are located with retractable bridges. Few in number, Kill-teams that have gained the honour of being called the Emperor's Hand THE EMPEROR'S HAND OFFENSIVE ROLES ANGELS OF DEATH OFFENSIVE MANOEUVRES Lightning Assault 1,250XP DEFENSIVE ROLES Assault Entry (400xp) Squad Leader Builder of Stratagems Overseer of Iron (400xp) Covered Redeployment (500xp) Bearer of Shields (600xp) Preceptor of Shadows (600xp) Wielder of Devastation (400xp) Herald of Signals (600xp) DEFENSIVE MANOEUVRES Take Cover Fall Back (500xp) 96 Paragon of Zeal (400xp) Armo Ar mour mo ur Loca Lo cati tionss Co C ve v red AP W Wt Req Re q Ren Re nown no n w wn Armo Ar m ur mo u of Br Brot o he ot herr Ti Tito toss to All 12 170kg 55 5 Hero He roo Crim Cr imso im soon He H Im Head 12 5kg 45 Fam Fa med m Tabe Ta be 3-2 - : We Weap a on o s of the Emperor's Hand Weap We apon ap onss on C ass Range RoF Cl Lokh Lo khei kh eira ei ra B sic Ba 300m Dmg Pen Clip Rld Special S/-/- 2d10+7 X 8 have reached the pinnacle of training and development in the Jericho Reach Deathwatch. It is little wonder, then, that the death of a veteran can have deep and profound consequences on the members of his Killteam, especially if they have served together. Carried by Brother Damastor, a cunning brother of the War Clan Atropos renowned for his marksmanship and skill as a scout and lt observer, Lokheira was built xact to the learned Brother's exact amastor specifications. The answer came but a mom moment omen om entt later. Even as the void boiled with coiling, unclassifiable energies, the last few surviving seers went before the vessel's master, Void-Keeper Cuiris, and informed him what they had seen. entire T le of the the First Firs Fi rsst Martyr Mart Ma rtyr involved. Some of the ceramite pieces were clearly fragments of Phine's body armour. Within With Wi thin th in minutes min inut utes ut ess of of the t e th Kill-team's disappearance, the surface c ooff An Andr dron onic on icus ic us P rime ri me me Andronicus Prime trembled as to a sub-sonic roar of somee dying dyin dy ingg beast, in beeas ast, t, and and the tentacles assaulting the main force withdrew with th hdr drew ew into int ntoo the thee th ground. II: Honour thy Ancestors team leader communicated his report that Brother Nodens detected a secondary signal using the same data stream, and quickly identified its source. It did not attempt to query the satellites for additional information, nor did it provide any evidence of special authorisations granting permission to visit Herisor's surface. These actions serve entirely to build tension among the players, rather than contributing to the actual events that follow. The intruder, however, proved a canny enemy, and one adept at turning brother upon brother. It is clear that millennia ago, something of tremendous power once resided within this place. He died as any Devastator Battle-Brother would wish, lending fire support to his brethren and allowing them to fight on towards their target location. With the transmission of messages and vessels through the unreal dimension of Warp space, such a thing simply should not have been possible. ed. Such terrain features include areas that provide cover, higher ground, or better line of sight, or those that put difficult ground between the Kill-team and the enemy. None of these survivors are able to identify the creatures by name, but from the descriptions of previous encounters, any of the Kill-team can identify them as Raveners (see page 140) with success on a Difficult (-10) Lore: Forbidden (Xenos) Test. Digging through the roof requires digging the 61661-656-4 978-1-58994-794-8 www.FantasyFlightgames.com 9 781616 616564 DW15 RT03 53995 A Guide to the VeterAns of the Jericho reAch 🖲 🐵 24 Death of a Battle-Brother In addition, attacks made by the Battle-Brother that deal Energy Damage gain the Proven Quality with a value equal to the number of Power Charges stored in the Potentia Coil. The quantity of ash suggests that the room may have once been filled. Requirements: One Battle-Brother in the Kill-team must be engaged in melee with a Horde or his opponents must possess a Ganging Up bonus due to superior numbers. Soon distrust and anger reigned supreme, with warriors grouping into bands of known, trusted comrades. Realising R Re a is al isin ingg th in that at the Kill-team could not hope to sustain multiple mu ult ltip ipple attacks att ttac a ks ac k of the type Theclus had miraculously survived, Watch W arcing energy. Brother Damastor h Fortress stood his watch at Watch Erioch in M38, faithfully serving the Master of the Vigil. names eve vera raal we week ekss pa ek ppassed ass s ed after the loss of the Killss Several weeks m aand nd tthe h aagent he gent ge n they guarded. Disruption to the ionosphere and troposphere also exposed the planet to increased levels of cosmic radiation. Oxygen, vital carbon compounds, and a significant portion of the world's water were all siphoned off to feed the Hive Fleet's void-based organisms. ADVENTURE SEED The Watch Station reports unanticipated seismic activity in the region of the crater of the Darkling and the Player Characters are dispatched to investigate. The adept remains respectful for several minutes, desperately attempting to make small talk with the BattleBrothers. The records do not state who fired the first shot or, if they do, the archives have been sealed beyond all hope of opening. BEARER OF SHIELDS Activation Test: Challenging (+0) Tactics (Defensive Doctrine) Test or Hard (-0) T 20) Weapon Skill Test. As part of a suit of Astartes power armour, the Helm of Brother Svarog grants the wearer the standard benefits of power armour and artificer armour with the following additions. These legends serve to flesh outt the the history history of thee Deathwatch in the Jericho Reach and represent the pinnacle of service to which the Player Characters might as aspire. All Ambush Elements must be positioned in cover, no more than ten metres from the Ambush Position. Major Dzhorski (Elite) Profile WS BS S T Ag Int Per WP Fel 32 38 30 32 35 47 43 42 40 Movement: 3/6/9/18 Wounds: 17 Armour: Mesh Woven Dress Uniform (Arms 3, Body 3, Legs 3). Seven Battle Brothers remain interred within the Reclusian, subject to an intense regime of meditation and purification. The chamber is slightly smaller than the temple—roughly twenty-five metres in length by twelve metres in vidth. Every Librarian in the force was hee ha assa as saililied ed bbyy a wa ave v of of alien alie al i n pain ie p in pa i so intense it could only have assailed wave been be enn ccaused ause au sedd by a ggrievous se riev ri evvou evou ouss wound indeed. The Pyre Warband and his summoned Daemons were to ensure that he would not be interrupted during his casting. 16 Touched by War..... Kill-teams visiting righteous hatred on such insidious enemies of the Imperium often find themselves cutting through those misguided men and women who have thrown off all allegiance to the Emperor of Mankind. This throws the enemy host into confusion as they look about for what or where to strike. In 814.M41, he was aboard the Strike Cruiser Bellaron, transporting a Kill-team of Deathwatch Space Marines. So long as the Kill-team is undetected by their enemy, the Squad Leader may make his Execution Test for this Manoeuvre. 73 The Seven ... ace Marine might have What knowledge a Space nquisitor to seek him out ouut that would cause an Inquisitor thaat remains but one of the countless mysteries that tis. They are willing to cooperate on any strategy that the Battle-Brothers might offer. This alone ccan an cchange hang ha ngge th he the way the Battle-Brothers might offer. This alone ccan an cchange hang ha ngge the battle-Brothers might offer. behind the Achilus Achi h lu hi lus Crusade Crus Cr usad us adee and ad and the truee enemies it faces. TECHMARINE IXION OF THE DOOM EAGLES Very little of the service of Brother Ixion is recorded, aside from the one deed for which he is known and honoured by the Forge of Watch Fortress Erioch. Although as long as their gene-seed endures they will have a place in their Chapter, and have left their mark among the long line of its Battle-Brothers, there is something different when it comes to how a Kill-team operates. If the Squad Leader succeeds onn th the he Execution Test, the Manoeuvre provide all participating patting members of the Kill-team within Support Rangee of the Squad Leader (see page 213 of the DEATHWATCH CH Core Cor oree Rulebook) with out-of-Turn Actions that they ey ccan an perform immediately upon being executed. v n as ve moment Even the vast capacitation banks scre eam med with it h barely bare ba reelyy contained con onta tain inned screamed power, the entire facility vibrating ngg w ith it h th he fo focu cusi cu sing si n ooff su ng such ch h with the focusing unknowable energies, the Mag gos o aand nd h is ccircle ircl ir clee ga cl gath ther th e edd iinn er Magos his gathered the prime observatorium to witness w hatt no m ha orta or taal ey tal yes e h add what mortal eyes had ever before seen. Those few Imperial commanders within the Achilus Crusade aware of the Deathwatch usually see it as a boon, a vital force against their foes or at worst a tool with which the
Imperium can target powerful enemy commanders and generals. OVERSEER OF IRON Activation Test: Challenging (+0) Drive (any applicable) or Pilot (any applicable) Test or Difficult (-10) Tactics (Armoured Tactics) Test. The high levels of background radiation significantly impact all vox communications. y Though hee knew he had gained precious time, Brother Cuiris knew too that it might not be enough. Not all veteran Battle-Brothers are changed by what they see in the Outer Reach, or what they learn about the Dark Pattern and the unsettling findings of the Dead Cabal. It was imperative that their rest remained undisturbed, and so a major effort was made to repel the advancing Tyranid bio-vessels. If any of the Battle-Brothers take a moment to eavesdrop, they can readily infer the nature of the conversation. Cohesion Threshold: 10 Execution Test: Difficult (-10) Tactics (Assault Doctrine) Test or Hard (-20) Command Test Requirements: The Kill-team must be equipped with either Astartes Power Armour or Astartes Power Armour and Astartes Jump Packs. This includes any NPC Battle-Brothers that have been included in the mission as part of the squad. After his regiment travelled to the Jericho Reach, Crusade command assigned Dzhorski's company to support duty within the worlds of the Iron Collar. Battle-Brothers For these kinds of Battle-Brothers, there is still a high place to 22 be earned within the he Deathwatch Dea eath t wa th watc tcch as part par artt of a veteran vet eter eran er an KillKil ill lteam, enjo j ying the benefits bennefit store is still a high place to 22 be earned within the he Deathwatch Dea eath t wa the watch benefit store is still a high place to 22 be earned within the he Deathwatch Dea eath t wa the watch benefit store is still a high place to 22 be earned within the he Deathwatch Dea eath t wa the watch benefit store is still a high place to 22 be earned within the he Deathwatch Dea eath t wa the watch benefit store is still a high place to 22 be earned within the he Deathwatch Dea eath t wa the watch benefit store is still a high place to 22 be earned within the he Deathwatch Dea eath t wa the watch benefit store is still a high place to 22 be earned within the he Deathwatch Dea eath t wa the watch benefit store is still a high place to 22 be earned within the he Deathwatch Dea eath t wa the watch benefit store is still a high place to 22 be earned within the he Deathwatch Dea eath t wa the watch benefit store is still a high place to 22 be earned within the he Deathwatch benefit store is still a high place to 22 be earned within the he Deathwatch benefit store is still a high place to 22 be earned within the he Deathwatch benefit store is still a high place to 22 be earned within the he Deathwatch benefit store is still a high place to 22 be earned within the he Deathwatch benefit store is still a high place to 22 be earned within the he Deathwatch benefit store is still a high place to 22 be earned within the he Deathwatch benefit store is still a high place to 22 be earned within the he Deathwatch benefit store is still a high place to 22 be earned within the he Deathwatch benefit store is still a high place to 22 be earned within the he Deathwatch be earned within the he Deathwatch be earned within the he Dea ce ttoo th thee Vi Vigi gill an gi nd enjoying Vigil and the power and influ uennce that tha hatt comes coome mess from from such suc u h a position. W FFurthermore, beings with the Warp Fu Instability Trait suffer a -10 penalty Ins to ttheir Willpower Tests while within a number nu of metres equal to two times the Paragon th P of Zeal's Willpower Bonus. FEIGNED FLIGHT Using trickery and cunning to deceive the enemy is an activity as old as war itself. The description of the Omega Vault on page 332 of the DEATHWATCH Core Rulebook specifically aids in framing the overall import of this mission. At the same time, these soldiers have abandoned their duties to the Imperium. The following chapter outlines a sset et ooff new rules rule less for fo creating Heroic Legacies for veteran Battle-Brother sers r of the Deathwatch of the Jericho Reach. To the Kill-team, these are trinkets that honour their victory over unknowable and terrible foes, and their ability to reduce them to a mere bauble and a tale of their triumph. As such it can only be requisitioned by a Deathwatch Apothecary. In halting, he attracted attracted attracted not one, but a dozen d zeen arcs of lightning and his form was consumed even do as h his is w weapon e po ea p n continued to fire for long seconds beyond beyond beyond beyond beyond n his hi is demi de emi mise m see se. 127 IV: The Longest Watch VANITY GAZETTEER NOTABLE CHARACTERS The following NPCs play important roles when the Battle-Brothers first reach the Vanity system. Yet there are those who face the darkness and peer into the shadows. The entire world of Vanity is spontaneously moved to the centre of the Hadex Anomaly. Directly beneath the flames are battlements, where Chaos Space Marines patrol watching for any signs of assault. The contrail of a black bla lack ck k andd silver an s lv si lver er drop drop roop pod pod burned bu through the sky alongside those of the the h Storm Tm Wardens Warrde d ns as the Deathwatch Kill-team Mill-team Kill-team Kill-team Mill-team Kill-team several veraal hundred kilometres deep ve deeper per into enemy lines than the h ir Adeptus Ade d ptus Astartes comrades. • Effects: A detailed description of the Manoeuvre and its effects, and how the Kill-team can execute and benefit from it. Lokheira is a MasterCrafted Stalker-pattern Bolter equipped with a silencer, a fire selector, and an advanced optical sight that combines the features of a preysense sight, a red-dot laser sight, and a telescopic sight. Others linked to places, within the Jericho Sector and beyond. She inquires as to their purpose and is unceasingly polite, but uninterested, until they mention the Omega Vault. Even the most significant of the world's fortifications to their purpose and is unceasingly polite, but uninterested, until they mention the Omega Vault. are hardly suited to resist an effective siege or heavy assault, as there are no forces capable of assembling such an attack. At that point, she immediately becomes thoroughly deferential. Many remarked that his nickname must surely have been given to the Space Wolf in jest, for he was anything but cold-hearted. If Soulfire is knocked unconscious or killed, the ritual is disrupted (see the Disrupted! sidebar). 29 The Legend of Ho'Tsun Needless to say, Brother Semnai never completed the journey, deciding instead to stand a second vigil after Inquisitor Ramaeus approached him and specifically requested his aid in some undisclosed task. Eac Each ch performed feats of incredible skill and courage throughout u the th he battle, batt t le le, and all came together at the very end to descend desce cend nd into in nto the small human colony with little fear of detection. Able battlefield commanders and skilled small unit tacticians are used in the outer reaches of the sector, or kept to their Kill-teams for continued independent operations, while those that have proven themselves able to work in the shadow of the Warmaster's armies and the Inquisition are granted a more localised role. The combat squads attempt to coordinate their actions closely, but the high levels of radiation interfere with their communications equipment. With the artefact in his hands, the Librarian must successfully complete an Extended Very Hard (-30) Psyniscience Test, requiring a total of five successfully complete an Extended Very Hard (-30) Psyniscience Test, requiring a total of five successful Skill Tests. The same appears to be true of the Apothecary himself, for he remains within the Reclusiam until such time as comms suite also grants a +20 bonus to all Command Tests made by the wearer, and he may re-roll failed Command Tests. Such is the fate of those who have glimpsed the Dark Pattern and looked deep into its thread." -Battle-Brother Rymas, Kill-team Crescent Night here are secrets woven into the fabric of the Jericho Reach of which even the Lord Militant does not know. Knowing the severity of the damages and the limited resources, the Major began scrambling to find anything that might preserve the lives of his mutinous companions. Noctem Vigilate has already sent routine queries to the probes, under the authority of the Inquisition, and received its recordings. The Target Position is a roughly circular area with a radius in metres equal to two times the Squad Leader's Intelligence Bonus, and it must contain sufficient cover to accommodate all members of the Kill-team. The Tyranids and the servants of the Kill-team in the region. The second position is back-to-back, in mutual defence of each other. it He also als lsoo contributes cont nttri r bu ri bute tess ttoo the the he Kill-team's Kili l-te l-te team am m's ' Formation For orma m ti ma tion oonn by by ooccupying oc ccu cupy p in py i g a Ro Rolee that Role h t is eeither ha itthe her Offensive Of ffens n ivve or Defensive Brother Vass fulfilled the role of Devastator in Watch Captain Peratos's Kill-team, a role he was exceptional at. Doombolts are corrosive bolts of dark energy, formed from the coalesced spite and loathing of the Sorcerer. These Chapterless Battle-Brothers might come to the Devastator in Watch Captain Peratos's Kill-team, a role he was exceptional at. away the taint of their deeds by duty in the Deathwatch or to right some wrong known only to themselves. It pooweer. Her words are barely audible over the sound of gunfire and the howling of unknown energies. OBJECTIVES AND REQUISITION As the mission is assigned, none of the acting parties are fully aware of its implications. This is because the gateways are designed to accommodate some vehicles, which may be nearly as tall as the security wall. In 816. For these Battle-Brothers, a secondment
is usually extended because they have not completed their mission or task for the Deathwatch, and will continue to strive to make it so, always with a mind to a return to their own Chapter. To date, none have been granted permission to take up the Broken Spear, the Chamber of Vigilance holding the belief that it may only be utilised when a threat akin to that which befell Sovereign is faced once more. This allows the Kill-team could reasonably confront face-to-face. Enemy infantry may make Challenging (+0) Dodge Tests to avoid being hit by the oncoming vehicle. The status of the Promethium resources remains unknown, but it is likely that they were significantly drained. 11 Disposable Assets If they reveal the reasons for their mission, or at least begin to question her about the ground-based situation, she becomes visibly flustered. Not only could the dark rite have serious repercussions for the Achilus Crusade forces upon Vanity, it might also destroy the Sphere. Even in the halls of the Deathwatch, the enemy can strike, and sometimes from an entirely unexpected quarter. Long periods spent beyond aid or support drives the Kill-team closer together and to rely upon themselves in the service of those unknowable masters. Parts ts.. At its t vvery ts eryy ce er cent centre ntre nt re w was a stone-hewn form that could only be one ne thing—an thi hing ng—a ng —ann altar, —a allta t r, its flat surface black with the ashen remains of of the the countless coun co untl un tlles ess ess mortals sacrificed upon it. Thus, these relics of Brother Synfell remain in use in the Deathwatch of the Jericho Reach, the bearer never able to set down the bolter whilst engaged ... Instead, they have largely committed attacks against isolated individuals, only gathering in large groups or taking significant risks in defence of their nest. Moments later, however, another was revealed elsewhere in the Watch Fortress, and the battle raged on for another upon a mission. 12 Veterans and the Achilus Crusade ... ten hours before all were cornered and slain. Even Ev en once the defences defe de f nc nces are breached, the Kill-team must choose ann effective tactic to end the ritual. This Battle-Brother Battle-B Bro roth ther th er acts as the he Squad Leader for purposes of the Kill-team's Heroic Heroi oicc Legacy Lega Le gacy ga cyv for for the duration of the mission, and is responsible for executing exxec e ut utin ingg the in the special Manoeuvres contained in the Heroic Legacyy Package Paackkag agee as determined by the Kill-team's Ki Brother which would see him become a Black Shield and join the Deathwatch are always grave and often woven tightly into his own sense of honour and duty. As deserters and mutineers, the colonists realise with success on a Routine (+20) Opposed Scrutiny Test. Skills: Awareness (Per) +10, Climb (S), Command (Fel) +20, Dodge (Ag) +10, Intimidate (S) +20, Literacy (Int), Scrutiny (Per) +10, Silent Move (Ag), Speak Language 140 (Low Gothic, Unholy Tongue) (Int), Survival (Int), Swim (S). The Toughness Test to resist the Toxic Damage suffers a -5 penalty per Psy Rating of the wielder, in addition to the usual penalty incurred by the damage dealt. These men have formed a covenant known as the Council of Reason, rumoured to be staffed by those generals still loyal to Achilus or those who believe Tetrarchus has taken the Crusade to a crisis point by launching the three salients rather than concentrating on Achilus' original plans. The target of the Manoeuvre must be a group of enemies at least ten-strong with no more than ten metres between any two individuals, or any Horde of enemies. THE MANTLE OF THE SILVER LION The power armour worn by Brother Pardis throughout his centuries-long suspended animation was recovered along with his body, its self-repair machine systems having healed the damage done to it even as the Battle-Brother's body lay in deathless repose. The frigate's commanders were canny enough to never manoeuvre within weapons range of either of the warning beacons. Wherever they go, such units are afforded the respect and deference due to their standing. Talents: Die Hard, Favoured by the Warp, Fearless, Heightened Senses (Hearing, Sight), Hip Shooting, Improved Warp Sense, Infused Knowledge, Psy Rating (10), Warp Conduit, Warp Sense, Quick Draw, Rapid Reload, Swift Attack, True Grit. This is because the planet's ecological resources were laid waste in the wake of the initial Tyranid assault. Very few examples of wargear created by the master weaponsmiths of Tartarus Serial exist, and it is believed that Brother Frostheart's heavy bolter was the last remaining example of such a weapon hailing from that world. The enemy were w ree clad we cla ladd in power pow ower er armour arm rmou o r the ou the colour of scabbed blood, but there wer were re noo mighty migght htyy champions c ampi ch am mpi pion onss on of the Adeptus Astartes. While described as defensive, the Actions carried out through use of these Manoeuvres are every bit as deadly to the enemies of mankind as those from the Offensive and Tactical categories. In the wake of Hive Fleet Dagon's invasion, all of those humans are believed to have been consumed. Battle-Brothers executing this tactic advance one at a time, while the others providing covering fire. As with other facets of the legend of the Battle-Brothers executing this tactic advance one at a time, while the others providing covering fire. As with other facets of the legend of the First Martyr, Brother Pardis refuses to be drawn on the matter. If any of the Battle-Brothers executing this tactic advance one at a time, while the others providing covering fire. Brothers ask any surviving deserters or check with the Inquisition satellites, there is no record of any other ships or shuttles having visited Herisor within the time frame suggested by the markings atop the hill. Due to its highly attuned auto-senses, a Battle-Brother wearing the Mantle of the Silver Lion never suffers the effects of being Surprised in combat. More often, however, these are due to punishments inflicted by the Pyre upon those who fail to show the proper respect to their unholy masters. Several of those that survived the first minutes of the event they had witnessed. His uncertainty and doubt began to infect his men, such that none of them remained comfortable with the idea of a proper battlefield engagement. 68 Relics of the Lux Veritatis..... All are greatly venerated, for Epistolary Sabazius and his Battle-Brothers remain one of the most honoured groups of fallen warriors in the annals of the Deathwatch of the Jericho Reach. COVERED REDEPLOYMENT No matter how adept a leader is at moving his troops, or how good intelligence, mapping, and orbital telemetry is, there are times when a Kill-team finds itself in a less than optimal position on the field. Still more related to unknown xenos species, some aeons extinct and others still impossibly distant. In either case, this could mean that those of the Deathwatch. When they arrive, read or paraphrase the following: T As you enter the bridge, the usual calm and professional image is broken. Far from being an improvised promise made in adversity, the Death Watch and the typically formal manner in which the vow of any Deathwatch and the Ordoo X enos were satisfied the creature was defeated didd they they Xenos depa de part rt,, declaring the shattered shatte t red world forbidden, and leavi ving ng depart, leaving behi ind tthem hem he m a Watch St tat a ion to stand silent sentinel ove er behind Station over Andronicus us Prime. Space Marines are well versed in basic battlefield communications from squad to company level. Experienced Watch Captains also accept that Inquisitors work in this way, and much of their agendas do not reach the formal meetings of the Chamber, especially in the case of time-sensitive missions or missions or missions of opportunity. In both cases, it is not uncommon for a Battle-Brother to serve for years in the Deathwatch to complete his oath, but it becomes more uncommon for one to continue his secondment, and even rarer to take the oath again. When the mission is completed and the Battle-Brothers must return their requisitioned relics to the Sterling Reliquary, the Wrathful Augment is replaced with a bionic arm of common quality or with the bionic Emperor's favoured sons and chosen warriors, they are expected to acquit themselves well in combat, their foes are expected to die upon their bolt shells and chain blades, and the honour of their true purpose is beyond understanding, it is clear that they are drawn to interact with humanity at some level—particularly with those individuals who seek to plumb the ultimate secrets contained within the Warp. intensse. If members of the Kill-team manage to reach the walkways, they may discover staircases that connect the walkways to the fortification's courtyard. Coming more fully awake, Watch Captain Aesalon cast about for his brothersin-arms, eventually finding each buried under the detritus of death, their bodies lacerated or crushed. Weapons: Bolt Pistol (Pistol; 30m, S/2/-; 1d10+5 X; Pen 4; Clip 8; Reload Full), Power Sword (Melee; 1d10+5 E; Pen 5; Balanced, Powerfield). Thus, though the Deathwatch might be tasked with eliminating the xenos from a galaxy that is rightfully humanity's domain, they must always be ready to strike at the foul scions of the Warp and send them back from whence they came. With reduced levels of carbon-based molecules in the atmosphere, Herisor became much less capable of sustaining warmth. Many of these Battle-Brothers hold the view that the lost blade and the ultimate fate of the Darkling are somehow entwined, that both still exist, and both will one day return. However, there was little indication of the structure's devotion and no good records of its construction. Th T Though ough it falls ttoo the Watch Captains to make decisions of command regardin
regarding g these Battle-Brothers, ther th there eree are many many contributing factors at play when selecting new co comm commanders. Regardless of the truth, the wings afforded the Librarian a dark and sinister aspect, which was often made all the more intense when his prodigious psychic powers were called into play. Battle-Brothers who do not have a weapon capable of Full Auto Burst, a grenade, or a launcher cannot participate in this Manoeuvre. Such weapons Jam on an unmodified skill test result of 96 to 00. Inquisitor mission survey Inqu In quis isit i or Ghent knew that the mis i sion ttoo su surv rvey rv ey tthe he one indeed, chapel h l would ld be b an arduous d i d d even eve venn for f r a force fo f rc fo rcee as as potent and experienced as the Deathwatch. SQUAD FORMATIONS As each Role is categorised as either Offensive or Defensive, the Squad Leader must keep track of the balance of those two It is said that the charm has the power to ward d off the blows of the impure. After all the Elements and the Ambush Position have been designated, the Squad Leader may make the Execution Test for this Manoeuvre. The categories among the Roles his Battle-Brothers are currently filling. 88 Offensive Manoeuvres..... staff was even returned to the Exorcists Chapter itself at one time, yet a year later it was found back in its niche. ers. The Inquisitor is certain to have an effect that could change the face of the war for the system, she wants to leverage her resources to best exploit them. Of all the worlds, the eighth planet, called Andronicus Octus, knows the tread of humanity. Knowing consequences of abandoning their dut utie ut iees, the he ddeserters esser erte ters rs duties, are understandably concerned about ut the he aarrival rriv rr ival iv all ooff a Sp pac acee Space Marine force. When they go too in inve vest ve stig st igat atee investigate its latest activity, Watch Commander Mordiga g el e invites inv nvit nv ites it es them the hem m Mordigael to aaccompany ccompany him into the sacred place. 29 A Brother Unparalleled Formed during the first year of the Crusade de as part of a large influx ux of new secondment from m the Chapters of the crusaders, usaders, the Kill-team, like ke many others of its ilk, blended ded into the he Deathwatch, larger concerns of the raising no special interest from the Watch Commanders or the Inquisitors each. A Lightning Assault Manoeuvre's other effects are determined depending on whether the Kill-team is on a vehicle or if the attempt is made while mounted on Space Marine bikes. Alien structures pierced the skiess and and queessti ting ngg siphon-tendrils sucked the nutrients ffrom r m th ro thee gr ground. On several occasions he has taken more than a decade to complete a task. Poor choices may lead to disastrous consequences, as the ritual invokes a tremendous and his Chapter brothers might understand and respect why he would choose to fight for the Deathwatch's mission, though it is more likely it will be seen only as divided loyalty. Any psyker that approaches the altar may make an Easy (+30) Psyniscience Test. A Battle-Brother gains a +10 bonus to this Test for each of the facts listed above that he notes without GM intervention. NAZARTHETH'S TALON Of the last of the most noted of the Fifteen of Midael, all that remains of Brother Nazartheth is a single tine snapped from a lightning claw. Though some of the damage is concealed by drifting snow, the tragedy of the overall damage and loss of life is inescapable. To this day, he deeply regrets the fact that he was unable to leave Herisor without completing a more thorough cleansing of the planet's environment. This Heroic l.egacy Package represents a Kill-team that has stood in the face of utter annihilation and made their enemies pay a heavy toll. However, these benefits come at a cost. Be Before recounting them, Ghent makes it clear to the Battle-Brothers that he does not trust tr any of these explanations. Rather, somewhere in the dark and silent halls of Watch Fortress Erioch, one Battle-Brother fired upon another, the unmistakable sound of a bolter shell detonating inside flesh echoing the length of the age-haunted cloisters. E n. This stacks with other Fellowship based Talents such as Iron Discipline and Master too inventt add additional dditional ddit many kilometres, and includes a variety of subterranean organisms which provide food for the mutants and the Pyre Warband. It terminates in a trap door made of armaplas in the ceiling. W AN ANCIENT COVENANT The oaths that bind a Battle-Brother are ancient indeed, and have existed for millennia as part of the formation and function of the Adeptus Astartes. Thus have some of the greatest legends amongst the Killteams of the Jericho Reach been born. The Para Paragon of Zeal acts as an anchor of devotion and dedication, reinforcing the spirits of his Battle-Brothers Bat and protecting them from the maddening effects of Chaos with vehemence and fervour. Otherwise, the journey off of Vanity and back to the Erioch system should be straightforward. "For centuries uncounted the Shrine of Saint Aret has harboured its secret, a repository of ancient relics hidden away by an unknown hand lest they fall into the possession of the enemies of mankind. Seconds Bat atttl tlee-later, the Battlew h ho Brothers who 46 had answered his call followed his example and were gone, their fate unknown. There it awaits a new bearer, one as proud and skilful as Brother Vass. Unfortunately for Phine, when he encountered the Sphere on Herisor, its siren call proved irresistible. A Kill-team that can think its way out of a problem can be much more effective than one who resorts to violence at every opportunity. Cohesion If the chosen chose choosen en Squad Sqqua uad ad Leader dies or is otherwise incapacitated, the Kill-team cannot caann not ot make use of the Manoeuvres associated with it untill they they can elect a new Squad Leader—an action they can only onnlyy take when out of combat. At their thei eirr discretion, ei disc di scre sc reti re tion ti on,, the on the Battle-Brothers may wish to learn more re about abo bout ut the he h tale tale alle of of Lux Veritatis at this time. The first to arrive was an Inquisitor Lord of the Ordo Xenos, a man known to the Deathwatch of the Jericho Reach by reputation but not by contact. DEFENSIVE ROLES "It is the mark of a successful leader when his forces are so skilled in attack that his opponent knows not where to attack." -The Codex Astartes The following nine Legacy Roles fall into the Defensive Role category. For veterans, recovering the dead can take on extreme importance and many Kill-teams have undertaken long and arduous tasks to do so, never content to let the Reach claim what is left of their brother. Understanding these initial leads is vital for the early interactions with the Inquisitor and his followers occupying the Tower of Brass. Even as he has continued to advance the cause of the Imperium, he has also secondguessed himself on numerous occasions, due to the cost of that past success. In those all but forgotten days, the xenos that ravage the Jericho Reach in the 41st Millennium were yet unknown. With the later discovery of the Warp Gate and the coming of the Imperium to the Jericho Reach, warbands of Traitor Marines are encountered all too often. Players should purchase this Heroic Legacy Package should they wish to follow in the footsteps of the Martyred Hunters of Peratos, featured in Chapter II. What is known, however, is that the Master of the Vigil assembled a Kill-team consisting of those Battle-Brothers he knew and trusted above all others, and he led it in person deep into the Slinnar Drift. Similarly, while the frigate's sensors are certain to detect an object that is roughly man-sized. A Deathwatch Space Marine is defined not just by his duty to his Chapter and to the Emperor but by his record of service and the company he has kept. If the Battle-Brothers have been cautious and worked to take advantage of every possible resource, then it is far more reasonable for the approach to have been planned—effectively granting them the upper hand in the engagement. To this day, the casings are utilised as symbols of honour granted to Battle-Brothers based at Watch Station Andronicus in recognition of some great deed fought against the unnamed things that lurk in the void and crave the doom of mankind. If the characters follow this le lead ead ttoo He Heri Herisor, riso ri sor, r,, tthey so heyy he discover that the now forbidden plan planet net is is occupied o cu oc cupi pied pi edd by by a significant group of deserters, whoo ccrash-landed rash ra sh-l sh -lan -l ande an dedd on de o the he world. Far from a passive entity, the Phaeron of the Subbekhar Dynasty has a growing awareness of everything that transpires within the Jericho Reach and those individuals who have encountered his warriors or despoiled his tomb worlds. This relic is unique among the items kept in the Sterling Reliquary, for it is actually two objects that appear in all respects to be little more than cursed remnants of onceglorious wargear. toge to geth ge theer the remnants of onceglorious wargear. of the Jericho Reach that the true dangers of the Reach are beyond the edge of the Crusade and beyond the notice of the Lord Militant. 23 Total Independence misssion. While entering the atmosphere is certain to draw attention toward their landing site, the Kill-team is extremely unlikely to encounter either fighters or significant anti-aircraft fire. It is something unique to the Deathwatch that Space Marines from different Chapters and with differing dispositions and views can create something more enduring than themselves. He began enacting his unholy masterpiece over the past few days. le incomplete. In the event that the reliquary is properly sealed, whatever is inside is certain to be isolated from any interactions with the
Warp. Horrors encountered in the Outer Reach are not so easily forgotten, and often only the pyre would be so bold as to have a fortification that was wreathed in flame on a planet as dim and grey as Vanity. Vass and his twin were highly adept at working together in combat, Vass providing covering fire while his brother charged the target. All Manoeuvres have two requirements that mus must st bbee fulfilled in order for the Squad Leader to execute the them. There is simply no space for a walkway to extend above the gates. A sig gnific fican a t easily significant nu umb mber er ooff Chaos Space Marines—belong n ing to the P yree yr number Marines—belonging Pyre W Wa arb rban and— and direction for the th he Warband—also m mu uta tant ta nt armies. Dozens of helmets of Imperial soldiers, including those of more than thirty Loyalist Space Marines, decorate the tower at ground level. The spectral creature has grown strong on the life-forces o thous of thousands ussan a ds sacrificed in its name, and is worshiped by an army off savage warriors. The Just Reward fled from the battlefront after suffering light damage in conflict with Chaos forces near the Cellebos Warzone. At their discretion, they may wish to call for Awareness Tests from all of the Player Characters. Mordigael also makes it clear that the Kill-team has full access to a rapid strike craft so that they may complete the mission with all due haste. n They the would turn the arcane arrays off the the Mirador Mira Mi rado dorr on the nearest Andronicus body to Andr ronicus Octus at that time me Andronicus Andronicus Prime,, iinn order to test tesst the process. If the characters ascend the outer walls of the chamber, they may wish to bore through the floor of the upper level rather than climbing across to the doorway in the middle of the valled ceiling. After these actions have been resolved, the combat begins and Initiative is determined. If we have the faith and courage to adhere to the Codex, we shall triumph, no matter what some warp witch might proclaim." -Brother-Captain Agemman of the Ultramarines nowing that the Sphere has fallen into the hands of a sorcerer, the Kill-team must scramble to reach his location. Its outer edge abuts the crevasse, which plunges into Vanity's surface. †Lore: Forbidden (Necrons): This skill in presented on page 30 of the DEATHWATCH supplement THE OUTER REACH. One of the most reliable of these ruses is the classic Feigned Flight Manoeuvre, which uses a fake attack by a small force to lure the enemy into an ambush. This is a perilous course, however, for once the coil is opened, the power within is all but impossible to master, granting the Techmarine a potent, if unpredictable, source of energy to be used when death or mission failure is the only alternative. It is roughly a two day journey to reach the fortification. The world that remains is badly damaged. Suddenly, they are presented with a variety off different opinions, cultures, and appearances, most of which run ruun counter to what they have learned from the strike cruiser. Openings, in the form of twisted mutated skulls with gaping mouths allow those walking the battlements to see down the height of the wall to the base. Only after the strike cruiser was traversing the depths of the Immaterium were the assembled Kill-teams told of the terrible ritual being enacted even now, on a dead world on the fringes of the Hadex Anomaly. This might include additional reading, tactical drills, or time in meditation. Learning of the the ritual, rit itua ual, l, the ua the h Kill-team Kilill team lteeam is honour-bound to recover the arte ar tefa te fact fa ct bbefore efor ef oree it ccan or an bbee co completed. Du During uri ringg tthis hiss ph hi phas phase asse of tthe he ooperation, pera pe rati tion on, Inquisitor Ghent became increasingly ly insistent ent that the Chapel of Saint Aret, still some distance ncee within the territory overrun by the enemy, was we well worth th fighting fightiing n for, and annd he transmitted a series of demands dema m nd nds for for aid aid from from any any Imperial Imp mper eria iall unit available. This reflects the Battle-Brother's ability and position his vehicle in such a way as to reduce the threat posed by accident or incoming fire. Here the Kill-team must take up the burdens of the Lux Veritatis, one of the historic Kill-teams detailed in Chapter II, who fell, to a man, fending off the Tyranid invasion forces. THE ILLUMINATORS OF TRUTH OFFENSIVE ROLES OFFENSIVE MANOEUVRES Assault Entry 1,250XP DEFENSIVE ROLES Overrun (500xp) Preceptor of Shadows Squad Leader Shepherd of Battle TACTICAL MANOEUVRES Keeper of Wisdom Wielder of Stratagems Feller of Shadows Squad Leader Shepherd of Battle TACTICAL MANOEUVRES Keeper of Wisdom Wielder of Shadows Squad Leader Shepherd of Battle TACTICAL MANOEUVRES Keeper of Wisdom Wielder of Stratagems Feller of Shadows Squad Leader Shepherd of Battle TACTICAL MANOEUVRES Keeper of Wisdom Wielder of Shadows Squad Leader Shepherd of Battle TACTICAL MANOEUVRES Keeper of Wisdom Wielder of Shadows Squad Leader Shepherd of Shadows Squad Leader Shepherd Stratagems Feller Shepherd Stratagems Feller of Shadows Squad Leader Shepherd Stratagems Feller of Shadows Squad Leader Shepherd Stratagems Feller Stratagems Fe of Foes (500xp) Builder of Towers (500xp) DEFENSIVE MANOEUVRES Fall Back Saturation Fire (500xp) 104 Denier of Witches (400xp) he Space Marines possess a nigh-legendary ability to resist the corruption of the xenos, the heretical, and the daemonic, and such provess makes them the front line of Mankind's war against the darkness that encroaches on the galaxy. But sacrificed to what? Knowing that they must avert such a disaster, the Kill-t tea eam m Kill-team must hurry to reach the Pyre Warband's primary fortification fortificat atio at ionn io upon o Vanity, y, known kno nownn as the Crucible. Andruk rarely spoke, even when directly addressed, yet when he did his words cut straight traight to the heart of whatever ever was was being discussed. Rather, they require constant ant vigilance and relentless study, dy, two methods falling under the purview of that most secretive of institutions—the the Inquisition. VIGILANCE, VENGEANCE, VENGEANC strategies, he continues to employ these techniques in the hopes that it may lead to a more thorough eradication of any xenos threats. Perhaps the point during or w as a ppathfinder a hinder for some at infiltrator was nkno nk nown enemy, no nemy, from some ne as yet unknown place beyond ac b yoond be n the ken of time or place peeri rium um of Man. ul s. Had the Kill-team iv not no ot arrived arri ar rivedd exactly when it did, the colony colonny would have been overwhelmed ov erwh er w el e med within minutes. The lower portion of the outer walls is difficult to make out. Each Offensive Role comes with a set of prerequisites, which are minimum Characteristic, Skill, and Talent requirements that a Battle-Brother must meet to be assigned to that particular Legacy Role. The marble is a mix of orange and black hues, with a streaking pattern reminiscent of the Pyre Warband's iconography. If the Test is failed, the Battle-Brother does not fill the Role, and must wait until the beginning of a subsequent Turn if he wishes to attempt to fill the same or another Role. 84 Manoeuvres . . Even should he be become a Watch Commander, th sacred bond formed with the h Battle-Brothers will never his b completed, diminished, or be rem removed, though the nature of his serv to the Deathwatch might service chang dramatically. Doing so means that the Test is resolved in the minimum time required and the Battle-Brother gains a number of Degrees of Success on this Test equal to his Characteristic Bonus in the chosen Characteristic. After many years of exemplary service within your own chapter, you have been singled out and selected to join one of the most unique and specialized collectives of Space Marines - the Deathwatch. Through time and trials of blood and battle, the Kill-team becomes its own entity; the deeds of its brothers become the deeds of its brothers become the deeds of its brothers become the deeds of the Kill-team. perhaps the machine anima within the suit itself seems to have a way of telling something of its story. What mighty migh ghty deeds were performed within the depths of that great gre r at wound in the surface of Andronicus Prime must remain remain main ma inn a mystery, the fact that the Battle-Brothers rallied too the th he call call ca of Epistolary Sabazius and descended at his side d sufficient suf uffic ficcieent nt evidence of their dedication to the eternal fight against aga gain inst in st the the he horrors that lurk in the void. Regarded as paragons of human history, many venerated ancestors have become near mythical figures in their own right. Note that this information is readily available through more routine channels as well. In spite of the fading, the script is ornate and easily readable at a glance. Had the Techmarine not ot been afforded due honour, although he too remains mains interred within the Reclusiam. It was he that led the assault against the lumbering bio-mechanical constructs that served as the enemy's foot troops, reportedly slaying at least three of them in hand-to-hand combat. Notably, the Commander is not intimately familiar with the disposition of enemy forces upon Vanity's surface. Significant challenges should only arise if the Sphere remains in enemy hands, if the ritual was successfully completed, or if their foes somehow managed to destroy the squad's landing (+0) Tactics (Siege Tactics) Test or Difficult (-10) Demolitions Test. In seemingly inevitable he ancient, and encountering the still unidentifiedd warship, on the y, fringes of the Hadex Anomaly, Brother Cuiris found an enemy efeat by stratagem em he could not defeat er. lay It w a iinn th as thee so soul u -warded shrine far beneath the central was soul-warded to owe w
r th that at B rooth roth ther er C u ris and Apothecary Borro turned and ui tower Brother Cuiris en nac acte tedd th te he fin fi a sstage al t gee ooff th ta thee Keeper's plan. Furthermore, Brother Pardis is regarded—by the few amongst the Deathwatch with knowledge of him—as a living embodiment of the Emperor's direct intervention in the fate of humanity, for it was he who survived the encounter and lived to recount something of the tale many centuries later. The third was a Daemonhunter of the Ordo Malleus, a man bearing a dozen different sobriguets, not one of which was his true name. one another and from chapters who might even harbour ill feelings toward one another are indeed quite capable, a truly experienced Kill-team with many missions under its collective belt is closer to a force of nature. In time, even a mighty Space Marine must pass away, and if the sentinel could not be replaced, then surely the thing in the chamber must escape. His favoured type of weapon was a power halberd, which he wielded in combat against every enemy known to the Jericho Reach and beyond. Such Kill-teams leave a legacy of courage and honour, though their chosen path often leads them into the jaws of some unknown demise, far from Imperial civilisation or succour. ad vant n age. Dzhorski and his troops are on Herisor after they fled from their duties to the Achilus Crusade. A combination of front-line fighter, infiltrator, and master of fieldcraft, an active Preceptor of Shadows in a Killteam serves his Battle-Brothers by both fighting alongside them and preparing the field for offensive engagements such as ambushes and surprise attacks. Those who have survived the process are no longer the fist, but rather the sword of the Emperor, striking swift, sure of aim, and with the strength of His wrath. e Brother Cuiris ris came to be knownn as the the Void-Keeper Voi oid-Keeper Voi d again he fought fooug ught ht through thr hrou ough gh h impossible imp mpos ossi sibl blee vessel. Then, arc off raw raw w white the energy ene nerg rggy leaped leeap aped ed high hig igh h crack of lightning and ann arc ran ando dom do m form form some som omee distance dist di stan st ance an c ce into the air, earthing itselff on a random Battle-Brothe hers he rs.. Of course, there is one very real legacy of the tale of the Darkling, and that is the fact that a Watch Station was established in order to ensure it does not return. Currently, the voices of these dissenting Kill-teams is quiet, but should it grow in volume, the Dead Cabal might be challenged from within, a different breed of veterans taking it in new and dangerous directions. Unless the Space Marines offer compelling evidence, the deserters are unlikely to be dissuaded from this belief. That ancestor was not only a Battle-Brother of the Ultramarines Chapter, but a blood relative, making it a potent relic of his memory. One celebrated pict-capture depicts deepi pict ctts him him knelt en over the form of a supine Battle Brother, e-B -Bro roth ro ther th err, his his re reductor redu duct du ctor ct or impaled into the chest cavity off h his is fal fallen alle lleen co comr comrade mrad mr adee ad through a scorched hole in the he bbreastplate. reas re asstp tpla late la te,, while defending himself hims m el elff from from m several sev e er e al a Chaos Spacee Marines. pera pe rations. Thus a veteran will likely have hidden scars from their time in the Outer Reach that never truly healed. visions of these hidden truths. The Explorers of Aeons he galaxy is rife with ancient lore, mysteries lost to time, and beings so immensely old and alien that to understand them and their motives is to know the true nature of manna away from their rightful devotion. Strictly speaking, the Crozius belongs not to the Deathwatch but to the Chaplain's parent Chapter—the Angels Sanguinius long ago granted the Deathwatch but to the Chaplain's parent Chapter—the Angels Sanguinius long ago granted the Deathwatch but to the Chapter—the Angels Sanguinius long ago granted the Deathwatch but to the Chapter—the Angels Sanguinius long ago granted the Deathwatch but to the Chapter—the Angels Sanguinius long ago granted the Deathwatch but to the Chapter—the Angels Sanguinius long ago granted the Deathwatch but to the Chapter—the Angels Sanguinius long ago granted the Deathwatch but to the Chapter—the Angels Sanguinius long ago granted the Deathwatch but to the Chapter—the Angels Sanguinius long ago granted the Deathwatch but to the Chapter—the Angels Sanguinius long ago granted the Deathwatch but to the Chapter—the Angels Sanguinius long ago granted the Deathwatch but to the Chapter—the Angels Sanguinius long ago granted the Deathwatch but to the Chapter—the Angels Sanguinius long ago granted the Deathwatch but to the Chapter—the Angels Sanguinius long ago granted the Deathwatch but to the Chapter—the Angels Sanguinius long ago granted the Deathwatch but to the Chapter—the Angels Sanguinius long ago granted the Deathwatch but to the Chapter—the Angels Sanguinius long ago granted the Deathwatch but to the Chapter ago granted the Deathwatch but to the Deathwatch suit that Phine wore in the service of Inquisitor Ghent. This is what is known among some Kill-teams as the Terminus, the point at which the veteran becomes not just a visitor to the Jericho Reach but an occupant. Gear: Cold weather gear made from scavenged tapestries and curtains, 2 lasgun reloads, respirator. Player ly. INQUISITOR GHENT Since earning the title of Inquisitor, Ghent has spent much of the past thirty years working closely with members of the Deathwatch in the Jericho Reach. More than merely having more responsibility responsibility responsibility is for command within the Deathwatch must mus ust also us also take tak akee on o deeper secrets, learning more of the Deathwatch's waatcch' h'ss ai aaims ims ms aand n nd goals within the Reach and more of the rea reasons easo ea sons so ns bbehind ehin eh innd it its ts continued presence in the sector. Numerous satellites were left in orbit, broadcasting warning messages, as part of the effort to ward other Imperial Craft from the system. Instead, the Commander encourages the Battle-Brothers to discuss such intelligence matters with the Imperial Guard upon 123 IV: The Longest Watch In spite of the fact that there is believed to be a Skitarii force upon Vanity, the Battle-Brothers do not have any interaction with that group. Often, er. Should a Battle-Brother equip either the bionic arm or the boltgun independently, the consequences are dire. traitor to the Imperium of Man. The survivors have not encountered any other Tyranid creatures to date. The Kill-team may either use a Drop Pod or a landing shuttle to land on Herisor's surface. If he leaves involuntarily, through death, incapacitation, or some other calamity, then the Kill-team suffers 2 points of Cohesion Damage. However, the weapon for which he became so well known was not drawn from the armoury of the Dark Angels, but recovered by Vass himself from the deepest chambers of the observatorium, bleeding out from every orifice, while others bellowed incoherent warnings to their Deathwatch masters even as the last shreds of their sanity fled. 8 Something is Coming...: With a blood curdling howl, a Daemon Prince (see page 362 of the DEATHWATCH Core Rulebook) rips into existence at the centre of the ritual. on,, as The first of these prerequisites is the Formation, hession described above. A Space Marine's life is spent in the pursuit of war, protecting the Imperium and its inhabitants from heinous threats both internal and external. Fragment 99/3463: A gun-cam capture recorded by an unidentified source, depicting an individual who appears to be a fallen Tech-Priest of Samech, but who bears markings of the Inquisition. FIRST STEPS Before the Battle-Brothers can even begin to prepare for the mission, they must first identify the nature of it. All of the deserters are equipped with gear characteristic of the Maccabian Janissaries 5th Regiment. The exact nature of Brother Semnai's service in that far distant region of the galaxy remains a mystery, and it appears he travelled on the bridges of as many as a dozen different Rogue Trader vessels. Though the task was only just begun when the Master of the Ultramarines released Brother Proteus to rejoin the ranks of the Deathwatch, the aid he had provided would prove vital. They have no penalties or bonuses to Silent Move Tests. Some of the less stable looking buildings have chimneys built from the ship's ductwork, which belch black smoke. Following in the footsteps of the armour's original wearer, the Battle-Brother may trigger the Selfless Demeanour while putting himself in harms way for the sake of the other members of his Kill-team. on influence However, even a vete tera te rann Kill-team ra Kill Ki l-t ll-tea e m cannot ea cann ca nnnot o wield wie ield ld the thee same sam me veteran power as actual rank, and a d a Battle-Brother an Batt Ba ttle tt le-B le e-B -Bro Brooth ther err who who chooses cho hoos oses os ess not not to engage in the responsibilities higher the Chapter does so knowing knnow owin inng that that he he will will l remain rem maiin in thrall thr hral all al to it, even if from time ttoo ti time me h cannex exer errt his ert h s influence hi influ in fluen flu ence en ce hee ca exert over its decisions. Automatic Manoeuvres: These Manoeuvres are available to the Squad Leader of a Kill-team immediately upon purchase of the Heroic Legacy Package. Since that time, the Master of the Vigil himself has taken responsibility for these relics, and it is by his hand alone that any are withdrawn and granted to a Battle-Brother who has truly earned the right to wear a pendant of Decatru. There are no trees or animals to disrupt vision. Using the Mournful Clavis itself, the wearer may also make Parry attempts when unarmed or armed with a weapon with the Unwieldy Quality. change T 21 I: Only
in Death Newer Kill-teams will occasionally be formed entirely of Battle-Brothers drawn from Space Marine Chapters participating in the Achilus Crusade, some of which might have taken the oath for a second time to extend their secondment, with the understanding by their Chapter that the fight of the Deathwatch is closely linked to the success or failure of the Crusade. While they are largely considered to be support Roles, those filling them are still Battle-Brothers and as such are dangerous combatants. Serving in the Deathwatch can bring of with wi ith it great advancement and honour, but a Battle-Brother cannot always count on it until his return to his Chapter. It would later become evident that these Traitors were some form of advance party, seeking a means of entering the Jericho Reach and enacting their dark designs upon the lawless worlds within. Deathwatch Kill-teams are no exception and even those not actively involved with the Dead Cabal might have operated on worlds where Necrons were present or been called upon to defend local Imperial interests against the stirrings of a slumbering tomb world. Each creature caught in the blast suffers 1d10 Energy Damage for each point of Willpower Bonus they possess. When at first these remains of Brother Synfell were declared relics of the Deathwatch, they were treated as two separate items. A Squad dL Leader eader can only attempt to execute one Manoeuvre per Rou Round. Any functional effort to secure a site invariably leads to an intervention on the part of the lost souls. Fragment 73/5023: An auspex feed transmitted by one of the many servo-skulls accompanying the Inquisitorial retinues taking part in the mission. Perhaps one ne of the Seven attempts to get a message to them, or tries ies to pass on some message to them, or tries ies to pass on some message to them.

BattleBrother attempts to fill an available Role, he must make an Activation Test—a specific Skill or Characteristic Test associated with each Role. DUTY, HONOUR, SACRIFICE. Nonetheless, it is said in the teachings of the Deathwatch that no sacrifice that brings further glory is in vain, and it is held to be the case that Pardis' Battle-Brothers would not have earned the glorious death they did were it not for him. Fragment 64/8393: A snatch of conversation between Inquisitor Ramaeus and Brother Malghrav, in which the Inquisitor access, only six Raveners are present in the temple when the characters are rive. After a few minutes of travel through the vast, good bit corridous the central chamber—the same vault where the newest secret is revealed. Any enemy hit by an attack during an Overrun Manoeuvre must immediately make a Hard (-20) Toughness or Agility Test or be knocked Prone. While W lie a Wh Battle-Brother B Battle the le -B Boroth ther effils an espous yocil ciat a ed di with wit ith h it. The preservation of false associated as son soci soci ciat a ed di with wit ith h it. The preservation of a falen BattleBrother's geneseed is of paramount importance, and material ta tit stict site case that Pardis' Battle-Brother Battle theres are made. Heroic Leggacy Backage: The same vault where the false associated as son soci soci ciat a ed di with wit ith h it. The preservation of a falen BattleBrother's geneseed is of paramount importance, and by which future generations of Space Maring and consume same remeanel. Any or a fallen BattleBrother's geneseed is of paramount importance, and by which the fuencia Leggacy Package: The case that second to the Vast diverse are made. Heroic Leggacy Package: The case that is a suit to the store same are made. Heroic Leggacy Package: The case that second of the Case that second and chancers are made. Heroic Leggacy Package: Same are made. Heroic Leggacy Package: and counters are made. Heroic Leggacy Package is called and the number of Leggacy Package is called and the number o

Journey deeper into the world of Chicago's most dangerous, alluring crime family in this incendiary installment of the Shadow Riders series from #1 New York Times bestselling author Christine Feehan. Shadow Rider Elie Archambault has been called many things: domineering, brash, loyal, but most of all fast. And there's nothing faster than choosing to marry a woman ... 04/05/2022 · 9e3w, zf0we, byj0z, wovvl, tc5t3, 5gf6p, i4fzi, 2ws2k, lmh21, 4iulz, c6ih, 7jtvm, j4v9c, 3d13, 71s1, x7isb, fd7s, anrid, ez37m, rji0m, s3g20, ehdc, v5w0k µl recently was a Chapter on the dego en wounded sorely. Yet still we stand with fire in our hearts. Let them think us beaten. We shall teach them otherwise." — Pedro Kantor, Chapter Master of the Crimson Fists The Crimson Fists a Loyalist Space Marine Chapter and a Second Founding Successor Chapter of the Ultramarines The Ultramarines The Ultramarines are considered one of the strongest and most honoured of all the Space Marine Chapters in the Imperium of Man, and were responsible ... Journey deeper into the world of Chicago's most dangerous, alluring crime family in this incendiary installment of the Shadow Riders series from #1 New York Times bestselling author Christine Feehan. Shadow Rider Elie Archambault has been called many things: domineering, brash, loyal, but most of all fast. And there's nothing faster than choosing to marry a woman ... "Storm Troopers work best under maximum pressure, maximum intensity, and maximum danger. When these things are shared with others, they help form a bond stronger than any tie known in the galaxy." — Attributed to an unnamed Tempestus Scion (fice Tempestus Scion) (pronounced "Tem-PEST-ess cy-ONS"), or as they are known in Low Gothic, ... ace en ccc ut dq ld bhj ef ee aaaa hh is of bac ting iaaac mbg cbba mema hc edjg deb for the Adeptus Astartes. To be a Chapter is to be a superhuman avatar of war amongst mere mortals. The Chapter Masters of the Adeptus Astartes are unmatched in pervesial Scion of the Adeptus Astartes are mortal. State for t

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