WARHAMMER 40,000

KILL TEAM



GALLOWFALL



KILL TEAM: GALLOWFALL

The *Gallowdark* has been pierced through by a vessel belonging to one of the many interlopers that battle in its cavernous chambers. The abomination is falling apart and groans in its agonies, but there is much more pain to come, for within the space hulk lies a treasure. It is one that some would tear the *Gallowdark* apart to recover, but is hoarded by beasts who would fight hoof and horn to stop them. It is in the battle between these warriors that the fate of the *Gallowdark* will be decided.

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With thanks to First Claw for their additional playtesting services.

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INTRODUCTION

Welcome to Kill Team: Gallowfall. This is the fourth and final instalment of this season of Kill Team, in which elite warriors drawn from the galaxy's myriad warring races have plunged into the depths of the enormous space hulk known as the Gallowdark. Whether opportunistic thief, adventurous treasure-hunter, brutal killer or noble warrior, all are willing to kill anything in their path for the sake of their objective.

Space hulks are gargantuan amalgamations of void-borne detritus – asteroids, ship wreckage and even stranger debris – all crushed together in the warp. On occasion, a space hulk is cast into realspace, where it is viewed as a boon for some as much as it is a danger to all. For those daring enough to board a space hulk, there are treasure troves of ancient technology, esoteric relics and arcane lore. However, to drive into its depths is to face countless threats. At any moment, hulk-quakes can send debris crashing down onto helpless explorers, and storage tanks full of toxic waste can rupture. Boarders will also quickly discover that they are not alone, as space hulks are plagued by insane, flesh-hungry monsters, and even bloodthirsty spirits.

This book explores the space hulk known as the Gallowdark and the malevolent terrors that haunt its dripping corridors. More specifically, it tells of the events that followed the Gallowdark's emergence in the Nemesys Sector. The space hulk became a deadly battleground for numerous acquisitive races and malefic denizens alike. This book will go into detail on two of them: the rough and rugged Kin of the nomadic Leagues of Votann, and the ruthlessly cunning and inhumanly strong Chaos Beastmen.

Kill Team: Gallowfall includes faction army lists for two brand new kill teams – the highly disciplined Hearthkyn Salvagers of the Kin and the powerful and savage Fellgor Ravagers of the Beastmen. Alongside datacards you will find ploys, equipment and Tac Ops, plus unique traits and upgrades to equip these kill teams for narrative Spec Ops campaigns. This book also includes killzone and mission rules, nine Shadow Ops missions, nine Critical Ops missions and special rules for Close Quarters fighting.

Also included are tables to help you generate names for your operatives and kill teams, as well as to help you develop their unique quirks and background. These tools give you a fantastic way to begin your kill team's story. You can even choose to let these narrative elements affect your games as you consider how your operatives might deal with the tactical situation in any given mission.

Last and certainly not least, this volume is full of action-packed illustrations depicting the savage Beastmen, the staunch Kin and the grim and harsh confines of the *Gallowdark*. Additionally, through stunning photography you can see the highly detailed Hearthkyn Salvagers and Fellgor Ravagers miniatures in all their glory, set in space hulk terrain. All of this serves as wonderful inspiration for your collections and the narratives behind them.



SPACE HULKS

The warp is a dimension of pure energy and limitless potential that lurks beneath the skin of realspace. Known also as the empyrean and the immaterium, spacecraft can plunge into its wild currents to cross huge interstellar distances in a fraction of the time it would otherwise take. Like any ocean, its depths are places of tidal surges and sinister pools of stillness, and so for as long as sentient races have made use of the warp, it has been the death of countless spacefaring vessels.

Over millions of years, the warp has claimed countless ships from thousands of races as they attempted to navigate its unnatural tides and merciless swells. Within the churning mass of space-and-time-defying energy that is the immaterium, these vessels have been broken apart, fused together in bizarre ways and spat back out at random into realspace as deformed and often planetoid-sized ghost ships.

Each of these space hulks is drenched in the mutating power of the warp, and may spend centuries drifting through the stars. In this time they attract all manner of souls, ranging from the insane to the desperate, and the criminal to the reckless, before being suddenly yanked back into the warp for as long as the capricious forces of that fell place dictate. This is enough to deter many potential explorers, yet space hulks are sources of huge potential wealth, and forever a temptation to those who may stumble across them.

THE KIN

There are few races in the galaxy more adept at fighting aboard space hulks or claiming their vast riches than the Kin of the Leagues of Votann. To these robust people, while space hulks pose great danger to their worlds, fleets and operations, they primarily see the conglomerations as great opportunities to accrue valuable resources. Thus, the Kin have developed incredible techniques to extract the bounties a hulk can provide, and take great pride in the courage it requires to seize them.

The Kin are ever on the lookout for space hulks to salvage. The far-scouting warriors of the Hernkyn ranger bands pass word back to their people of any they identify or learn of and – if they can – steal aboard them to mark them for tracking. The Kin possess the means to follow the trajectories of a space hulk in real time, whether in the warp or realspace, enabling them to intercept its course. Perhaps the most remarkable ability the Kin have in space hulk resource-extraction is boarding the vast vessels while still in the warp. The salvagers who conduct these extremely hazardous operations do so clad in heavy armour fitted with miniature geller ramparts for protection from the terrible forces of the empyrean, and are tethered to their ships via long, warp-shielded cables. These practises are fully tried and tested, and over the millennia the Kin have successfully salvaged valuables from innumerable space hulks. Among the most renowned tales was the Stripping of *Warp-rêk 127*. The vessel's course was taking it directly into the heart of a star. It was a race against time to secure its treasures, and the Kin of Ütann's Kindred dismantled the entirety of the hulk in a few weeks.

CHAOS BEASTMEN

Few space hulks are free of braying herds of these savage and cunning mutants – their warriors relentlessly hunting and fighting both fellow tribes and the other denizens of their voidborne home.

Life for Chaos Beastmen aboard space hulks is an endless battle in which they fight for territory, loot and sheer survival. Above all, however, they fight for the Chaos Gods – every foe butchered, captive sacrificed, chamber seized and weapon won is dedicated to the honour of the Dark Powers. In return, the Chaos Beastmen hope for the blessings and gifts of their divine patrons, whether that be further mutation or yet more territory and power.

Many Chaos Beastmen see their space hulk home itself as a blessing from the gods and seek to turn the entire vessel into a colossal temple dedicated to the Dark Powers. One bloody chieftain rumoured to have succeeded in this is Vozaac Redhoof. The brutal warlord took over the entirety of the space hulk he named the *Herdstone of Herdstones*, using ancient vox systems of the hulk's amalgamated vessels to broadcast challenges to all comers. None who accept survive, and Redhoof makes offerings of their heads to the gods.



THE GALLOWDARK

Change is the immaterium's only constant, and so every space hulk moulded in that evil realm is unique, their creation stories long, winding and mysterious. The *Gallowdark* is but one, a colossal monstrosity the size of a moon made from countless thousands of spacecraft hailing from innumerable races and vast quantities of space-borne detritus.

The *Gallowdark*'s existence stretches back so far into time that it is beyond the imagination of even the ancient Aeldari or Necrons. The space hulk has been subject to incredible change during its time adrift in the empyrean, its mass continually crushed by ferocious tides or stretched to breaking point. New ships constructed by thousands of races – from the feline-reptilian Garãr Iyaq'war to the Gaarneth Pact slave caste – have ever been punched into its structure, blending with those vessels already a part of the hulk's morass. The *Gallowdark*'s components do not only include ships, but also colossal asteroids and the immense carcasses of void monsters.

Where the immaterium has given, so has it taken away. Vast chunks of the *Gallowdark* have been broken off by warp currents, hulk-quakes and rupturing power cores. Catastrophic damage has also been caused by the most apocalyptic wars of the hulk's denizens. Over the millennia, inhabitants of the *Gallowdark* have been as diverse as the ships that make up its mass. Organic or inorganic, they have come and gone, explored and delved, settled or become trapped. Many have been utterly destroyed, others have vanished completely. Those that remain have raised settlements, brokered alliances and dug burrows.

The *Gallowdark* has emerged from the immaterium on many occasions since the Emperor's first efforts to forge the Imperium millennia ago. Each time it has appeared reformed by the whims of the warp. Thus it has been granted many names and designations across the galaxy. The Imperium has known the *Gallowdark* at various times as the *Abominant*, *Fate of Revelation*, *00-GZ-Ω7* and the *Ender of Hordes*. Aeldari Corsairs of the Sunblitz Brotherhood have known it as the *Soulthief Most Harrowing* and Heretic Astartes of the Word Bearers Traitor Legion have heralded it as *The Gods' Living Will*.

It has been four millennia since the *Gallowdark* was last in realspace. Now that it has returned in the wilderness region bordering the Imperium's Nemesys Sector, the desperate and the opportunistic seek it out. Among the first to find it were the Kroot of the warsphere *Rak Varoyaw* – hardened warriors who had spent many years making war across the stars. They had already accrued much wealth, yet saw in the space hulk one more opportunity to enhance their riches. It also presented a chance to add to their genetic diversity, as when Kroot eat the flesh of other creatures, they have the ability to rapidly absorb biological traits and pass it on to others of their kind.

The Kroot took their chance to board and ransack the *Gallowdark* before others arrived, but were too slow. Quick on their heels – quite unintentionally – were the Imperial Navy forces of War Group Alpha-VII of Battlefleet Nemesys. Admiral Armenius Philo XVI, commander of this force, wasted little time in attacking the *Rak Varoyaw*. Outnumbered and outgunned, the Kroot had no choice but to withdraw heavy-hearted, knowing they had abandoned many of their number within the space hulk. With the battle done, Philo dispatched waves of boarding craft full of elite Naval Armsmen to the *Gallowdark*.

THE ABANDONED AND THE DAMNED

The denizens of the *Gallowdark* are countless in number and myriad in their diversity. The screams and howls of tortured machine spirits, strange sentiences and unnatural, malign entities haunt the corridors. Deformed arachnid predators and flesh-craving rat-men dwell in the darkest tunnels, while winged monsters hang from iron rafters ready to strike at any unfortunates who roam into their territory. Many of the *Gallowdark*'s monsters defy any kind of categorisation and hail from long-forgotten times. These beasts are known by such monikers as the Nine-tailed Ravener, the Maw, It That Slithers and the Crawler in the Rent, given to them by the space hulk's more recognisable denizens.

The inhabitants of the space hulk include Humans, aliens, mutants, heretics, pirates, exiles and many others. When these beings realised that the space hulk was no longer in the warp, most perceived the moment of danger and opportunity it was for all. From the desperate to the eager, warriors and raiders raced to seize fresh armaments, hunt distracted foes, refortify their territories or make plans for escape. A great upheaval was occurring. For the ambitious, there was never a greater chance to gain new power, but those who failed to adapt would surely be destroyed.

One such force already aboard the *Gallowdark* was the brave remnants of the elite Cadian 15th Kasrkin Regiment. Their ship had been just one more victim crushed into the space hulk's embrace over the course of its long existence. The Kasrkin pulled themselves from warded crypts that had shielded them during the *Gallowdark*'s long sojourn in the warp. Time is as mutable in the immaterium as any other principle of the universe, and they had no way of knowing that four millennia had passed.

The Kasrkin quickly found themselves hunted by the Hierotek Circle of the Necron Technomancer Hamanet the Relentless. He sought them out, desperate to kill them and rip from their dead hands an artefact of his own creation they had recovered millennia before – a device vital for the awakening of one of his Dynasty's tomb worlds.

Additionally, under orders from the great schemer and manipulator Lady Malys, the deeds of a host of sadistic Drukhari resulted in an unsuspecting Imperial prison barge – the *Dyad of Zaffre* – being brought into a direct collision course with the space hulk. Many sought slaves and playthings, but one of her bands was tasked to capture a witch aboard the gaol ship. The Drukhari did not wait for the moment of impact to launch an attack against their target. Wraith-like Mandrakes and midnight-hue armoured Kabalite Warriors stormed the *Dyad of Zaffre*, butchering all in their path. As battle raged aboard, the prison barge hammered into the *Gallowdark*'s flank.

THE GREAT RUPTURE

When the *Dyad of Zaffre* struck the *Gallowdark*, it did so as a harpoon would pierce a void whale, penetrating deep within the space hulk's flesh of rock, metal and xenomaterials. Though barely a speck in comparison to the gargantuan mass of the *Gallowdark*, the prison ship was no minor vessel by Imperial standards. With a capacity for many tens of thousands of prisoners, in addition to its crew and Adeptus Arbites garrison, the damage it inflicted was catastrophic. Much of the *Dyad of Zaffre* itself miraculously survived the enormous collision, but its mass powering into the space hulk caused a ripple effect of catastrophic destruction.

The *Gallowdark*, being an amalgamation of countless vessels, was home to thousands upon thousands of leaking fuel cells, unstable warp drives, barely-standing structures and vats of highly volatile liquids. Every day aboard the *Gallowdark* an enginarium detonated, a tank full of promethium burst or a ship teetering on the brink of collapse caved in. As the prison barge speared into the space hulk, scores of these events took place in a matter of minutes. The *Gallowdark* shuddered with quake after quake. Fault lines veining its bulk ruptured, and warp energy that had originally sealed them spilled out. Chunks of the space hulk were torn away from the main body and left to drift into the void, leaving trails of corpses in their wake. Even those regions not incinerated in raging storms of radioactive energy or atomised in a terrible, explosive instant felt the *Dyad of Zaffre*'s impact as after-effects rippled throughout the *Gallowdark*.

The area called the Crimson Zone was once part of the hangar bays of a colossal battleship belonging to a long-forgotten species. By some strange mechanism, blood-red warning lights still bathed the area in a scarlet glow. The inhabitants of this region came to worship the illumination for its unfailing presence. When the prison barge struck the *Gallowdark*, the Crimson Zone shook violently. Shanty settlements collapsed and hundreds of inhabitants were killed, yet most buildings still stood. The terrible shaking ended and the light remained. The people gave praise – their crimson protector had surely saved them from doom. Seeing this as an omen that their time for glory was nigh, the inhabitants took up their crude weapons and advanced beyond their borders into the dank territory known as the Skitterducts. Already wracked with war between throngs of mutants and Genestealers, this network of tunnels, ductways and tubes flowed anew with blood.

The Lurk was a region of the *Gallowdark* avoided by all but the most desperate. Pitch-black, it was home to ghoulish once-men – grotesque descendants of Human slaves once kept within the bowels of an Ork ship – whose eyes had withered to nothing over generations. The *Dyad of Zaffre*'s impact collapsed so much of the Lurk that the bitter troglodytes were forced to flee.

'TREMOR AFTER TREMOR AFTER TREMOR . . . SOMETHING HAS CHANGED. OUR HOME IS IN PAIN. ITS BREATHING IS RATTLED. HAS IT BEEN CURSED BY THE DARK POWERS THAT SO LOVINGLY CRAFTED IT? OR DOES IT MERELY EMBRACE THE SWEET AGONIES THAT ACCOMPANY THE BLESSINGS OF THE GODS? WHAT DOES THIS MEAN FOR US? HAVE OUR FAILINGS BROUGHT DOOM TO IT, OR IS THIS A SIGN OF OUR VENERATIONS AND SACRIFICES BEING WITNESSED AND REWARDED? I DO NOT KNOW. IN EITHER CASE, I SEE NO ALTERNATIVE – WE MUST PRAISE THE GODS AND SHED MORE BLOOD IN THEIR NAME.

- Klytus Thon, High Priest of the Cult of the Great Amalgamation

Moving into the area known as the Arched Citadel, they discovered a Heretic Astartes Sorcerer of the Emperor's Children who had recently been freed from a sense-depriving cage by the prison barge's impact. Twisting his face into a depraved leer as the mutants approached, the Sorcerer bound them to his will.

Though this was a time of terrible turmoil for so many of the *Gallowdark*'s denizens, for those of an opportunistic nature – and who had avoided obliteration – it was a time of plenty. Seams of wealth were exposed that had been hidden for millennia, troves of archeotech were revealed, and there was something else. Signals long trapped by the hulk's warp-tainted mass were finally freed, audible to those with ears to hear...

DELVING THE DEEP

As the structure of the *Gallowdark* strained and rents were opened into its deepest decks, distress signals long-confined by the space hulk's thick hide beamed out into the void. The senders of one such signal had spent centuries reaching out for aid, hoping and trusting their Kin would find them and race to their rescue. At long last, their patience was about to pay off.

A Prospect of Kin aboard the Comet-class cruiser *Reachfar* received the distress signal. The Prospect, known as the Waymarkers, hailed from the Trans-Hyperian Alliance – the furthest-travelled of the Leagues of Votann. Possessed of a rugged tenacity and frontiersman's drive, they had been trailing the *Gallowdark* since it first emerged from the warp, inexorably gaining on it with the intention of seeking out its bounties.

The Waymarkers were led by Tôryk Farstrydd, a Brôkhyr Iron-master. Such individuals are among the most highly skilled techno-artificers in the galaxy, and Farstrydd, like all of his fellow Brôkhyr, took great pride in his inventions. It was his hope that the spoils to be claimed from the space hulk he and his Kin were tracking – which they categorised as *Rôkh-3-1-Y* – would aid him in further maintaining his League's technologies for future generations.

Farstrydd reassessed his goals the moment the identities of the signal's senders were confirmed. They hailed from several centuries-old Cerebral Units – or CUs – of Ironkin from the Trans-Hyperian Alliance. Being a people loyal to family above all, the Waymarkers were committed to rescuing the discovered Ironkin – true mechanical intellects consisting of their CU and a unique machine body. Ironkin possess incredible cogitational power and the ability to mimic Kin social behaviours perfectly. Due to this, as far as flesh-and-blood Kin are concerned, there is no difference in status between their own and the Ironkin.

The Brôkhyr Iron-master wasted no time in ordering his vessel's commander, Voidmaster Hegêm, to make full speed to the *Gallowdark*. As the *Reachfar* sped to the space hulk, Farstrydd instructed squads of Hearthkyn Salvagers to prepare to board the hulk. These warriors were all skilled veterans, highly experienced in hulk-boarding operations, and they knew what kind of dangers awaited them. Farstrydd made it clear that they were still expected to carry out their primary duties – marking out artefacts and technology for full-scale salvage later – but they were only to overlook recovering the Ironkin CUs if the risk outweighed the gain. It was the Kin way to uphold familial bonds, but also to ensure the best return for their efforts.

When the Waymarkers reached the *Gallowdark*, they found the vast space hulk shedding great hunks of its mass, leaving a vast trail of detritus in its wake. Farstrydd realised that whatever had caused such terrible damage must have also allowed the signals to be released, and was grateful for it. Yet, being Kin, he was still irked. The space hulk's continued fracturing and the rescue mission complicated matters greatly. Both impinged on his Prospect's ability to make the most of the salvage opportunity a space hulk of this size offered. Farstrydd thus ordered that his Voidmaster mark the largest sections of wreckage with beacon-torpedoes, so that they could be found in the future. Regardless of which League they hailed from, it was better that the resources of the *Gallowdark* were taken by Kin than the grubby, ignorant hands of other races.

The *Reachfar*'s scanners indicated that the distress signal was coming from deep within the hulk, a distance that could take many weeks for the Hearthkyn Salvagers to traverse on foot. Farstrydd ordered that the *Reachfar*'s huge HYLas banks be turned on the *Gallowdark*, to precisely carve off parts of the hulk's outer layers and make easier passage for the Hearthkyn Salvagers. There was a danger that this could cause catastrophic damage to the hulk and endanger the Ironkin, as even then the *Gallowdark* rippled with explosions – part of the chain reaction caused by the prison barge *Dyad of Zaffre*'s impact. However, Farstrydd believed the gain was worth the risk, arguing that the quicker the Ironkin could be retrieved, the safer they and the Hearthkyn Salvager teams would be.

And so the *Reachfar*'s lasers were unleashed. Searing beams sliced through the *Gallowdark*, surgically cleaving off blocks thousands of metres long. The cut areas glowed red and white with fierce heat as the boarding craft plunged into the carved-open rents. Farstrydd had charged his warriors with finding a way through the inevitably labyrinthine morass of the hulk, granting them operational autonomy and privileges to order the *Reachfar*'s HYLas banks be fired again if they deemed it necessary.

One of the Hearthkyn Salvager squads was led by Theyn Dêki Ânhad. Stern and highly disciplined, her experience and ruthless efficiency ensured none doubted her. Ânhad was regarded as one of the finest Theyns in the entire Prospect, and with such a renowned leader boarding the hulk, Farstrydd was convinced that the Ironkin could be successfully rescued.



BEASTMEN OF THE GALLOWDARK

Unbeknownst to the Kin, the CUs they tracked were in the possession of a tribe of Beastmen known as the Bullhooves, led by the murderous and brutal Beastlord Gethag Blackhoof. These Beatsmen ruled Gods' Hollow – their territory within the *Gallowdark* – with a bloody fist. Bordered by greenskin holdings, Chaos cults and other Beastmen tribes, the Bullhooves had been hardened by lives of constant fighting.

As far as the Bullhooves were concerned, their kind had always called the *Gallowdark* home. To them the hulk was a gift from their dark patrons – a home where the hunting was good, the meat was plentiful and the blessings of the gods were quickly received if the right offerings were made. In truth, their ancestors had come to the *Gallowdark* in myriad ways over the course of thousands of years. Some came to the hulk already mutated, the ships they were aboard crushed into the *Gallowdark*'s superstructure. The lineage of others went back to the unfortunate human crews of voidcraft lost in the warp: hideously mutated by the immaterium, grotesquely transformed by the power of the Dark Gods, or born beasts aboard the *Gallowdark* to their horrified parents.

For years the Bullhooves lived an existence of continuous war dedicated to the Chaos Powers. But things were changing. The scents in the dank air of the *Gallowdark* were evolving. The Shamans were hearing fewer voices. Strange sounds were reverberating through the corridors and the endless pulsing, groaning and shaking of the hulk was altering in new ways.

The Beastmen could sense they were no longer in the warp. They wondered what this meant, and what the gods might want from them.

Then came the fire – vast torrents of superheated wrath burning through swathes of the hulk close to Gods' Hollow. Hundreds of warriors were slain and, most ominously, several herdstones were toppled. These structures, whether carved from warp-corrupted stone or fashioned from huge chunks of spacecraft hulls, were the sacred sites of worship for the Beastmen. There they carried out sacrificial rituals, made offerings and paid tribute to the gods. The destruction of the herdstones was a grave insult to the Beastmen but, more importantly, the Gods. It was an affront that had to be avenged.

News then travelled swiftly through Gods' Hollow, passed on through the howls and brays of Beastmen and the thundering of drums made from stretched Human skin. Invaders had been identified. New enemies from outside the hulk. Stunted Ones clad in orange armour – all miners, tech-worshippers and blasphemers. The presence of but one was a terrible slight to the gods, and yet word spoke of scores, maybe hundreds streaming through Gods' Hollow and elsewhere. The Beastmen would not tolerate this, least of all the Fellgor Ravagers of Ironhorn Knagol Steelfur. These Beastmen were among the elite of the tribe – stronger, faster and tougher than the others. Each was determined to impale the Stunted Ones upon their horns and crush them beneath their hooves.

THE KIN

The Kin of the Leagues of Votann are a courageous and robust race of expert engineers, savvy traders and formidable warriors. For millennia the majority of their people have dwelt within the star-dense galactic core, harvesting its enormous mineral and energistic wealth to produce their incredibly advanced technology.

The Kin are a clone race of squat, powerfully built humanoids. They have been forged from pools of stable genetic information to be highly resilient in both body and mind. Furthermore, they possess an unwavering determination to achieve any goal they set themselves, as well as a highly conservative attitude. Little will change their minds once they are set, making them uncompromising enemies but staunch allies.

However, becoming a friend to the Kin is a difficult task, as all Kin share genetic bonds and to them family always comes first. Should any individual or race be seen to obstruct this interest, they will swiftly become foes. The Kin extend this familial commitment to the Ironkin – machine intelligences created to aid their flesh-and-blood fellows in every way they can.

PHILOSOPHIES OF THE KIN

With much of their lives spent conducting dangerous work in voidborne fleets, the Kin have developed an unforgiving moral code due to the countless hazards they face. Small failings, such as a filter being changed late or a water tank left leaking, can have catastrophic consequences. Waste, error and laziness can spell death, and so have become their greatest sins. The Kin's conservative inclinations toward waste extend even to their manner of expressing themselves, and so they speak tersely and rarely. Widely accepted truisms that have found universal acceptance among the Kin are known as Truths, and are treated as articles of supreme good sense. One such example is 'It's Kin', which indicates that something is belonging to or manufactured by their race, and is therefore inherently durable and reliable.

A facet of the Kin's survivalist tendencies is a desire to always have sufficient resources stockpiled to meet the needs of any perilous situation. This manifests in extreme acquisitiveness. They are voracious consumers of natural resources, possessing a scarcity mindset rooted in a hard-learned reality that one can never be sure where the next mining opportunity will arise. A lack of any given resource can result in an inability to effect vital repairs or fuel life-saving systems. This endless quest for raw materials unites the Kin, and rarely will they ever overlook an untapped asteroid field, particulate belt or planetoid.

Culturally, the Kin do not recognise anything resembling sovereignty in other races, considering all regions not controlled by their kind as open for conquest. The inhabitants of such places are at best an obstacle to the Kin. If they refuse to partake in trade agreements or to abandon their worlds, the Kin are more than willing to engage in open conflict to acquire the resources they desire – provided the cost of the war be deemed worth the reward.

The Kin are as eager to avoid wastefulness in war as they are in peace. They subject every battle and engagement to careful analysis of risk and reward to ensure that they have enough warriors to carry the day and don't commit to lost causes. Despite their indefatigability, the Kin care not for desperate last stands or forlorn hope assaults, and see no cowardice in the abandoning of conflicts that, after careful calculation, are deemed too costly to wage.

Their analysis does not stop once the decision to go to battle has been made. Whether commanding hosts of millions or a single kill team, Kin commanders are constantly assessing based on the winds of war. Through this they determine – in a manner known as casting the Eye of the Ancestors – where to hit the enemy hardest, where to ensure the strongest defence, and what resources are required to do both in the most efficient manner. Nevertheless, for all their diligent scrutiny and cold computations, the Kin are far from a robotic people in war. Indeed, they are bellicose, fond of war songs, bellowed oaths and gallows humour.

There are some enemies hated so much by the Kin, however, that they waver in their steely pragmatism when fighting them. Ork warbands have been the cause of this more than any other race. The Tyranids – known to the Kin as 'the Bane' – have increasingly been the subject of this hatred for the utter devastation they cause. Those who repeatedly insult or shame the Kin become the focus of a Grudge, and the Kin's determination to crush such foes can skew their perspective. They will gladly expend huge quantities of resources to destroy these enemies, even to their own considerable detriment.

KINDREDS AND LEAGUES

Virtually all Kin belong to a Kindred – an organisation resembling an extended family and a close-knit body politic – with rich history and storied traditions. All Kin in a Kindred hail from the same genetic lineage and, as a result, their bonds are incredibly strong. Indeed, they possess a shared understanding that goes far beyond words. To an uneducated

'THE STARS ARE OURS. BEQUEATHED BY THE ANCESTORS TO US MILLENNIA AGO. IT IS OUR DUTY, TO ALL THOSE WHO CAME BEFORE US, TO REACH OUT INTO THEM AND STAKE OUR CLAIM. NO OTHER RACE CAN FASHION THEIR RESOURCES INTO THE TECHNOLOGICAL MARVELS WE CAN. IT IS A WASTE OF THEIR POTENTIAL FOR ANY OTHERS TO POSSESS THEM.'

- Brôkhyr Iron-master Tôryk Farstrydd



observer, Kin of the same Kindred may even appear to communicate with each other telepathically.

Though Kindreds are highly powerful forces in their own right, they often band together with others to form Leagues – huge and formidable stellar empires that share emblems, colours, trade and military might. Many of these great power blocs have a truly ancient pedigree going back many millennia. However, with each passing year the power of various Leagues waxes and wanes, with new organisations forming as others dissolve.

'I SAW THEIR SHIPS GRIND UP AN ENTIRE ASTEROID CLUSTER IN A FEW HOURS. I'VE SEEN THEM REDUCE STARS TO NOTHING BUT THE ECHOES OF ONCE-EXISTENT RADIATION. BEFORE MY EYES HAVE THEIR ARMIES ROLLED UP ORK TRIBES, CULTIST HORDES AND TYRANID SWARMS. YET THERE IS ONE THING I CANNOT UNDERSTAND – WHAT IN THE EMPEROR'S NAME IS IT ABOUT THEIR SYSTEMS THAT LETS THEM TOLERATE BRÜ WITHOUT CHUCKING IT ALL UP AGAIN? ONE SIP MADE ME FEEL AS IF A SUPER-HEAVY TANK WAS DRIVING OVER MY STOMACH.'

- High Lady Grawlensia Najuro XII, Rogue Trader and Captain of the Daring-class grand cruiser *Coreward*

THE VOTANN

Every League has at least one Votann – also known as an Ancestor Core – that is by some length their most precious possession. The Kin believe these venerable thinking machines were created in a lost age of myth, their purpose to give the Kin all the wisdom they could need after departing from their ancient home world countless years ago. A Votann's artificial intellect shines so brightly that the Kin's spacefarers can even use them as beacons to travel by in the warp.

It is only possible to access a Votann's incredibly vast stores of data through nodes known as Fanes, one of which resides in every Kindred Hold – in truly economical Kin fashion, 'Hold' can reference a swathe of different locations, such as hollowed-out asteroids, colossal mining fleets and gargantuan citadels. Only specially trained and gifted individuals can communicate with the Votann and interpret their teachings, for the Ancestor Cores are so old and have been fed so much data by the Kin that their systems have slowed to the point of decrepitude. Yet, their nearly endless troves of knowledge still remain, and the Kin will go to any lengths to protect them and keep them secret from outsiders. They are so precious that even Kin from different Leagues will race to aid another's Votann if it is under threat.

THE TRANS-HYPERIAN ALLIANCE

Few Leagues boast as many explorers and adventurers as the Trans-Hyperian Alliance. Many of their Kin possess a relentless determination to banish the darkness at the edges of their star charts. The League's forges burn day and night, constructing more spacecraft to feed the Kin's insatiable demand for ships to seek out new warp routes and trade partners.

As a result of these behaviours, the vast territories of the Trans-Hyperian Alliance are far-flung and isolated from one another, their Holds often consisting of nomadic fleets. Nevertheless, the League maintains a robust network of lighter craft that are ceaseless in their operation to deliver news, discoveries and warnings between the Kindreds.

Their dedication to enrich the Votann is why the Kin of the Trans-Hyperian Alliance are so eager to expand their territory's boundaries and discover new realms. Ancestor worship is prevalent throughout the League, with the folk of this Alliance dedicating their adventures and the wealth they discover to the names of their forebears. In this they come closer than any Kin to genuine religious fervour.

MYRIAD LEAGUES

Not even the Kin themselves know just how many Leagues there are. Many are relatively small and little-known, while others have earned mighty reputations for their deeds or become known for particularly strong traits. The Greater Thurian League, for example, is one of the original founding Leagues, and one of the largest. Consisting of over two hundred Kindreds, it is still growing, and is a military, mercantile and industrial powerhouse almost beyond compare.

The Kronus Hegemony, on the other hand, is relatively young, but more than makes up for its shorter history with sheer military might. They are known for saying there is no problem they cannot solve with an axe, and have only become more belligerent as they have grown in power, making war relentlessly to feed their Votann's voracious appetite for materials.

Another League in a constant state of war is the Urani-Surtr Regulates, though for entirely different reasons. This League's territory borders with the empires of numerous enemies, and so they have fought countless defensive battles without yielding ground. This has earned the Kin of the Urani-Surtr Regulates a strong reputation for dependability and survival against all odds. Courage and hardiness have become their watchwords, and an existence where the next determined stand is never far away has led them to live much more spartan lives than others of their kind.

HEARTHKYN SALVAGER KILL TEAMS

The Kin say 'the void is in our veins'. Through ruthless pragmatism and hard-won experience, they have mastered the skills of traversing space. Not only have they learned to overcome its countless dangers, but to exploit all of the boundless opportunities it offers, including the great potential wealth held within space hulks.

Space hulks are unpredictable beasts. It is impossible to know with any certainty what horrors or riches might be aboard it, nor when or where one will be spat out into realspace from the warp. These are limitations the Kin have yet to circumvent, but they maintain a multi-layered approach to ensuring they extract as great a value as possible from the space hulks they encounter. One element of this is the deployment of Hearthkyn Salvager squads.

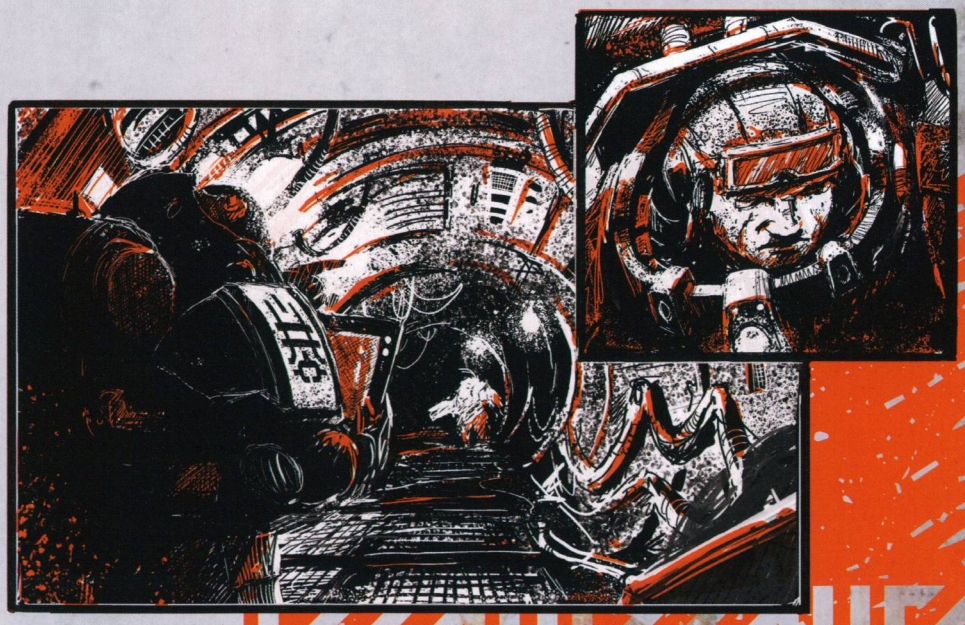
The Kin accept that when a space hulk emerges in realspace, sufficient Kindred forces to mount a full-scale salvage operation are unlikely to be in the region. Thus, the Kin emphasise the importance of identification, reconnaissance and tracking, and it is in all of these roles that the Hearthkyn Salvagers serve. Highly adept warriors and explorers of voidcraft wrecks and abandoned space stations, Hearthkyn Salvagers excel especially in hulk-boarding operations. They survey a space hulk's depths, identifying the most valuable salvage and marking it for later recovery by large-scale extraction crews. This is no easy task, given the extreme hazards present in any space hulk.

To conduct their operations successfully, Hearthkyn Salvagers must be highly skilled and experienced warriors with a robust constitution even for Kin. It is essential they be prepared to engage in vicious battles to prise artefacts from the grasp of hideous monsters, as well as fight through throngs of hulk-denizens to clear paths for the dedicated salvage crews who will board the hulk after them. Hearthkyn Salvagers must also have keen and trained eyes, capable of distinguishing between what is worth recovering and can be left behind. A strong sense of self-assurance is required for this, as Hearthkyn Salvagers are trusted by their commanders to ruthlessly prioritise and make swift value judgements on what they discover whilst on the move. When deployed on a mission, the Hearthkyn will often have to do all of these things at the same time, and the Salvagers take great pride in their ability to operate at the high standards expected of them.

EQUIPMENT AND ROLES

Hearthkyn Salvager kill teams have access to a wide variety of equipment to ensure their missions are a success. For example, especially stout Hearthkyn Gunners may carry the enormous HYLas rotary cannon. Only the most trusted of Kin wield this ferocious weapon, for its ammunition and power consumption are so great that they must be conserved with great frugality to prevent undue wastage. Hearthkyn Grenadiers carry bandoliers of gravitic concussion grenades that unleash rapid, pulverising gravity pulses, causing horrific injury. They are also equipped with Vâyr-3 utility grenades, which have Kygmânn particles at their core and three selectable functions. Each function, when chosen, sends a different energy frequency through the grenade, causing the particles to vibrate at a certain speed. Depending on the selection, the grenade's effects upon detonation can suppress all sound and light within the blast radius, or even affect gravitic conditions.

While the roles of Gunner and Grenadier serve to fight punishing battles aboard the wrecks they explore, other Kin are issued with vital supporting equipment. Deep caverns, wide crevasses and cliffs made of shorn wreckage are obstacles Hearthkyn Salvagers frequently have to overcome. Those using jump packs are able to easily cross this terrain, carrying fellow Kin if necessary or fixing climbing ropes in place to help others negotiate it. The jump packs they wear are also incredibly manoeuvrable, with multiple thrusters to allow the wearer to make the tiniest speed and placement adjustments as necessary.



ÂNHAD'S SALVAGERS

Of the Theyns deployed to the *Gallowdark* from the *Reachfar*, none was more greatly admired than Dêki Ânhad. Though all of the Kin boarding the space hulk were expected – if opportunity arose – to rescue the Ironkin, Tôryk Farstrydd primarily looked to Ânhad to achieve this goal. His expectation was well placed, for her experience was vast.

Before joining the Hearthkyn Salvagers, Ânhad had been a highly successful Hernkyn ranger. These warriors roam far from the Holds and fleets of their Kindreds for decades at a time, exploring forgotten regions, the dark spaces between trade routes, and planets never set foot upon by the Kin. Ânhad was known as an especially bold Hernkyn, willing to go to regions even other rangers of her Kindred feared to tread.

Eventually, through over-eagerness, she led a rushed exploration into a large pit on a world in the Grendl Stars, which Ânhad learned far too late was an alien nesting site. Though she and many of her warriors escaped the hyper-violent Barghesi – who did not take kindly to interlopers in their domain – Ânhad left the Hernkyn in shame, lost much of her once famous humour, and became quiet and withdrawn.

This event led Ânhad to refuse promotion to the rank of Theyn after she joined the Hearthkyn Salvagers, though she had ample skills for the role that were now complemented by a brutally reinforced sense of caution. Finally, she accepted the title at the insistence of Farstrydd. By the time her kill team boarded the *Gallowdark* – or *Rôkh-3-1-Y* as they logged it – she had led her warriors to success upon many space hulks.

RÔKH 8-8-V – 'FIREHIDE'

When Ânhad's Prospect discovered the space hulk logged as *Rôkh 8-8-V*, much of its insides were engulfed in flames, and so it was dubbed *Firehide*. Data collected by the Kin suggested that the remains of a colossal Kin-made Nebula-class craft were buried within. This was wreckage well worth salvaging, and so Ânhad led her squad aboard to mark what was recoverable.

They forced a path through burning wreckage thanks to the brutal strength and concussion knux of Dôzr Vûkha Sêyr, extinguishing flames as they went. They were assaulted repeatedly by Beastmen and mutants fleeing the fires, many of which Gunner Pykô the Strong cut apart with controlled bursts of his HYLas rotary cannon. As the kill team advanced, Kinlynk Nîyak Wârspeke maintained communications with their ship, directing the vessel's precision HYLas beams.

The lasers carved away blazing chunks of the hulk and freed the largest portions of the Nebula-class craft from the *Firehide*'s mass to ensure it was not engulfed in flames. Full-scale salvaging operations later recovered more than half the vessel, which contained huge armouries of weapons and vehicles.

RÔKH 3-5-K – 'TWYSTER'

Immaterial energies drenched the hulk logged as Rôkh 3-5-K to such an extent that its entire form constantly shifted and warped. Kognitâar Kôttak Kynn and Lokâtr Pemm Deyprôkh proved to be essential in the hulk boarding operation, the former's data-analysis abilities and the latter's pan spectral scanner aiding the Kin in navigating the *Twyster*'s ever-churning maze of corridors. The pair were also able to detect the echoes of a strange signal, contorted by the hulk's unnatural energies.

Though the technology and raw materials of the space hulk were so badly corrupted that almost nothing was salvageable, Ânhad ordered her Kin to follow the signal. As they advanced, they had to fight through not only mutants but the hulk itself, for claws, talons and tentacles burst from its ever-shifting walls. Bolt and ion fire put down wave after wave of their monstrous assailants as the Kin waged running battles with dogged determination. Eventually, the squad found the source of the strange signal – a warded vault, filled to the brim with rare indomteite and khastellon ore.

TECHNOLOGY OF THE LEAGUES

The Kin combine the vast raw material wealth they collect with the precious lore of the Votann to craft devices of superlative durability, reliability, efficiency and power. Even the lowest-ranking Kin warrior is armed and armoured to a standard far higher than those of other races. Their void armour suits are threaded with bastium alloy and fitted with layers of defences against atmospheric hazards. In terms of their firepower, the Kin's guns bear superficial similarities to many Human technologies, but are superior in almost every respect. The Kin employ superlative materials and methods in all weapon construction, from solid-shot weapons such as the Autoch-pattern bolter to energy weapons like the HYLas auto rifle. Accelerator coils and many other such advancements ensure that Kin firearms remain reliable in even the most adverse conditions. The Kin are no less dangerous in close combat, wielding plasma blades or the much-feared weapons forged from Dead Zone darkstar ores that can end organic life and mechanical function upon contact.

SPACE HULK WAYFINDING TECHNIQUES AND SURVIVAL PROCEDURES

CERTIFIED WROUGHT FOR EIGHT THOUSAND CORE-ADJUSTED YEARS
COMPULSORY READING FOR ALL SALVAGERS – THE ANCESTORS ARE WATCHING

1 WHILE IN TRANSIT

Armour, weapons and helm seals of each Kin to be checked by two others.

Unready gear makes an unready warrior.

2 IMMEDIATELY AFTER BOARDING

Eliminate any foes in immediate vicinity. All Kin remain in visual contact. Do not conduct frivolous pursuit of fleeing enemies.

Establish perimeter. Check pan spectral scanners. Ensure functioning comms with Kin vessel. Do these things meticulously. Haste wastes lives.

Move out as soon as preliminary checks complete. A mobile target is a living target.

3 PATROLLING

All potential enemy attack vectors should be covered by at least two Kin. No Kin to advance outside 75% comms effectiveness range. Expect attack from flanks and/or rear. An exposed back is a shot back.

Conduct regular armour integrity checks. Always check after combat. Replace or repair all damaged elements as soon as possible. To the Lugger, the Burden.

Should force be required to split, no fewer than three Kin to a group. No Kin advances alone.

Maintain constant awareness of surroundings. Always know hulk integrity in your locale. Do not use heavy weaponry in unstable zones unless absolutely necessary. Know your battlefield, or else it will be your grave. Make it your enemy's instead.

Trust in the Kognitâars and Lokâtrs. Let them be your guides to resources worthy of the Ancestors.

4 SEARCHING

There's wealth in a hulk, but most of what we find are prizes for Orks.

Assume all machinery to be unstable. Expect booby trap, ether-infusion and contamination. Expect naught to be wrought except that which is Kin.

If Kin technology is identified, assume non-Kin tampering. Make it safe. Salvage if possible, otherwise secure and mark for later priority recovery.

Use discretion. With it you will best enrich the Votann and preserve your Kin.

5 ENEMIES

Expect: The Bane; warp-worshippers; greenskins; Beastmen; warp-ruined; Humans; tech-shamans; previously unknown alien species. Assume all to be a threat at all times. They will ***have*** little of value. Therefore they will ***be*** of little value.

If Attacked: You will be outnumbered. Aid ***will*** be far away. Look to your Kin. Look to the gifts of the Votann. Ever will they see you straight.

THE VOID IS IN OUR VEINS.
LUCK HAS. NEED KEEPS. TOIL EARNS.

Dôzr Vûkha Sêyr punched the sealed hatch hard with his concussion knux. The weapon's mass drivers caved in the heavy slab of decaying metal with a force so great the door was ripped from its hinges and thrown into the corridor behind. The thunderclap of the striking knux would have deafened the Warrior Kâhyrm Dûtyk had the noise-dampeners of her void armour not kicked into action.

The instant the hatch door was torn from its holdings, Grenadier Hyvôr Stôyk threw two gravitic concussion grenades into the newly opened corridor in quick succession. A split second later, Dûtyk heard a pair of quick thumps and the muffled cries of Humans in pain. She and the rest of her Hearthkyn Salvager squad were stacked up either side of the hatch entrance, weapons wrought and ready for close-quarters combat.

'The Ancestors are watching. With me,' ordered Theyn Dêki Ânhad, her stern voice followed by the hard click of Kin comms. She advanced into the corridor and Dûtyk followed close behind, her Autoch-pattern bolter aimed over the Theyn's shoulder. As Dûtyk turned the corner, she saw the ruin that the Dôzr and Grenadier's weapons had inflicted. Corpses and bloody chunks of the warp-worshippers were everywhere. They had been pulverised by the hatchway door as it was blown into them, and torn apart by the gravitic forces of the grenades.

Some still lived, however. Dûtyk gunned down each that came into her sights, one shot for each kill. *Waste feeds the void,* she thought, as she blew out skulls and chests with her weapon's explosive ammunition.

It was all over in a few seconds. The Hearthkyn Salvagers systematically gunned down the surviving cultists in assault patterns they had conducted a hundred times before.

'Another room clear. This is taking too long,' commed Pykô the Strong, one of the kill team's Gunners. He rested the butt of his HYLas rotary cannon on his hip. The weapon's three barrels were still spinning down and a whisp of smoke drifted from each. *'It could take us weeks to reach our Ironkin.'*

'What do you see on the path ahead, Kynn?' Ânhad asked the Kognitâar.

The Ironkin tapped his dataslate. *'Warp-worshipper and greenskin infestations have been entrenched here for aeons.'* His voice, though that of a machine, resembled a living Kin's perfectly. *'Recommend contacting the* Reachfar *for hulk-skim operations in sections D-8 to D-34 and D-36 to E-12.'* A hulk-skim was the systematic removal of a space hulk's layers to aid in exploration, a literal 'skimming off the top' of a vessel.

'What of D-35?' the Theyn asked.

'Analysis from the Reachfar*'s scanners and those of Lokâtr Deyprôkh suggest that section is the heart of the greenskins' territory in this part of the space hulk.'* Kynn replied. *'I thought we would want the pleasure of exterminating them ourselves, rather than give it to Voidmaster Hegêm.'* The Kin all laughed – all but Ânhad.

'A task no self-respecting Kin could refuse!' boomed Tôk Gâard, the squad's Lugger.

'Yet I must,' said Ânhad, her voice revealing no hint of humour. *'There are three Cerebral Units of our Kin in this hulk. We will not waste any time in finding them. They have been here long enough. The Ancestors are watching.'* Then, the Theyn's voice lightened. *'There are plenty more Orks in the galaxy to fight toe to toe with again soon enough. We'll add D-35 to the hulk-skim operation and roast the green vermin. It's the most efficient approach.'*

Ânhad stopped addressing her squad, but all heard her as she spoke with the Voidmaster of the Comet-class cruiser *Reachfar*. The team were family. They had seen much of far-space together, and had no need for operational secrets.

'Voidmaster Hegêm, requesting hulk-skim over the sectors I'm sending you now. Carve me a path.'

'The hulk has already sustained damage,' said the Voidmaster. *'Another skim could threaten the integrity of the whole thing. It's not Kin.'*

'Do it. It's worth the risk. We'll just have to move more quickly.' The Theyn then addressed the squad. *'Withdraw to a safe distance. Check pressure seals. Brace for macro-ordnance strikes. Things are about to get very loud and very hot.'*

Within seconds the first laser-bore struck home against the space hulk's hull. The ship shook as

though it was about to tear asunder, and Dûtyk gritted her teeth.

***

The Kin were exposed to the void after the *Reachfar* deployed its precision lasers to carve away sections of the *Gallowdark*. Huge chunks of the space hulk now drifted in the void. Rock and metal glowed white hot where the ship's searing laser beams had cut the hulk's skin. Incandescent molten material and lumps of rock trailed into the void with them, as well as the void-frozen corpses of cultists and Orks. Dûtyk could see the angular form and faint lights of the *Reachfar* in the distance, watching over them from afar.

Kognitâar Kynn and Lokâtr Deyprôkh were at the head of the squad. The Kin moved quickly as they traversed the void-exposed hulk boundary. They avoided razor-sharp edges of shorn metal, leapt over crevasses and wove past superheated deckplates. Where the terrain made it impossible to advance any further, Ymmê the Intrepid carried them over obstacles using her jump pack. The Kin sought a route back into the hulk's interior, one that would bring them closest to the distress signal constantly being emitted by the Ironkin's CUs.

After several hours of trekking, the Kin were finally inside the space hulk and no longer exposed to the void. They could tell by the structure of the craft around them that they were within part of some ancient Human vessel. A handful of the ship's lumens still functioned, but largely Ânhad and her kill team relied upon their armour-lanterns to light their path. They passed skeletons so old even the uniforms they wore had almost rotted away, and dark, ancient bloodstains marked the decaying walls. None of these troubled Dûtyk. She was a hulk-salvager. She'd seen it all before.

Ruddy bloodstains were soon replaced with crude glyphs and symbols. Half-eaten bodies littered the ground. Not all were Human – some possessed hooves and long horns.

'Beastmen,' Dûtyk said with disgust. They were familiar foes – destroyers of technology and defilers of the Votann's creations. She remembered what such monsters did to Salvage Team 9 of Skêyfyr's Kindred. Her Hearth burned at the thought, and at what the vermin might have done to the Ironkin they now sought.

'The distress signal is strong here,' commed Deyprôkh. Dûtyk was grateful to hear those words, and she knew her Kin would be also. The Hearths of every member of the squad surely burned just as Dûtyk's did. The Lokâtr's reassurance that the distress signal was still operational reminded the squad that the Ironkin lived, and that soon they would be granted the chance to avenge any harms that had befallen them.

On point, Dûtyk led her Kin to an intersection of corridors. Whilst one continued on ahead, the immaterium had twisted the hulk so fiercely that one passageway reached directly above them, like some vast chimney, and another stretched down, resembling a bottomless pit. Dûtyk made to circle around the shaft before her and continue on, trusting that her Kin would follow her movements. It was then that she heard the snarling.

Dûtyk paused. The sound echoed around the entire intersection. She followed the direction it came from with her Autoch-pattern bolter, keeping an eye down the sights and her finger on the trigger. Dûtyk saw the rest of her Kin fan out, checking potential avenues of enemy attack.

'Foe to our rear,' reported Gâard. A single bolt blast rang out. *'Vermin slain.'*

Then the onslaught began, heralded by bestial roars and grunts. Beastmen – fur thin and bodies emaciated to the point of being skeletal – came from all directions, brandishing crude swords and cudgels. They climbed up from the pit and swarmed down the shaft above, hooves clanging against the bare metal. Dûtyk gunned down each that came into her sights. *One shot. One kill. Waste feeds the void.*

The barking of bolters rang out all around her as her Kin opened fire, and grunts and curses filled the comms. Dûtyk heard the crack of Dôzr Sêyr's concussion knux pulverising bone. After a minute, it was all over. Beastmen corpses littered the ground and the survivors were fleeing.

'How far are we now?' Ânhad asked Deyprôkh.

'Close. Too close for another hulk-skim. Scans show more of the vermin incoming. Oath of the Ancestors, that was just the first wave,' the Lokâtr said, seriously. *'We have no choice. We must fight through the Beastmen.'*

HEARTHKYN SALVAGERS

The majority of the galaxy's Kin belong to one of the Leagues. Each is a mighty alliance of Kindreds with its own ancient heraldic colours and insignia. Every ship and warrior of a League is permitted to display these schemes and sigils in whatever fashion they see fit, providing it is suitably respectful. Many Kindreds give permission for warriors to personalise their battle gear with belligerent oaths, knotwêrk designs and other small expressions of individuality.

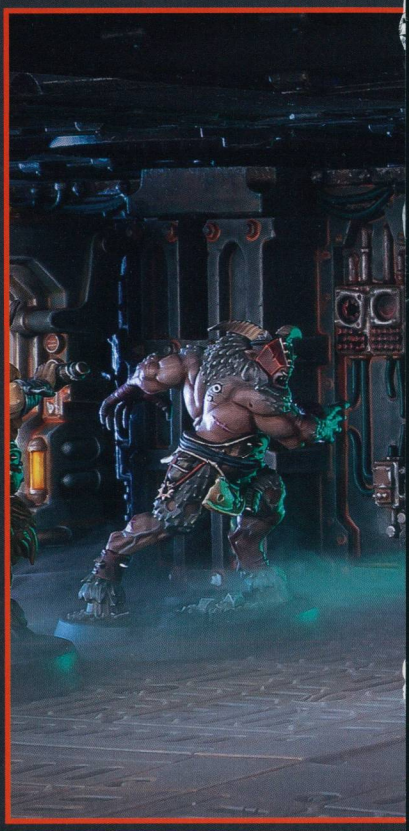
Hearthkyn Salvagers are likely to belong to small, fast-moving forces such as Prospects, operating far from the rest of their Kindred for many years in search of new streams of resources. As such, they may take greater liberties with the colours and insignia of their League than others of their kind, and sport a greater variety of flourishes as time draws on and the Prospect develops its unique character. Nonetheless, they will still remain true to their League of origin – a member of the Trans-Hyperian Alliance will always go to war with orange upon their plate, for example.

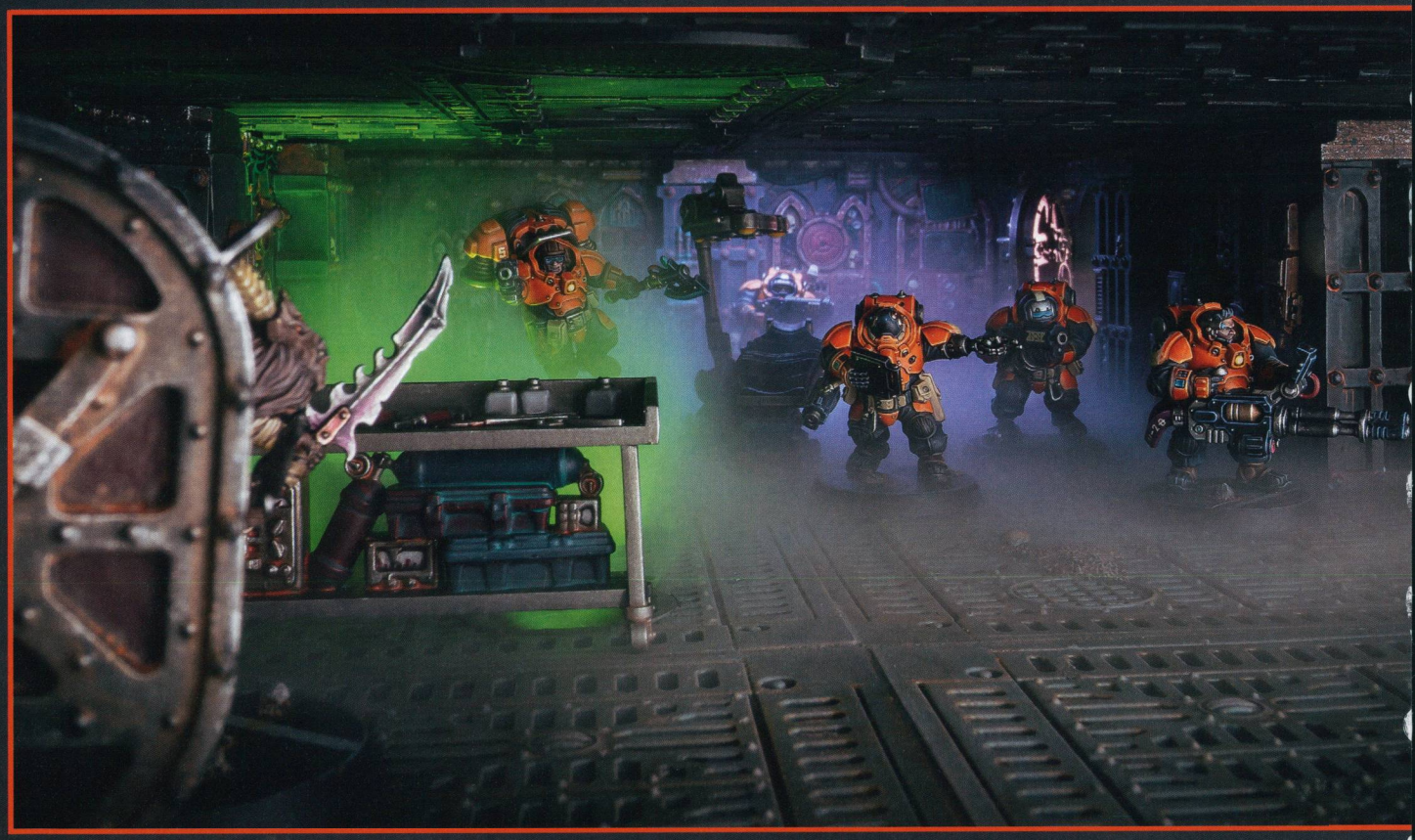


Hearthkyn Jump Pack Warrior



Hearthkyn Theyn with EtaCarn plasma pistol and plasma axe











Hearthkyn Grenadier



Hearthkyn Kinlynk



Hearthkyn Gunner with HYLas rotary cannon



Hearthkyn Dôzr



Hearthkyn Warrior with autoch-pattern bolter



Hearthkyn Lugger



Hearthkyn Kognitâar



Hearthkyn Warrior with ion blaster

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Hearthkyn Salvager operatives, the title of your kill team and their unique character and history. If you wish to generate any of these randomly, roll the appropriate number of dice as indicated by the table(s). Otherwise, choose whichever are your favourites, or use multiple quirks, names or background ideas if you feel they work for your kill team.

OPERATIVE NAMES

If you wish to randomly generate a name for one of your Hearthkyn Salvager operatives, you can roll a D66 and consult the appropriate tables below, or simply pick any combination that feels appropriate. To roll a D66, simply roll two D6, one after the other – the first represents tens, and the second represents digits, giving you a result between 11 and 66.

Male Names

D66	GIVEN NAME	D66	CHOSEN NAME
11	Kôrv	11	Thuûrk
12	Krynn	12	Grât
13	Ûkyr	13	Hypêk
14	Yôht	14	Trânna
15	Vykât	15	Krônn
16	Nârunn	16	Hegêm
21	Hâk	21	Ymyk
22	Vôrk	22	Conglahr
23	Yâhp	23	Ûrann
24	Tôryk	24	Regyl
25	Vânn	25	Sôldyk
26	Ôkhav	26	Hyrthka
31	Hêtynn	31	Farstrydd
32	Ânnyk	32	Dêlvyk
33	Yûka	33	Cthynn
34	Pykô	34	Gylûr
35	Vâk	35	Strykk
36	Ûtann	36	Rokhewyr
41	Okkâ	41	Stârflyt
42	Vynn	42	Iyrnwêrke
43	Êttok	43	Thûndryk
44	Nîyak	44	Sêykr
45	Drûkh	45	Skêyfyr
46	Okyp	46	Wârspeke
51	Ûnnvyr	51	Vôtyk
52	Kôttak	52	Kynn
53	Âdunn	53	Gâard
54	Hyvôr	54	Keen Eye
55	Akkyt	55	Stôyk
56	Tôk	56	Star Seeker
61	Yhêl	61	the Wise
62	Ynnôk	62	the Unbroken
63	Hâvyr	63	the Stern
64	Pyûk	64	the Lucky
65	Pûnnak	65	the Swift
66	Âktol	66	the Strong

Female Names

D66	GIVEN NAME	D66	CHOSEN NAME
11	Pôkhamm	11	Ânhad
12	Ymmâ	12	Hûri
13	Kîrv	13	Rânsa
14	Vymm	14	Pêrya
15	Vêyha	15	Ônas
16	Êkhya	16	Emônyr
21	Ôrumm	21	Myrr
22	Dêki	22	Côn
23	Yvâ	23	Sûrta
24	Mûrym	24	Ûlaty
25	Ûmyk	25	Skârstreng
26	Ryûk	26	Kêynshot
31	Sîmmka	31	Stûrmm
32	Êkyr	32	Dûtyk
33	Hâluk	33	Fyrgrîte
34	Vûkha	34	Vydsêke
35	Kylû	35	Wôlbrokke
36	Vyhâ	36	Nytgâard
41	Kîmm	41	Flytstêp
42	Pîya	42	Hârvyr
43	Âmmuk	43	Blôhdfyr
44	Hêykha	44	Sêyr
45	Kâhyrm	45	Iyrnstêde
46	Îyka	46	Deyprôkh
51	Pôyuk	51	Faenwrôght
52	Ymmî	52	Ânstyr
53	Pêmm	53	Styrdâh
54	Yrêk	54	Fyrfist
55	Vîya	55	Beast Slayer
56	Êyv	56	Ork Bane
61	Vêmmha	61	the Stoic
62	Pôlyk	62	the Skilled
63	Ymmê	63	the Strong
64	Îhap	64	the Intrepid
65	Mêmm	65	the Unyielding
66	Kvyma	66	the Fierce

KILL TEAM NAMES

How Hearthkyn Salvager kill teams name themselves varies greatly. While it can depend on the particular leanings of their Leagues and Kindreds, the independent nature of far-ranging space hulk explorers often encourages a divergence from more established naming conventions. Some use a simple numbering system, such as Sveyr Crew 14 or the 7th Hearthkyn Salvager Team. Others name themselves for their Theyn (use the name generator in this section to find a name for yours). It is far from unheard of for a Hearthkyn Salvager kill team to name themselves for their goals or purposes, such as the name of the space hulk they are exploring or a Grudge they seek to settle. There are a number of tables below to reflect some of these ideas. Feel free to roll on whichever you prefer, choose your favourite option or even merge elements from different tables to form a completely unique name!

D6	THEYN'S NAME	GROUP NAME
1	[Theyn's Name]'s	Salvagers
2	[Theyn's Name]'s	Fardêlvyrs
3	[Theyn's Name]'s	Ârkiogards
4	[Theyn's Name]'s	Trôwls
5	[Theyn's Name]'s	Deepers
6	[Theyn's Name]'s	Grymgârds

D6	UNIT	NUMBER
1	Salvage Band	17
2	Treasure Markers	2-6
3	Delve-unit	5
4	Exkâvatyr	3-2
5	Svêyr Unit	21
6	Trâil-findyr	83

Designer's Note: *Feel free to invert the results of this table, e.g. if you choose/roll 'Salvage Band 17', you can easily call them the '17th Salvage Band', if you prefer.*

D6	KILL TEAM NAME
1	The Wreck Scrapers
2	The Relic Hunters
3	The Beast Purgers
4	The Hulk Bravers
5	The Warp Divers
6	The Avengers of Vymm Rânsa

Designer's Note: *For the sixth option on this table, you can replace Vymm Rânsa with any name from the name generator if you so wish.*

BACKGROUND

D6	PROVENANCE
1	**Mercenaries:** These Hearthkyn Salvagers sell their services to the highest bidder, using the opportunity to discover new rich veins of resources for their Kindred while getting paid in the process.
2	**Wreck-wisened:** Having explored too many space hulks to count, the grizzled warriors of this kill team can traverse the most dangerous hulks and wrecks and still mark out the greatest prizes.
3	**Broken League:** The Kin of this kill team hail from a League that no longer exists. They will do anything to see it restored to its former glory.
4	**Van of the Prospect:** This kill team belong to a far-ranging Prospect, pushing the boundaries of known space and cultivating intelligence to further the cause of their Kindred.
5	**Former Hernkyn:** These Hearthkyn Salvagers all once lived as Hernkyn, roaming widely throughout the galaxy and learning much of its places and peoples.
6	**Rising Kindred:** This is a time of great prosperity for this kill team's League. Full of optimism for the future, they eagerly cross the stars, seeking to elevate their people even further.

BASE OF OPERATIONS

D6	LOCATION
1	**Hekaton Land Fortresses:** Even small space hulks and shipwrecks are large constructs, and this kill team make use of heavy vehicles as mobile bases and storage facilities.
2	**H3-C Recon Salvage Shelter Pack:** Specially designed for Hearthkyn Salvagers, these highly durable, portable shelters are easily set up, expanded and collapsed, containing everything they can expect to need on their operations.
3	**Comet-class Scout Ship:** The Kin of this kill team possess their own Comet-class scout ship, which they use to find new targets and shadow them.
4	**'We Need Only What We Carry, We Carry Only What We Need':** Strong, rugged individuals even among their own kind, these Hearthkyn Salvagers pride themselves on carrying everything they require on their backs.
5	**Sagitaur Squadron:** This kill team employ Sagitaurs for fast deployment to the greatest prizes, and to move heavy gear swiftly.
6	**Hernkyn Hideaway:** The Kin of this kill team have discovered a disused Hernkyn hideaway from which to conduct their missions.

SQUAD QUIRK

D6	BOND
1	**Sailed to Far-space:** The Kin of this kill team are viewed as reckless risk-takers by the rest of their Kindred.
2	**Grudgeband:** These Hearthkyn Salvagers have experienced great betrayal and loss. They will not stop until the score is settled.
3	**Adventurers:** Few things excite this kill team more than the prospect of another adventure far away from home, and being the first to find new treasures and seams of resources.
4	**'That's not Kin':** Significant exposure to the wilds of the galaxy and the strange ways of other species have led the Kin of this kill team to regard the outside world with greater distrust.
5	**Treasure Seekers:** With keen eyes for wealth and resources, these Hearthkyn Salvagers go wherever they expect to find the greatest haul.
6	**'The Void is in Our Veins':** Even amongst their kind, this kill team are superb voidfarers and zero gravity fighters.

The herdstone had shuddered. The offerings had toppled. Now, in Gods' Hollow, the scents were changing. The greenskins were on the move, as were the lesser worshippers of the gods – the unhorned and the uncloven.

Ironhorn Knagol Steelfur's vessel, this creation of the Dark Powers – or space hulk, as some blasphemers called it – was no longer in the empyreal realm of the gods. They were back in realspace, the domain of mortals. He could tell by the way the deck rumbled beneath his hooves, and how the tentacles and maws sprouting from the walls had become lethargic.

Steelfur had already killed many recent interlopers in his territory – blasphemers all. The pale ones with spiked armour and pointed ears. The aliens with beaks and quills who sought to loot and steal. Both kinds were good hunters, but they could not compete with his Fellgors. Now their skulls, bones, weapons and armour were offerings to the gods, and their flesh was food for his pack.

These weak creatures' predations were not the only invasive threat. Other events had happened. The gods' creation was in terrible pain, inflicted by outsiders who cared not for its brutal and twisted magnificence. Territory Steelfur and his ancestors had made strong and dedicated to the gods for generations was under threat.

A strong scent came to the Ironhorn in the thick, mouldering air, filling his nostrils. It was both foul and familiar – Beastmen from a lesser tribe.

One of Steelfur's Fellgors came to him, their clunking hooves on the iron decking shunting him from his reverie. The Gnarlscar, Vegor the Flenser, was missing one of his natural arms, which had been replaced with a bionic. He was the Ironhorn's lieutenant, and the most savage fighter and cunning hunter that Steelfur knew – besides himself.

'The vermin of the Wargor come,' Vegor said.

'Yes, they reek,' snarled Steelfur. 'Weak foes. Defeating them is not worthy of the gods' attention. But to lose to them will earn the gods' curses. And so they must all be butchered.'

***

Through the odious smog that poured from Toxhorn Gurgroc's pox bombs, Steelfur saw Bulkur pulverise three lesser Beastmen with a great swing of his mancrusher. The creatures were dashed to pieces by the sheer power of the Vandal's blow, offal and bone fragments splattering over the worn-out decking and walls. Seconds later, Tovuc tore one beast in two with his bare hands, and headbutted another so hard their skull shattered like glass struck by stone.

A single swing of his corrupted chainsword saw Steelfur disembowel one of his enemies, leaving them writhing on the floor and bleating in pain as their torn guts spilled from the savage wound. As the foul green haze of the pox bomb began to fade, Steelfur could see more.

The Gorehorn, Zhaaguk Redpelt, still clutched his double-headed skullcleaver as he buried his snout in the torso of a slaughtered foe. Steelfur heard bones being crunched and the wet slops of raw meat being chewed as the Fellgor gorged.

There were two dozen butchered foes lying on the deck, their blood dripping through vents, holes and even gills mutated into existence by the warp. Tepid water and toxic ooze dripped from the ceiling, mixing with the viscera. Many of Steelfur's warriors were piling up the enemy's weapons to take back to the herdstone.

Knaucrix Fyre-eyes approached Steelfur. The spiked head of the Shaman's staff was coated in gore, as were his leather mask and crusty loincloth.

'Wastrels. Fools to attack,' said Steelfur, speaking of the Beastmen they had butchered.

'No. Desperate. Running from something,' said the Shaman.

Steelfur grunted. 'Gods' Hollow will not be defiled. Vegor, Ghanox, come.'

Steelfur's lieutenant approached with the Fluxbray, Ghanox. The creature carried a blood-soaked cleaver in each of his three hands.

'We four follow the weaklings' trail. Find what they flee from.'

***

The four Fellgor Ravagers ran quickly, leaping nimbly over upturned crates. They dodged blasts of superheated vapours from burst piping and weaved between stalagmites and stalactites formed from engine run-off, rotting corpse fluids and worse.

To follow the path their enemies took, the Fellgors used tracks in leakage pools and disturbances in the deck-rust. The fact that such signs were so easily visible suggested a lack of planning on their enemy's part.

The Beastmen encountered few other souls as they ran. There were a number of stragglers – opportunistic Gretchin, the odd runtish Beastman. They blew out the brains of these pathetic creatures with quick bursts of autopistol fire, hacked them down with swords or pummelled them to death with their fists.

All the while, Steelfur pondered what might have made his enemies attack Gods' Hollow so wildly. He could think of many threats – Ogryn stampedes, the Twelve-eyed Craver or an infestation of the four-armed purple-skins – but he had yet to smell them.

Knaucrix had barely opened his eyes since they had started running, his mouth constantly in silent movement. Steelfur knew the Shaman had ways of learning truths beyond sight, sound and scent. The Shaman stopped. Steelfur and the others did the same, looking to him.

'The danger is of metal and energy.'

Steelfur growled. 'Armoured warriors of the false Man-god?'

'No. Look into yourself. Open your snout to smell, your ears to hear. You know these foes. Let the gods direct your senses.'

Steelfur closed his eyes and breathed deeply. He parsed through a thousand and one smells and sounds: rotting corpses, the skittering of vermin, mutant effluence, the hulk's fleshmetal groaning. The Ironhorn felt the Shaman place a warm, gore-encrusted hand upon his forehead. He felt the power of the gods course through him, enhancing his senses to much greater levels. Then Steelfur noticed it. The new danger.

'Stunted Ones.' He bared his fangs. The armour-clad thieves were coming this way, just as their kind had come to his territory before.

Then, they had destroyed and taken what wasn't theirs, until he had defeated them. What was left of them now sat at the foot of the herdstone, a testament to their blasphemy and a symbol of how the gods favoured him.

'They are stubborn. We will make them learn,' Steelfur growled. 'All back. We will be ready for them. They will want to reclaim what we took. They will fail. We will feast on their fat flesh while they still breathe. Defeated them once. Defeat them again.'

***

Steelfur stood upon a pile of captured armour that had once belonged to now-dead Stunted Ones. His Fellgor Ravagers were around him. Behind was his pack's herdstone. The edifice loomed over him, three times his height, its dense substance formed from a lump of fused ship wreckage.

Skulls, bones and ritually broken weapons hung from the herdstone, and the pile of trophies at its base reached halfway up its height. It paled in comparison to the herdstone raised by Steelfur's Beastlord, Gethag Blackhoof, but was still mighty nonetheless.

'They want to topple what we have built!' roared Steelfur. 'Steal our offerings to the gods!'

His warriors brayed in anger, brandishing their crude and brutal weapons. Their bellowing got louder and louder, each encouraged by their fellows and their desire to be seen as the angriest at what Steelfur was telling them. The deep clash of Deathknell Vonok's war-gong silenced them.

'We know they are coming! We will be ready!'

The Beastmen gave an outcry of approval.

'We will not let them near the herdstone. They will die long before. They advance where the Man-pods are. There we shall trap them. Butcher them.'

'PILE THE OFFERINGS HIGH! MAKE A TOWER OF THE BONES, THE SKULLS AND THE WEAPONS OF THE DEFEATED BLASPHEMERS! SHOW THE GODS WHO YOU HAVE KILLED FOR THEM, WHO YOU HAVE BUTCHERED AND PUNISHED IN THEIR NAME. ROAR YOUR PRAISES TO THE GODS FOR GIVING US THE VICTORY. ONCE THAT IS DONE, BRING ME OUR PRISONERS. THEIR BLOOD WILL BE OUR GREATEST GIFT TO THE GODS.'

- Ungrol Onceman, Shaman of the Rustpelts



CHILDREN OF CHAOS

These abhuman mutants – known to some as the children of Chaos – blend the pitiless savagery and cunning of predatory beasts with a near-Human intellect. Each is an unruly mass of flesh, fur and teeth dedicated to the worship of the Chaos Gods. They proclaim their loyalty through slaughter in battle, making violent sacrifices in the gods' names.

Beastmen are murderous creatures who combine the physical features of animals with those of a Human being. They possess muscular and robust bodies that give them brutish strength and speed, and are such agile and dexterous climbers that they can traverse terrain impassable to ordinary Humans. These creatures are as bestial in form as they are in mind, with sharp horns, vicious fangs, cloven hooves and an unpredictable and violent temperament.

Beastmen are severely persecuted throughout the Imperium. On many worlds they are hunted down and slaughtered as unclean mutants. In the regions where their existence is tolerated, Beastmen are indoctrinated into self-loathing. They are told that they must atone for their miscreation through unquestioning service to Humanity. Treated little better than servitors or beasts of burden, Beastmen are put to work in the most dangerous environments. When called to battle, they are armed with simple weapons and herded into war zones as shock troops or cannon fodder.

Despite their feral appearance, Beastmen are quite Human in their reasoning and intelligence, and a great many understand all too well the injustices that they must endure. It is little wonder that many Beastmen succumb to the lure of Chaos, embracing their mutations as gifts from the Dark Gods and turning their savagery upon their pitiless Imperial taskmasters. The taint of Chaos warps these creatures' minds, augmenting their inherent ferocity and strength and leading them to strike out on their own or seek out new heretical masters who will favour their gifts.

Not all Chaos Beastmen fall into the thrall of the Dark Powers following maltreatment by Humanity. There are countless ways by which these creatures are created. Some are born to unmutated Human parents, emerging from the womb with horns and fur. If these beast-borns are not killed immediately, they are abandoned, and should they be found by other Beastmen, they are adopted by the herd.

Some Beastmen are known among their kind as turnskins – those Humans corrupted and mutated by the power of the warp later in life. This may have occurred as a result of a sorcerer's spell, the close proximity of a warp storm or the collapse of a ship's Geller field. For these unfortunate souls, the power of the immaterium has a hold over their will that even they themselves are unlikely to recognise, and that draws them closer to damnation with each passing day.

Where many accursed individuals have no choice in the matter, some malignant souls actively wish to be transformed into Beastmen, and even seek the curse out. There are Chaos cultists who look upon the Beastmen, see their strength, speed and savagery, and wish it for themselves. Believing that to become a Beastman is to be blessed by and become closer to the Dark Powers, these depraved souls subject themselves to torturous and dangerous rituals to transform. Not all gain what they seek. Some are torn apart by warp magicks, or are so drenched in empyreal power that they rapidly devolve into abominable Chaos Spawn.

MIGHT AND GODS

Life within a herd of Chaos Beastmen is brutal. With each one driven by primal aggression, infighting – even to the death – is common. Leadership falls to the warriors who possess the most sheer brawn and ruthless cunning. Every Beastman aspires to one day lead their own herd so that they may take their pick from the spoils of war and be seen by the Dark Gods. This role comes with a great many challenges, however. The gods must be appeased with victories, offerings and sacrifices. Should a Beastman champion fail in this regard, his warriors will seek to challenge him and tear him apart – if he is not slaughtered in battle or cursed by the gods first.

Chaos Beastmen are fanatically devoted followers of the Dark Powers. They attribute everything that happens to the gods' will and wish nothing



more than to please them in every way. All Chaos Beastmen believe that the gods relish slaughter, destruction, corruption, desecration and sacrifice in their name, and so this is what the Beastmen seek to offer. Those among the herd who appear to receive the gods' blessings are both envied and revered. Some will rise to leadership as a result – in part because others will not wish to lay hoof or horn upon a chosen champion of the gods. On the other hand, some Beastmen believe that if they kill a creature blessed by the Dark Powers, then they will prove their own greatness, and in turn be bestowed with gifts.

Herdstones play the central role in the Chaos Beastmen's worship of their divine patrons. They take a variety of forms, including menhirs – towering edifices of sometimes living, braying rock raised up in honour of the Dark Gods – or structures made from xenomaterials lifted from alien voidcraft wrecks. Beastmen living in the bowels of heavily polluted Human hives or the depths of a shuddering space hulk utilise the technology around them. Their herdstones are scrap metal effigies of the gods, ancient power generators seeped in warp energy, mountains of metal detritus or huge hunks of torn-out technology. Regardless of what form a herdstone takes, the Chaos Beastmen decorate it with smears of blood and faeces, crude carvings, dark symbols, bones and rusting chains.

It is before their herdstone that Chaos Beastmen perform all of their rituals, which are led by their mysterious and powerful Shamans. Here they pile the corpses of their defeated enemies in great heaps, which they leave to rot. As Chaos Beastmen are – for the most part – technologically crude, utilising only brutal and robust equipment, they also make offerings out of the defiled weapons of fallen foes. These they ritually break apart in contempt, and mark with the symbols of Chaos.

While these offerings are made, the Shamans chant the gods' praises relentlessly. They stamp the butts of their staves against the floor to an ugly beat and wave their hands, which become enveloped with glowing and crackling malevolent energies. This stirs up the Beastmen around them, who become ever more agitated with zealous fury, roaring the glory of the gods louder and louder. When this finally reaches a raucous crescendo, slaves and captives are brought forth for sacrifice. As the victim's throat is slit or their head severed, the ritual descends into an anarchic bacchanal as the Beastmen cry adulations to the gods and beseech them for attention.

HIGH-HORN OR BENEATH HOOF

Though many Beastmen turn to Chaos either to escape from the oppression of the Imperium or to gain greater power, they are far from guaranteed to achieve what they desire. The powers of Chaos are fickle, and their followers are heinously cruel.

Beastmen herds of sufficient size and strength will always dominate weaker followers of Chaos, but their lack of technological sophistication means it is rarely possible for them to fight on world after world without transport provided by others. This inevitably requires them to associate with other devotees of the gods.

Whilst some heretic warlords see Beastmen as valuable warriors – their zealotry, strength and speed being useful assets – the majority do not. Chaos Space Marines hold Beastmen in little higher regard than they do the mortal cultists or mutants under their command, useful only to expend enemy ammunition. Chaos Knight pilots regard them no better, though Beastmen see Knights as mighty effigies to the gods. In the case of mortal Chaos champions, such as Militarum Traitoris warlords, most retain old Imperial prejudices against Beastmen, looking down upon the horned-men with disgust.

For the most part, Chaos Beastmen hold those who sneer at and disregard them in no less contempt. Unless there is some greater cause of the gods to be considered, Beastlords think little of waging wars against cultists and Militarum Traitoris troops, knowing that their bones, meat and weapons make just as worthy offerings at the herdstone as any others.

FELLGOR RAVAGER KILL TEAMS

Fellgor Ravagers are a cut above their Beastmen herd-fellows, boasting superior hunting skills, greater strength and even more formidable endurance. Having won a level of prestige among their kind, they are convinced that the gods favour them, rendering them even more ardent worshippers of Chaos.

Fellgor Ravagers have schemed, bullied and fought their way close to the top of their herd's unforgiving hierarchy. They possess an advanced Human cunning and a greater intelligence than many of their fellows. Whether these are blessings or rewards from the gods, the Fellgors do not care. They consider themselves the greatest of their kind, and give thanks to the Dark Powers for it. At the same time they spurn lesser Beastmen for their comparative weakness, seeing it as a sign of the gods' indifference towards them.

Like all Beastmen, Fellgor Ravagers possess keen senses, but their warp-enhanced abilities are sharper than those of their lower kin. They can track some of the most elusive prey and detect a foe's scent even amidst an area of pungent odours. Once the Fellgors have caught up with their enemies, they utilise their agility and dexterity to climb into the most unlikely ambush points, and their stealth skills to remain hidden. When they spring their trap, Fellgors use their sharp minds to outwit the foe, favouring pack-tactics to isolate enemy warriors.

Once they have joined battle, the Fellgor Ravagers unleash all their animal ferocity. No longer bound by the discipline of the hunt, they attack with wild abandon, their fury and bloodlust such that they will continue to hack, gnash and tear at their foes even after being severely wounded. Often, once the Fellgors are eye-to-eye with the enemy, any semblance of pack cohesion falls apart as every Beastman fights for themselves, eager to prove their might to the gods and the rest of the herd.

In battle, Fellgor Ravagers favour crude weaponry – basic firearms and grenades along with heavy bludgeons, whirring chainswords or sharp cleavers. Worshipping the Dark Gods primarily in their aspect as primordial annihilators, the Fellgors pride themselves on raw physical power, detesting most technology as an unholy, weakening influence.

THE SKULL-SPLITTERS OF STEELFUR

The Gods' Hollow region of the *Gallowdark* has ever been the home of these Beastmen. They are as ferociously protective over their territory as they are relentless in expanding it, making war against Orks, Human Chaos Cultists and even other Beastmen to do so. In their herd, there is no greater Fellgor Ravager pack than Ironhorn Steelfur's Skull-splitters, a reputation they fight horn and hoof to maintain. They have butchered many of their own kind, all to their lord's pleasure. By their actions do they cull the weak and strengthen his herd.

SHARPCLAW'S SPLEEN-GUTTERS

Blood, flesh and the gods: these are what Sharpclaw's Spleen-gutters fight for. An immensely violent pack, for years they have terrorised the ruined streets of Genetar City on the war-torn world of Parthiros VII. The planet is subject to siege by Khorne-worshipping Heretic Astartes of the World Eaters and the Blades of Rage, and Sharpclaw's Fellgor Ravagers have delighted in taking advantage of the upheaval to butcher and feast.

THE NIGHTHOOVES

To the impoverished peoples living in the deepest layers of Orbis Athona's third hive-port, the Nighthooves are the subject of whispered rumours. Few inhabitants have ever seen them, yet nonetheless swear that they are real, claiming they have ambushed dock-gangs, wiped out Enforcer patrols and murdered new arrivals. This is the way the Fellgor Ravagers' Ironhorn wants it to be, for he is a devious master of stealth and cunning. He and his warriors' herdstone is hidden far from prying eyes, its site littered with broken weapons taken from the many off-worlders who come to the hive-port.



CLAWING AT THE BOUNDARIES OF CIVILISATION

In echoing ducts, unexplored sumps and dark forests do Chaos Beastmen gather to hunt, plot and fight. To some citizens of the Imperium their very existence is myth and legend, for others the creatures are a terrifying part of their daily struggle for survival. In either case, they are seen as heinous figures of darkest mystery.

Another strange sighting was reported this day. The tenth this very week. Nothing of this nature exists in our town's records going back five generations, to when my great-great grandmother was deacon.

The guards saw something interfering with one of the perimeter multilaser turrets. By the time they arrived, it was fleeing. They said they saw its horns and fur in the moon's light. Upon inspecting the weapon, they found its cabling mangled. It will take a week to fix according to our armourer. Prior to this, our priest insists he saw an emaciated creature with a snapped off horn in the graveyard, digging through the graves. Several were desecrated. There were gnaw-marks on dug-up bones and evil symbols etched on headstones.

One creature has been seen a number of times, most recently by the south-eastern vox-hailer. It has appeared in different places before retreating, as if testing our guards' speed in detecting and reacting to its presence.



Corporal Serrill: 'Armoury Perimeter Walkway A3-7, Patrol Gamma-1, making first scheduled report. All clear.'

Private Eluned: 'Thank the God-Emperor for that, after everything we saw on Klyzo IV.'

C.S.: 'Weeks of peace. We need it.'

[Chrono-advance thirty local minutes.]

P.E.: 'What was that, Corporal?'

-3.4 local seconds of silence-

C.S.: 'What was what?'

P.E.: 'Did you not hear that?'

C.S.: 'Nothing more than the wind. You're still paranoid, Eluned, relax.'

[Chrono-advance ten local minutes.]

P.E.: 'I still don't think it was the wind.'

C.S.: 'Drop it-'

-Faint braying sound in distance-

P.E.: 'That wasn't the wind.'

C.S.: 'No. No it was not.'

[Chrono-advance ten local minutes.]

P.E.: 'They've ripped a hole in the fence! Look! There's more holes further ahead!'

C.S.: 'How did they get past the rotary cannons?' -brief pause- 'Oh Holy Emperor, they've been torn down!'

-Much louder braying sound, closer to vox pick-up-

++ Summary of findings of Genetor Magos-class Betaris Sy-gex Alb Xixos, of the Forge World Grigoria – long has it dominated the Iberyax Cluster and forever may it continue.

Subject: Corpse of 'Beastman' (Homo Sapiens Variatus). Subclass: Warp-corrupted; Omnissiah Anathemon. Recovered by Skitarii Rangers during failed sump-uprising of Sprawl H-9-Ω, upon hive world of Carleion.

Subject's dense muscle tissue and bone matter suggest the creature possesses greater capacity for flexibility, agility, speed and power than Homo Sapiens, but most notably endurance. Combined with considerable lung capacity and an oversized heart, subject could conceivably run considerable distances without rest and yet suffer little undue physical stress. Specimen sports numerous muscle knots and scars, suggesting a lifestyle consisting of strenuous effort and continuous fighting. Depth of the scar tissue itself suggests rapid ability to heal – wounds it has sustained would have killed baseline Homo Sapiens outright or left them incapacitated for weeks.

Though of a form resembling bovine and hircine creatures, subject is clearly hypercarnivorous. Strong jaws, sharp fangs, forwards-facing eyes and lack of long digestive system required for consumption of plant matter all feature.

Most striking find relates to subject's brain. Remarkably Human, with clearly superior sensory ability in regards to sight, smell and hearing. Examination of prefrontal cortex reveals a stronger fight or flight response and propensity for aggression – Skitarii-collected data can further attest. ++

++ Hear ye all the testimony of priest and beast-hunter Symounde Lijart!

The hoofed-man is nefarious. Its fur is thick and matted. Its horns are long and many. Ugliness is no clearer a sign of their heinous corruption. They skulk in the dark in herds. Know this, they are real! The rumours of the sump are true! Protect yeselves as follows:

Blessed water placed across doorways, hatch entrances and windows is sufficient to keep the cowards at bay. For but fifty credits a bottle can I share with you such precious resource. If this should not be possible for the most wretched (who surely have done the Emperor ill to be so), then a proclamation of faith in the face of the Beast is a sure way to drive them back to the dark. If somehow this should appear to fail (no doubt incorrectly worded), know the Beast is slow and stupid. Clamour-horns will frit its savage heart, and the humble cudgel is more than adequate to see its evil existence undone. ++



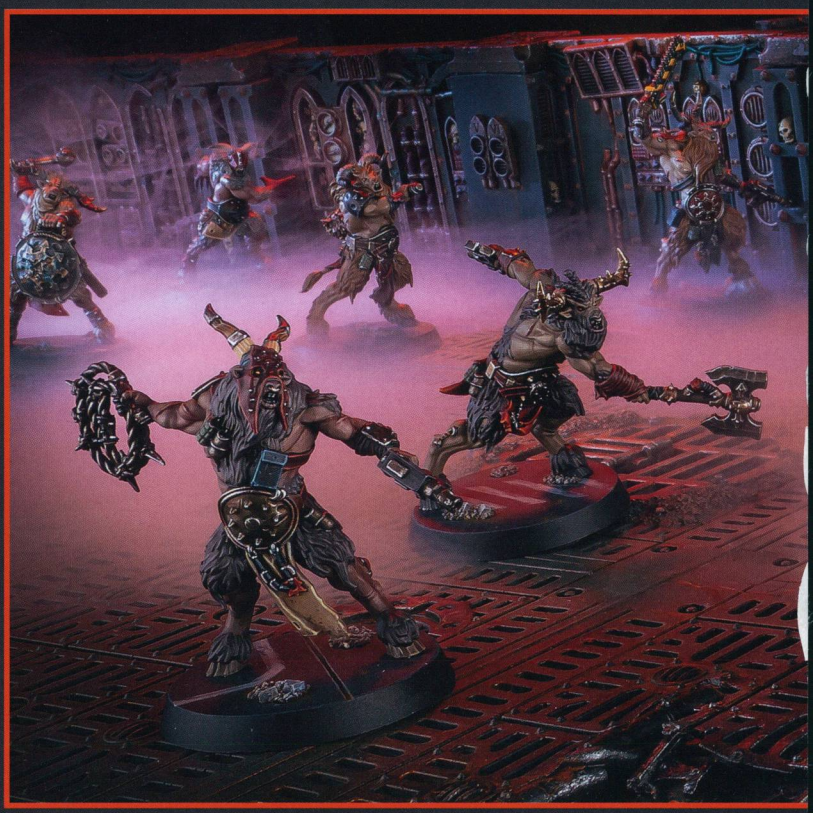
'MANY OF THE UNWASHED CLAIM TO HAVE 'SEEN MEN-OF-HOOF', OR 'HEARD BRAYERS IN THE NIGHT'. NO MORE THAN PERNICIOUS HOGWASH, EVERY LAST WORDE OF THIS BE. MOST PRECIOUS FAITHE IS SUFFERING THANKS TO VILE RUMOUR AND EVIL LIE. AS GOD-EMPEROR IS MY MOSTE HOLIE WITNESS, I DID HEAR A SOUL QUESTION IF HE COULD PROTECT HER. INTO SHACKLES AND CELL DID I PLACE HER FOR SUCH BLASPHEMOUS DOUBT.'

- Excerpt from *Men-beasts: An Myth Moste Dangerous*, by Sister Edwynne Salemon

FELLGOR RAVAGERS

Fellgor Ravagers are ill-disciplined brutes who follow only the strong. They constantly fight amongst themselves when not on the hunt or at war. Their herds are not standing armies, merely a grouping of warriors joined by a powerful Beastlord or by circumstance. Thus, they wear nothing resembling a uniform. Their matted furs are often black, grey or brown, though some use crude dyes to change this, or become brightly coloured and patterned as a result of mutation. Others smear blood, oils or rust over their bodies, giving themselves an even more fearsome appearance.

One element of their appearance the Fellgor Ravagers take great pride in is their horns. Each warrior's are unique, and every Beastman chooses to treat their own differently. They might shape their horns to achieve a certain aesthetic outcome, perhaps to crudely replicate the symbol of a particular Chaos God. They might also sharpen their horns, cake them in blood, carve dark oaths into them or paint them. Very often, Fellgor Ravagers nail sheet metal to their horns. By doing this they are more resistant to blows, but also become even deadlier as weapons – capable of piercing both armour and flesh.





Fellgor Fluxbray



Fellgor Shaman



Fellgor Ironhorn with corrupted pistol and corrupted chainsword



Fellgor Herd-goad





Fellgor Vandal





Fellgor Toxhorn



Fellgor Mangler



Fellgor Deathknell



Fellgor Gnarlscar



Fellgor Gorehorn

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Fellgor Ravagers, the intimidating moniker of your kill team and their quirks and background. If you wish to generate any of these randomly, roll the appropriate number of dice as indicated by the table(s). Otherwise, choose whichever are your favourites, or use multiple quirks, names or background ideas if you feel they work for your kill team.

OPERATIVE NAMES

If you wish to randomly generate a name for one of your Fellgor Ravager warriors, you can roll a D66 and consult the table opposite, or simply pick any combination that feels appropriate. To roll a D66, simply roll two D6, one after the other – the first represents tens, and the second represents digits, giving you a result between 11 and 66.



D66	FIRST ELEMENT	SECOND ELEMENT
11	Gor	Redhoof
12	Gnarrukh	Prey-ripper
13	Veghor	Gods-blessed
14	Hukr	Slaughterborn
15	Karzog	Skull-taker
16	Vakvir	the Fiend
21	Noktug	Prey-biter
22	Knagthuz	Manslayer
23	Kraak	Halfhorn
24	Gorlem	Razortooth
25	Bawgox	Ironhoof
26	Kurax	the Flenser
31	Taorthuk	Bloodhorn
32	Khulghur	the Chosen
33	Maukhur	Loudbray
34	Belghar	Fyre-eyes
35	Gethag	Blackhoof
36	Bulkur	One-eye
41	Vorec	the Cunning
42	Slathox	Great-tusk
43	Knaucrix	the Chronosatyr
44	Gurgroc	the Wargor
45	Morghur	Skullmaster
46	Zhaaguk	Ravagor
51	Vonok	Ironbull
52	Zathor	Longhorn
53	Ghanox	the Ur-twyst
54	Unghan	Blighthorn
55	Knagol	Grysthoof
56	Vozaac	Onceman
61	Ungrol	Redpelt
62	Tovuc	Steelfur
63	Khurhuz	Razorhorn
64	Knorrox	Sharpclaw
65	Mircor	Bullhoof
66	Khazrak	Bloodcloven

KILL TEAM NAMES

Fellgor Ravagers are crude and ferocious, respecting only the strongest of their kind – those who kill the most prey-foes and acquire the most trophies for the herdstone. Thus, virtually all Fellgor Ravager kill teams are named simply, often for the Ironhorn who leads them. To name your kill team in this way, use the Operative Names generator table opposite to find a name for your Ironhorn, then use the following tables to determine the title of your kill team. Feel free to mix and match between the two. Alternatively, you do not need to use your Ironhorn's name in your kill team name. If you'd rather your Fellgor Ravagers just be the Ironbrays or the Blackclaws, then that is entirely in keeping with the narrative theme of this kill team.

D6	NAME	TITLE
1	[Ironhorn's Name]'s	Blood-hungerers
2	[Ironhorn's Name]'s	Skull-splitters
3	[Ironhorn's Name]'s	Tech-breakers
4	[Ironhorn's Name]'s	Ironbrays
5	[Ironhorn's Name]'s	Foe-hounders
6	[Ironhorn's Name]'s	Spleen-gutters

D6	TITLE	NAME
1	Roughmanes	of [Ironhorn's Name]
2	Nighthooves	of [Ironhorn's Name]
3	Blackclaws	of [Ironhorn's Name]
4	Thickpelts	of [Ironhorn's Name]
5	Twystgors	of [Ironhorn's Name]
6	Foulfurs	of [Ironhorn's Name]

BACKGROUND

D6	DARK PATH
1	**Beast-born:** These Fellgor Ravagers have always been Beastmen, brought into the galaxy by their horrified parents with hoof, horn and fur already growing.
2	**Warp-corrupted:** The Beastmen of this kill team were born as Humans, but exposure to the warp and the corrupting powers of Chaos have turned them into braying monsters.
3	**Once-loyal:** Once devoted to the Emperor of Mankind, these Fellgor Ravagers have since thrown their lot in with Chaos – through their own volition, or due to the actions of those who deemed their mutations too hideous to tolerate.
4	**Beholden to Dark Prophecy:** On countless occasions have this kill team been the subject of prophecy, brayed by near-insane Shamans caught in the midst of visions surely granted to them by the Chaos Gods. As a result, they are sure their every deed is preordained, with a wondrous destiny awaiting them.
5	**From Under-hoof to High-horn:** Once, these Beastmen were spat on and kicked aside by their larger kin. Having endured this humiliation, they have killed their way to the top of the herd, and will fight hoof and horn to maintain their position.
6	**Dedicated to the Dark Powers:** These Beastmen are, and always have been, fanatically devoted to the gods of Chaos, dedicating their every kill to the Dark Pantheon.

BASE OF OPERATIONS

D6	BESTIAL DEN
1	**Bone-strewn Cave:** Where it is cold, dank and dark, these Beastmen thrive. They return after every hunt to feast, make offerings to the gods and fight for dominance.
2	**Forest Lair:** This kill team have established their herdstone deep within the twisted boughs of nigh-impenetrable woodland. The decaying metal and leaking fluids of the weapons and wargear they place at the herdstone's base pollute the land around.
3	**Despoiled Tech-shrine:** These Beastmen have overturned a place dedicated to the Machine God. Now, the Dark Powers of Chaos are worshipped there, a clear demonstration of the gods' superiority.
4	**Ruined Armoury:** A site dedicated to weapons and war is a fitting place for the Fellgor Ravagers of this kill team to establish their herdstone.
5	**Underhive Sump:** This kill team lives deep in the squalid underbelly of a colossal Human hive city, fighting over scraps and territory with the criminal, the destitute and the mutated.
6	**Abandoned Vehicles:** Vehicle wrecks are to be found all over the galaxy, each a testament to the weakness of the machine. The Beastmen of this kill team make their filthy homes in the broken-armoured shells of such vehicles, their dismissal of technology vindicated by the very structures in which they make their lairs.

SQUAD QUIRK

D6	DIABOLICAL NATURE
1	**Aspiring Beastlords:** Strong specimens of their kind, these Beastmen all aspire to one day lead the herd and command vast numbers of their kind.
2	**Looters:** These Fellgor Ravagers always strip the foe of anything they perceive to be of value, whether to make use of in battle, to carry as a barbaric fetish, or to place at the foot of their herdstone as an offering to the gods.
3	**Bloodthirsty:** The Beastmen of this kill team possess a near-insatiable hunger for flesh and blood.
4	**Elaborate Ambushers:** Cunning is a trait prized most highly by this kill team, who devise ever more complex ambushes for their prey to stumble into. Their schemes have enabled them to overwhelm forces much greater in number than they.
5	**Disorder from Order:** For these Beastmen, the breaking down of order is what they desire most. They destroy machinery, pulverise and hack apart their foes' corpses and delight in all that is spoiled or decayed.
6	**Relentlessly Cruel:** These Fellgor Ravagers take a sick pleasure in tormenting their prey, inflicting terrible torture, drawing out death over hours or even eating them alive.

When the Beastman's decapitated head slammed into the metal ceiling of the corridor it cracked loudly. What remained of its bolt-struck body slumped to the floor of the medical bay, the creature's torn-open arteries pumping dark blood onto the decking. It was but one of several Beastmen that Hearthkyn Kâhyrm Dûtyk had slain in as many seconds.

'The hulk is sustaining more damage,' reported Voidmaster Hegêm from aboard the *Reachfar*. *'Its structure is getting much weaker.'*

'We have reached a Human medical bay and escape pod section, and have linked with Theyns Cthynn and Fyrfist. We can save the Ironkin,' replied Theyn Ânhad.

Ironhorn Knagol Steelfur was no less aware of the *Gallowdark*'s breaking apart. He could sense it in the rumbles and the groans of metal. The scent of freshly spilled blood and the discharge of high-calibre weapons filled the Ironhorn's nostrils as he raced towards it. At its source he would find the Stunted Ones, and he would slaughter them.

He prayed to the gods as he sprinted, begging for the chance to avenge his home's destruction. His blood ran hot with rage. The scent of the enemy was so strong now that the thought of consuming their flesh caused Steelfur's mouth to froth with saliva in anticipation.

He rounded one last corner, barrelling straight into one of the Stunted and knocking the interloper over. He reacted more quickly to the impact than the Kin, raising his corrupted chainsword and thrusting it into the warrior's helm. It shredded the Kin's visor and the blade's roaring teeth ripped into flesh and bone. Out of the corner of his eye, Steelfur saw another Stunted One racing towards him with a pair of heavy, armoured gauntlets. In a swift motion, Steelfur brought up his plasma pistol and fired a shot.

Ânhad roared in fury when she saw Dôzr Sêyr engulfed in a burst of superheated plasma. Nothing remained of his upper body – which had been completely incinerated – and molten metal from what remained of his armour dribbled onto the deck. The Theyn saw Sêyr's killer, a hulking Beastman warrior as large as any creature of its kind. She was too far away to avenge Sêyr's death. All she could do was watch as the Beastman bore its fangs and barged its way into the ongoing fray.

'Theyn! Move!' shouted Kognitâar Kynn, snapping Ânhad from her thoughts. Yards away a heavily muscled brute was charging towards her, and the deck beneath her feet reverberated with the impact of its bounding stomps. The Beastman had lowered its masked head, ready to ram. Ânhad leapt out of its way just in time, and the creature slammed into a wall behind her, punching its horned head through the corridor's walls.

Its backward-pointing horns trapped it in the breach. The creature fought to extract itself, pressing its clawed hands against the wall and tugging hard. Ânhad could see the wall bulging – the beast would soon tear itself free. The Theyn quickly activated the plasma field of her axe, raised the weapon and drove the blade down into the Beastman's back. There was a hiss as the Mangler's blood sizzled in the blade's furious heat, and Ânhad felt the weapon slice through muscle and spine. The creature sagged against the wall, dead.

'Empyric energies rising around the hulk,' reported Voidmaster Hegêm. *'It's being pulled back into the warp. Hurry!'*

'The Ironkin are close,' said Ânhad, as the deck reverberated beneath her feet. *'We'll find them.'*

Knaucrix Fyre-eyes breathed in deeply. He felt his hair stand on end. The power of the gods was flowing more strongly. The hulk sought to go back into their realm – home. Fyre-eyes embraced the energies of Chaos coursing anew through the hulk.

Not twenty yards away, two of the Stunted Ones were pouring explosive fire into a knot of Beastmen. One child of Chaos was shot off its feet, an arm ripped off at the shoulder. Another was hit in the belly, the explosion tearing it almost in half. Fyre-eyes reached a clawed hand towards the Kin, babbling a prayer to the gods. His hand glowed a fiery red. Immediately, the two interlopers' weapons did the same. With every heartbeat they burned brighter and hotter, until their ammunition exploded. Shrapnel shredded the Stunted Ones, tearing through their armour and visors. Fyre-eyes scented their blood.

The life signs of the two Kin blinked from green to red on Lokâtr Deyprôkh's pan spectral scanner.

The Hearthkyn Salvager was taking cover with Kognitâar Kynn behind an open stasis pod with a Human skeleton inside. Autopistol shots struck the pod, ricocheting off it into the walls. One struck the skeleton, shattering its skull. Soon after, soft static filled Deyprôkh's comm channel. There was a hard click. Theyn Ânhad spoke.

'Find a way through this, now.'

Deyprôkh consulted her scanner, calculating different potential routes based on the Beastmen's movements and locations. As she did so, Kynn cogitated the precise time it would take to follow each one.

'There,' said Kynn. *'I've marked a route on our helm-maps. There are fewer Beastmen in the fourth quadrant of the medical bay. The route from the corridor there will be the quickest, all data considered.'*

'Move out. The Ancestors are watching,' said the Theyn. As she finished, the hulk shuddered and groaned, sending equipment crashing to the floor.

The Fluxbray Ghanox had just beseeched the gods for more prey, and was sure they had answered when he saw two of the Stunted Ones burst from cover behind a pod. He roared an oath to his divine patrons and charged towards the interlopers, his blood-soaked hooves leaving gory prints behind. Ghanox was joined by Zhaaguk Redpelt – the Gorehorn was drenched in viscera, his skullcleaver sticky and crimson from heads to handle.

Scant seconds passed before Redpelt was blasted in the side and cut down. Ghanox glanced to his right, seeing one of the interlopers overloaded with equipment. The barrel of its weapon was smoking. He snarled and charged all the quicker towards the two Kin he aimed to kill, hearing another blast that just missed him.

He barrelled into his prey. Ghanox hacked wildly at both warriors to keep them on the defensive, determined that the gods would see his killing fury. One of his cleavers severed a Stunted One's metal arm in a shower of electrical sparks. A second cut into the other warrior's armour, burying itself deep in their neck. The weapon was stuck tight, and Ghanox abandoned the heavy blade, punching the Kin in the gut with his newly free hand.

A scant second later, he drove this third cleaver into the helmet of the warrior with the metal arm. Its armour was so strong that the blade bounced off, and Ghanox's shoulder was jarred. The Fluxbray growled in frustration and hacked the cleaver into his enemy's chest several times before kicking them aside.

Theyn Ânhad had sprinted as fast as she could to Kynn and Deyprôkh's aid, but was too late. Vengeance was all she had left, and she claimed it with the fury of the Ancestors behind her. With a single blow from her plasma axe, she carved through one of the three-armed Beastman's upper limbs. She then thrust the barrel of her Autoch-pattern bolt pistol under its chin and pulled the trigger. Its head disappeared in a burst of red mist, and Ânhad was drenched in gore and brain matter.

The space hulk shook violently, so much so that Kin and Beastman alike toppled and fell across the medical bay. Ânhad kept her footing, barely, her armoured boots breaking an arm of the Beastman she had just slain as she attempted to right herself. She could feel the power of the empyrean press against her mind, stronger than it had been since they found the hulk. For the first time, she felt doubt. The hulk was beyond dangerously unstable now. So many of her Kin were dead or seriously wounded...

'Theyn Ânhad! You need to get out before it's too late!' came the voice of Voidmaster Hegêm once more. *'If you don't we'll lose you and the Ironkin. We are already tracking the hulk – withdraw now, we can find them again. Empyric energies are still rising. Sooner or later the ship will be in the immaterium.'*

'What if the hulk breaks apart in the warp? We will lose them forever.'

'My Hearth burns at leaving the Ironkin. None bar the Ancestors themselves will mourn more than I,' said Voidmaster Hegêm. *'But I will mourn all the greater if you and your warriors are also lost.'*

When Ânhad opened her mouth to reply, her stomach lurched and she vomited in her helmet. Waves of violet and crimson light flooded the medical bay and she was slammed to the ceiling and back to the deck. The Beastmen roared. She realised that it was too late – they were being thrown back into the warp.

THE RULES

Welcome to the rules section of *Kill Team: Gallowfall.* Over the following pages, you will find all the rules content for this expansion of Warhammer 40,000: Kill Team.

ARMY LISTS

On pages 37-48 and 54-65, you will find army lists for **HEARTHKYN SALVAGER** and **FELLGOR RAVAGER** kill teams respectively, providing you with new rules to bring these elite kill teams to the killzone and wage skirmish warfare against your enemies, no matter your preferred way to play. In each of the army lists, you will find the following content:

- **Kill Team Selection Requirements:** The operatives required to build the faction's kill team.
- **Tac Ops:** Additional Tac Ops available to you when using that kill team.
- **Abilities:** Any important abilities that kill team has.
- **Strategic Ploys:** Bespoke Strategic Ploys available to you when using that kill team.
- **Tactical Ploys:** Bespoke Tactical Ploys available to you when using that kill team.
- **Datacards:** The rules for each operative that can be selected in that kill team.
- **Equipment:** A selection of equipment that operatives from that kill team can be equipped with.

'STRIP IT BARE. LEAVE NOTHING BUT DUST AND ECHOES. TODAY WE TAKE BACK WHAT'S KIN DOWN TO THE LAST MOLECULE. OUR FALLEN WILL BE RETURNED TO THE ANCESTORS, THE GIFTS OF THE VOTANN RESTORED TO THEIR FORMER GLORY.

KILL EVERY ALIEN, WARP-WORSHIPPER AND WORTHLESS SCUM YOU FIND ABOARD TO THE LAST WRETCH.'

- Kâhl Yâhp Rokhewyr, upon discovery of the space hulk *Wrought-thief*, into which several score Kin vessels had been enfolded during a single warp storm

SPEC OPS

On pages 49-53 and 66-70, you will find Spec Ops rules for **HEARTHKYN SALVAGER** and **FELLGOR RAVAGER** kill teams respectively, providing you with new narrative play rules for these kill teams in Spec Ops campaigns. In each of the sections, you will find the following content:

- **Battle Honours:** Unique Battle Honours available to operatives from that kill team that gain a rank, no matter their chosen specialism.
- **Rare Equipment:** A collection of rare equipment you can add to that kill team's stash.
- **Strategic Assets:** Unique strategic assets you can add to that kill team's base of operations.
- **Requisitions:** Specific Requisitions you can use to further support that kill team on their Spec Ops journey.
- **Spec Ops:** Bespoke Spec Ops you can assign to that kill team.

KILLZONE: GALLOWDARK AND CLOSE QUARTERS

On pages 72-81, you will find all the rules for Killzone: Gallowdark and its supplement, detailing the terrain features it includes and all the relevant traits each terrain feature has. You will also find the Close Quarters rules, which are mission rules for fighting in deadly indoor environments such as a space hulk. On pages 82-85 you will find instructions and a Killzone Key for setting up terrain in your missions.

MISSION PACKS

On pages 86-105, you will find a new Shadow Operations mission pack, including nine exciting missions for your games of Warhammer 40,000: Kill Team. On pages 106-115, you will find the Critical Operations mission pack, containing the nine core missions for Killzone: Gallowdark. Both of these mission packs can be used with any mission sequence, meaning they are suitable for any of the three ways to play.

ARCHETYPE: RECON / SECURITY

HEARTHKYN SALVAGER KILL TEAM

Below you will find a list of the operatives that make up a **HEARTHKYN SALVAGER** kill team, including, where relevant, any wargear those operatives must be equipped with.

OPERATIVES

- 1 **HEARTHKYN THEYN** operative equipped with one option from each of the following:
  - Autoch-pattern bolt pistol, Autoch-pattern bolter, bolt revolver, EtaCarn plasma pistol, ion blaster or ion pistol
  - Concussion gauntlet, plasma axe or plasma sword
- 9 **HEARTHKYN SALVAGER** operatives selected from the following list:
  - **HEARTHKYN DÔZR**
  - **HEARTHKYN FIELD MEDIC**
  - **HEARTHKYN GRENADIER**
  - **HEARTHKYN GUNNER** equipped with one of the following options:
    - EtaCarn plasma beamer (max one per kill team); fists
    - HYLas auto rifle (max one per kill team); fists
    - HYLas rotary cannon (max one per kill team); fists
    - L7 missile launcher (max one per kill team); fists
    - Magna rail rifle (max one per kill team); fists
  - **HEARTHKYN JUMP PACK WARRIOR**
  - **HEARTHKYN KINLYNK***
  - **HEARTHKYN KOGNITÂAR***
  - **HEARTHKYN LOKÂTR***
  - **HEARTHKYN LUGGER***
  - **HEARTHKYN WARRIOR***

* Operative equipped with one of the following options:
- Autoch-pattern bolter; fists
- Ion blaster; fists

Your kill team can only include up to three **GUNNER** operatives. Other than **GUNNER** and **WARRIOR** operatives, your kill team can only include each operative above once.

'FOR THE KIN. FOR THE VOTANN. THAT IS WHY WE DO EVERYTHING WE DO. WE OPERATE NOT OUT OF GREED OR MISERLINESS, OR OUT OF SOME HUNGER FOR POWER. NO, WE LOOK TO DEEPER REASONS. KIN AND VOTANN – THESE KEEP US TRUE, THESE HAVE HELPED US TO ENDURE THE WORST HORRORS OF THE GALAXY AND EMERGE STRONGER FOR MILLENNIA. OTHER RACES RISE AND FALL WITH SUCH PREDICTABILITY BECAUSE THEY HAVE NO SUCH FOUNDATION.'

- Hearthkyn Theyn Regyl Ûlaty



TAC OPS

HEARTHKYN SALVAGER

If your faction is **HEARTHKYN SALVAGER**, you can use the Hearthkyn Salvager Tac Ops listed below, as specified in the mission sequence.

SETTLE GRUDGES

Hearthkyn Salvager – Faction Tac Op 1

You can reveal this Tac Op in the Target Reveal step of any Turning Point. When you do so, start a Settle Grudges tally for your kill team, adding one to the tally the first time an enemy operative with a Grudge token (pg 39) is incapacitated in each Turning Point.

- If you add the second mark to your Settle Grudges tally, you score 1VP.
- If you add the third mark to your Settle Grudges tally, you score 1VP.

EXCAVATE

Hearthkyn Salvager – Faction Tac Op 2

Reveal this Tac Op when a friendly operative performs the **Excavate** action (below). At the end of the battle:

- If friendly operatives control your Excavation token, you score 1VP.
- If a friendly operative is also carrying your Excavation token, you score 1VP.

Friendly operatives can perform the following mission action:

EXCAVATE 2AP

An operative can perform this action while it controls an objective marker that is more than ⬟ from your drop zone. If it does so, place your Excavation token on the centre of that objective marker. The **Pick Up** action can be performed upon your Excavation token by friendly **HEARTHKYN SALVAGER** operatives.

If the friendly operative is equipped with an excavation tool (pg 48), the **Excavate** action costs one less action point (to a minimum of 0AP; this is not cumulative with the **LUGGER** operative's I've Got It ability). An operative cannot perform the **Excavate** action while within Engagement Range of an enemy operative, or if your Excavation token has already been placed.

RIG SITE

Hearthkyn Salvager – Faction Tac Op 3

Reveal this Tac Op in the Target Reveal step of any Turning Point.

- If a friendly operative performs the **Rig Site** action (below), you score 1VP.
- If you achieve the first condition and at the end of the battle the total APL of friendly operatives within ▲ of a rigging point is greater than that of enemy operatives, you score 1VP.

A rigging point is a terrain feature more than ⬟ from your drop zone with a Vantage Point. Friendly operatives can perform the following mission action:

RIG SITE 2AP

An operative can perform this action while it and another friendly **HEARTHKYN SALVAGER** operative are within ▲ of a rigging point, and one of them (but not the other) is on its Vantage Point. An operative cannot perform this action while it or the other friendly **HEARTHKYN SALVAGER** operative are within Engagement Range of an enemy operative.

ABILITIES

Below, you will find common abilities of the **HEARTHKYN SALVAGERS** kill team.

GRUDGE

If a particular foe shames or insults the Kin gravely enough, they will become the subject of a Grudge. To destroy this most hated enemy, the Kin will go to any lengths, even if it is to their own detriment.

Each time an enemy operative incapacitates a friendly **HEARTHKYN SALVAGERS** operative, that enemy operative gains a Grudge token.

Each time a friendly **HEARTHKYN SALVAGERS** operative fights in combat or makes a shooting attack against an enemy operative, in the Roll Attack Dice step of that combat or shooting attack, for each Grudge token that enemy operative has, you can retain one of your successful normal hits as a critical hit instead.

STEADY ADVANCE

The Kin are a robust and pragmatic people, used to hard lives in the galactic core where danger is to be found aplenty on uncharted worlds and asteroids. Thus they are well trained and experienced in traversing treacherous terrain.

While a friendly **HEARTHKYN SALVAGERS** operative is performing a Normal Move action, add ▲ to its Movement characteristic.

CLONESKEINS

The stable mutations that run through the shared Kin gene pool are collectively known as the cloneskeins. The pool itself is broad, deep and varied, and it is thanks to this that the Kin possess dense musculature, tough bone structure, high red and white blood cell counts, exceptional core strength and formidable physical resilience. More esoterically, the genetic boons the Kin possess mean their souls shine less brightly in the warp than those of Humans. There are rarer cloneskeins than these that can be found throughout the Kin population, such as those that enable certain members of their kind to connect with the so-called 'barrier-tech' that allows psychically active Kin to interact with the empyrean. Others grant the Kin enhanced reaction times, greater resistance to extremes of temperature or gravity, or vision that registers infrared and other energistic spectra. Many cloneskeins manifest physically, whether it be unusually coloured eyes or skin, craggy subdermal layers, chemical body odours or various other giveaways.



STRATEGIC PLOYS

If your faction is **HEARTHKYN SALVAGER**, you can use the following Strategic Ploys during a game.

NEED KEEPS 1CP

Select one objective marker. Until the end of the Turning Point, when determining control of that objective marker, treat the total APL of friendly **HEARTHKYN SALVAGER** operatives as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour (see the Kill Team Core Book).

TOIL EARNS 1CP

Select one objective marker. Until the end of the Turning Point, while an enemy operative is within ■ of that objective marker, it has one additional Grudge token (pg 39).

WROUGHT DEFENCE 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **HEARTHKYN SALVAGER** operative, in the Roll Defence Dice step of that shooting attack, if you retain any critical saves, you can select one of your failed saves to be retained as a successful normal save instead.

PROXIMATE FIREPOWER 1CP

Until the end of the Turning Point, each time a friendly **HEARTHKYN SALVAGER** operative makes a shooting attack against an enemy operative within ⬟ of it, improve the Ballistic Skill characteristic of its ranged weapons by 1 for that shooting attack.

TACTICAL PLOYS

If your faction is **HEARTHKYN SALVAGER**, you can use the following Tactical Ploys during a game.

THE ANCESTORS ARE WATCHING 1CP

Use this Tactical Ploy during a friendly **HEARTHKYN SALVAGER** operative's activation. Until the end of the activation, that operative isn't injured and can perform a free **Fight** or **Shoot** action.

WORTH IT 1CP

Use this Tactical Ploy when a friendly **HEARTHKYN SALVAGER** operative is incapacitated. It can immediately perform a free mission action before it's removed from the killzone.

HARDY 1CP

Use this Tactical Ploy at the start of the Roll Defence Dice step of a shooting attack made against a friendly **HEARTHKYN SALVAGER** operative. Change your opponent's retained critical hits to normal hits (any critical hit rules they've already resolved are unaffected, e.g. P1).

RAMPART 1CP

Use this Tactical Ploy in the Scouting step, after resolving your scouting option. Select one of the following:

- Also resolve the Fortify scouting option. Initiative is still determined by your original selection, and you cannot select this if you already selected Fortify.
- Select one terrain feature within ■ of your drop zone. All parts of it with the Light trait gain the Heavy trait instead.
- Select one of your barricades to gain the Heavy trait, instead of the Light trait.

'EVERY PART OF THE HAMMER MATTERS. THE HAFT JUST AS MUCH AS THE HEAD, OR THE MICROGENERATORS, OR THE REGULATOR COUPLINGS. ALL MUST BE WROUGHT. ALL MUST BE PERFECTLY BALANCED. ANY WEAKNESSES, HOWEVER SMALL, AND IT WON'T STRIKE TRUE. SO IT IS TOO WITH THE KINHOST.'

- extract from *Teachings of the Hearth, Vol. 4*

HEARTHKYN THEYN

Those Hearthkyn Salvagers who show particular aptitude for leadership are nominated by their superiors or comrades to be promoted to the rank of Theyn. In command of their own squad, Theyns are highly experienced hulk-delvers with countless boarding actions to their name.



M	APL	GA
2 ○	2	1

DF	SV	W
3	3+	9

NAME	A	BS/WS	D	SR	!
⌖ Autoch-pattern bolt pistol	4	3+	3/4	Rng ⬟, Ceaseless	-
⌖ Autoch-pattern bolter	4	3+	3/4	Ceaseless	-
⌖ Bolt revolver	4	3+	3/5	Rng ⬟	-
⌖ EtaCarn plasma pistol	4	4+	3/5	Rng ⬟, AP1	-
⌖ Ion blaster	4	3+	3/4	-	P1
⌖ Ion pistol	4	3+	3/4	Rng ⬟	P1
⚔ Concussion gauntlet	4	4+	5/6	-	Stun
⚔ Plasma axe	4	3+	5/5	-	-
⚔ Plasma sword	4	3+	4/6	Lethal 5+	-

ABILITIES

Eye of the Ancestors: Once in each Strategy phase, when you would use a Strategic Ploy or pass, you can select one enemy operative to gain a Grudge token instead, or two enemy operatives if three or more friendly HEARTHKYN SALVAGER operatives are incapacitated.

Force Field: The first time an attack dice inflicts 4 or more damage on this operative during the battle, ignore that inflicted damage.

Secure Salvage: Each time a friendly HEARTHKYN SALVAGER operative fights in combat, if it's within ○ of an objective marker, in the Resolve Successful Hits step of that combat, you can subtract 1 from the damage inflicted on it from one of your opponent's successful hits (to a minimum of 3).

HEARTHKYN SALVAGER, VOTANN, LEADER, THEYN

HEARTHKYN DÔZR

Subtlety and nuance are concepts these brawny Kin have little time for. They can smash open sealed hatches or even solid walls with their concussion knux, punching a way through for their Kin. In battle, their weapons are even more devastating to their unfortunate enemies.



M	APL	GA
2 ○	2	1

DF	SV	W
3	3+	8

NAME	A	BS/WS	D	SR	!
⌖ Autoch-pattern bolt pistol	4	4+	3/4	Rng ⬟, Ceaseless	-
⚔ Concussion knux	4	3+	4/4	Ceaseless, Lethal 5+	Stun

ABILITIES

Brawler: Each time this operative fights in combat:

- Enemy operatives cannot provide combat support.
- If it's incapacitated, you can strike with one of your remaining attack dice before it's removed from the killzone.

Secure Salvage: Each time a friendly HEARTHKYN SALVAGER operative fights in combat, if it's within ○ of an objective marker, in the Resolve Successful Hits step of that combat, you can subtract 1 from the damage inflicted on it from one of your opponent's successful hits (to a minimum of 3).

UNIQUE ACTIONS

Knux Smash (1AP): Select one enemy operative within this operative's Engagement Range. You can move that enemy operative up to ■, then it suffers D3+1 mortal wounds. If the D3 result is a 3, subtract 1 from that enemy operative's APL in addition. For the move, the **FLY** keyword has no effect, and that enemy operative must finish in a location it can be placed. It cannot move over the edge of the killzone, through any part of another operative's base, or through a terrain feature (unless it has the Insignificant trait). This operative can then perform a free Charge action up to ■ (even if it's performed an action during this activation that prevents it from doing so).

HEARTHKYN SALVAGER, VOTANN, DÔZR

HEARTHKYN FIELD MEDIC

These Hearthkyn Salvagers are given exhaustive training in first aid under fire, as well as limited engineering tuition that enables them to provide care to damaged Ironkin. In a boarding action their skills are vital, for their squad will be far away from a fully-equipped Kin medical centre.



M	APL	GA
2 ○	2	1

DF	SV	W
3	3+	8

NAME	A	BS/WS	D	SR	!
⌖ Bolt revolver	4	4+	3/5	Rng ⬟	-
⚔ Plasma knife	4	4+	3/5	Lethal 5+	-

ABILITIES

Combat Surgery: Once per Turning Point, the first time another friendly **HEARTHKYN SALVAGER** operative would be incapacitated while Visible to and within ■ of this operative and not within Engagement Range of an enemy operative, if this operative is not within Engagement Range of an enemy operative, this operative can revive it. That friendly operative is not incapacitated, has 1 wound remaining, and if it was a shooting attack, any remaining attack dice are discarded. That friendly operative can then perform a free **Dash** action, but must finish that move within ▲ of this operative. Subtract 1 from both operatives' APL.

Secure Salvage: Each time a friendly **HEARTHKYN SALVAGER** operative fights in combat, if it's within ○ of an objective marker, in the Resolve Successful Hits step of that combat, you can subtract 1 from the damage inflicted on it from one of your opponent's successful hits (to a minimum of 3).

UNIQUE ACTIONS

Medipack (1AP): Select one friendly **HEARTHKYN SALVAGER** operative Visible to and within ▲ of this operative. That friendly operative regains 2D3 lost wounds. An operative cannot be selected for this action if it was revived using the Combat Surgery ability during the same Turning Point. This operative cannot perform this action while within Engagement Range of an enemy operative.

HEARTHKYN SALVAGER, VOTANN, MEDIC, FIELD MEDIC

HEARTHKYN GRENADIER

Armed with bandoliers of grenades and explosives, Grenadiers perform a vital function for Hearthkyn Salvager teams. They can clear a corridor of foes in an instant, blow through locked doors and provide tactical support to their Kin in the heat of a firefight.



M	APL	GA
2 ○	2	1

DF	SV	W
3	3+	8

NAME	A	BS/WS	D	SR	!
⌖ Autoch-pattern bolt pistol	4	4+	3/4	Rng ⬟, Ceaseless	-
⌖ C8 HX charge	4	3+	4/6	Rng 2○, Blast ▲, AP1, Indirect, Limited	-
⚔ Fists	3	4+	2/3	-	-

ABILITIES

Solid: Each time this operative would lose a wound as a result of a ranged weapon, if that weapon has the Blast X, Splash X and/or Torrent X rule, or makes shooting attacks against each operative within range of a specified point (e.g. mines), roll one D6: on a 4+, that wound is not lost.

Grenadier: This operative is equipped with a gravitic concussion grenade (pg 48) and it does not cost any equipment points for this operative.

UNIQUE ACTIONS

Vâyr-3 Utility Grenade (1AP): Place a Utility Grenade token within ⬟ of this operative, then select one of the following effects to last until the end of the Turning Point:

- It costs operatives an additional ○ to move within ■ of your Utility Grenade token. If they don't have sufficient Movement remaining, they cannot move within ■ of it. If they begin the move within ■ of it, ○ must be subtracted first.
- While an operative is within ■ of your Utility Grenade token, its ranged weapons gain the Rng ⬟ special rule.
- While an operative is within ■ of your Utility Grenade token, one additional action point must be subtracted for them to perform mission actions and the **Pick Up** action.

This operative cannot perform this action while within Engagement Range of an enemy operative.

Secure Salvage: Each time a friendly **HEARTHKYN SALVAGER** operative fights in combat, if it's within ○ of an objective marker, in the Resolve Successful Hits step of that combat, you can subtract 1 from the damage inflicted on it from one of your opponent's successful hits (to a minimum of 3).

HEARTHKYN SALVAGER, VOTANN, GRENADIER

HEARTHKYN GUNNER

With wrecks often being home to myriad beasts, monsters and enemies, Hearthkyn Salvagers have access to a wide variety of special and heavy weapons. Gunners select the tools best suited to the task at hand, and their blasts of heavy fire have been the saviours of many a kill team.



M	APL	GA
2 ○	2	1

DF	SV	W
3	3+	8

NAME	A	BS/WS	D	SR	!
⌖ EtaCarn plasma beamer	4	4+	4/6	AP2	Beam*
⌖ HYLas auto rifle	4	4+	3/4	Relentless	Rending
⌖ HYLas rotary cannon	6	4+	3/5	Ceaseless, Fusillade, Heavy, Scan*	-
⌖ L7 missile launcher	*Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*				
- Blast	4	4+	3/5	Blast ○	-
- Focused	4	4+	5/6	AP1	-
⌖ Magna rail rifle	4	4+	5/4	AP2, Unwieldy	MW3
⚔ Fists	3	4+	2/3	-	-

ABILITIES

***Beam:** Each time a friendly operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack, for each critical hit retained, inflict D3 mortal wounds on each operative along one (and only one) beam line. An operative is along a beam line if a Cover line can be drawn to its base that crosses the base of the original target, but does not cross Heavy terrain.

***Scan:** Each time this operative makes a shooting attack with this weapon, enemy operatives are not Obscured for that shooting attack.

Secure Salvage: Each time a friendly **HEARTHKYN SALVAGER** operative fights in combat, if it's within ○ of an objective marker, in the Resolve Successful Hits step of that combat, you can subtract 1 from the damage inflicted on it from one of your opponent's successful hits (to a minimum of 3).

UNIQUE ACTIONS

-

HEARTHKYN SALVAGER, VOTANN, GUNNER



HEARTHKYN JUMP PACK WARRIOR

Hearthkyn Salvagers have to overcome countless obstacles on their missions. Those using jump packs are able to navigate harsh terrain with ease, and in battle can utilise their equipment's power to increase the impact of their charge.

M	APL	GA
3 ○	2	1

DF	SV	W
3	3+	8

NAME	A	BS/WS	D	SR	!
⌖ Autoch-pattern bolt pistol	4	4+	3/4	Rng ⬟, Ceaseless	-
⚔ Plasma axe	4	3+	5/5	-	-

ABILITIES

Force Impact: Each time this operative performs a **Charge** action, its melee weapons gain the Brutal special rule until the end of the activation.

Secure Salvage: Each time a friendly HEARTHKYN SALVAGER operative fights in combat, if it's within ○ of an objective marker, in the Resolve Successful Hits step of that combat, you can subtract 1 from the damage inflicted on it from one of your opponent's successful hits (to a minimum of 3).

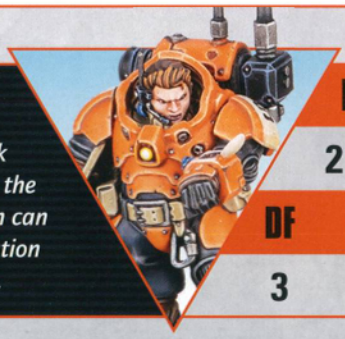
UNIQUE ACTIONS

Boost (2AP): Perform a free **Normal Move** action with this operative with the following additional rules:

- It can move up to 2⬟ (instead of its Movement characteristic).
- It can only move in a straight line and in one direction.

Set Up Climbing Rig (1AP): This operative can perform this action while on a Vantage Point and not within Engagement Range of an enemy operative. Place a Climbing Rig token within ▲ of this operative. Until the end of the battle, friendly operatives are treated as being equipped with climbing equipment (pg 48) while within ▲ horizontally and any distance vertically of that token.

HEARTHKYN SALVAGER, VOTANN, FLY, JUMP PACK WARRIOR



HEARTHKYN KINLYNK

Empyreal energies, voidship armour plating and thick rock all threaten to interfere with squad comms, and the Kinlynks have to work tirelessly to ensure all their Kin can remain in contact. They calmly relay tactical information in the heat of battle, and even disrupt enemy comms.

M	APL	GA
2 ○	2	1

DF	SV	W
3	3+	8

NAME	A	BS/WS	D	SR	!
⌖ Autoch-pattern bolter	4	4+	3/4	Ceaseless	-
⌖ Ion blaster	4	4+	3/4	-	P1
⚔ Fists	3	4+	2/3	-	-

UNIQUE ACTIONS

Relay (1AP): Select one friendly HEARTHKYN SALVAGER operative Visible to and within ⬟ of this operative. Add 1 to its APL. This operative cannot perform this action while within Engagement Range of an enemy operative.

Secure Salvage: Each time a friendly HEARTHKYN SALVAGER operative fights in combat, if it's within ○ of an objective marker, in the Resolve Successful Hits step of that combat, you can subtract 1 from the damage inflicted on it from one of your opponent's successful hits (to a minimum of 3).

System Jam (1AP): Select one enemy operative in this operative's Line of Sight that doesn't have a System Jam token; it gains one. Until the end of the battle, while an operative has a System Jam token, it isn't eligible to be activated until all other eligible operatives from its kill team have been activated. When that enemy operative is activated, remove its System Jam token. This operative cannot perform this action while within Engagement Range of an enemy operative.

HEARTHKYN SALVAGER, VOTANN, KINLYNK

HEARTHKYN KOGNITÂAR

These Ironkin possess extremely complex artificial intelligences, and use this immense cogitational power to support their squad. Constantly receiving, organising and analysing data, Kognitâar provide incredible real-time tactical information to their Kin whenever it is needed.



M	APL	GA
2 ○	2	1

DF	SV	W
3	3+	8

NAME	A	BS/WS	D	SR	!
⌖ Autoch-pattern bolter	4	4+	3/4	Ceaseless	-
⌖ Ion blaster	4	4+	3/4	-	P1
⚔ Fists	3	4+	2/3	-	-

ABILITIES

Tactician: Once in each Strategy phase, when it is your turn to use a Strategic Ploy or pass, you can instead place either your Attack token or your Defend token in the killzone.

- While an enemy operative is within ■ of your Attack token, each time a friendly **HEARTHKYN SALVAGER** operative fights in combat with or makes a shooting attack against it, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll one of your attack dice.
- While a friendly **HEARTHKYN SALVAGER** operative is within ■ of your Defend token, each time a shooting attack is made against it, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.
- At the end of each Turning Point, remove your Attack token or Defend token.

Secure Salvage: Each time a friendly **HEARTHKYN SALVAGER** operative fights in combat, if it's within ○ of an objective marker, in the Resolve Successful Hits step of that combat, you can subtract 1 from the damage inflicted on it from one of your opponent's successful hits (to a minimum of 3).

UNIQUE ACTIONS

Accelerated Appraisal (1AP): If your Attack token or Defend token (see opposite) is in the killzone, remove it, then place either your Attack token or Defend token in the killzone. This operative cannot perform this action while within Engagement Range of an enemy operative.

HEARTHKYN LOKÂTR

With dangers lying around every corner, in every vent and even within a wreck's walls, the pan spectral scanners of the Lokâtrs are essential in allowing the Kin to anticipate threats and react in whichever way is the most practical.



M	APL	GA
2 ○	2	1

DF	SV	W
3	3+	8

NAME	A	BS/WS	D	SR	!
⌖ Autoch-pattern bolter	4	4+	3/4	Ceaseless	-
⌖ Ion blaster	4	4+	3/4	-	P1
⚔ Fists	3	4+	2/3	-	-

ABILITIES

Early Detection: In the Set Up Operatives step, enemy operatives that are set up in the killzone cannot be outside of their drop zone (unless the mission specifies). In addition, enemy operatives cannot move until the Firefight phase of the first Turning Point (although your opponent can still select the Recon scouting option for the purpose of determining initiative).

Secure Salvage: Each time a friendly HEARTHKYN SALVAGER operative fights in combat, if it's within ○ of an objective marker, in the Resolve Successful Hits step of that combat, you can subtract 1 from the damage inflicted on it from one of your opponent's successful hits (to a minimum of 3).

UNIQUE ACTIONS

Pan Spectral Scan (1AP): Place one of your Scan tokens in the killzone. Until the end of the Turning Point, each time a friendly HEARTHKYN SALVAGER operative makes a shooting attack against an enemy operative within ■ of that token, that friendly operative's ranged weapon gains the No Cover special rule for that shooting attack. In addition, that enemy operative is not Obscured for that shooting attack. This operative cannot perform this action while within Engagement Range of an enemy operative.

HEARTHKYN SALVAGER, VOTANN, LOKÂTR

HEARTHKYN LUGGER

In a wreck, where it is hard to insert vehicles, these redoubtable Kin carry enormous loads of essential equipment and supplies without complaint. Contributing every ounce of strength they have to their cause, they are highly regarded by their Kin.



M	APL	GA
2 ○	2	1

DF	SV	W
3	3+	8

NAME	A	BS/WS	D	SR	!
⌖ Autoch-pattern bolter	4	4+	3/4	Ceaseless	-
⌖ Ion blaster	4	4+	3/4	-	P1
⚔ Fists	3	4+	2/3	-	-

ABILITIES

Well Stocked: If this operative is selected for deployment, you can select five additional points worth of equipment for the battle.

I've Got It: Once per Turning Point, during this operative's activation, it can perform a mission action or the **Pick Up** action for one less action point (to a minimum of 0AP).

Secure Salvage: Each time a friendly HEARTHKYN SALVAGER operative fights in combat, if it's within ○ of an objective marker, in the Resolve Successful Hits step of that combat, you can subtract 1 from the damage inflicted on it from one of your opponent's successful hits (to a minimum of 3).

UNIQUE ACTIONS

Re-equip (1AP): Reselect the weapon options of one friendly HEARTHKYN SALVAGER operative Visible to and within ▲ of this operative. For example, if a **THEYN** operative has a bolt revolver and concussion gauntlet, you could change its bolt revolver, concussion gauntlet or both to another valid option specified on page 37. That operative reverts back to its standard weapon options at the end of the battle. This operative cannot perform this action while within Engagement Range of an enemy operative.

HEARTHKYN SALVAGER, VOTANN, LUGGER

HEARTHKYN WARRIOR

Hearthkyn Warriors are robust and grizzled individuals, fiercely proud of their role in hazardous boarding operations. Warriors provide vital support to their squad's specialists, gunning down foes as their comrades conduct mission-essential tasks.



M	APL	GA
2 ○	2	1

DF	SV	W
3	3+	8

NAME	A	BS/WS	D	SR	!
⌖ Autoch-pattern bolter	4	4+	3/4	Ceaseless	-
⌖ Ion blaster	4	4+	3/4	-	P1
⚔ Fists	3	4+	2/3	-	-

ABILITIES

Secure Salvage: Each time a friendly **HEARTHKYN SALVAGER** operative fights in combat, if it's within ○ of an objective marker, in the Resolve Successful Hits step of that combat, you can subtract 1 from the damage inflicted on it from one of your opponent's successful hits (to a minimum of 3).

UNIQUE ACTIONS

-

HEARTHKYN SALVAGER, VOTANN, WARRIOR



EQUIPMENT

HEARTHKYN SALVAGER operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Each operative can be equipped with no more than one of each item.

GRAVITIC CONCUSSION GRENADE [2EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Gravitic concussion grenade	4	3+	2/4
Special Rules			
Rng ⬟, Blast ●, Indirect, Limited			

PLASMA KNIFE [2EP]

The operative is equipped with the following melee weapon for the battle:

Name	A	WS	D	SR
Plasma knife	3	4+	3/5	Lethal 5+

CLIMBING EQUIPMENT [1EP]

The operative gains the following ability for the battle:

Climbing Equipment:

- Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3● it travels are counted as ● for that climb.
- This operative does not need to be within △ of a physical and climbable part of a terrain feature in order to climb it.
- Each time this operative drops, the intended location can be any vertical distance from the level it occupies.
- Each time this operative drops, it counts any vertical distance it travels as half for that drop.

WEAVEFIELD CREST [3EP]

THEYN operative only. The operative gains the following ability for the battle:

Weavefield Crest: While a friendly **HEARTHKYN SALVAGER** operative is within ■ of this operative, that operative has a 4+ invulnerable save.

EXCAVATION TOOL [2EP]

The operative gains the following ability for the battle:

Excavation Tool: At the end of the Set Up Barricades step, place one of your Clearance tokens within △ of a part of a terrain feature with the Traversable trait and more than ⬟ from your opponent's drop zone. Until the end of the battle, friendly operatives do not have to traverse that terrain feature; they can move through it as if it were not there, so long as they do so within △ of that token. Note that they cannot finish the move on that terrain feature. You can select this item of equipment no more than three times for the battle.

AUTO-CALIBRATOR [1EP]

Select one of the operative's ranged weapons. Each time the operative makes a shooting attack with that weapon during the battle, you can ignore any or all modifiers to its Ballistic Skill characteristic.

PLASMA BLADES

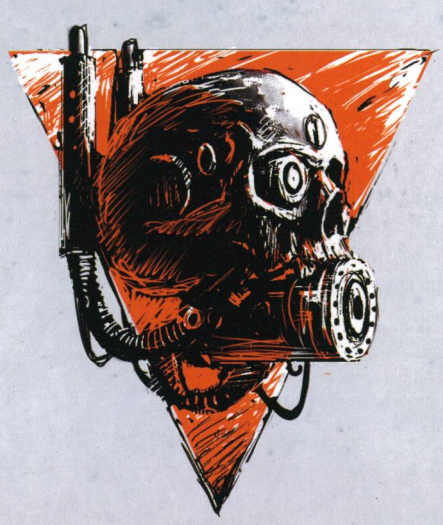
The Kin make substantial use of searing-hot plasma fields, either to wreathe blades or form the weapons themselves. Such blades scythe through physical shields and body armour with equal ease, and reduce the foe to cauterised chunks of meat. With each League of Votann possessing its own proprietary technology, the plasma blades wielded by the Kin of different Leagues often glow hot in differing colours. For example, the blades fashioned by the Brôkhyr of the Greater Thurian League ripple with fiery orange, whereas those of the Trans-Hyperian League sear the eyes with a bright teal. It is far from unheard of for Kin of one League to wield blades shimmering with the colours of another, for the Kin are a trading people well used to the exchanging and purchasing of weapons from each other.

HEARTHKYN SALVAGER SPEC OPS RULES

Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **HEARTHKYN SALVAGER** as your Faction keyword.

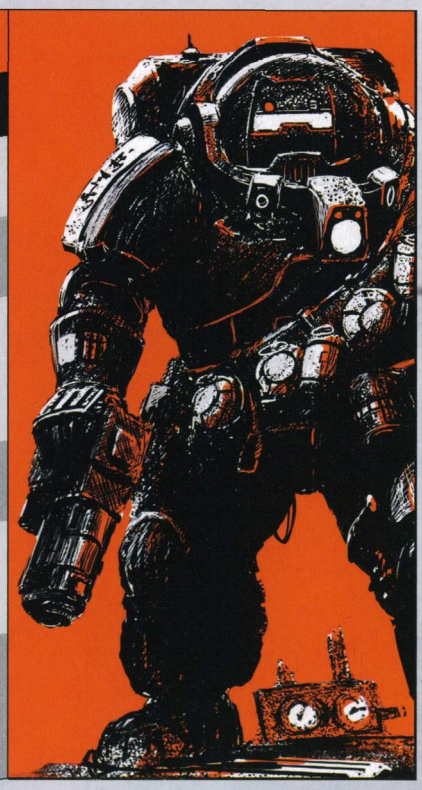
BATTLE HONOURS

Each time a **HEARTHKYN SALVAGER** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Hearthkyn Salvager Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).



HEARTHKYN SALVAGER SPECIALIST

D6	Battle Honour
1	**Rugged Survivalist:** Each time this operative is activated, it regains 1 lost wound.
2	**Stubborn:** You can ignore any or all modifiers to this operative's characteristics.
3	**Begrudging:** While this operative has less than half of its wounds remaining, each time it fights in combat with or makes a shooting attack against an enemy operative, that enemy operative has one additional Grudge token (pg 39) for that combat or shooting attack.
4	**Inveterate Toughness:** Each time an attack dice inflicts damage on this operative, Damage characteristics of more than 4 are treated as 4.
5	**Void-dredger:** Each time this operative makes a shooting attack against an enemy operative within ⬟ of it, its ranged weapons gain the No Cover special rule for that shooting attack.
6	**Honoured:** Enemy operatives do not gain a Grudge token (pg 39) for incapacitating this operative. Instead, the first enemy operative that causes this operative to lose any wounds during the battle gains a Grudge token.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **HEARTHKYN SALVAGER**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. A GRUDGE DECLARED [3EP]

The operative gains the following ability for the battle:

A Grudge Declared: Once during the battle, in the Strategy phase, when it's your turn to use a Strategic Ploy or pass, you can instead select one enemy operative to gain a Grudge token (pg 39).

2. DARKSTAR WEAPON [2EP]

Select one of the operative's melee weapons. Until the end of the battle, that weapon gains the Rending critical hit rule.

3. RELIC PLATE [3EP]

The operative gains the following ability for the battle:

Relic Plate: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.

4. RIGHT OF CLAIM [3EP]

The operative gains the following ability for the battle:

Right of Claim: While this operative is within ○ of an objective marker, add 1 to its Defence characteristic.

5. GRAV-LIFT DEVICE [2EP]

The operative can perform the following action once during the battle:

GRAV-LIFT DEVICE 1AP

Place a Grav-wave token within ⬟ of this operative. Until the end of the battle, each time a friendly **HEARTHKYN SALVAGER** operative moves within ▲ of that token, it gains the **FLY** keyword until the end of its activation.

6. ION EXPEDITER [2EP]

Select one ion blaster or ion pistol the operative is equipped with. Add 1 to both of its Damage characteristics for the battle.



STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **HEARTHKYN SALVAGERS**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

SUPPLY HOLD

The Kin expect to recover a great deal of technology and resources on their missions, and so have established a sizeable supply hold to secure all of it.

While your base of operations has this strategic asset, double the quantities of **HEARTHKYN SALVAGERS** equipment (pg 48) in your stash.

ENHANCED PAN SPECTRAL SCANNER

This larger version of the handheld pan spectral scanner can survey a more substantial expanse of ground, enabling the Kin to better assess the nature of the terrain around them and discover the optimal routes of travel through a space hulk.

In the Select Drop Zone step, after rolling off to determine who decides Attacker and Defender, you can re-roll your dice.

EXCAVATION MACHINERY

Though the Hearthkyn Salvagers' primary purpose is not to strip a space hulk or wreck of all its valuables, they have the operational remit and equipment to pave the way for those completing that task. Heavy excavation machinery can help them clear paths or move priority salvage, and can even serve as barricades if need be.

At the end of the Scouting step, if you are the Defender or selected the Fortify option, you can move one terrain feature within ■ of your drop zone that does not include any parts with the Heavy trait up to ■.



REQUISITIONS

In a Spec Ops campaign, if your faction is **HEARTHKYN SALVAGERS**, you can use the following Requisitions in addition to those presented in other sources.

THEIR HEARTH BURNS 1RP

When a Kin has become especially impassioned or angry, or becomes utterly relentless in the pursuit of their goals, it is said of them that Their Hearth Burns. Kin in this state of mind are particularly dogged and dangerous foes.

Purchase this Requisition after a game in which a friendly **HEARTHKYN SALVAGERS** operative was incapacitated by an enemy operative. That friendly operative is harbouring a grudge against that enemy operative's faction (make a note of this and the enemy's Faction keyword in the 'Notes' section of its narrative datacard). Each time that friendly operative fights in combat or makes a shooting attack against an enemy operative with that Faction keyword, that enemy operative has one additional Grudge token (pg 39) for that combat or shooting attack.

Once that friendly operative has incapacitated 3 enemy operatives with that Faction keyword (this does not have to be in the same battle), it's no longer harbouring a grudge. You cannot use this Requisition if a friendly operative is already harbouring a grudge, unless you choose to renounce the grudge, in which case that friendly operative loses D6 experience points and is no longer harbouring a grudge.

RETURN TO THE ANCESTOR 1RP

A key driving force for the Kin is to enrich their Votann with knowledge of the galaxy. The more experience and information a Kin accrues, the more they bring to their Ancestor Core.

Purchase this Requisition after a game in which a friendly **HEARTHKYN SALVAGERS** operative was incapacitated and removed from your dataslate. You gain a number of Requisition Points equal to the number of ranks that operative had. For example, if that operative had the Ace rank, you would gain 3RP.

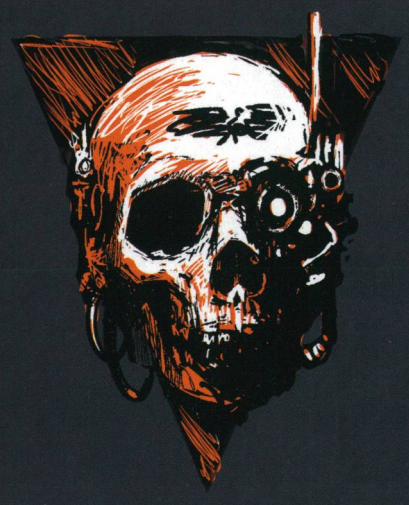
PETITION THE GUILD 2RP

The kill team approaches one of the Kin's many Guilds seeking unusual equipment that will aid them on their missions. The Guild is happy to oblige, provided that the squad offer something of comparable value to them in return.

Purchase this Requisition before a game, if your kill team is currently conducting a Spec Op. Randomly determine one Recon or Security Tac Op. Until that Spec Op ends, keep a tally of victory points you score from that Tac Op. When you add the fifth mark to the tally, you can add one item of rare equipment to your stash.

SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **HEARTHKYN SALVAGERS**, you can select one from those found on the following page instead of selecting one from another source.



RECOVER KIN-TECH

A trove of ancient Kin technology has been identified and marked for recovery by a team of Hearthkyn Salvagers who have boarded this vessel previously. Too valuable to leave here any longer, the kill team must secure the site and prepare for the artefacts' extraction.

OPERATION 1: SECURE SITE

The trove is located in the heart of enemy territory. The squad must fight their way to the location, securing both a route to the artefacts and a route for their extraction.

Complete five games in which you scored victory points from the 'Rig Site', 'Seize Ground' and/or 'Vantage' Tac Op.

OPERATION 2: EXCAVATION

Having secured the area in which the trove of technology is residing, your kill team is now ready to extract it to safety and bring it back into Kin hands, where it belongs.

Complete a game in which you scored victory points from the 'Excavate' Tac Op.

COMMENDATION

- You gain four Requisition points.
- You can increase your asset capacity by one.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Recover Archeotech' Spec Op.

GRUDGEBAND

The kill team has suffered a great horror at the hands of one of their enemies. Every warrior's Hearth burns. The Kin have formed a Grudgeband to pursue this foe, swearing an oath to eliminate them or die in the attempt.

OPERATION 1: BEGIN THE HUNT

The doom of the enemy is begun today. The kill team will not stop until every last one of them is naught but dust and ash, tracking them through any danger.

Complete five games in which you scored victory points for at least two Seek and Destroy Tac Ops in each of those games.

OPERATION 2: NO RECONCILIATION

The enemy is all but broken. Now is the time to destroy them utterly, and have vengeance.

Complete a game in which you scored victory points from the 'Settle Grudges' Tac Op.

COMMENDATION

- Each friendly operative that caused you to add a mark to your Settle Grudges tally earns 4XP.
- Each other operative on your dataslate earns 1XP. Neither this nor the above bullet point is affected by a passed Casualty test.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Purge Order' Spec Op.

ARCHETYPE: RECON / SEEK AND DESTROY

FELLGOR RAVAGER KILL TEAM

Below you will find a list of the operatives that make up a **FELLGOR RAVAGER** kill team, including, where relevant, any wargear those operatives must be equipped with.

OPERATIVES

- 1 **FELLGOR IRONHORN** operative equipped with one of the following options:
  - Corrupted pistol; corrupted chainsword
  - Plasma pistol; bludgeon
- 9 **FELLGOR RAVAGER** operatives selected from the following list:
  - **FELLGOR DEATHKNELL**
  - **FELLGOR FLUXBRAY**
  - **FELLGOR GNARLSCAR**
  - **FELLGOR GOREHORN**
  - **FELLGOR HERD-GOAD**
  - **FELLGOR MANGLER**
  - **FELLGOR SHAMAN**
  - **FELLGOR TOXHORN**
  - **FELLGOR VANDAL**
  - **FELLGOR WARRIOR** equipped with one of the following options:
    - Autopistol; bludgeon
    - Autopistol; cleaver

Other than **WARRIOR** operatives, your kill team can only include each operative above once.

'THEY MUST HAVE FOLLOWED US FOR MILES AFTER WE TORE THEIR SHRINE TO THE GROUND. IT HAD BEEN AN EASY MISSION, THE EMPEROR SAW US THERE WHEN IT WAS BARELY DEFENDED. WE TOOK OUR TIME, BURNED IT ALL AND SAID ALL THE SANCTIFICATION PRAYERS TWICE. THEY CAUGHT US BARELY AN HOUR'S MARCH FROM THE BASE, ATTACKED US FROM EVERY SIDE, SLIPPING OUT OF SHADOWS AND SLIDING DOWN VERTICAL DROPS AS EASY AS WALKING OVER FLAT GRASS. THEY BUTCHERED EVERYONE. I WAS THE ONLY ONE WHO MADE IT BACK. IF I'D STAYED I'D BE DEAD, YOU HAVE TO BELIEVE ME!'

- Private Yakob Ensz, 555th Rendan Rifles, confession before execution for cowardice



TAC OPS

FELLGOR RAVAGER

If your faction is **FELLGOR RAVAGER**, you can use the Fellgor Ravager Tac Ops listed below, as specified in the mission sequence.

FELLGOR CHAMPION

Fellgor Ravager – Faction Tac Op 1

You can reveal this Tac Op when a friendly **FELLGOR RAVAGER** operative incapacitates an enemy operative in combat:

- If that friendly operative incapacitates another enemy operative in combat, you score 1VP.
- If you achieve the first condition again, you score 1VP.

SCORN THEIR WAYS

Fellgor Ravager – Faction Tac Op 2

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Select one enemy operative equipped with a ranged weapon that has a Normal Damage potential of 17 or more; this is its Normal Damage characteristic multiplied by its Attacks characteristic (if the weapon has more than one profile, only one of them needs to fulfil this).

- If that enemy operative is incapacitated by a friendly **FELLGOR RAVAGER** operative within ⬟ of it, you score 1VP.
- If that enemy operative is incapacitated by a friendly **FELLGOR RAVAGER** operative within its Engagement Range, you score 1VP (note that this would be cumulative with the above).

RELENTLESS AGGRESSION

Fellgor Ravager – Faction Tac Op 3

You can reveal this Tac Op at the end of any Turning Point.

- At the end of any Turning Point, if five or more friendly **FELLGOR RAVAGER** operatives are within ⬟ of enemy operatives and/or your opponent's drop zone, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

'I CAN TASTE THEIR FEAR IN THE AIR. THEY REEK OF DOUBT. THEIR HEARTS POUND SO STRONGLY IN THEIR CHESTS I CAN HEAR IT FROM HERE. THEY KNOW WE TRACK THEM, BUT THEY KNOW NOTHING ELSE. DO NOT KILL THEM JUST YET. TRAIL THEM FOR LONGER, KEEP THEM AWAKE IN THE DARK. THE MORE DRAWN-OUT THE TERROR, THE SWEETER THE FLESH WILL EVENTUALLY BE.'

- Ironhorn Mircor Bloodcloven, of the Blackclaws Fellgor Ravager pack

ABILITY

Below, you will find a common ability of the **FELLGOR RAVAGER** kill team.

FRENZY

To wound a Beastman is only to drive its anger. The Fellgor Ravagers channel their pain into an animalistic frenzy, shrugging off the enemy's firepower and lashing out at them in violent bursts of primal aggression.

Each time a friendly **FELLGOR RAVAGER** operative without a Frenzy token would be incapacitated, it gains a Frenzy token instead. If it was fighting in combat, all remaining attack dice (including your opponent's) are discarded. If it has a Conceal order, change it to Engage.

While a friendly **FELLGOR RAVAGER** operative has a Frenzy token:

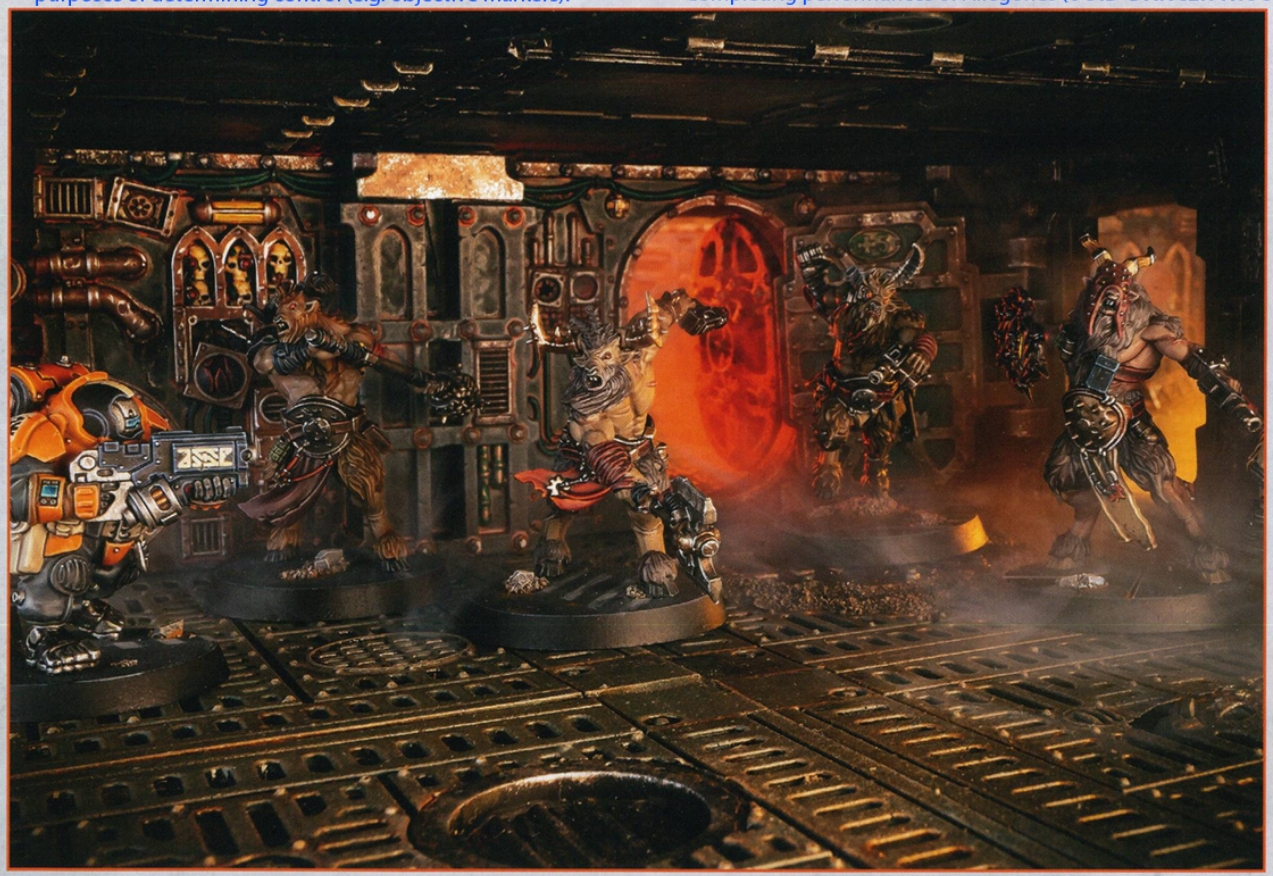
- It's only incapacitated as specified opposite.
- It cannot have a Conceal order.
- It's injured.
- It cannot perform mission actions or the **Pick Up** action.
- Treat its APL characteristic as 1 (after all modifiers) for the purposes of determining control (e.g. objective markers).

A friendly **FELLGOR RAVAGER** operative with a Frenzy token is incapacitated when one of the following conditions is met:

- Its activation ends.
- An enemy operative strikes it with a critical hit in combat.
- An enemy operative strikes it a second time with a normal hit in combat. Note that this can be strikes from two different combats.
- The battle ends.
- Critical damage is inflicted on it in a subsequent shooting attack (i.e. not the same shooting attack in which it gained a Frenzy token).

Your opponent treats a **FELLGOR RAVAGER** operative as being incapacitated (instead of when it would be incapacitated normally) when it gains a Frenzy token for the following purposes:

- Scoring VPs from Tac Ops that require enemy operatives to be incapacitated.
- Gaining Pain tokens (**HAND OF THE ARCHON**), Soul Harvest tokens (**MANDRAKE**) and Blooded tokens (**BLOODED**).
- Completing performances of Allegories (**VOID-DANCER TROUPE**).



STRATEGIC PLOYS

If your faction is **FELLGOR RAVAGER**, you can use the following Strategic Ploys during a game.

VIOLENT TEMPERAMENT 1CP

Until the end of the Turning Point, each time a friendly **FELLGOR RAVAGER** operative fights in combat, in the Roll Attack Dice step of that combat, you can use its violent temperament. If you do so, you must re-roll all of your attack dice (note that you cannot only re-roll some).

AMBUSH 1CP

Until the end of the Turning Point, each time a friendly **FELLGOR RAVAGER** operative is activated, if its order is changed from Conceal to Engage, it's ambushing for that activation. Each time a friendly **FELLGOR RAVAGER** operative that's ambushing fights in combat, in the Roll Attack Dice step of that combat, you can retain one of your successful normal hits as a critical hit instead. Note that an operative that has a Frenzy token (pg 56) cannot ambush.

PELTING FIREPOWER 1CP

Until the end of the Turning Point:

- Each time after a friendly **FELLGOR RAVAGER** operative makes a shooting attack against an enemy operative, that enemy operative gains one of your Pelted tokens.
- Each time a friendly **FELLGOR RAVAGER** operative makes a shooting attack against an enemy operative, for each Pelted token that enemy operative has, add 1 to both Damage characteristics of that friendly operative's weapon for that shooting attack (to a maximum of 5/6).

At the end of the Turning Point, remove your Pelted tokens.

RECKLESS DETERMINATION 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **FELLGOR RAVAGER** operative that is not ready, and is not in Cover, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, you can retain one as a successful normal save without rolling it.

TACTICAL PLOYS

If your faction is **FELLGOR RAVAGER**, you can use the following Tactical Ploys during a game.

RUTHLESS RAMPAGE 1CP

Use this Tactical Ploy after a friendly **FELLGOR RAVAGER** operative performs a **Fight** action. It can immediately perform a free **Charge** action (even if it has already performed a **Charge** action during this activation), but can only move up to ■. Note that it cannot perform this free **Charge** action if it's already within Engagement Range of an enemy operative.

WILD RAGE 1CP

Use this Tactical Ploy when a friendly **FELLGOR RAVAGER** operative is activated. Until the end of the activation, add ▲ to its Movement characteristic.

ANIMALISTIC FURY 1CP

Use this Tactical Ploy in the Resolve Successful Hits step of a combat, when a friendly **FELLGOR RAVAGER** operative strikes with a critical hit. Inflict 1 additional damage with that strike.

BLOODSENSE 1CP

Use this Tactical Ploy when a friendly **FELLGOR RAVAGER** operative incapacitates an enemy operative within its Engagement Range. Select one other ready friendly **FELLGOR RAVAGER** operative that is eligible to be activated and is Visible to and within ■ of the incapacitated enemy operative. After that first friendly operative has finished its activation, you can immediately activate that other friendly operative.



FELLGOR IRONHORN

The leaders of the Fellgor Ravagers are warriors who have fought their way to the top of their pack. They are uniformly vicious killers, possessed of an inhuman cunning that they use to merciless effect.

M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	11

NAME	A	BS/WS	D	SR	!
⌖ Corrupted pistol	4	4+	3/5	Rng ⬟, Balanced	Rending
⌖ Plasma pistol	*Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*				
- Standard	4	4+	5/6	Rng ⬟, AP1	-
- Supercharge	4	4+	5/6	Rng ⬟, AP2, Hot	-
⚔ Bludgeon	4	2+	4/4	Brutal	-
⚔ Corrupted chainsword	4	2+	4/5	-	Rending

ABILITIES

Call The Attack: Once in each Strategy phase, when it is your turn to use a Strategic Ploy or pass, you can use this ability instead. If you do so, select one friendly **FELLGOR RAVAGER** operative Visible to this operative and within ⬟ to this operative.

That selected operative, and all friendly **FELLGOR RAVAGER** operatives Visible to and within ○ of it, can immediately perform a free **Dash** action.

UNIQUE ACTIONS

-

FELLGOR RAVAGER, CHAOS, LEADER, IRONHORN



FELLGOR DEATHKNELL

Beastmen are hunters, and the Fellgor Ravagers are skilled above the rest of their kind. Deathknells carry into battle great war gongs which they use to beat the hunt, signal their packmates and herald the doom of the enemy.

M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	10

NAME	A	BS/WS	D	SR	!
⌖ Autopistol	4	4+	2/3	Rng ⬟	-
⚔ Bludgeon	4	3+	4/4	Brutal	-

ABILITIES

Icon Bearer: When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour (see the Kill Team Core Book).

War Gong: Each time an attack dice would inflict Critical Damage on a friendly **FELLGOR RAVAGER** operative within ■ of this operative, you can choose for that attack dice to inflict Normal Damage instead.
This ability has no effect if the **DEATHKNELL** operative has a Frenzy token.

UNIQUE ACTIONS

Gong Knell (1AP): Until the end of the Turning Point, this operative gains a 3+ invulnerable save.

FELLGOR RAVAGER, CHAOS, DEATHKNELL



FELLGOR FLUXBRAY

Many a Fellgor Ravager desires the blessings of the gods. Fluxbrays have been gifted with an extra limb, all the better for carrying additional weapons into battle. When they reach the fray, they launch a multitude of blows that are all but impossible to evade for long.

M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
⚔ Triple cleavers	*Each time this weapon is selected to fight in combat with, select one of the profiles below to use:*				
- Offensive	4	3+	4/5	Ceaseless	-
- Defensive	4	3+	4/5	Deflect*	-

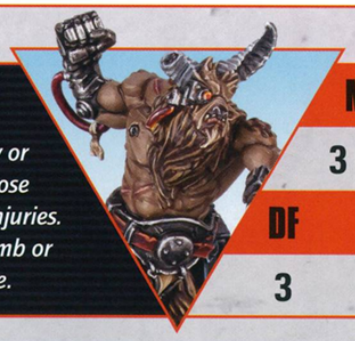
ABILITIES

***Deflect:** Each time this operative fights in combat with this weapon, in the Resolve Successful Hits step of that combat, you can resolve one successful hit before the Attacker. If you do so, that successful hit must be used to parry.

UNIQUE ACTIONS

Cleaver Flurry (2AP): Perform a free **Normal Move** action with this operative. For that action, it can move an additional ○, and can move within Engagement Range of enemy operatives (but cannot finish that move there). Each enemy operative that it moves within Engagement Range of suffers D3+1 mortal wounds (roll separately for each). This operative cannot perform this action if it has a Conceal order.

FELLGOR RAVAGER, CHAOS, FLUXBRAY



FELLGOR GNARLSCAR

Fellgor Ravagers never stop fighting, whether for prey or their place in the pecking order. Few last long, but those that do are heavily scarred, having sustained many injuries. Some are given crude bionics after suffering loss of limb or eye, rendering their appearance all the more fearsome.

M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
⌖ Autopistol	4	4+	2/3	Rng ⬟	-
⚔ Bionic fist	4	3+	4/5	Brutal	-

ABILITIES

Cunning: At the end of this operative's activation, you can change its order.

UNIQUE ACTIONS

Uncompromising Attack (1AP): Perform a free **Fight** action with this operative, then a free **Shoot** action with this operative (or vice versa). It can perform that **Shoot** action while within Engagement Range of enemy operatives, but if it does so, it can and must target an enemy operative within its Engagement Range (even if other friendly operatives are within that enemy operative's Engagement Range). You can only select an autopistol for this action's shooting attack.

FELLGOR RAVAGER, CHAOS, GNARLSCAR

FELLGOR GOREHORN

Some Fellgor Ravagers harbour a thirst for blood greater than that of their fellows, throwing themselves into battle with wild abandon. Carnage swiftly follows as they hack off the arms and heads of their foes in violent sprays of viscera.



M	APL	GA
3"	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
Autopistol	4	4+	2/3	Rng ⬟	-
Skullcleaver	4	3+	4/5	Lethal 5+	-

ABILITIES

Champion: This operative can perform two **Fight** actions during its activation.

Headtaker: While this operative doesn't have a Frenzy token, each time it incapacitates an enemy operative in combat, roll one D3.

- This operative regains a number of wounds equal to the result.
- Until the end of the battle, add the result to the Critical Damage characteristic of this operative's skullcleaver (to a maximum of 8).

UNIQUE ACTIONS

-

FELLGOR RAVAGER, CHAOS, GOREHORN

FELLGOR HERD-GOAD

Fellgor Ravagers have powerful senses as befits such capable hunters. Some relish the feeling of pain and inflicting torturous sensations on others. These Herd-goads are blessed by the gods with whips infused with empyric power, which the Beastmen use to drive their fellows to fury as well as harm the enemy.



M	APL	GA
3"	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
Autopistol	4	4+	2/3	Rng ⬟	-
Crackthorn whip	4	2+	2/3	Rng ■, Lethal 4+	Stun
Crackthorn whip	4	3+	2/3	Lethal 4+	Stun

ABILITIES

Whip Control: While an enemy operative is Visible to and within ■ of this operative, and this operative is not within Engagement Range of any other enemy operatives:

- Subtract 1 from the Attacks characteristic of that enemy operative's melee weapons (to a minimum of 1).
- 1 additional action point must be subtracted for that enemy operative to perform the **Fall Back** action.

UNIQUE ACTIONS

Incite Fury (1AP): Select one friendly FELLGOR RAVAGER operative (excluding a **SHAMAN** or **IRONHORN** operative) Visible to and within ■ of this operative. Add 1 to its APL. This operative cannot perform this action while within Engagement Range of an enemy operative.

FELLGOR RAVAGER, CHAOS, HERD-GOAD

FELLGOR MANGLER

Manglers have warp-given rage and power, enabling them to smash through bulkheads and deliver skull-crushing headbutts. Though they wear masks, they possess enhanced senses – some Beastmen claim Manglers can see the very souls of their victims as they rip them apart.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
⚔ Vicious claws	4	4+	4/6	Ceaseless	Tactual Hunter*

ABILITIES

***Tactual Hunter:** Each time this operative fights in combat with this weapon against an operative that is not ready, if you are the attacker, the first time this operative strikes with a critical hit, it can immediately strike with another successful hit.

Berserker: This operative cannot make shooting attacks. Each time this operative would perform a mission action (excluding the **Operate Hatch** action, see page 74) or the **Pick Up** action, you must subtract one additional action point to do so.

UNIQUE ACTIONS

Savage Assault (1AP): Perform a free **Fight** action with this operative. After completing that action's fight sequence, if this operative is still within Engagement Range of an enemy operative, you can immediately fight in combat with this operative again (you do not have to select the same target). You cannot use the Ruthless Rampage Tactical Ploy (pg 57) between those two combats.

FELLGOR RAVAGER, CHAOS, MANGLER



FELLGOR SHAMAN

Serving as obscene preachers to their kin as well as malevolent advisors to Ironhorns, Shamans are capable of wielding the raw power of Chaos. It is also Shamans who take the lead in the Fellgor Ravagers' bloody ritual sacrifices before the pack's herdstone.



M	APL	GA
3	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
Autopistol	4	4+	2/3	Rng	-
Braystave	4	3+	3/5	-	Stun

ABILITIES

-

UNIQUE ACTIONS

Manifest Psychic Power (1AP): Psychic action. Resolve a FELLGOR RAVAGER psychic power from below. This operative cannot perform this action while within Engagement Range of an enemy operative.

PSYCHIC POWERS

Each time this operative performs the **Manifest Psychic Power** action, select one psychic power from below to be resolved.

Mantle of Darkness: Until the end of the Turning Point, while a friendly FELLGOR RAVAGER operative is within ■ of this operative, enemy operatives more than ⬟ from that friendly operative always treat it as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

Apoplectic Rejuvenation: Select one friendly FELLGOR RAVAGER operative that doesn't have a Frenzy token (pg 56) and is Visible to and within ⬟ of this operative; that operative regains 2D3 lost wounds. If that operative has incapacitated any enemy operatives while fighting in combat during the battle, it regains 6 lost wounds instead.

Curse Weapon: Select one enemy operative in this operative's Line of Sight, then select one ranged weapon they are equipped with. Until the end of the battle, that enemy operative's selected ranged weapon gains the Hot special rule (if the ranged weapon has more than one profile, all profiles gain the Hot special rule). If that enemy operative's selected ranged weapon (or its profile) already has the Hot special rule, until the end of the battle, they suffer 1 additional mortal wound for each discarded attack dice result of 1.

FELLGOR RAVAGER, CHAOS, PSYKER, SHAMAN

FELLGOR TOXHORN

Even more than the rest of their kind, Toxhorns take particular joy in destroying the technology of their foes. They revel in decay and unleashing the chemicals and toxins that accelerate it, whether against machine or living being.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
⌖ Autopistol	4	4+	2/3	Rng ⬟	-
⚔ Cleaver	4	3+	4/5	-	-

ABILITIES

Toxic Blessings:

- You can ignore any or all modifiers to this operative's APL and it's not affected by the Stun critical hit rule.
- Each time this operative would lose a wound, roll one D6: on a 6, that wound is not lost.

UNIQUE ACTIONS

Pox Bomb (1AP): Select one point in the killzone within ⬟ of this operative. Roll one D6 for each other operative within ○ of that point:

- On a 3+, subtract 1 from that operative's APL.
- On a 5+, that operative also suffers 3 mortal wounds.

This operative cannot perform this action while within Engagement Range of an enemy operative.

FELLGOR RAVAGER, CHAOS, TOXHORN

FELLGOR VANDAL

Wielders of immense, two-handed mancrushers, Vandals have a simple task among the Fellgor Ravagers – smash apart anything and anyone they or their Ironhorn wish. With every hammering strike they pulverise armour, bone and flesh.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
⚔ Mancrusher	4	4+	5/5	Brutal, Vicious Blows*	Reap 2

ABILITIES

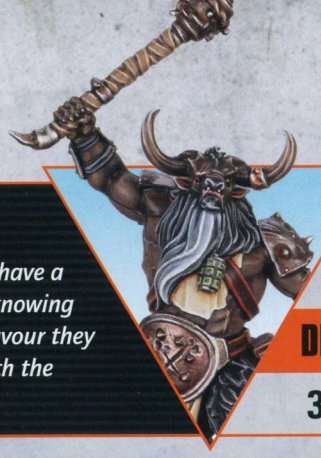
***Vicious Blows:** Each time this operative fights in combat:

- If you are the attacker, this weapon gains the Ceaseless special rule for that combat.
- If this operative performed a **Charge** action during this activation, this weapon gains the Ceaseless special rule for that combat.

UNIQUE ACTIONS

Sweeping Blow (1AP): Each other operative Visible to and within ○ of this operative suffers D3+1 mortal wounds. This operative cannot perform this action if it has a Conceal order.

FELLGOR RAVAGER, CHAOS, VANDAL



FELLGOR WARRIOR

The backbone of Fellgor Ravager packs, Warriors have a single duty – kill the enemy. This they do gladly, knowing that the more devastation they cause the more favour they will gain with the rest of their herd, as well as with the gods themselves.

M	APL	GA
3	2	1

DF	SV	W
3	5+	10

NAME	A	BS/WS	D	SR	!
Autopistol	4	4+	2/3	Rng	-
Bludgeon	4	3+	4/4	Brutal	-
Cleaver	4	3+	4/5	-	-

ABILITIES

-

UNIQUE ACTIONS

-

FELLGOR RAVAGER, CHAOS, WARRIOR



EQUIPMENT

FELLGOR RAVAGERS operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Each operative can be equipped with no more than one of each item.

FRAG GRENADE [2EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Frag grenade	4	3+	2/3
Special Rules			
Rng ⬟, Blast ●, Indirect, Limited			

KRAK GRENADE [3EP]

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an **Overwatch** action:

Name	A	BS	D
Krak grenade	4	3+	4/5
Special Rules			
Rng ⬟, AP1, Indirect, Limited			

CORRUPTED ROUNDS [1EP]

Select one autopistol the operative is equipped with. That weapon gains the Rending critical hit rule for the battle.

CORRUPTED WEAPON [2EP]

Select one bludgeon or cleaver the operative is equipped with (note that you cannot select skullcleaver or triple cleavers). That weapon gains the Rending critical hit rule for the battle.

UNHOLY TALISMAN [2EP]

The operative gains the following ability for the battle:

Unholy Talisman: This operative gains a 5+ invulnerable save for the battle.

WAR PAINT [2EP]

The operative gains the following ability for the battle:

War Paint: You can ignore any or all modifiers to this operative's Movement and APL characteristics.

'YOU CALL US UGLY. YOU CALL US MINDLESS BEASTS. YOU SNEER AT THE THOUGHT OF US, SPIT WHEN YOU SPEAK OF US. YOU GIVE US BONES TO GNAW UPON AND YOUR EVERY INSTRUCTION IS A TASK TO HUMILIATE US. YOU ALSO UNDERESTIMATE US. WE ARE STRONGER THAN YOU, FASTER THAN YOU, TOUGHER THAN YOU, AND HAVE MORE STOMACH FOR THE KILL THAN YOU. THAT IS WHY YOUR WARRIORS ARE DEAD, AND WHY MY AXE IS AT YOUR NECK. BEFORE YOU DIE AND I FEED YOU TO MY BEASTMEN, KNOW THAT WE ARE THE CHILDREN OF THE GODS, NOT YOU, AND FOR GOOD REASON.'

- Ironhorn Belghar Great-tusk, before killing Elihm the Flenser, Militarum Traitoris warlord of the Dread Hounds



FELLGOR RAVAGER SPEC OPS RULES

Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **FELLGOR RAVAGER** as your Faction keyword.

BATTLE HONOURS

Each time a **FELLGOR RAVAGER** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Fellgor Ravager Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).



FELLGOR RAVAGER SPECIALIST

D6	Battle Honour
1	**Wild:** While this operative has fewer than its starting number of wounds remaining, its melee weapons gain the Ceaseless special rule.
2	**Savage Fortitude:** In the Update Dataslates step, if this operative incapacitated one or more enemy operatives during the battle and was incapacitated itself, you can re-roll its Casualty test.
3	**Fervent:** Before the battle, when selecting equipment, you can equip this operative with war paint (pg 65) for 0EP and it doesn't have to be in your stash.
4	**Primal Mark:** Each time an enemy operative fights in combat with or makes a shooting attack against this operative, in the Roll Attack Dice step of that combat or shooting attack, keep track of each successful normal hit with a result that equals the selected weapon's Weapon Skill/ Ballistic Skill characteristic (e.g. a result of '3' for a BS of 3+). Such attack dice inflict half damage on this operative (rounding up).
5	**Ruthless:** Each time this operative fights in combat, in the Roll Attack Dice step of that combat, for each attack dice result of 1 that your opponent discards, the enemy operative in that combat suffers 1 mortal wound.
6	**Sustained By Conflict:** Each time a shooting attack is made against this operative, if it's Visible to and within ⬟ of an enemy operative, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **FELLGOR RAVAGER**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. CROWN OF HORNS [2EP]

The operative gains the following ability for the battle:

Crown of Horns: You can use the Animalistic Fury Tactical Ploy (pg 57) for 0CP if this operative is the friendly **FELLGOR RAVAGER** operative.

2. BRASS HOOVES [2EP]

The operative gains the following ability for the battle:

Brass Hooves: You can use the Wild Rage Tactical Ploy (pg 57) for 0CP if this operative is the friendly **FELLGOR RAVAGER** operative.

3. MIGHTY TROPHY [4EP]

The operative gains the following ability for the battle:

Mighty Trophy: Once per battle, when this operative is activated, you can use this ability. If you do so, add 1 to this operative's APL.

4. DARK TALISMAN [3EP]

SHAMAN operative only. The operative gains the following ability for the battle:

Dark Talisman: This operative can perform the **Manifest Psychic Power** action (pg 62) twice during its activation. If it does so, you must select different psychic powers to be resolved.

5. GOREMARK [2EP]

The operative gains the following ability for the battle:

Goremark: This operative cannot be injured and you can ignore any or all modifiers to its characteristics. If it's incapacitated, it automatically passes its Casualty test after the battle.

6. INFERNAL VAMBRACES [3EP]

The operative gains the following ability for the battle:

Infernal Vambraces: Improve the Weapon Skill characteristic of the operative's melee weapons by 1 (to a maximum of 2+).



STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **FELLGOR RAVAGER**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

CORRUPTED HOLLOW

Surrounded by discarded animal bones, shattered blades and smoking offerings, the Shaman uses this space to channel malefic powers into his pack's weapons.

In the Select Equipment step of the mission sequence, you can equip one friendly **FELLGOR RAVAGER** operative with one item of melee weapons rare equipment from the Kill Team Core Book that isn't in your stash.

FELLGOR HERDSTONE

The kill team has fashioned its own herdstone, whether from the collected skulls of slain foes, lumps of warp-energised rock or an almighty pile of scrap metal. Here the Fellgor Ravagers enact profane, bloody rituals before battle and pray to the gods for their blessings.

In the Strategy phase of the first Turning Point, add one additional Command point to your pool.

FIGHTING PIT

Fellgor Ravagers are highly aggressive and competitive, always seeking out weaknesses in their fellows to rise up the pack's pecking order. Fighting pits formalise, creating a place where the strongest prove themselves. The pack grows more powerful, and violent entertainment is provided for the restless Beastmen.

Before a game, you can select two friendly **FELLGOR RAVAGER** operatives from your dataslate to fight in the pit. Select one of them to be the champion and the other to be the challenger, then roll one D6:

D6	Effect
1	Neither of them can be selected for deployment in the next game and both must immediately take a Casualty test.
2	The challenger gains D3 experience points. The champion can't be selected for deployment in the next game and must immediately take a Casualty test.
3	The challenger gains 1XP.
4	The champion gains 1XP.
5	The champion gains D3 experience points. The challenger can't be selected for deployment in the next game and must immediately take a Casualty test.
6	Both of them gain 1XP.



REQUISITIONS

In a Spec Ops campaign, if your faction is **FELLGOR RAVAGERS**, you can use the following Requisitions in addition to those presented in other sources.

RUINOUS GIFT 1RP

Beastmen are known by some as the children of Chaos. Those who perform deeds or make offerings worthy of the Dark Gods' attention may be rewarded with a gift, though as time passes this may be better seen as a curse...

Purchase this Requisition before or after a game. Remove one **FELLGOR RAVAGERS** operative from your dataslate that doesn't have any of the following keywords: **FLUXBRAY, GOREHORN, HERD-GOAD, SHAMAN, TOXHORN**. Add one **FELLGOR RAVAGERS** operative to your dataslate that does have any of the above keywords. That new operative has a number of experience points equal to the lowest experience points of the removed operative's rank (select its Battle Honours accordingly). For example, if you removed an operative that had 20XP, the new operative would have 16XP. It also has the same Battle Scars (if any) of the removed operative.

THE STRONG PROSPER 1RP

Chaos Beastmen believe in strength, and the meanest and toughest's right to rule.

Purchase this Requisition after a game in which a friendly **FELLGOR RAVAGERS** operative incapacitated an enemy operative. Remove one Battle Scar from that friendly operative (even if it is one gained from the same game).

PLUNDER 1RP

After hunting their foes to the ground and wiping them out, the Fellgor Ravagers strip the killzone clean of weapons, wargear and armour. Some items they use for themselves, the rest they desecrate and offer to the Chaos Gods.

Purchase this Requisition after winning a battle. You can immediately use the Equipment Drop Requisition (see the Kill Team Core Book) twice without spending any additional Requisition points. You can only use this Requisition once after each battle.

SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **FELLGOR RAVAGERS**, you can select one from those found on the following page instead of selecting one from another source.



A CHAMPION RISES

Fellgor Ravagers fight for the Chaos Gods. They hope the Dark Powers will witness them hunt down and butcher their foes, and be grateful for the offerings and sacrifices they make after every battle. Relentless fighting will see the strongest Beastman rise to prominence – a creature deserving of the blessings of the gods.

OPERATION 1: VIOLENCE UNENDING

The Fellgor Ravagers' constant war making and infighting eliminates the weak and brings forth the strong.

Complete five games in which you scored victory points from the 'Relentless Aggression', 'Rout' and/or 'Execution' Tac Op.

OPERATION 2: A CHAMPION HAS RISEN

One Fellgor has defeated all before them. With their bestial kin and the Dark Gods watching, they are undoubtedly a great champion of Chaos.

Complete a game in which you scored victory points from the 'Fellgor Champion' Tac Op.

COMMENDATION

- The friendly operative that scored you victory points from the 'Fellgor Champion' Tac Op earns 6XP and does not need to take a Casualty test after the battle.
- You can distribute up to 5XP across the other operatives on your dataslate.
- You can add one item of rare equipment to your stash.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered an 'Honour-bound' Spec Op.

SURVIVAL OF THE STRONGEST

Beastmen's lives are a battle for survival, where only the strongest, meanest and fittest live for long. They believe that what they have the strength to take belongs to them, and use their loot to continue their brutal ways.

OPERATION 1: PLUNDER AND PILLAGE

Fellgor Ravagers are not merely hunters and killers; they steal wargear, defile corpses and hideaways and destroy technology.

Complete four games in which you scored victory points from the 'Scorn Their Ways', 'Rob and Ransack' and/or 'Retrieval' Tac Op, and scored at least 1VP from each of them across those four games.

OPERATION 2: SECURE THE SPOILS

The kill team has stockpiled a vast amount of loot, much of which is intended as tribute to the Dark Gods. Such a repository is a tempting target for ambitious enemies, and the Fellgor Ravagers must fight to secure their hoard.

Complete a game in which you scored victory points from the 'Seize Ground' Tac Op.

COMMENDATION

- You gain one Requisition point.
- After the battle, all friendly operatives pass Casualty and Recovery tests.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Recover Archeotech' Spec Op.





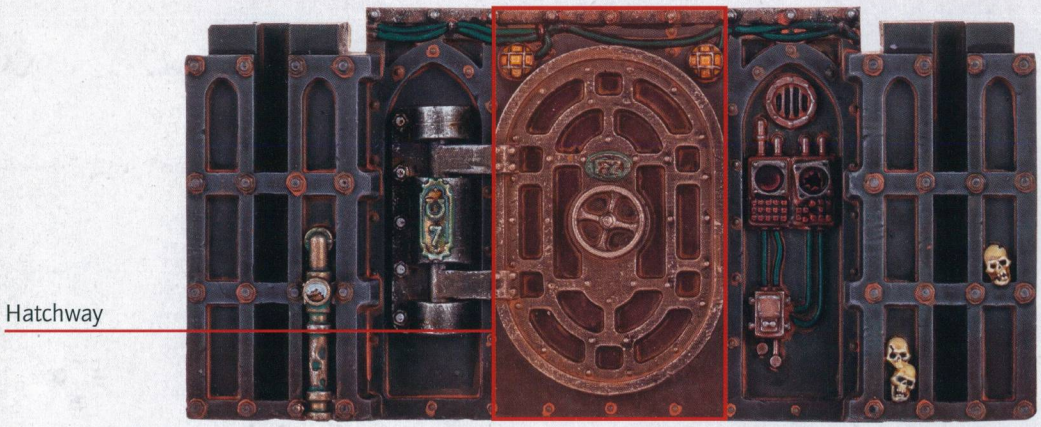

EC-20ZB

KILLZONE: GALLOWDARK

Killzone: Gallowdark is a killzone played on a 607mm by 704mm area that uses the Close Quarters rules (pg 78-81). It is an indoor killzone with Walls and Hatchways, creating tightly packed rooms and corridors. There are no Vantage Points in the killzone; rather, operatives must move carefully, battle over key fire lanes and time their forward pushes appropriately.

WALL

All parts of a Wall terrain feature have the Heavy and Wall traits. Some Walls include a Hatchway, which is a separate terrain feature explained on pages 74-75.

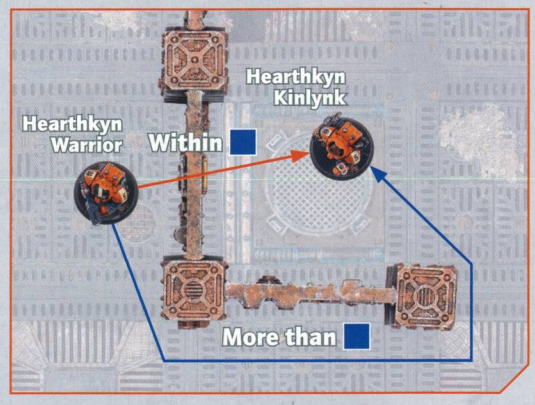


Wall:

- Operatives cannot move over or through Wall terrain regardless of any other rules, other than as a result of the Accessible trait (pg 74).
- Visibility lines cannot be drawn over or through Wall terrain.
- An operative is never a valid target if every Cover line drawn to it crosses Wall terrain.
- Range cannot be measured over or through Wall terrain; you must measure around it using the shortest possible route (as shown in the diagram below).
- In order for Wall terrain to provide Cover or be Obscuring, a Cover line must cross a corner or end of that terrain feature (as shown in the diagrams opposite).

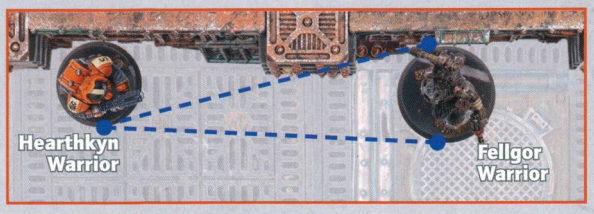
WALL: RANGE EXAMPLE

The Hearthkyn Warrior would usually be within ■ of the Hearthkyn Kinlynk, but as range cannot be measured over or through the Wall, it must be measured around the Wall. This would make the Hearthkyn Warrior more than ■ from the Hearthkyn Kinlynk.

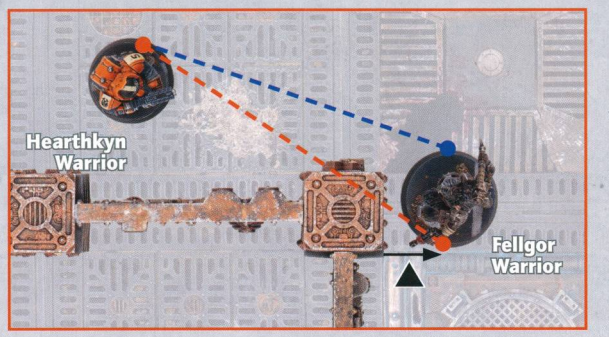


WALL: COVER EXAMPLE

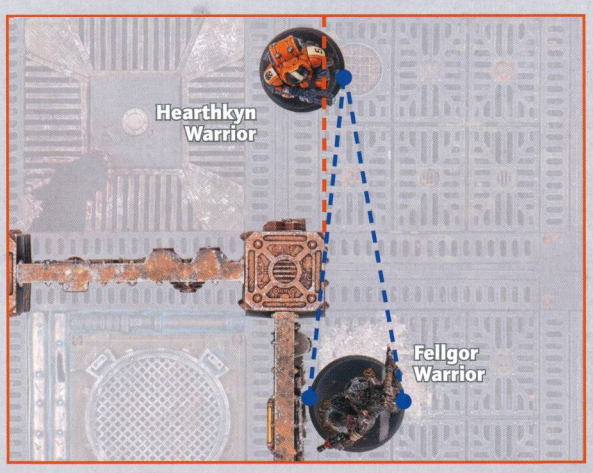
A Cover line does not cross a corner or end of the Wall, therefore the Fellgor Warrior is not in Cover. Note that minor parts of the Wall that protrude do not make a corner or end alone; it must be the main structure of the Wall that turns a corner or ends, as shown in the diagrams below.



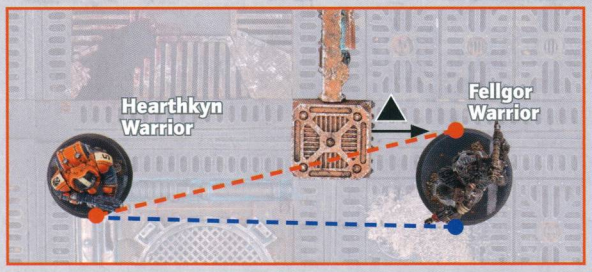
A Cover line crosses a corner of the Wall, therefore the Fellgor Warrior is in Cover.



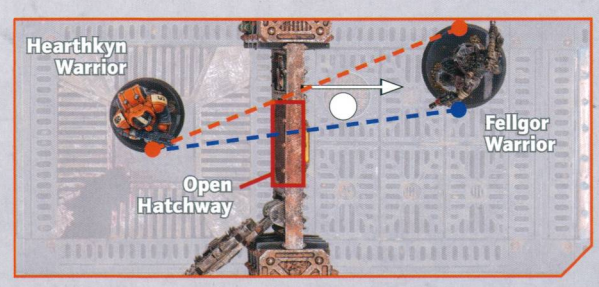
A Cover line does not cross a corner of the Wall, as the Hearthkyn Warrior has passed the corner of the Wall, therefore the Fellgor Warrior is not in Cover. Note that if the Hearthkyn Warrior was wholly on the left side of the orange line, the Fellgor Warrior would be in Cover.



A Cover line crosses an end of the Wall, therefore the Fellgor Warrior is in Cover.



A Cover line crosses an end of the Wall (note that the open Hatchway does not have the Wall trait). The Fellgor Warrior is more than ○ from the point at which the Cover line crosses the Wall, therefore the Fellgor Warrior is Obscured.



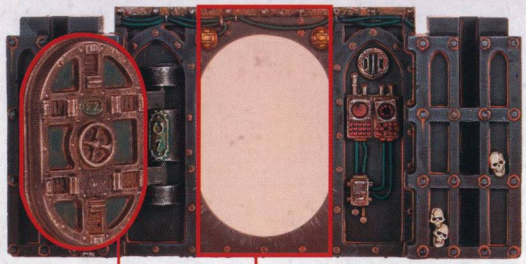
HATCHWAY

A Hatchway terrain feature has two statuses: closed and open. It has two parts – an access point and a hatch – and their traits depend upon the Hatchway's status. Operatives can perform the **Operate Hatch** mission action to change its status.

CLOSED HATCHWAY



OPEN HATCHWAY



Closed

Hatchways begin the battle closed. While a Hatchway is closed:

- Its hatch must be fully within its access point.
- All parts of it have the Heavy and Wall (pg 72) traits.

OPERATE HATCH **1AP**

An operative can perform this action while within ▲ of a Hatchway's access point. Open or close that Hatchway. An operative cannot perform this action while within Engagement Range of an enemy operative, or if that Hatchway is open and an enemy operative is within ▲ of its access point.

An operative can perform this action during a **Dash** or **Normal Move** action, and any remaining increments of movement can be used after it does so. Note, however, that opening a Hatchway can cause the operative to be within Engagement Range of an enemy operative, in which case that **Dash** or **Normal Move** action would immediately end (unless the operative has any rules that allow it to move within Engagement Range of an enemy operative, e.g. **FLY**).

Designer's Note: *If a Hatchway's status is changed and operative placement would prevent the hatch from fully opening or closing, temporarily remove the necessary operatives from the killzone, fully open or close the hatch as appropriate, then return the operatives to the killzone as close as possible to their original location. If an operative is within an enemy operative's Engagement Range before a hatch is opened, it must be returned within Engagement Range of that enemy operative after the hatch is opened.*

Open

While a Hatchway is open:

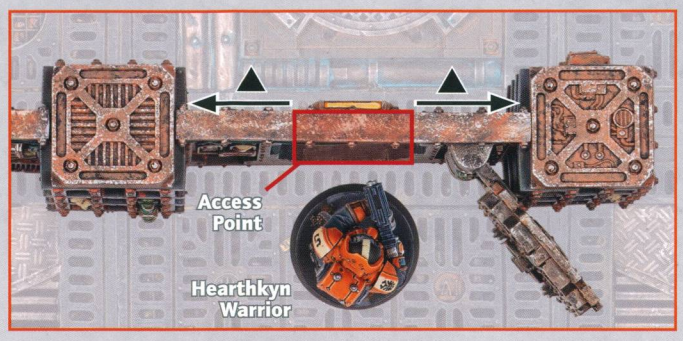
- Its hatch must be fully open (it cannot be ajar).
- Its access point has the Accessible trait.
- Its hatch has the Wall trait (pg 72).

Accessible: An operative can move through the Walls up to ▲ adjacent to this access point as if they were not there, so long as at least part of its base would move through this access point when it does so (as shown in the diagrams opposite). An operative cannot finish a move in or on an access point. As an operative must finish a move in a location it can be placed, it must finish the move wholly on one side or the other of this terrain feature.

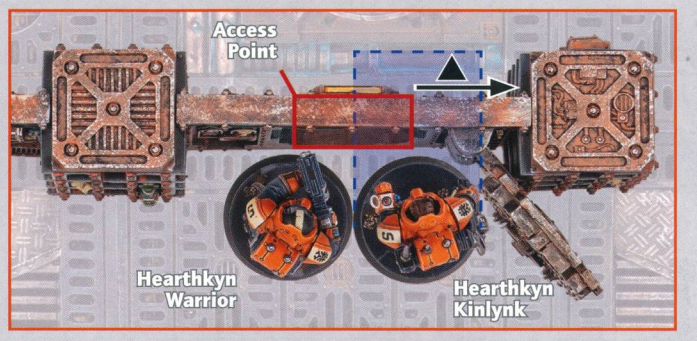
Designer's Note: *An open Hatchway's access point does not provide Cover, nor is it Obscuring. The Walls either side of the access point, or its hatch, must be used for this instead.*

HATCHWAY: ACCESSIBLE EXAMPLE

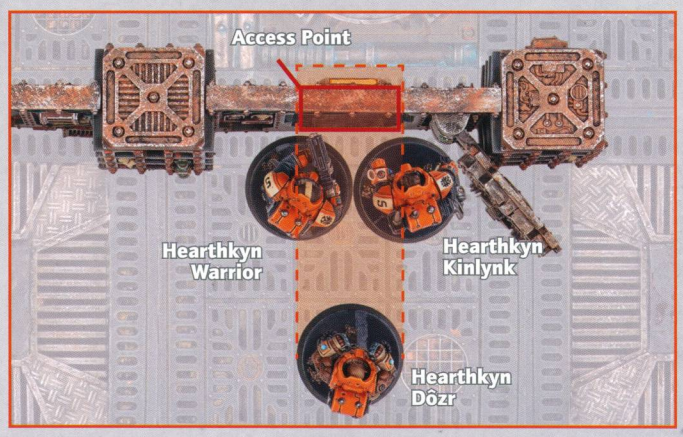
The Hearthkyn Warrior's base is wider than the open Hatchway's access point. It can move through the Wall terrain up to ▲ either side of the open access point so long as a part of its base moves through the open Hatchway's access point.



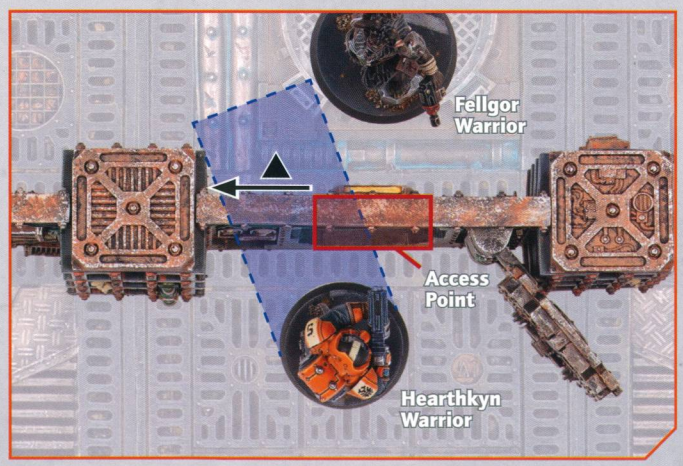
Another friendly operative is potentially impeding the Hearthkyn Kinlynk. It can move through the Wall terrain up to ▲ to the right of the open Hatchway's access point so long as a part of its base moves through that access point and does not move through the impeding operative.



Two other friendly operatives are potentially impeding the Hearthkyn Dôzr. As it cannot move through the open Hatchway's access point without moving through friendly operatives, it cannot make the move.



The Hearthkyn Warrior wants to charge, but the Fellgor Warrior is impeding its move through the middle of the open Hatchway. It can move through the Wall terrain up to ▲ to the left of the open Hatchway's access point so long as a part of its base moves through that access point and does not move through the Fellgor Warrior.



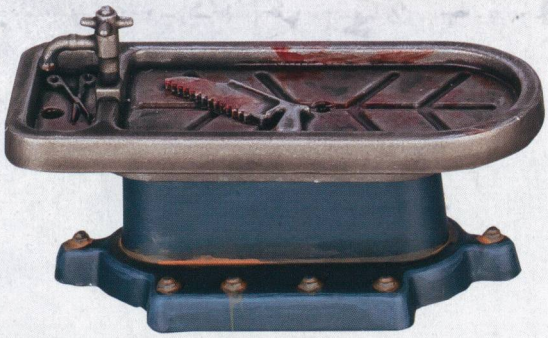
KILLZONE: GALLOWFALL

Killzone: Gallowfall is a supplement to Killzone: Gallowdark. It includes medical equipment and escape pods that are vital for survival and provide unique mission rules in the Shadow Operations: Gallowfall mission pack (pg 86-105).

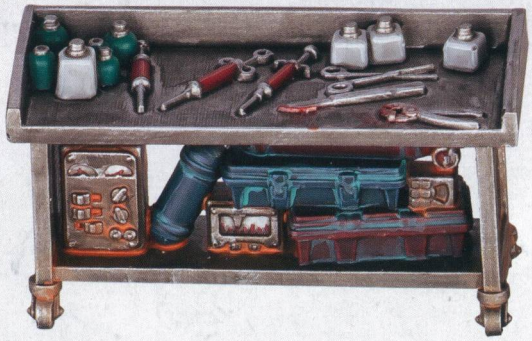
Some missions require operatives to control certain terrain features, e.g. Escape Pods. In such missions, those terrain features are treated as objective markers, except that a friendly operative controls it while within ▲ of it and if the total APL characteristic of friendly operatives within ▲ of it is greater than that of enemy operatives within ▲ of it. If an operative must perform an action at a terrain feature it controls and it controls more than one, you must select one for that action.

MEDICAL EQUIPMENT

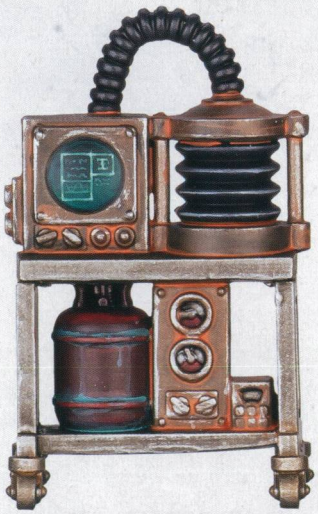
Medical Equipment terrain features have the Light and Traversable traits.



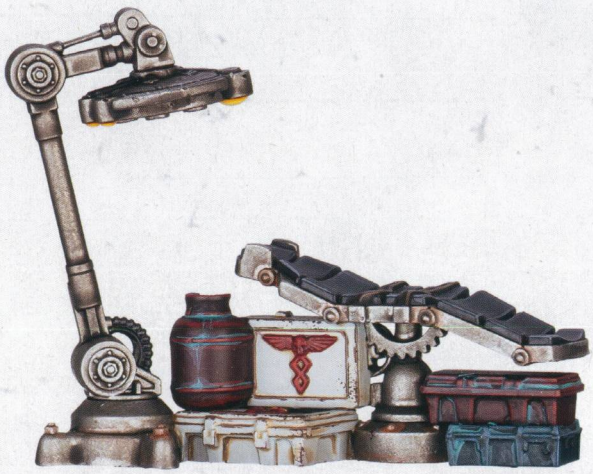
Autopsy Table



Medical Supply Table



Iron Lung



Surgical Chair

ESCAPE POD

An Escape Pod terrain feature has two parts – a pod and a launch stand. All parts have the Heavy trait.



Some mission rules require you to remove Escape Pod terrain features when an operative escapes in them. If you remove the pod but leave its launch stand, the launch stand gains the Insignificant trait instead.

Launch stand

STASIS PODS

A Stasis Pods terrain feature has the Heavy trait.



CLOSE QUARTERS

If a Kill Team battle uses the Close Quarters rules, the following rules are in effect for the battle:

ACTIONS

Operatives can perform the following actions:

GUARD 1AP

The operative goes on guard (see below). An operative is on guard until any of the following are true:

- It performs a guard attack or any actions (excluding **Pass**).
- An enemy operative ends an action within Engagement Range of it and it does not make a guard attack.
- Its order is changed to Conceal.
- It is the end of the Turning Point.

This action is treated as a **Shoot** action. An operative cannot perform this action if it has a Conceal order or while within Engagement Range of an enemy operative.



ON GUARD

Once during each enemy operative's activation, after that enemy operative performs an action, you can interrupt that activation and select one friendly operative on guard to make one of the following guard attacks:

- Perform an **Overwatch** action.
- Perform a free **Fight** action.
- Perform point-blank overwatch.

If an operative performs point-blank overwatch, it performs an **Overwatch** action with the following additional rules:

- It can perform an **Overwatch** action while within Engagement Range of an enemy operative, and the enemy operative within its Engagement Range is the target, regardless of any other rules.
- Until the end of the interrupted enemy operative's activation, each time that friendly operative fights in combat, do not select melee weapons or roll attack dice for it during that combat.

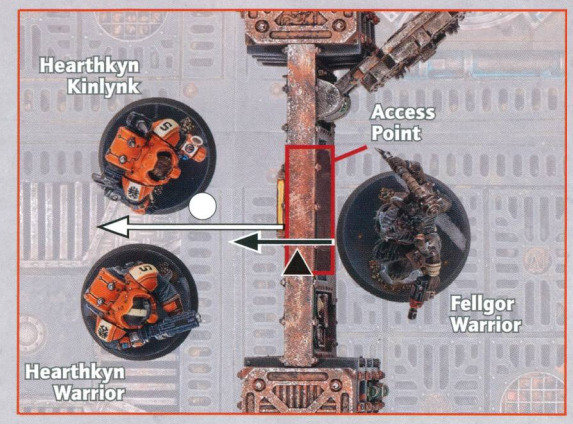
Note that it must be an enemy operative's normal activation that is interrupted; it cannot be after an enemy operative performs an action outside of their normal activation e.g. **Overwatch**. If an enemy operative has its activation interrupted by a guard attack, would be incapacitated and is subsequently revived during its activation (e.g. the Medic! ability), its activation immediately ends.

HATCHWAY FIGHT 1AP

This action is treated as a **Fight** action. An operative can perform this action if all of the following is true:

- It is not within Engagement Range of an enemy operative.
- Its base is touching an open Hatchway's access point.
- An enemy operative is blocking that access point (an enemy operative is blocking that access point if it is on the other side and within ○ of that access point, as shown in the diagram opposite).

Fight in combat with the active operative against an enemy operative blocking that access point. In the Select Valid Target step of that combat, that enemy operative is a valid target.



The Fellgor Warrior is not within Engagement Range of an enemy operative and its base is touching an open Hatchway's access point. Two enemy operatives are blocking that access point, so the Fellgor Warrior performs a **Hatchway Fight** action to fight in combat against one of them.

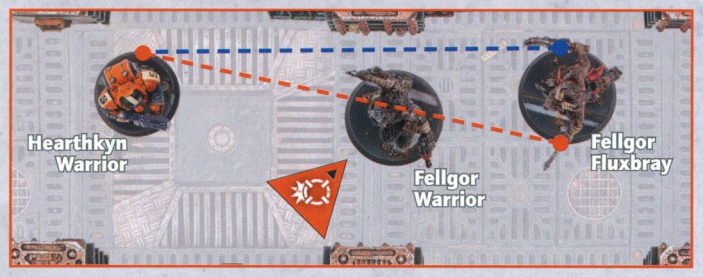


ADDITIONAL RULES

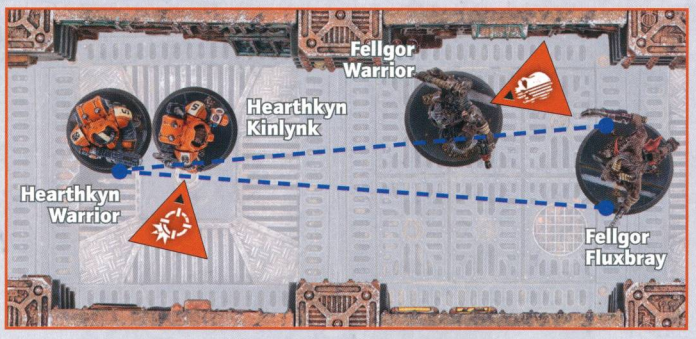
CONDENSED ENVIRONMENT

Close Quarters amplifies the impact of certain weapons, but the low ceilings and level floors mean targeting enemy operatives must be more direct:

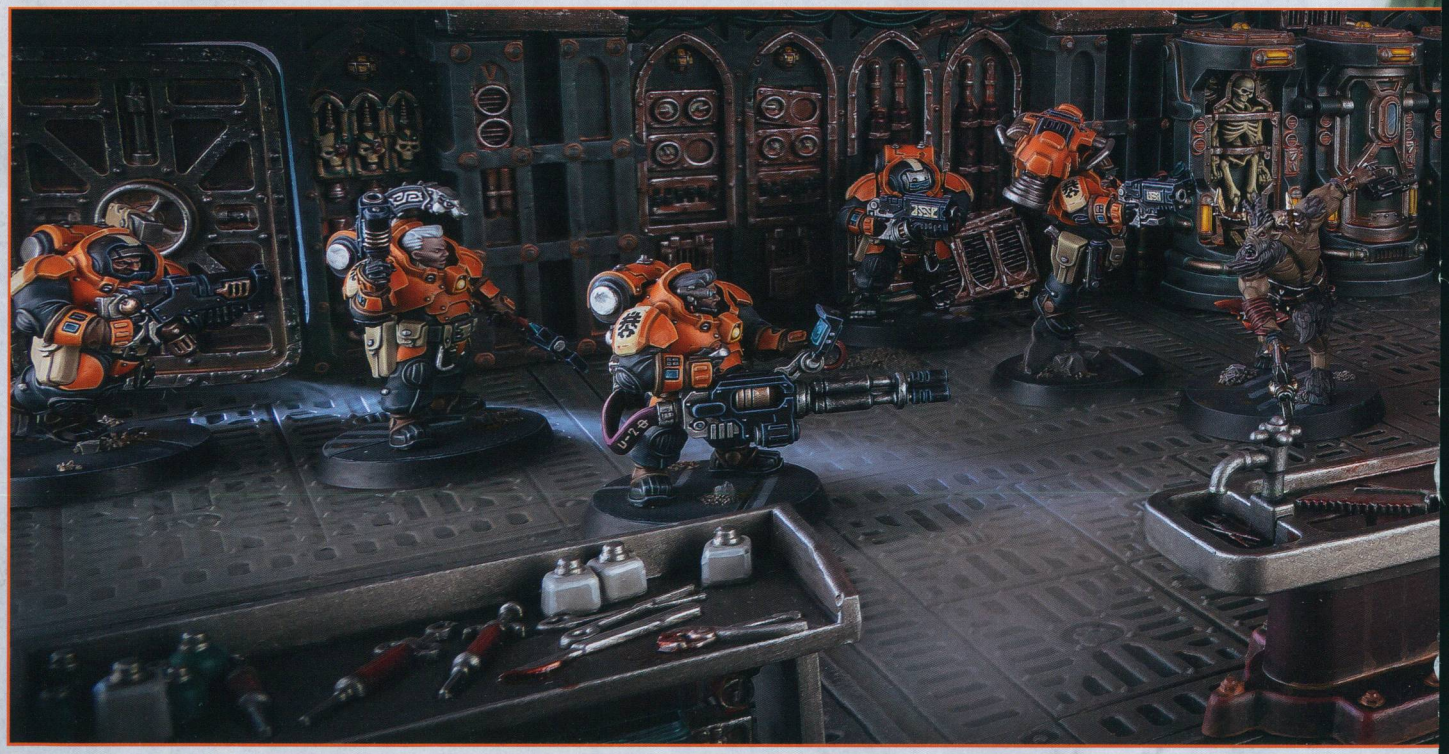
- Weapons with the Blast X, Splash X and/or Torrent X special or critical hit rules gain the Lethal 5+ special rule.
- Each time a friendly operative makes a shooting attack with a weapon that has the Indirect special rule, you must choose whether or not to use that special rule. If you choose to use it, that weapon gains the Rng ■ special rule for that shooting attack.
- Each time a friendly operative makes a shooting attack against an enemy operative, if a Cover line drawn to that enemy operative crosses one or more operatives with an Engage order (excluding operatives with a Wounds characteristic of 5 or less, and friendly operatives whose bases are touching the active operative's), in the Roll Attack Dice step of that shooting attack, roll one less attack dice (as shown in the diagrams opposite).



The Hearthkyn Warrior is making a shooting attack against the Fellgor Fluxbray. As a Cover line crosses the Fellgor Warrior (which has an Engage order) one less attack dice is rolled.



The Hearthkyn Warrior is making a shooting attack against the Fellgor Fluxbray. A Cover line crosses the friendly Hearthkyn Kinlynk (which has an Engage order), but as its base is touching the Hearthkyn Warrior, it is ignored. A Cover line also crosses the Fellgor Warrior, but it has a Conceal order, therefore the shooting attack is unaffected.





BARRICADES

When using the Close Quarters rules, barricades are set up differently. They can be set up anywhere in the killzone that is:

- More than ⬟ from your opponent's drop zone.
- More than ◯ from access points.
- More than ◯ from other barricades.
- Not on a terrain feature (unless it has the Insignificant trait).

TAC OPS

When using the Close Quarters rules, the following Tac Ops are not in use: Seize Ground; Hold the Line; Sabotage; Vantage. If this would mean you cannot build a six-card Tac Ops deck (i.e. you do not have any faction Tac Ops), you can select the number of cards required to complete your deck from one of the other archetypes your kill team has access to (in matched play, if they do not have any other archetypes, you can select the required number of cards from any one other archetype).



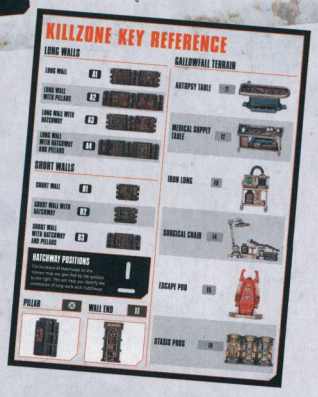
SETTING UP TERRAIN

Killzone: Gallowdark (and the Killzone: Gallowfall supplement) is a modular terrain set that allows you to construct a large variety of different killzones. The mission packs presented in this publication (pages 86-105 and 106-115) both use this killzone, and will specify the location of terrain features using a key and grid system. When setting up terrain features in such a killzone, use the key system on pages 84-85 to identify the relevant terrain feature, then place it in the specific location on the gameboard using its grid.

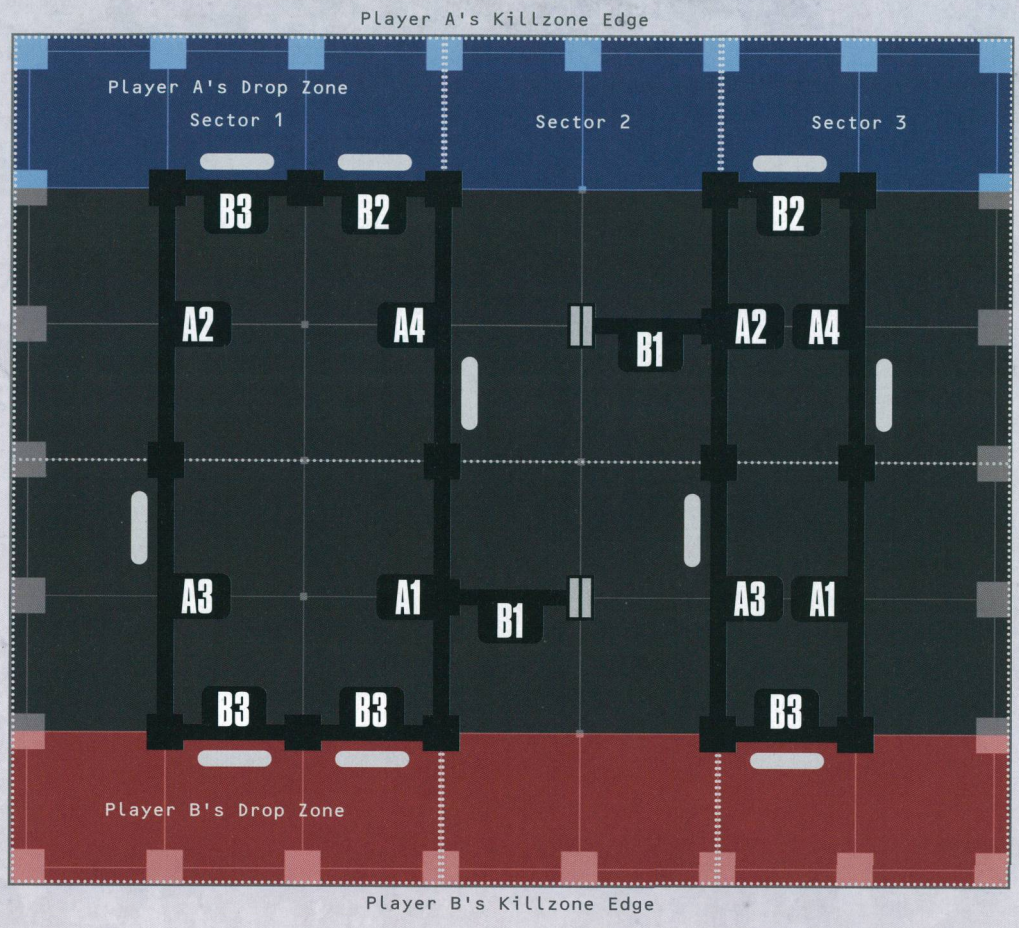
Shown on the following page is the mission map of a specific mission, as well as an example of that mission set up with its terrain features.

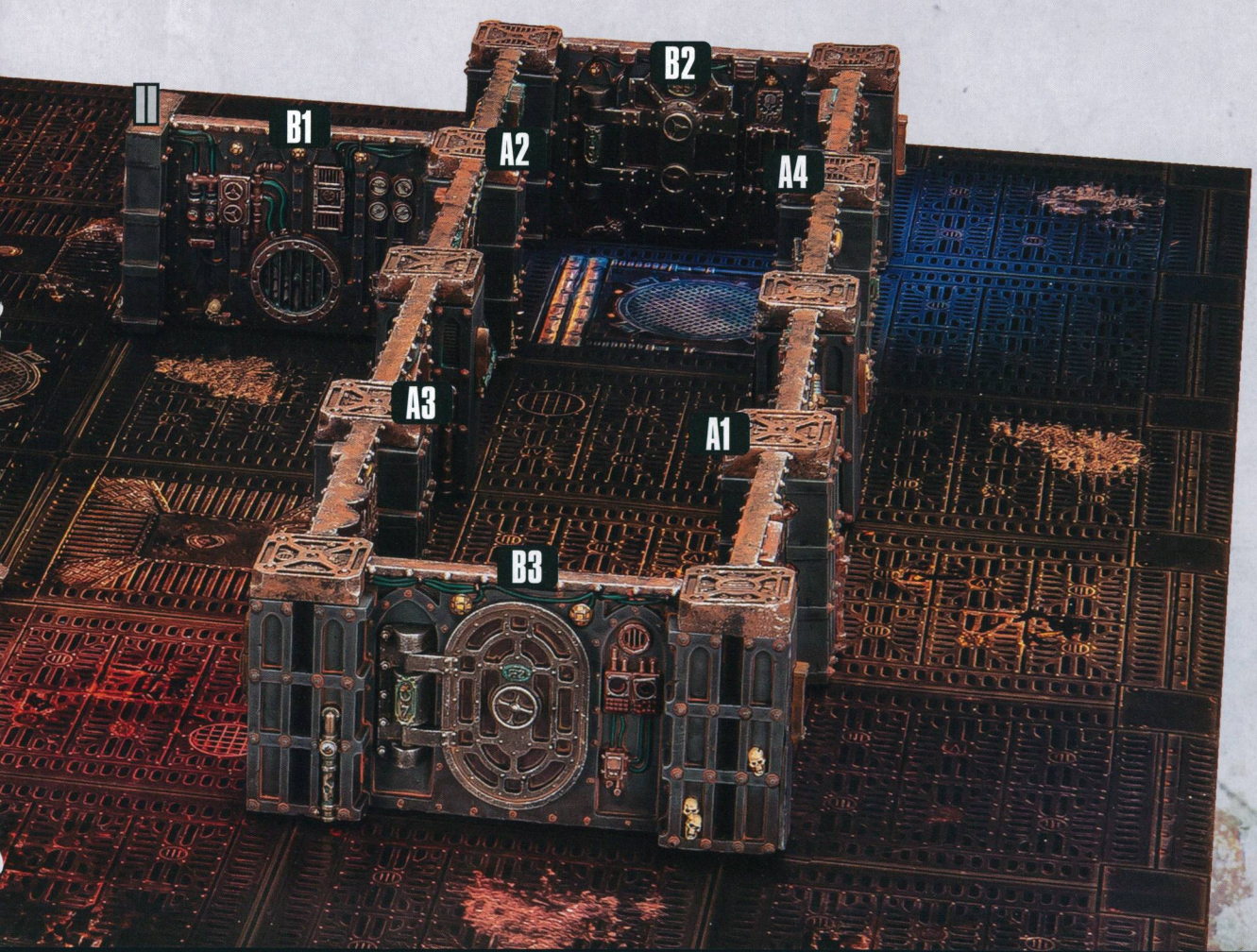
As a handy note, you can paint or write the relevant key on the bottom edge of each terrain feature. This will help you set up terrain features without having to compare each terrain feature to the key on pages 84-85. We have also included a key inside the back cover for quick and easy reference.








Player A's Killzone Edge
Player A's Drop Zone
Sector 1
Sector 2
Sector 3
B3
B2
B2
A2
A4
B1
A2
A4
Centre Line
A3
A1
B1
A3
A1
B3
B3
B3
Player B's Drop Zone
Player B's Killzone Edge


B2
B1
A2
A4
A3
A1
B3

KILLZONE KEY

Over the following pages, you will find a reference for each terrain feature in Killzone: Gallowdark and the Killzone: Gallowfall supplement, noting its relevant key for the mission maps on pages 88-105 and 107-115.

LONG WALLS

LONG WALL — A1



LONG WALL WITH PILLARS — A2



LONG WALL WITH HATCHWAY — A3



LONG WALL WITH HATCHWAY AND PILLARS — A4

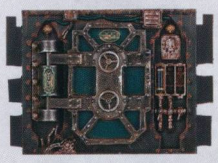


SHORT WALLS

SHORT WALL — B1



SHORT WALL WITH HATCHWAY — B2

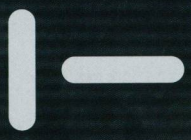


SHORT WALL WITH HATCHWAY AND PILLARS — B3

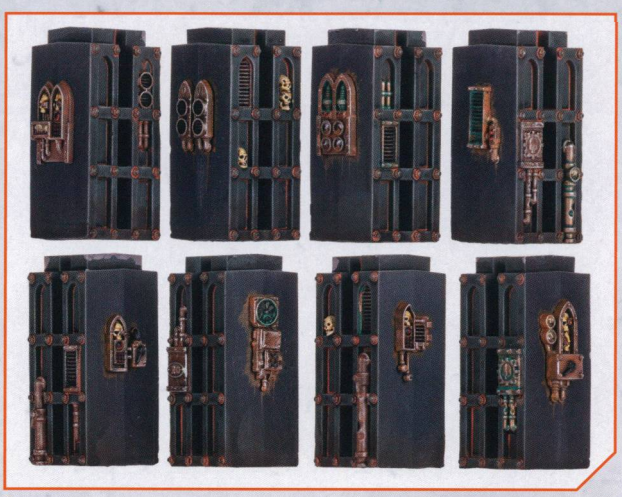


HATCHWAY POSITIONS

The locations of Hatchways on the mission map are specified by the symbols to the right. This will help you identify the orientation of long walls with Hatchways.



PILLAR

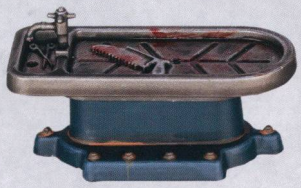


WALL END

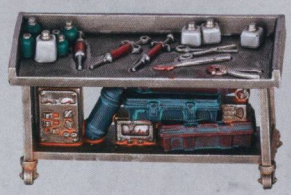


GALLOWFALL TERRAIN

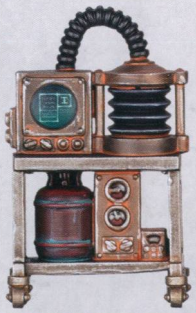
AUTOPSY TABLE F1



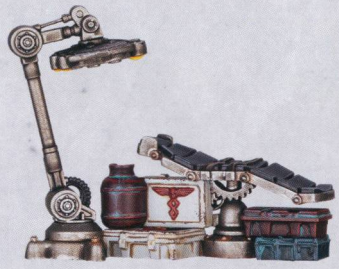
MEDICAL SUPPLY TABLE F2



IRON LUNG F3



SURGICAL CHAIR F4



ESCAPE POD F5



STASIS PODS F6



SHADOW OPERATIONS: GALLOWFALL MISSION PACK

On pages 88-105, you will find nine missions from the Shadow Operations: Gallowfall mission pack. These are missions themed around escaping the *Gallowdark* or controlling key medical facilities aboard it.

The missions increase in detail, with the first three being the most simple and straightforward and the second three requiring more thought and consideration. The final three missions are the most unique in that they use a killzone twice as big as normal (you will need two Killzone: Gallowdark killzones to use these missions). They are themed around evacuating the *Gallowdark* using escape pods.

All of the missions use a specified arrangement of terrain, using the Killzone: Gallowdark and Killzone: Gallowfall terrain sets, each tailored to enhance the mission at hand. The scoring parameters of the mission objectives vary across the mission pack, therefore having an expansive roster will allow you to select the right operatives for the mission. The missions can be used with any of the three ways to play, but have bonuses for those using them as part of a Spec Ops campaign.

To randomly determine a Shadow Operations: Gallowfall mission, one player rolls one D6 to determine one from table 1. If you have two Killzone: Gallowdark killzones and would like to play the unique larger missions, one player can instead roll one D3 to randomly determine one from table 2.



'WE DON'T WANT YOUR LIVES, YOUR COIN OR THAT JUNK YOU CALL TECHNOLOGY. WE WANT YOUR WORLD. WE WANT THE RICHES YOU DIDN'T EVEN REALISE YOU HAD, AND THAT YOU DEFINITELY DON'T DESERVE. LEAVE WHILE YOU HAVE THE CHANCE. OR DON'T. EITHER WAY, WE'RE COMING TO CLAIM WHAT'S OURS.'

- Ultimatum delivered by the Cthonian 'Gauntlet' Consortium

TABLE 1

D6	Mission
1	Loot Medical Supplies
2	Cripple the Foe
3	Escape the Hulk
4	Ageing Remains
5	Critical Surgery
6	Vital Communiqué

TABLE 2

D3	Mission
1	Race to the Tubes
2	Bio-authorisation Required
3	Abandon Ship



MISSION 1.1

LOOT MEDICAL SUPPLIES

A stockpile of salvageable medical supplies has been discovered that is vital for continued operations. Kill teams descend to pick it clean.

MISSION RULES

Unaccessed: You can only place barricades within your drop zone.

Operatives can perform the following mission action:

LOOT MEDICAL SUPPLIES 1AP

An operative can perform this action while it controls a Medical Equipment (F1-F4) or Stasis Pods (F6) terrain feature. This action can only be performed at each terrain feature once, other than at Stasis Pods, where it can be performed twice.

MISSION OBJECTIVE

Each time a friendly operative performs the **Loot Medical Supplies** action, you score 1VP.



SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

MISSION BONUS

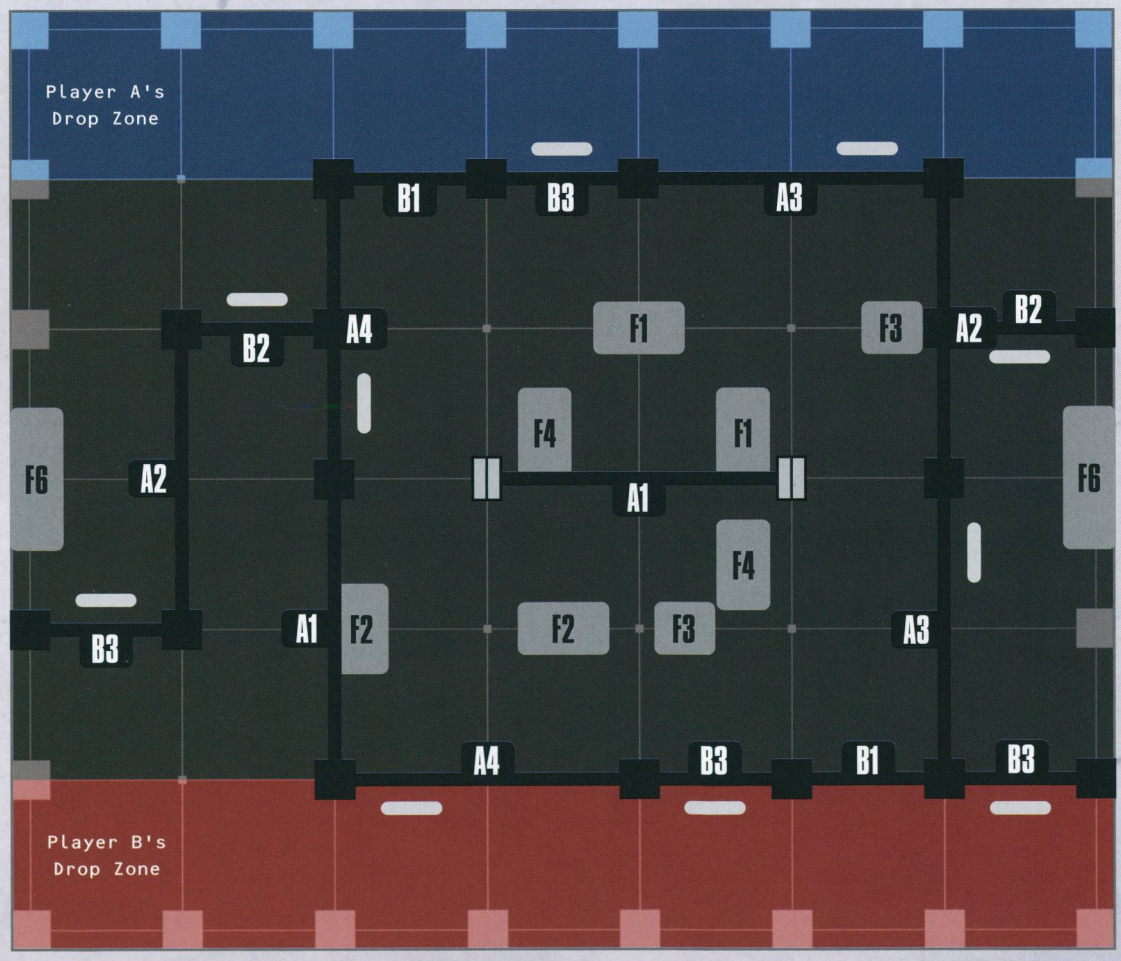
If you are victorious, you can re-roll Casualty and Recovery tests after the battle.

SPEC OPS BONUS

Supplies Secured: If you are victorious and are currently undertaking the Secure District Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

For the key to this map, see pages 84-85, or the inside back cover.

Player A's Killzone Edge



Player B's Killzone Edge

MISSION 1.2

CRIPPLE THE FOE

One kill team has infiltrated a section of the ship that an enemy team are occupying, where they hold a great deal of prized medical equipment and escape pods. The attackers intend to destroy these vital supplies, and make it impossible for the foe to continue operating here.

MISSION RULES

Operatives can perform the following mission action:

SCUTTLE 1AP

An operative can perform this action while it controls an Escape Pod (F5) or Medical Equipment (F1-F4) terrain feature that isn't permanently scuttled.

- If an operative the Attacker controls is performing this action, that terrain feature gains a Scuttle token.
- If an operative the Defender controls is performing this action, that terrain feature loses a Scuttle token.
- If an operative the Attacker controls is performing this action and that terrain feature already has a Scuttle token, it's permanently scuttled.

MISSION OBJECTIVE

At the end of the battle, for each terrain feature that has a Scuttle token, the Attacker scores 1VP. For each that doesn't, the Defender scores 1VP.



SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

MISSION BONUS

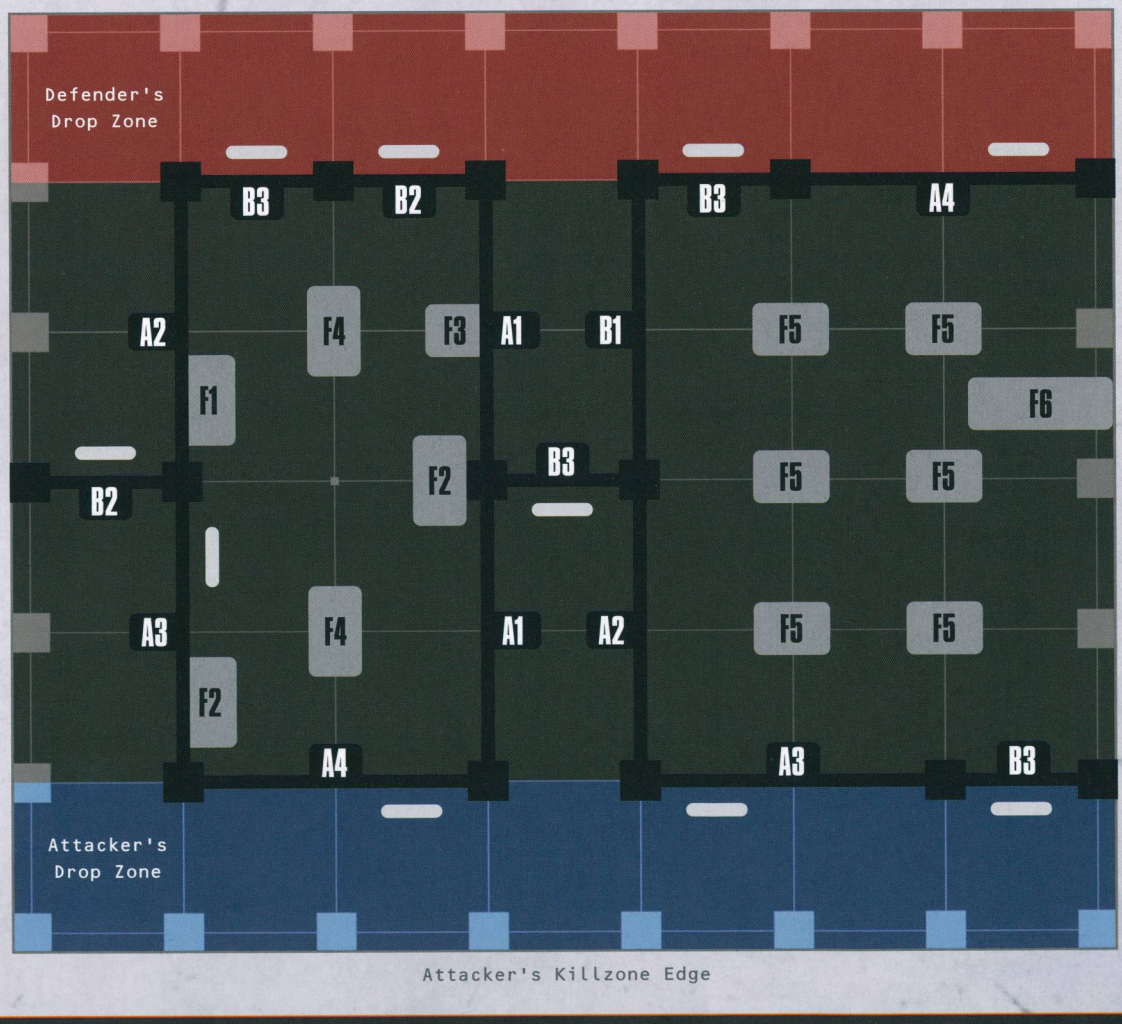
If you are victorious and scored 9 or more victory points from the mission objective, you gain 1 Requisition point.

SPEC OPS BONUS

Deck Scuttled: If you are the Attacker, are victorious and are currently undertaking the Demolition Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

Deck Defended: If you are the Defender, are victorious and are currently undertaking the Secure District Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

For the key to this map, see pages 84-85, or the inside back cover.



MISSION 1.3

ESCAPE THE HULK

The hulk is disintegrating and kill teams fight to survive. There are too few escape pods for every operative, so a brave few must do all they can to cover their comrades' escape.

MISSION RULES

Operatives can perform the following mission actions:

INITIALISE ESCAPE POD 1AP

An operative can perform this action while it controls an Escape Pod (F5) terrain feature. That Escape Pod is now initialised.

ENTER/EXIT ESCAPE POD 1AP

An operative can perform this action while it controls an Escape Pod (F5) terrain feature that is initialised. If the Escape Pod is empty, remove that operative from the killzone; it's now occupying it. If the Escape Pod is already occupied, place the occupying operative in the killzone as close as possible to this operative (unless the occupying operative is performing this action) and that Escape Pod.

While an operative is occupying an Escape Pod:

- It can still be activated.
- It can only perform **Pass**, **Enter/Exit Escape Pod** and **Launch Escape Pod** actions.
- Treat it as being within ▲ of that Escape Pod for the purposes of controlling it.

LAUNCH ESCAPE POD 1AP

An operative can perform this action while it controls an Escape Pod (F5) terrain feature that is occupied. Remove that Escape Pod from the killzone – the operative occupying it has escaped.

MISSION OBJECTIVE

Each time a friendly operative occupying an Escape Pod (F5) terrain feature escapes, you score 1VP, or 2VPs if that operative has an unmodified APL characteristic of 3 or more.

SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

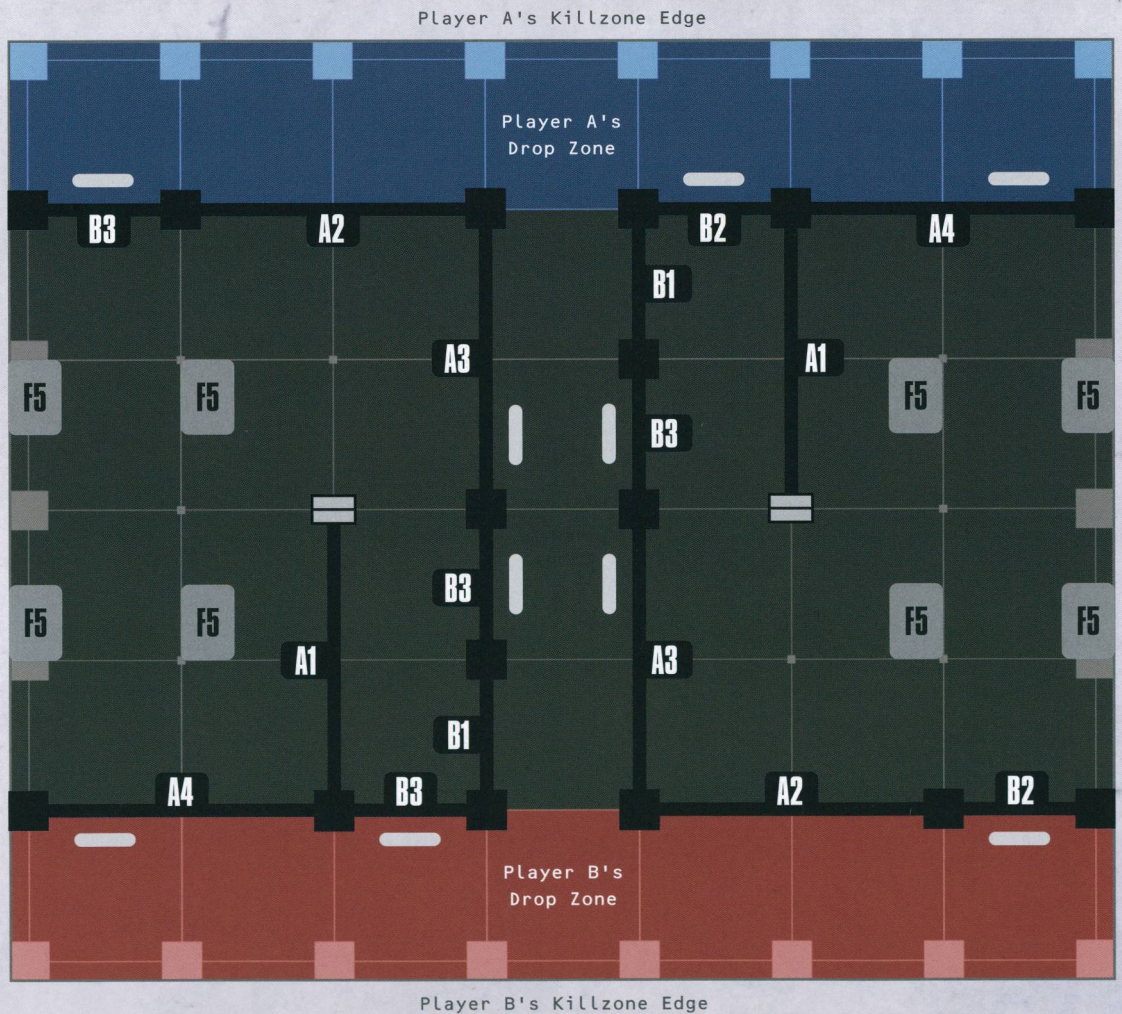
MISSION BONUS

If you are victorious, each friendly operative that escaped earns 1XP.

SPEC OPS BONUS

Successful Escape: If you are victorious and are currently undertaking the Breakout Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

For the key to this map, see pages 84-85, or the inside back cover.



MISSION 1.4

AGEING REMAINS

The launch bays of a ship contain the remains of those caught in an evacuation gone wrong. While time has turned much to ruin, there are items of value that can be salvaged.

MISSION RULES

Rapid Approach: In the Select Drop Zone step, the Attacker rolls one D6, re-rolling results of 5-6. They have the drop zone corresponding to the result. The Defender then selects one of the remaining drop zones. Each player's killzone edge is the edge closest to their drop zone and furthest from their opponent's. For example, if players are using drop zones 2 and 4, their killzone edge would be to the top and bottom respectively. Finally, remove the two Escape Pod (F5) terrain features that are within the players' drop zones.

Operatives can perform the following mission actions:

SEARCH POD 1AP

An operative can perform this action while it controls an Escape Pod (F5) or Stasis Pods (F6) terrain feature. If there are less than two objective markers discovered, roll one D6, adding 1 to the result for each other time this action has been performed during the battle. On an 8+, an objective marker has been discovered and that operative is now carrying it. This action can only be performed at each terrain feature once. If the operative drops the objective marker, the **Pick Up** action can be performed upon it.

SCAN POD 1AP

An operative can perform this action while it controls a Wall End terrain feature. If it does so, you gain a Scan point. You can spend a Scan point to re-roll the D6 when attempting to discover an objective marker (see **Search Pod** action). This action can only be performed at each terrain feature once per Turning Point.

MISSION OBJECTIVE

Each time a friendly operative performs the **Search Pod** action, you score 1VP.

At the end of the battle, for each objective marker friendly operatives control, you score 2VPs. Note that objective markers only appear as a result of the **Search Pod** action.

SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

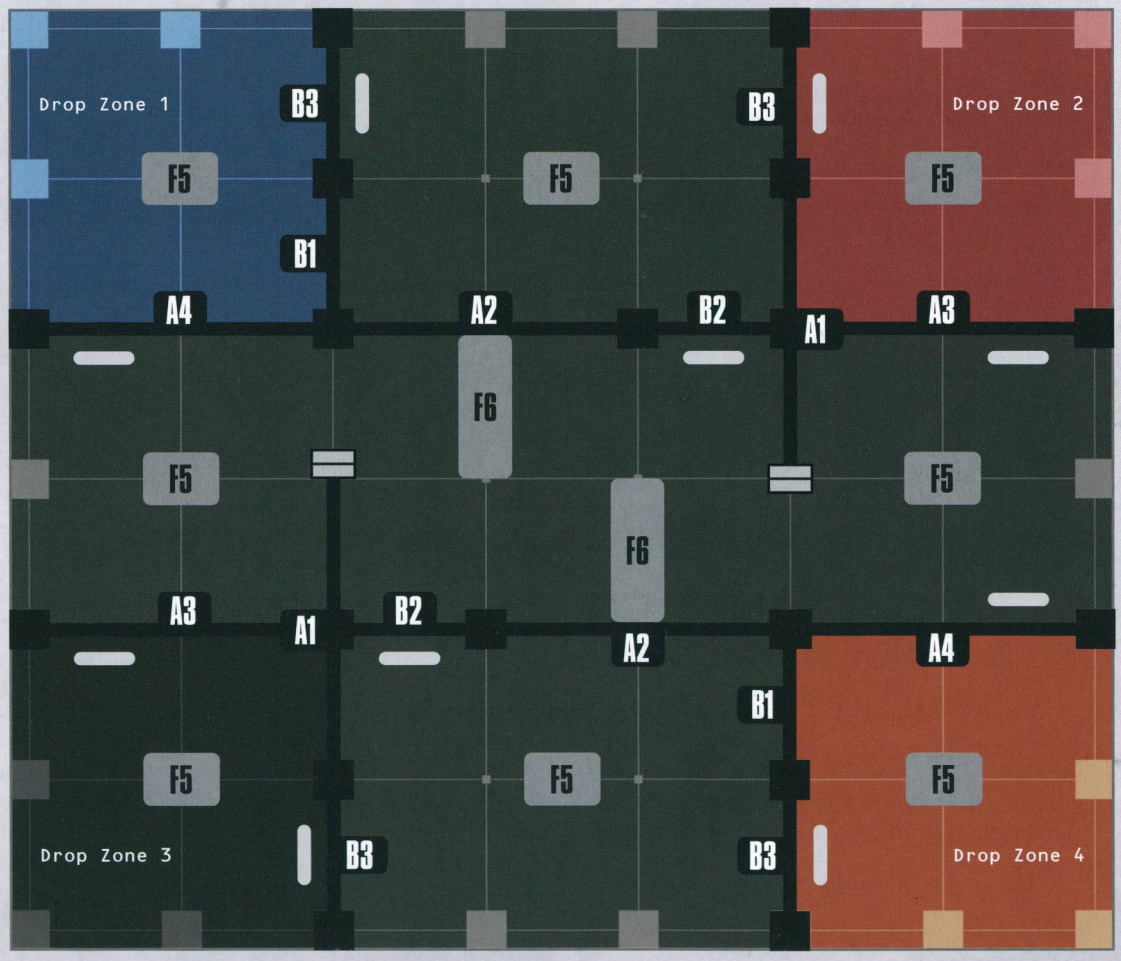
MISSION BONUS

If you are victorious and friendly operatives were carrying any objective markers at the end of the battle, you gain 1 Requisition point.

SPEC OPS BONUS

Salvaged Remains: If you are victorious and are currently undertaking the Recover Archeotech Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

For the key to this map, see pages 84-85, or the inside back cover.



MISSION 1.5

CRITICAL SURGERY

A key asset with vital information is in critical condition. They must be saved, or kept alive long enough to divulge what they know. The enemy descends to eliminate the patient and thus silence them entirely.

MISSION RULES

Sudden Approach: The players do not complete the Set Up Barricades step of the mission sequence.

Critical Patient: In the Set Up Operatives step, the Defender selects one of their operatives to be carrying the Critical Patient token. The Defender's operatives can perform the **Pick Up** action on that token.

The Defender's operatives can perform the following mission action:

SURGERY 2AP

An operative can perform this action while it controls the Surgical Chair (F4) terrain feature and the Critical Patient token is touching the Surgical Chair terrain feature (note that the token must be dropped for this). An operative cannot perform this action in the first Turning Point, while an enemy operative is within ▲ of the Surgical Chair, or if another friendly operative has performed this action during this Turning Point. If the operative has the **MEDIC** keyword, it can perform this action for one less action point (to a minimum of 1AP).

The Attacker's operatives can perform the following unique action:

ELIMINATE 1AP

An operative can perform this action while it controls the Critical Patient token. Remove that token from the killzone. An operative cannot perform this action while within Engagement Range of an enemy operative.

MISSION OBJECTIVE

If the **Eliminate** action is performed, the Attacker scores 7VPs.

At the end of the battle, work out the number of **Surgery** actions performed and consult the table below to determine how many victory points each player scores.

Number of Surgery Actions	Attacker's VPs	Defender's VPs
0	5	0
1	4	4
2	3	8
3	0	12

SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

MISSION BONUS

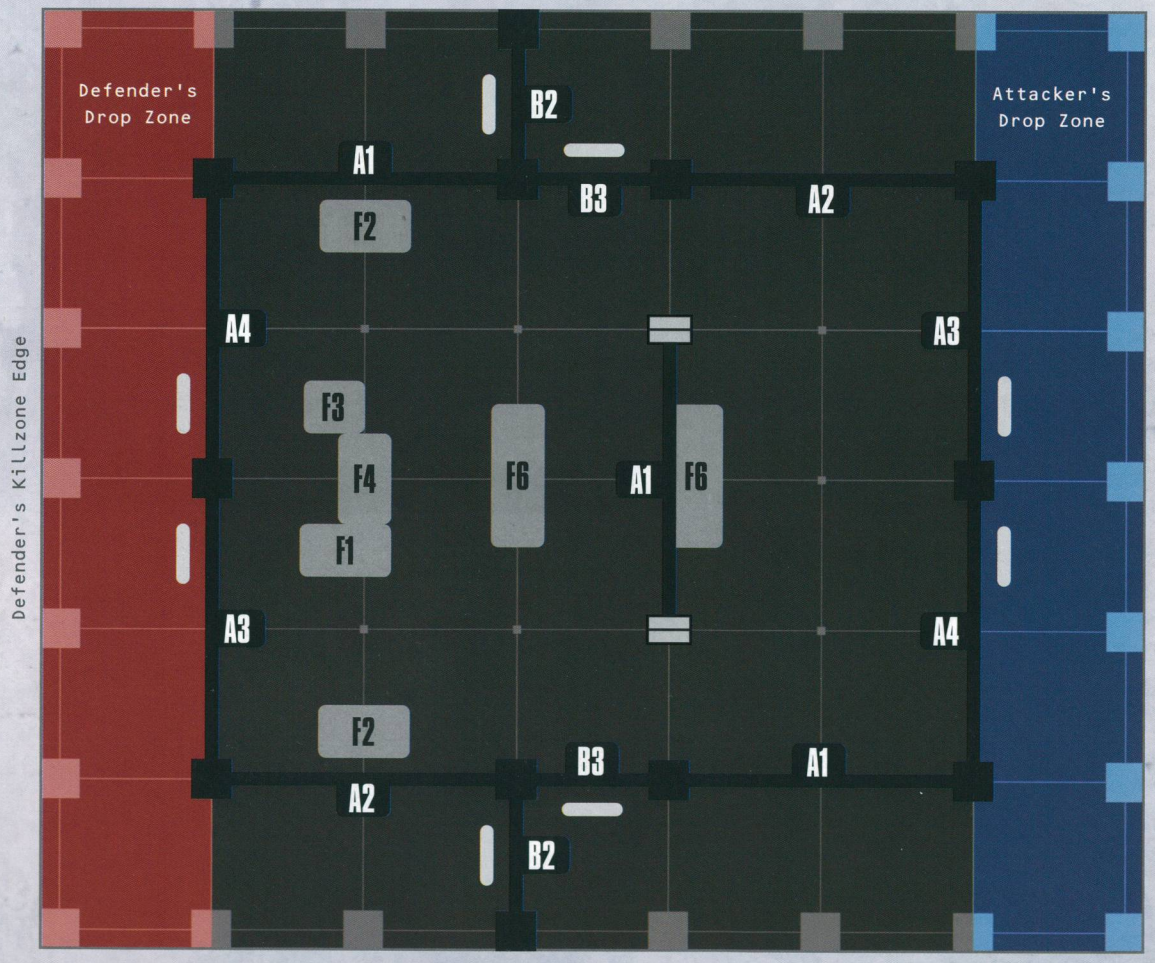
If you are victorious and scored 11 or more victory points from the mission objective, you can re-roll Casualty and Recovery tests after the battle.

SPEC OPS BONUS

Target Eliminated: If you are the Attacker, are victorious and are currently undertaking the Elimination Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

Patient Saved: If you are the Defender, are victorious and are currently undertaking the Extraction Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

For the key to this map, see pages 84-85, or the inside back cover.



MISSION 1.6

VITAL COMMUNIQUÉ

A kill team must find a location from which they can transmit an important communiqué to their commanders. However, another team race to intercept them, determined to claim the information for themselves.

MISSION RULES

Vital Message: In the Set Up Operatives step, the Attacker secretly selects one of their operatives to be carrying an objective marker. The Attacker's operatives can perform the **Pick Up** action on that objective marker.

Lying In Wait: In the Set Up Operatives step, the Defender does not set up operatives in the killzone. Instead, they must secretly select up to half of their operatives to be hiding within an Escape Pod (F5) or Stasis Pods (F6) terrain feature (max one per terrain feature). Their remaining operatives are in reserve. We recommend numbering each terrain feature, then the Defender can make a note of which operative is set up in which terrain feature. For the purposes of any other rules that reference the Defender's drop zone (e.g. Tac Ops), use the Defender's killzone edge instead.

Spring Ambush: The Defender's operatives that are hiding and in reserve are considered to be within the killzone for activation purposes and must be activated as normal. Each time such an operative is activated, they must either perform **Pass** actions (to stay hiding or in reserve), or be set up by the Defender.

- Operatives in hiding must be set up as close as possible to the terrain feature they are hiding within. They then perform their actions as normal, but must subtract ■ from the distance they can move in their first move action during that activation (**Normal Move**, **Charge** etc.).
- Operatives in reserve must be set up as close as possible to the Defender's killzone edge and wholly within a section specified by a D3 roll (roll for each operative when you set them up). They are then treated as having performed a **Normal Move** action (subtract action points accordingly).

If an operative the Attacker controls moves within ▲ of a terrain feature an operative is hiding within, the Defender must set them up (then continue the Attacker's operative's activation as normal).

Desperate Escape: The battle does not end after four Turning Points. Instead, the battle ends at the end of a Turning Point in which there are none of the Attacker's operatives in the killzone or a player concedes. If an operative the Attacker controls performs an action in which they move, and ends that action within ○ of the Defender's killzone edge and not within Engagement Range of an enemy operative, the Attacker can remove that operative from the killzone. That operative has escaped, and if it's carrying the objective marker, the objective marker is permanently removed from the killzone.

MISSION OBJECTIVE

If an operative carrying the objective marker escapes, the Attacker scores 4VPs.

At the end of the battle, determine the percentage of the Attacker's kill team selected for deployment that escaped (rounding down to the nearest percentage grade) and consult the table below to determine how many victory points each player scores.

% Grade	Attacker's VPs	Defender's VPs
0% or Attacker Concedes	0	8
20%	2	6
40%	4	4
60%	6	2
80% or Defender Concedes	8	0

At the end of the battle, if the Defender's operatives control the objective marker, the Defender scores 4VPs.

SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

MISSION BONUS

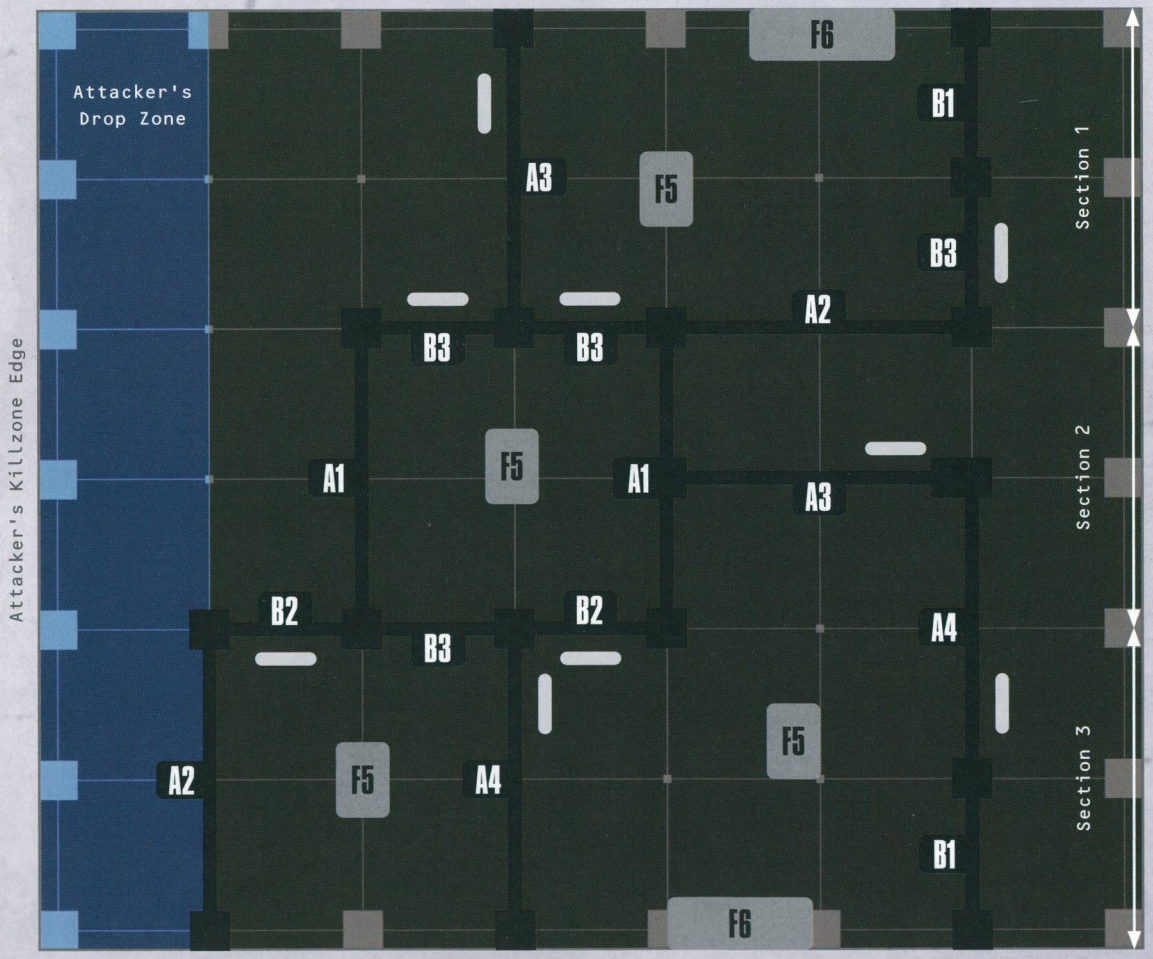
If you are victorious and scored 8 or more victory points from the mission objective, you can distribute up to 4XP across the friendly operatives selected for deployment.

SPEC OPS BONUS

Escaped: If you are the Attacker, are victorious and are currently undertaking the Breakout Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

Ambushed: If you are the Defender, are victorious and are currently undertaking the Purge Order Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

For the key to this map, see pages 84-85, or the inside back cover.



MISSION 2.1

RACE TO THE TUBES

A handful of escape pods have been primed for deployment in their launch tubes. Both teams must use every tactic and weapon in their arsenal to break through and claim one of the few spots available.

MISSION RULES

Rush to the Pods: In the Set Up Operatives step, operatives must be set up wholly within their drop zone (they cannot use any rules that allow them to be set up elsewhere).

Escape: The battle does not end after four Turning Points. Instead, the battle ends at the end of a Turning Point in which either of the following is true:

- All of the Escape Pods (F5) have been removed from the killzone.
- No more operatives can escape in following Turning Points.

Operatives can perform the following mission actions:

ENTER/EXIT ESCAPE POD 1AP

An operative can perform this action while it controls an Escape Pod (F5) terrain feature. If the Escape Pod is empty, remove that operative from the killzone; it's now occupying it. If the Escape Pod is already occupied, place the occupying operative in the killzone as close as possible to this operative (unless the occupying operative is performing this action) and that Escape Pod.

While an operative is occupying an Escape Pod:

- It can still be activated.
- It can only perform **Pass, Enter/Exit Escape Pod** and **Launch Escape Pod** actions.
- Treat it as being within ▲ of that Escape Pod for the purposes of controlling it.

LAUNCH ESCAPE POD 1AP

An operative can perform this action while it controls an Escape Pod (F5) terrain feature that is occupied. Remove that Escape Pod from the killzone – the operative occupying it has escaped.

MISSION OBJECTIVE

Each time a friendly operative occupying an Escape Pod (F5) terrain feature escapes, you score 2VPs, or 3VPs if that operative has an unmodified APL characteristic of 3 or more.

SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

MISSION BONUS

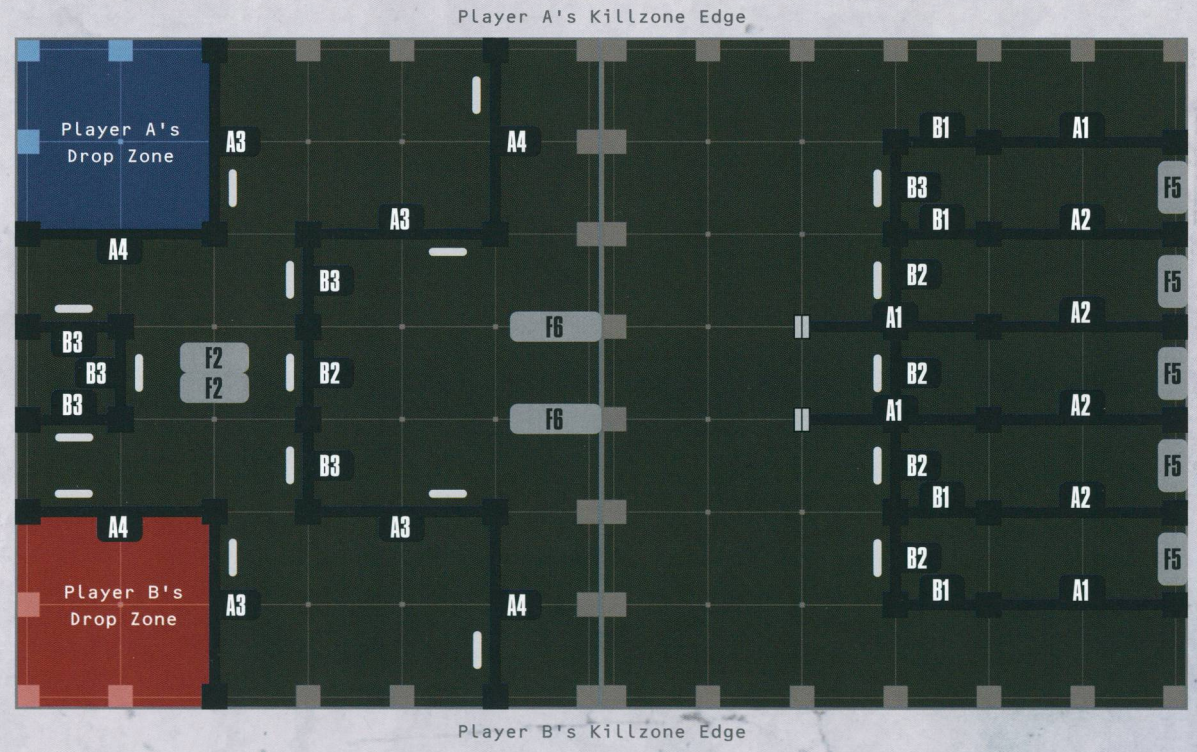
If you are victorious, each friendly operative that escaped earns 1XP.

SPEC OPS BONUS

Successful Escape: If you are victorious and are currently undertaking the Breakout Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

You will need two Killzone: Gallowdark killzones to use this mission.

For the key to this map, see pages 84-85, or the inside back cover.



MISSION 2.2

BIO-AUTHORISATION REQUIRED

The evacuation procedures aboard the ship follow strict protocols, only launching when a bio-scan of the occupant matches one of the original crew. The teams must collect bio-samples to confuse the pod's ageing machine spirit in order to launch successfully.

MISSION RULES

Rush to the Pods: In the Set Up Operatives step, operatives must be set up wholly within their drop zone (they cannot use any rules that allow them to be set up elsewhere).

Escape: The battle does not end after four Turning Points. Instead, the battle ends at the end of a Turning Point in which either of the following is true:

- All of the Escape Pods (F5) have been removed from the killzone.
- No more operatives can escape in following Turning Points.

Bio-sample: The **Pick Up** action can be performed upon objective markers.

Operatives can perform the following mission actions:

ENTER/EXIT ESCAPE POD 1AP

An operative can perform this action while it controls an Escape Pod (F5) terrain feature. If the Escape Pod is empty, remove that operative from the killzone; it's now occupying it. If the Escape Pod is already occupied, place the occupying operative in the killzone as close as possible to this operative (unless the occupying operative is performing this action) and that Escape Pod.

While an operative is occupying an Escape Pod:

- It can still be activated.
- It can only perform **Pass**, **Enter/Exit Escape Pod** and **Launch Escape Pod** actions.
- Treat it as being within ▲ of that Escape Pod for the purposes of controlling it.

LAUNCH ESCAPE POD 1AP

An operative can perform this action while it controls an Escape Pod (F5) terrain feature that is occupied by an operative carrying an objective marker. Remove that Escape Pod from the killzone – the operative occupying it has escaped and the objective marker it's carrying is permanently removed from the killzone.

MISSION OBJECTIVE

Each time a friendly operative occupying an Escape Pod (F5) terrain feature escapes, you score 3VPs, or 4VPs if that operative has an unmodified APL characteristic of 3 or more. Note that an operative must be carrying an objective marker to escape.

SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

MISSION BONUS

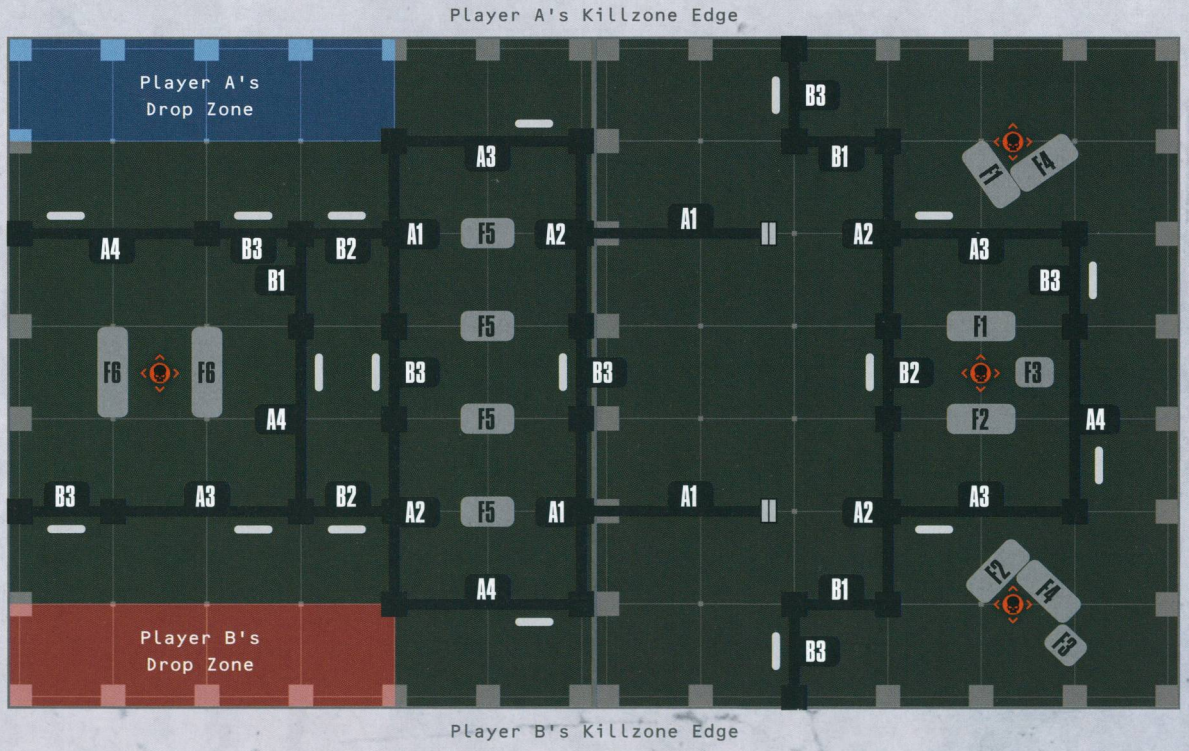
If you are victorious, each friendly operative that escaped earns 1XP.

SPEC OPS BONUS

Successful Escape: If you are victorious and are currently undertaking the Breakout Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

You will need two Killzone: Gallowdark killzones to use this mission.

For the key to this map, see pages 84-85, or the inside back cover.



MISSION 2.3

ABANDON SHIP

The ship is falling apart. Operatives must rush to the escape pods and annihilate all obstacles, or they will be destroyed with the vessel.

MISSION RULES

Rush to the Pods: In the Set Up Operatives step, operatives must be set up wholly within their drop zone (they cannot use any rules that allow them to be set up elsewhere).

Escape: The battle does not end after four Turning Points. Instead, the battle ends at the end of a Turning Point in which either of the following is true:

- All of the Escape Pods (F5) have been removed from the killzone.
- No more operatives can escape in following Turning Points.

Ship In Ruin: The killzone is divided into a series of column sections (see the mission map) that become ruined during the battle, starting from Section 1. At the end of each Turning Point, roll one D6: on a 2-5, the next section is ruined; on a 6, the next two sections are ruined. If an operative is ever wholly within a ruined section, it's immediately incapacitated and removed from the killzone, regardless of any other rules. If an Escape Pod (F5) is ever wholly within a ruined section, it's removed from the killzone (if an operative is occupying it, it's incapacitated as above).

Operatives can perform the following mission actions:

ENTER/EXIT ESCAPE POD 1AP

An operative can perform this action while it controls an Escape Pod (F5) terrain feature. If the Escape Pod is empty, remove that operative from the killzone; it's now occupying it. If the Escape Pod is already occupied, place the occupying operative in the killzone as close as possible to this operative (unless the occupying operative is performing this action) and that Escape Pod.

While an operative is occupying an Escape Pod:

- It can still be activated.
- It can only perform **Pass**, **Enter/Exit Escape Pod** and **Launch Escape Pod** actions.
- Treat it as being within ▲ of that Escape Pod for the purposes of controlling it.

LAUNCH ESCAPE POD 1AP

An operative can perform this action while it controls an Escape Pod (F5) terrain feature that is occupied. Remove that Escape Pod from the killzone – the operative occupying it has escaped.

MISSION OBJECTIVE

Each time a friendly operative occupying an Escape Pod (F5) terrain feature escapes, you score 1VP, or 2VPs if that operative has an unmodified APL characteristic of 3 or more.

SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

MISSION BONUS

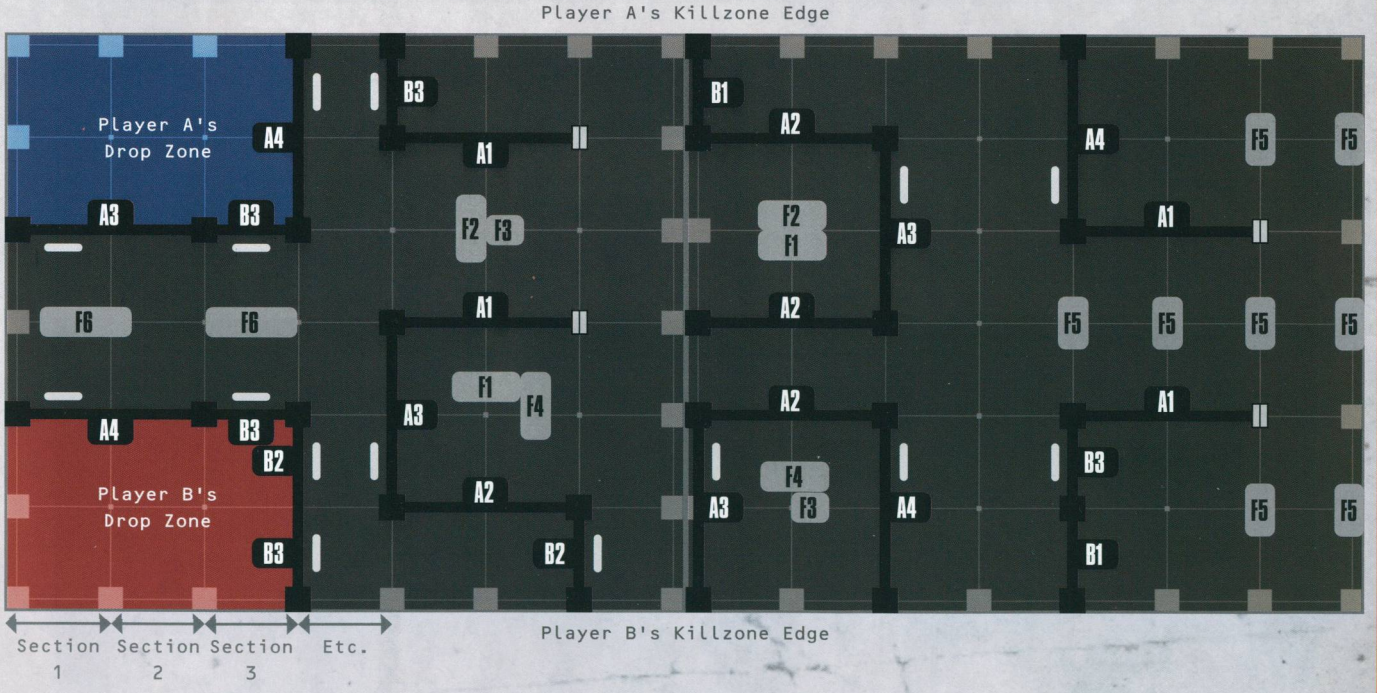
If you are victorious, each friendly operative that escaped earns 1XP.

SPEC OPS BONUS

Successful Escape: If you are victorious and are currently undertaking the Breakout Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

You will need two Killzone: Gallowdark killzones to use this mission.

For the key to this map, see pages 84-85, or the inside back cover.



CRITICAL OPERATIONS: GALLOWDARK MISSION PACK

On pages 107-115, you will find nine missions from the Critical Operations: Gallowdark mission pack. These are symmetrical missions, meaning that both players have matching mission rules and mission objectives. The scoring parameters of the mission objectives vary across the mission pack, therefore having an expansive roster will allow you to select the right operatives for the mission at hand. They have been designed so that tactical play is rewarded. As such, they are suited to matched play, but can be used with any of the three ways to play.

The missions use Killzone: Gallowdark only (do not use any supplement killzones such as Killzone: Gallowfall, page 76). The location of terrain features are specified using a key system, as described on page 82.

To randomly determine a Critical Operations: Gallowdark mission, one player rolls one D3 to determine one of the tables below, then the other player rolls one D3 to determine the mission from that table.

TABLE 1		TABLE 2		TABLE 3	
D3	**Mission**	**D3**	**Mission**	**D3**	**Mission**
1	**Command Station Control**	1	**Junction Assault**	1	**Forge Stronghold**
2	**Power Surge**	2	**Full-scale Attack**	2	**Vault Plunder**
3	**Supply Raid**	3	**Mysterious Signature**	3	**Exposed Trove**



MISSION 1.1

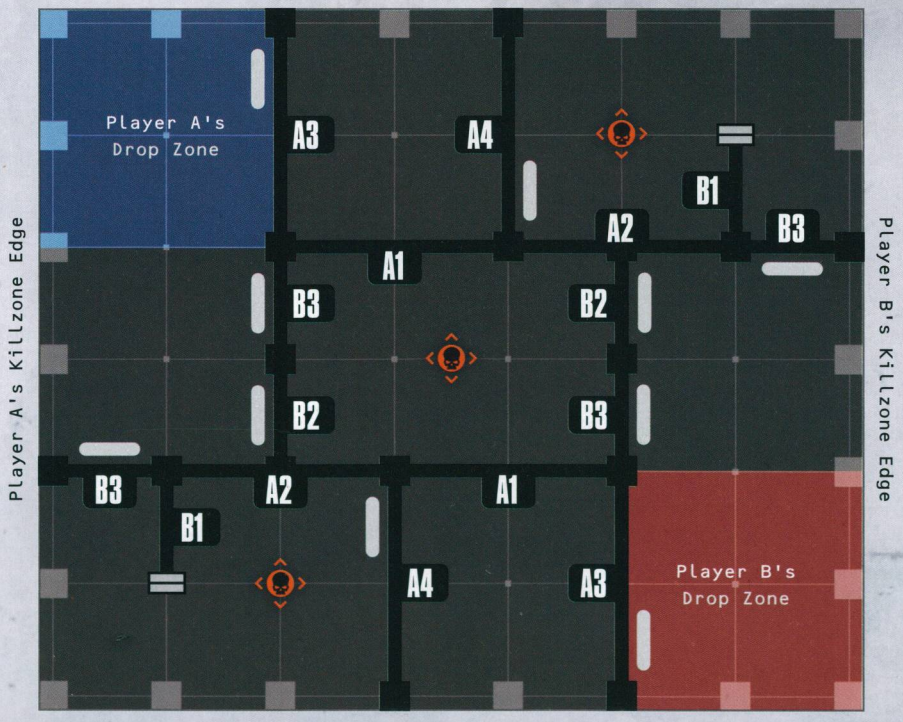
COMMAND STATION CONTROL

A key command station has been discovered. Capturing it will allow a kill team to engage various systems across the region, putting them in a commanding position and giving them a significant strategic advantage to dominate this part of the space hulk.

MISSION OBJECTIVE

At the end of each Turning Point, for each objective marker friendly operatives control, you score 1VP.

For the key to this map, see pages 84-85, or the inside back cover.



MISSION 1.2

POWER SURGE

Power is returning to this part of the space hulk. Two kill teams rush to a relay station to divert energy for their own use and siphon as much as they can from the surge.

MISSION RULES

Power Surge: At the start of the first Turning Point, the Defender selects one of the specified objective markers shown on the deployment map to be the start of the power surge; label that objective marker as 1. Each objective marker along the centre line thereafter is then numbered in sequential order, resulting in the objective markers being numbered 1-4. During each Turning Point, the objective marker with the number that corresponds to the current Turning Point is the power surge.

Operatives can perform the following mission action:

SIPHON POWER 1AP

An operative can perform this action while within ▲ of an objective marker it controls that is the power surge and has not been siphoned during this Turning Point. If it does so, that objective marker has been siphoned this Turning Point.

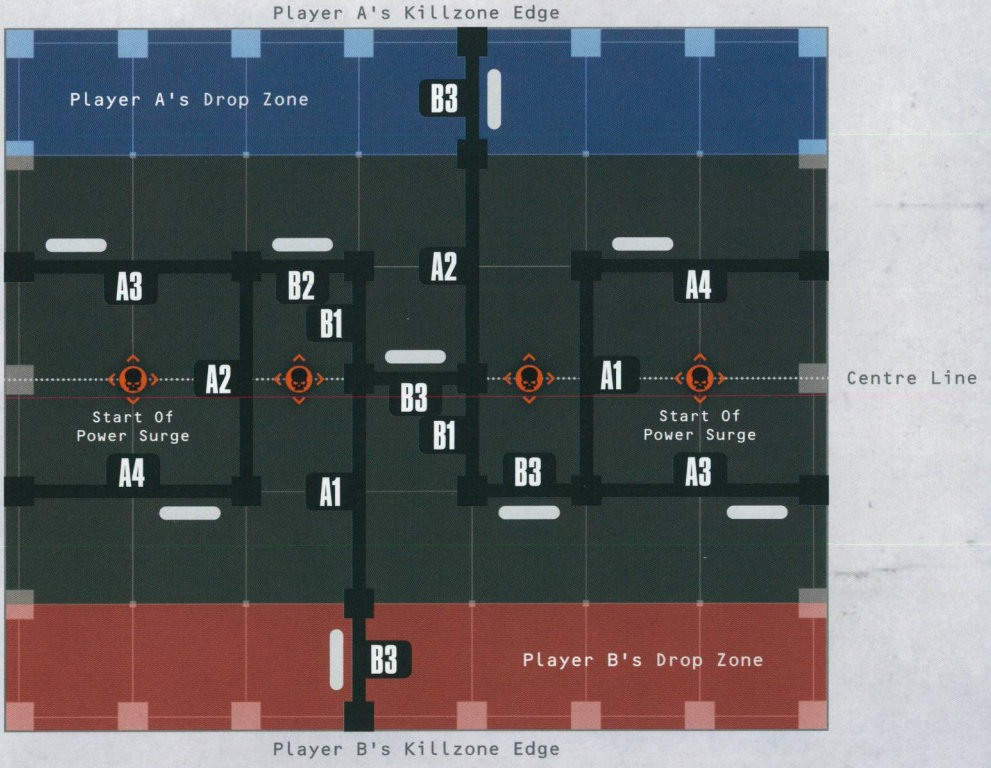
MISSION OBJECTIVE

Each time a friendly operative performs the **Siphon Power** mission action, you score 1VP.

At the end of each Turning Point:

- If friendly operatives control one or more objective markers, you score 1VP.
- If friendly operatives control more objective markers than enemy operatives control, you score 1VP.

For the key to this map, see pages 84-85, or the inside back cover.



MISSION 1.3

SUPPLY RAID

A kill team is raiding an enemy's supply store. Both players fight to secure the goods within.

MISSION RULES

Secure Supplies: The **Pick Up** action can be performed upon objective markers. While an operative is carrying an objective marker, it cannot perform **Dash** actions.



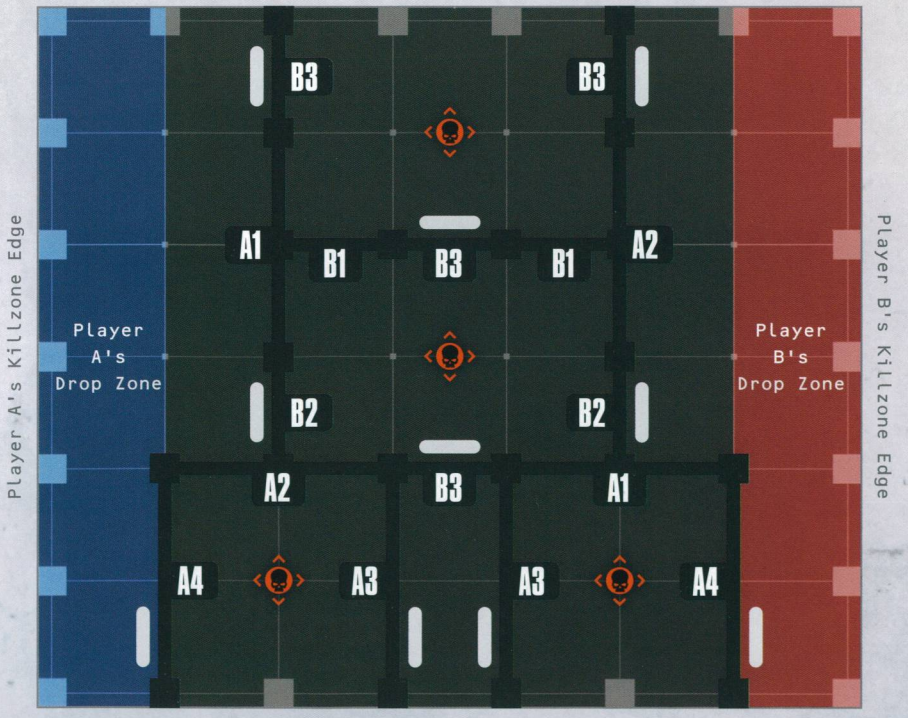
MISSION OBJECTIVE

The first time a **Pick Up** action is performed upon each objective marker, that operative's player scores 1VP.

At the end of the battle:

- For each objective marker friendly operatives control, you score 1VP.
- For each objective marker friendly operatives are carrying, you score 1VP.

For the key to this map, see pages 84-85, or the inside back cover.



MISSION 2.1

JUNCTION ASSAULT

This junction is vital for quick and relatively safe access to a number of areas of the space hulk. Controlling it will help the kill team assert dominance across a wider area and carry out their operations much more efficiently.

MISSION RULES

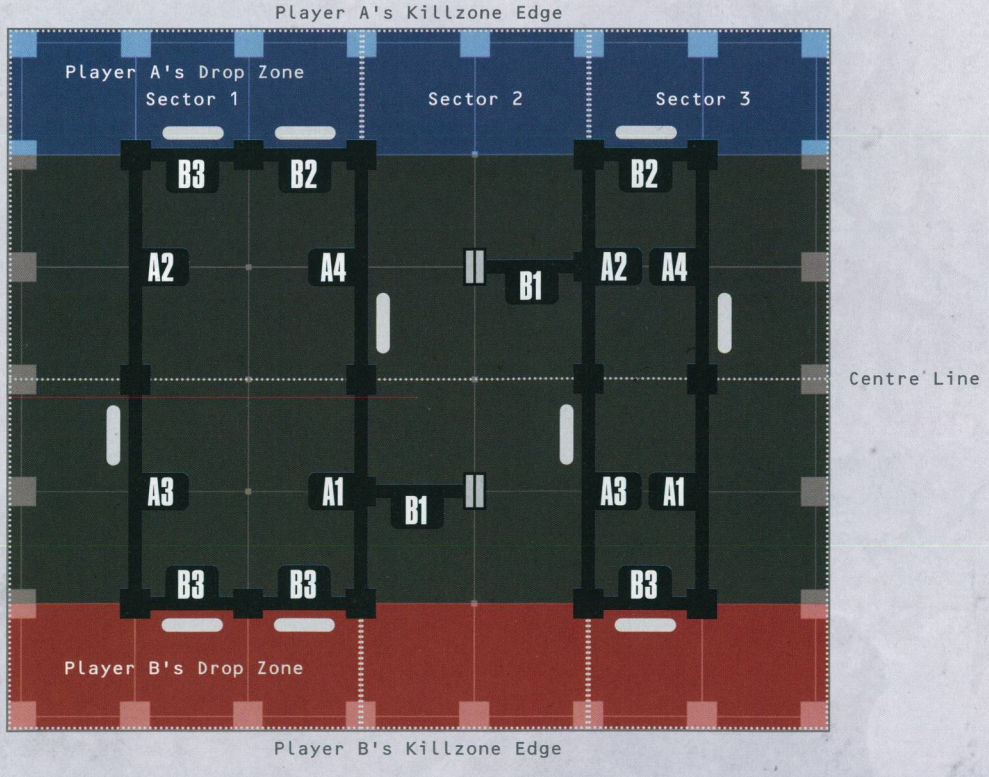
Sector Control: For the purposes of determining victory points for the mission objective, for each friendly operative that would be within two different sectors, you must select one of those sectors for that operative to be treated as being within.

MISSION OBJECTIVE

At the end of each Turning Point after the first, you score victory points as follows (to a maximum of 4VPs per player per Turning Point):

- For each sector in which no enemy operatives are on your drop zone's side of the centre line, you score 1VP.
- For each sector in which you have friendly operatives within ■ of your opponent's drop zone, you score 1VP.

For the key to this map, see pages 84-85, or the inside back cover.



MISSION 2.2

FULL-SCALE ATTACK

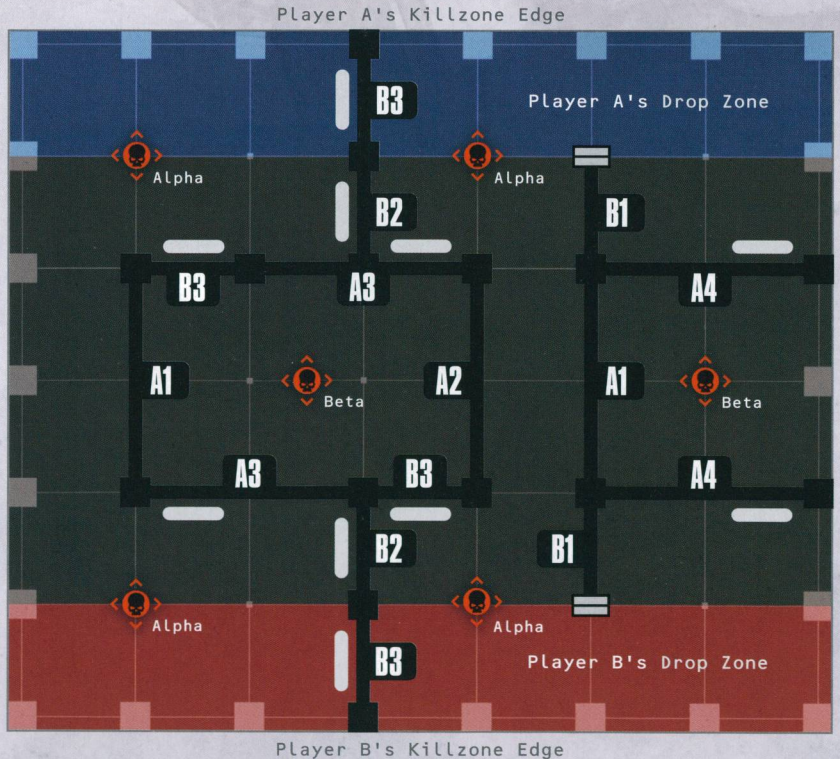
The time has come to completely destroy the enemy presence in this part of the space hulk. For too long have they attempted to thwart your plans, steal your kill team's supplies and recover precious archeotech that your kill team has sought for itself.

MISSION OBJECTIVE

At the end of each Turning Point:

- For each Beta objective marker friendly operatives control, you score 1VP.
- For each Alpha objective marker within your opponent's drop zone that friendly operatives control, you score 2VPs.

For the key to this map, see pages 84-85, or the inside back cover.



MISSION 2.3

MYSTERIOUS SIGNATURE

We have identified a strange and sizeable signature on our scanners. Whatever it is, we must pinpoint its exact location and investigate. Undoubtedly it will have attracted the attention of our enemies.

MISSION RULES

Operatives can perform the following mission action:

SCAN **1AP**

An operative can perform this action while within ◯ of an objective marker it controls. Roll one D6, adding 1 to the result for each objective marker that has been removed from the killzone. On a 1-5, remove that objective marker from the killzone. On a 6+, that objective marker is the source; remove all other objective markers from the killzone. An operative cannot perform this action if the source objective marker has been determined. Each kill team can only perform this action once per Turning Point.

Secure Mysterious Item: The **Pick Up** action can be performed upon the objective marker that is the source. The first time the **Pick Up** action would be performed upon that objective marker, one additional action point must be subtracted. Each time thereafter, subtract action points as normal. While an operative is carrying that objective marker, it cannot perform **Dash** actions.

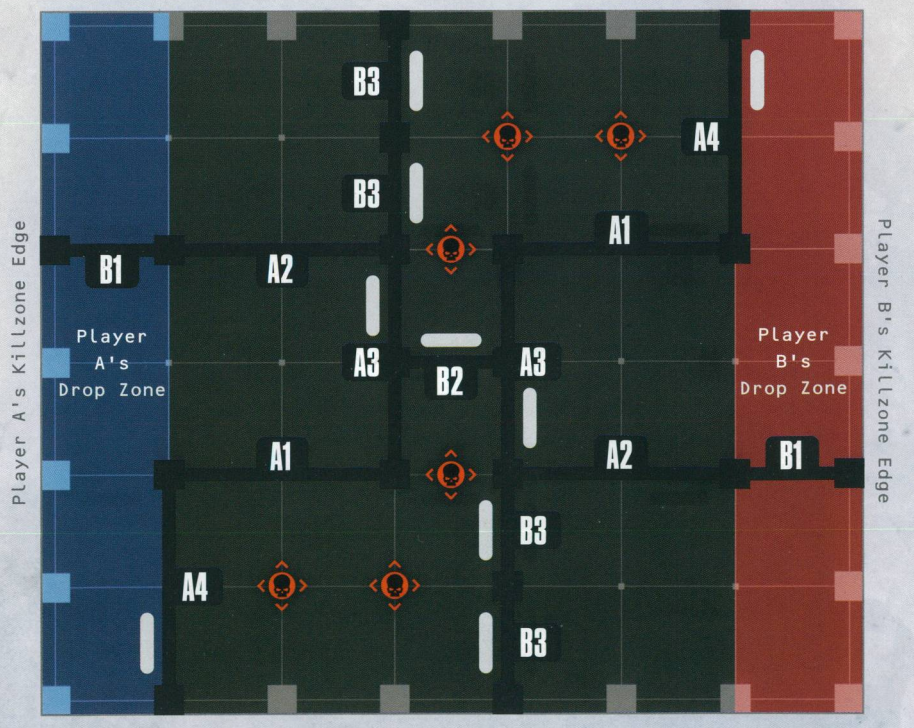
MISSION OBJECTIVE

Each time a friendly operative performs the **Scan** mission action, you score 1VP.

At the end of the battle:

- If friendly operatives control the source objective marker, you score 3VPs.
- If a friendly operative is carrying the source objective marker, you score 3VPs.

For the key to this map, see pages 84-85, or the inside back cover.



MISSION 3.1

FORGE STRONGHOLD

We have discovered a small region of the hulk in a strategically viable location that has been left undisturbed for some time. There is a plethora of salvageable equipment there, perfect for us to establish a new base of operations.

MISSION RULES

Secure: At the end of each Turning Point, each objective marker friendly operatives control is secured by your kill team. While an objective marker is secured by your kill team, it stays under their control, even if no friendly operatives are within ◯ of it. If any enemy operatives control that objective marker following the normal rules for controlling objective markers, it is no longer secured by your kill team.

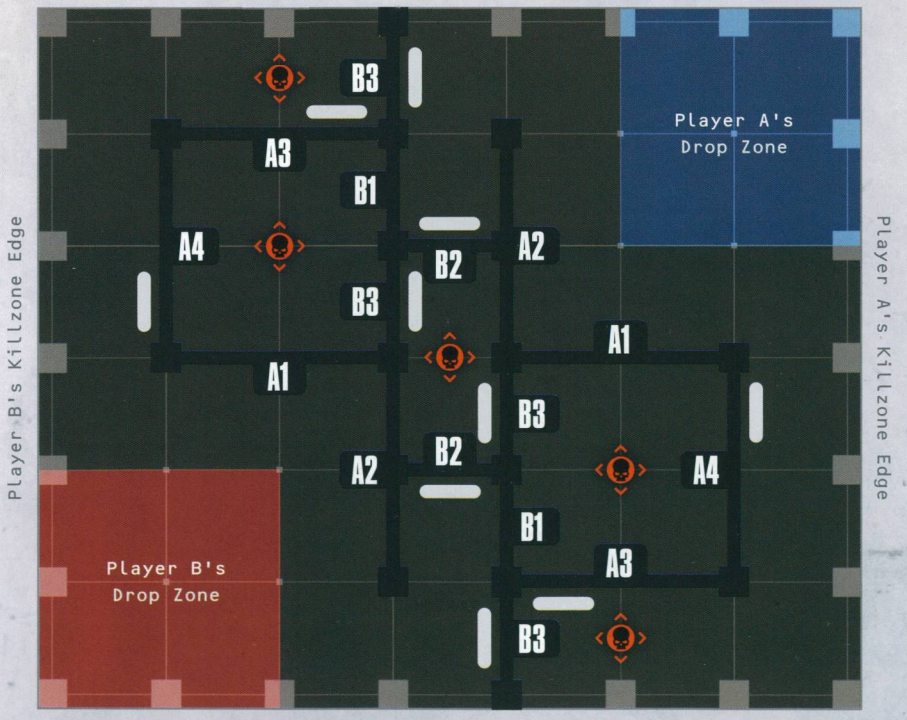
MISSION OBJECTIVE

At the end of each Turning Point after the first, for each objective marker friendly operatives control, you score 1VP (to a maximum of 4VPs per player per Turning Point).

'THEY WANT US OUT OF HERE! PAH! THEY THINK THEY CAN DRIVE US FROM WHAT IS RIGHTFULLY AND DESERVEDLY OURS? NONSENSE. THE HARDER THEY PUSH, THE DEEPER WE DIG IN AND THE FIERCER WE FIGHT BACK. WE'LL OUTLAST THEM, THEN WE'LL KILL THEM, THEN WE'LL GET WHAT WE CAME HERE FOR. THE ANCESTORS ARE WATCHING, AND THEY'RE ON OUR SIDE.'

- Theyn Êyv Orkbane

For the key to this map, see pages 84-85, or the inside back cover.



MISSION 3.2

VAULT PLUNDER

Two small stasis vaults have been discovered, both of which contain and preserve powerful items. Operatives must power down the vaults by disconnecting their conduits to claim the valuable contents.

MISSION RULES

Operatives can perform the following mission action:

POWER DOWN 1AP

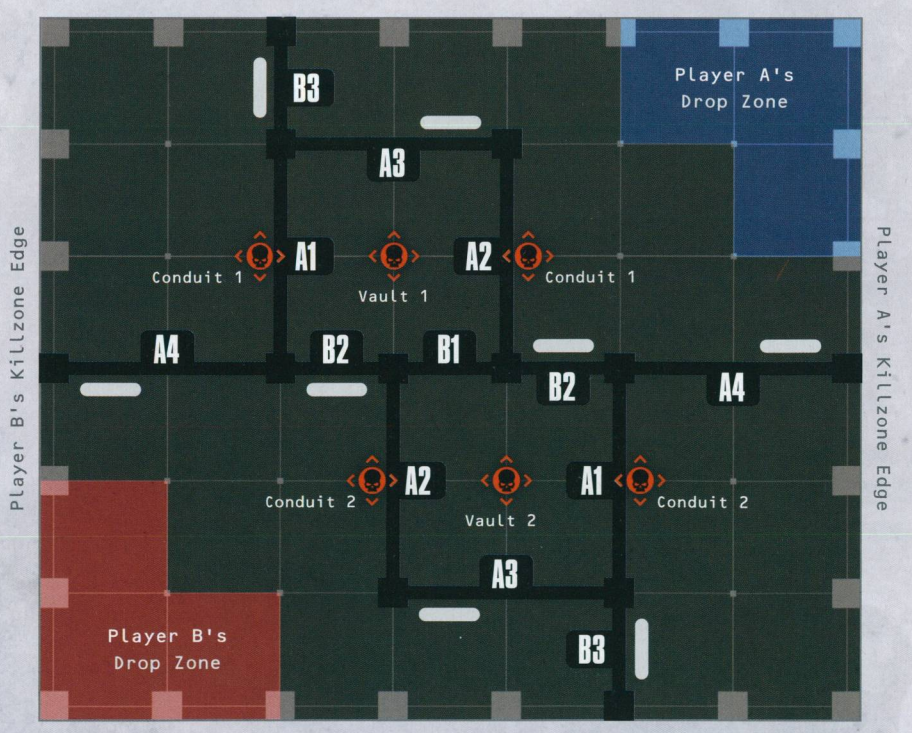
An operative can perform this action while within ▲ of a Conduit objective marker it controls. Remove that objective marker from the killzone.

MISSION OBJECTIVE

Each time a friendly operative performs the **Power Down** mission action, you score 1VP.

At the end of the battle, for each Vault objective marker friendly operatives control, you score 2VPs for each of its Conduit objective markers that have been removed from the killzone. Note that if none of its Conduit objective markers have been removed from the killzone, you score 0VPs for that Vault objective marker.

For the key to this map, see pages 84-85, or the inside back cover.



MISSION 3.3

EXPOSED TROVE

A hulk-quake has made a previously closed off area of the space hulk accessible. Whenever such an event occurs, there is much opportunity for the claiming of wealth, technology and weapons. The fighting for such potential gains is fierce indeed.

MISSION RULES

Operatives can perform the following mission action:

CLAIM LOOT **1AP**

An operative can perform this action while within ▲ of an objective marker it controls that has not been looted during this Turning Point. If it does so, that objective marker has been looted this Turning Point.

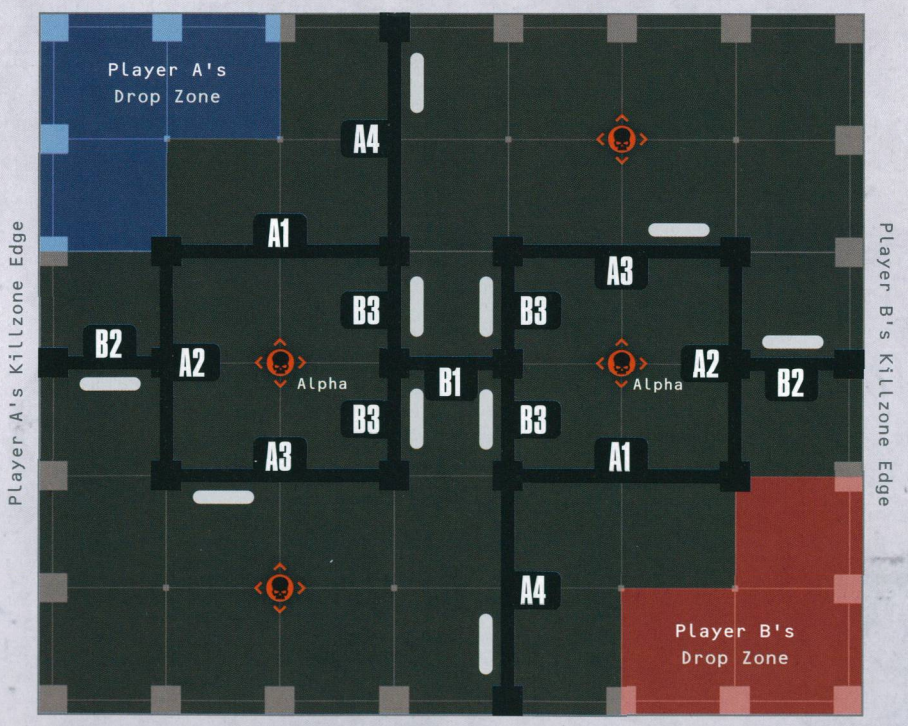
MISSION OBJECTIVE

Each time a friendly operative performs the **Claim Loot** mission action, you score 1VP (to a maximum of 3VPs per player per Turning Point).

At the end of the battle, for each Alpha objective marker friendly operatives control, you score 2VPs.



For the key to this map, see pages 84-85, or the inside back cover.



Dorox/279Mk3 lived a good life. For eighty and seven years he had been fused into Planetary Survey Station 9-4-0-Mu upon the world of Bheta-Decima, his consciousness blended with the machine spirit of the venerable construct.

The station's interior was a cramped room of floor-to-ceiling cabling, glowing green screens, whirring servos, clicking components and blinking status lights. Dorox was proud and grateful that a mere 5.37% of his flesh remained, the rest replaced with the cool perfection of mechanical parts. He hoped and prayed that, should he continue to perform his duties on Bheta-Decima with such efficiency as he had thus far, that percentage would be reduced further.

Dorox had, in his view, played an instrumental role in his lords and masters' inexorable takeover of this mineral-rich industrial world. With each passing year, more factorums were adoringly raised by the Tech-Priests and more shrines to the Machine God were established and sanctified. With them had come ever-growing armies of Skitarii. Soon, Dorox knew, Bheta-Decima would become another forge world, a gleaming jewel in the Omnissiah's iron cog crown.

It was Dorox's role to scan the stars above Bheta-Decima – to ensure proper welcome was given to newly arriving devotees of the Omnissiah – and to monitor and filter communications on the planet's surface. Planetary Survey Station 9-4-0-Mu was situated close to the major urbanofactorum of Rhombor – a clear sign of Dorox's importance.

'Unscheduled warp translation,' he stated involuntarily, the moment his station's augurs detected it. Dorox's monotone voice projected by his mechanical vox-emitter sounded like rusted nails scraping over a pile of rough gravel. He consulted a terminal before him, which read:

Right Ascension 06h 13m 53.17s
Declination +72o 21′ 22.3″

The astral coordinates of the rupture were far from the system's Mandeville Point. Though Dorox alone occupied the station, his words were recorded and sent by datalink to his superiors.

'Voidborne object detected at realspace rupture site,' Dorox said. 'Physical attributes incomparable to any one of the two hundred and nine thousand, one hundred-and-seventy-seven Human, xenos or heretic vessel marks on records. Readings of empyric energy levels surrounding object consistent with levels expected from a space hulk.'

Dorox intoned a number of prayers-analytik and astral body assessment-psalms in a fraction of a second.

'Detected hulk mass: zero-point-zero-one-zero-three of Bheta-Decima. Density: zero-point-one-two-eight of Bheta-Decima. Mass decreasing – hulk is fragmenting. Course to bring it within disruptive gravitational influence range of Bheta-Decima. Warning Planetary Defence Flotilla Lho-1/5 immediately.'

Over the next several hours Dorox remained silent, observing data readouts in accordance with protocol. Planetary Defence Flotilla Lho-One/Five did not react to his warning, and Dorox felt no curiosity as to why. His lords and masters were guided in all things by the Omnissiah, this he knew, and so he trusted their every calculation to the last jot of detail.

***

It took several days for the hulk – which Dorox had classified as 7-3-Δ-∏ – to come within range of Bheta-Decima's giga-graviton cannon batteries. Dorox knew they had been established to thwart incoming meteorites, with the power to slow or speed up objects of virtually any size that drew close enough. He had never known them to be fired. When their energies were unleashed, he felt a slight tremor rumble through the ground beneath his station. Dorox saw the weapons' effects in the data-streams flooding the screens around him. Then he understood his masters' plans.

Over the course of another day, Dorox saw the hulk's speed reduce as the giga-graviton cannon's energies took effect. As the space hulk slid into Bheta-Decima's orbit, he gave praise to the Omnissiah for its miracles. He also thanked the Machine God for the genius it so generously bestowed upon the masters of Bheta-Decima. They had surely seen – though Dorox had failed to notice himself – that 7-3-Δ-∏ was no threat to be destroyed or diverted. No – it was a gift. *What wondrous treasures lie within?* he thought. *What*

artefacts, testament to the beauty of the Machine, remain undisturbed in its chambers?

Dorox thought nothing of the fact that the gravitational forces subjected to the space hulk had ripped yet more of it apart, sending enormous chunks of warp-corrupted wreckage and rock cascading onto Bheta-Decima's surface.

They will cause damage, he admitted to himself. *But the gains will more than outweigh the costs. The Omnissiah knows that whatever of its shrines are lost, we will replace them with great factorum-cathedra dedicated to the glory of its name!*

***

Bheta-Decima's vox network became awash with impact reports after hunks of 7-3-Δ-∏ struck the planet. The majority were no larger than God-Engines of the Adeptus Titanicus, though several were the size of cities. Dorox was fascinated by what he heard, and the reams of brand new data that flooded his systems. The scale of destruction was beyond anything he had ever attempted to contemplate or calculate. More than that, learning of it was intoxicating. Information and knowledge flowed faster than Dorox could organise it, and he relished the thought of the complex categorisations and cogitational analyses he would later perform. He knew his lords and masters would admire him greatly for his work.

The list of disasters grew with each passing hour. The entirety of urbanofactorum Rhy-511 fell silent in an instant – nothing remained of it but static and vox-echoes. Shock waves had toppled the gas-extractor towers in the Ondor Flatlands, which destroyed worker encampments and sent vast quantities of toxic fumes billowing into the atmosphere. Numerous habstacks had also been reduced to rubble.

Besides terrible damage, the impacts stirred a razor-hornet's nest of disorder. Flocks of native, tank-sized arachnids had been awoken early from their annual hibernation in the Geddenn Caverns. They were now on the move, feasting on all in their path. Long-hidden heretical cults in the urbanofactorum Zhu-Tov had risen up, clashing in ferocious battles with overstretched Skitarii forces. In some cities, food and water supplies went from overwhelmingly plentiful to all but nothing in a heartbeat, due to storage units being destroyed or production ceasing. Populations that had been spared the immediate danger were suddenly threatened by starvation. Riots erupted in a dozen settlements and workers even lay down their tools in protest. Reports Dorox read suggested the Skitarii's trigger fingers had been worn down quashing these insurrections.

It continued on and on like this for days. A huge portion of the space hulk was disintegrating. The regimental headquarters of the 116th Vettian Cavaliers was incinerated in a fire storm that left 90% of its soldiers reduced to ash. The entirety of Lake Drazos flash-evaporated in a matter of seconds. One of the greatest disasters was the collapse of the ten-kilometre long Arkor Cliffs into the Rengh-Zoh Sea. Besides drowning several manufactorums hundreds of kilometres away, the resulting tsunami destroyed thirty promethium rigs, sending billions of gallons of the raw fuel into the ocean. When it was struck by a superheated fragment of the space hulk no larger than a pebble, it was all set alight.

Dorox was astonished. The nature of the space hulk made events highly unpredictable. The hunks of it collapsing into Bheta-Decima's surface did not share the typical density of a meteorite. Scans conducted at long range showed that some of the chunks were run through with caverns and corridors, while others were solid rock suffused with warp energy. These differences meant continents that should have been obliterated – given the size of the flaming wreckage they were struck with – survived, while cities that should have survived the impact of a tank-sized rock were reduced to ash in a single instant.

Dorox was transfixed by the data-streams, the augur reports and the desperate pleas for help coming from across more than half of the planet. It was exhilarating.

So swept up in the embrace of information was Dorox, that he did not identify the lump of wreckage that struck Rhombor in its very centre. Even if he had not ignored the warning klaxon – dismissing it as an irritating distraction – so much of his form was fused with the station that he could not have escaped regardless.

Five-point-six-eight seconds after the city of Rhombor was struck, it was erased from existence. Dorox/279Mk3 with it.

HEARTHKYN SALVAGERS

NARRATIVE DATASLATE

Kill Team Name

Player Name

Faction Keyword

Selectable Keyword

Base of Operations

Requisition Points

Asset Capacity

Spec Ops Log:

Stash

Strategic Assets

History

Notes

Quirks

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FELLGOR RAVAGERS - NARRATIVE DATASLATE

Kill Team Name

Player Name

Faction Keyword

Selectable Keyword

Base of Operations

Requisition Points

Asset Capacity

Spec Ops Log:

Stash

Strategic Assets

History

Notes

Quirks

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HEARTHKYN SALVAGERS NARRATIVE DATACARD

Operative

Operative Type

Rested Tally

Specialism

Experience Points

Battle Honours

Battle Scars

Notes

FELLGOR RAVAGERS - NARRATIVE DATACARD

Operative

Operative Type

Rested Tally

Specialism

Experience Points

Battle Honours

Battle Scars

Notes

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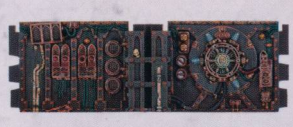
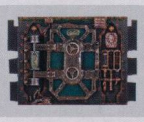
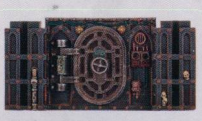
KILLZONE KEY
REFERENCE OVERLEAF

KILLZONE KEY REFERENCE

LONG WALLS

LONG WALL	A1	
LONG WALL WITH PILLARS	A2	
LONG WALL WITH HATCHWAY	A3	
LONG WALL WITH HATCHWAY AND PILLARS	A4	

SHORT WALLS

SHORT WALL	B1	
SHORT WALL WITH HATCHWAY	B2	
SHORT WALL WITH HATCHWAY AND PILLARS	B3	

HATCHWAY POSITIONS

The locations of Hatchways on the mission map are specified by the symbols to the right. This will help you identify the orientation of long walls with Hatchways.



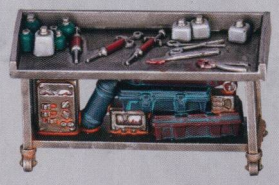
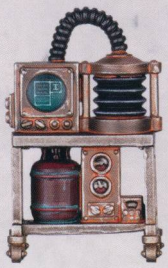
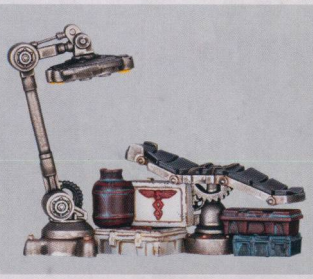
PILLAR

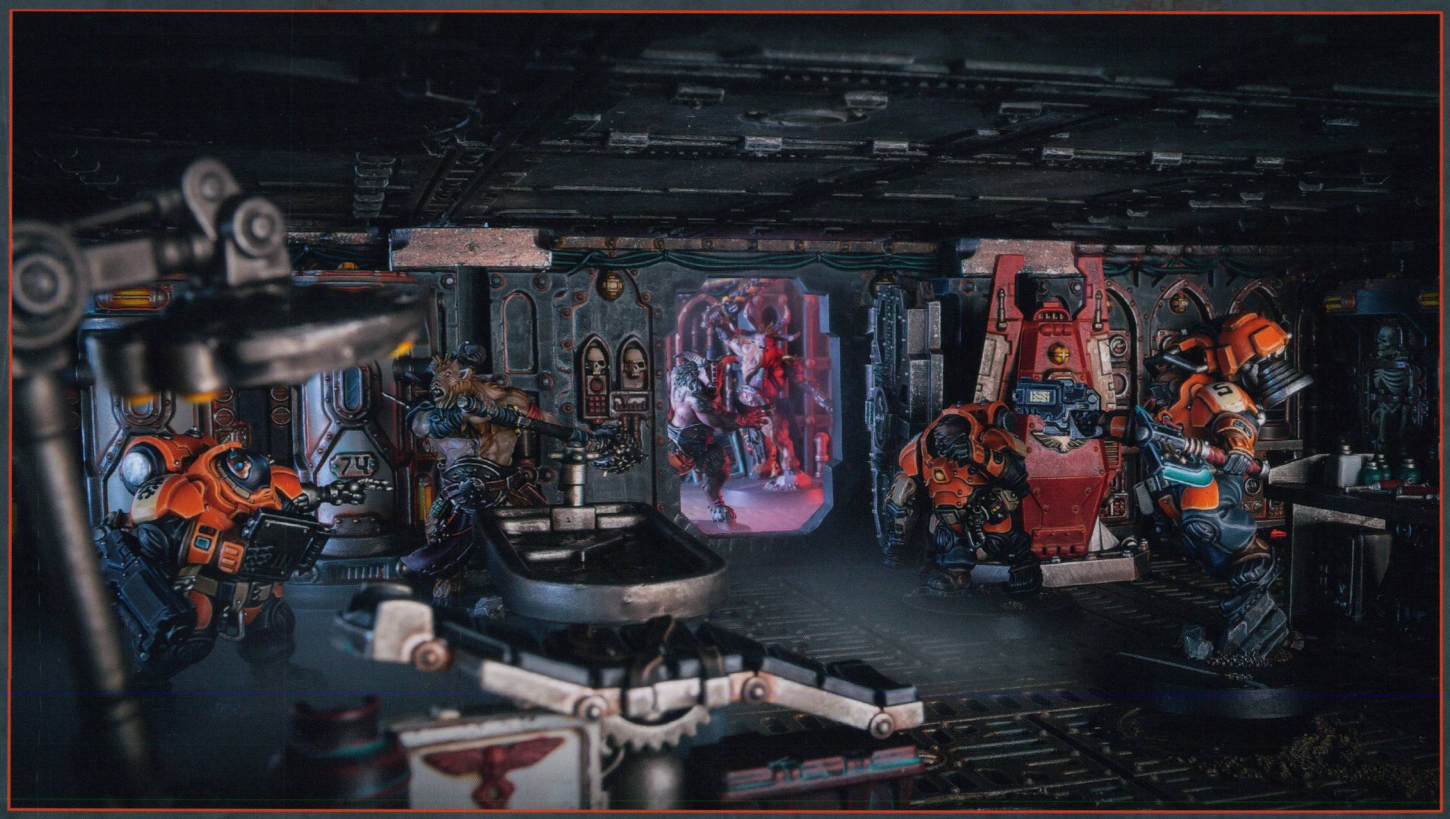


WALL END



GALLOWFALL TERRAIN

AUTOPSY TABLE	F1	
MEDICAL SUPPLY TABLE	F2	
IRON LUNG	F3	
SURGICAL CHAIR	F4	
ESCAPE POD	F5	
STASIS PODS	F6	



IN THE BROKEN BODY OF THE GALLOWDARK, DETERMINED RESCUERS PLUNGE INTO ITS COLLAPSING DEPTHS.

A DESPERATE SEARCH FOR LOST KIN.

The space hulk *Gallowdark* drifts in realspace. For some it is their sacred home, for others it is a prize potentially packed full of valuable resources. The size of a moon, it is made up of thousands of voidships belonging to countless races. Melded together over millennia, it has become a maze-like warren that the resourceful exploit, and in which the bestial thrive.

Following the crash of an Imperial prison barge into its flank, the *Gallowdark* has suffered catastrophic damage and is on the brink of destruction. With chunks of it torn away, long-confined distress signals emitted by Ironkin of the Leagues of Votann can finally break free, and have been heard. The *Reachfar*, a cruiser of the Trans-Hyperian Alliance, now speeds to the hulk to rescue the Ironkin. This will be no easy task, however, for they are held by a pack of Chaos Beastmen – fearsome hunters and some of the *Gallowdark*'s most ferocious and cunning denizens.

Inside you will find:

- A host of lore regarding space hulks, the *Gallowdark* and the escalating battles between those fighting aboard it, even as warp drive ruptures and fuel tank explosions tear it apart.
- Background on the highly disciplined Hearthkyn Salvagers of the Leagues of Votann, the ferocious Fellgor Ravagers of the Chaos Beastmen and their kill teams.
- Rules for fielding kill teams of unyielding Hearthkyn Salvagers and savage Fellgor Ravagers. Included are datacards and a host of rules for each of these kill teams. Alongside these are 18 missions – including Critical Ops and Shadow Ops – as well as a suite of new rules for escape pods and medical equipment.
- Stunning photography showcasing expertly painted examples of the Hearthkyn Salvagers and Fellgor Ravagers miniatures, as well as atmospheric artwork.

DESIGNED IN THE UK

PRINTED BY ARTRON IN CHINA

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warhammer.com

You will need a copy of the Kill Team Core Book in order to use the contents of this book.

HEARTHKYN SALVAGER

UPDATE 1.1

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in blue.

KILL TEAM: GALLOWFALL

***Page 46, Hearthkyn Lokâtr, Early Detection ability**

Change the second sentence to read:

'In addition, enemy operatives cannot move before the battle begins (although your opponent can still select the Recon scouting option for the purpose of determining initiative).'

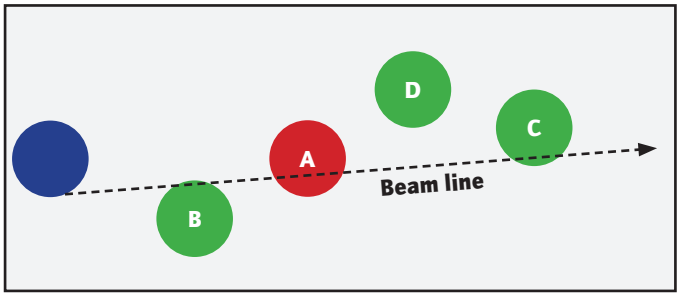
DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

KILL TEAM: GALLOWFALL

For the **LUGGER** operative's **Re-equip** action:
Q: When reselecting weapon options, what are the restrictions?
A: Select as if it were the Select a Kill Team step of the mission sequence. For a **GUNNER** operative, you can't select a weapon you've already selected for the battle, even if the **GUNNER** operative that had it has been incapacitated.
Q: If the friendly **HEARTHKYN SALVAGER** *operative had the auto-calibrator equipment on their original weapon, what happens to it?*
A: They no longer have that equipment, even if they return to their original weapon with a subsequent **Re-equip** action.

For the **GUNNER** operative's Beam critical hit rule:
Q: When determining operatives along the beam line, is it operatives before the original target, after, or both?
A: Both. See diagram below.
Q: Are mortal wounds inflicted on the original target?
A: No.
Q: When inflicting mortal wounds, do you roll a D3 for each operative separately?
A: Yes.



In this example, Operative A is the original target. Operatives B and C are along the beam line, but operative D is not.

FELLGOR RAVAGER

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ERRATA

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KILL TEAM: GALLOWFALL

***Page 56, Frenzy ability**

Add the following (italicized text is new for this update):

'Your opponent treats a **FELLGOR RAVAGER** operative as being incapacitated *(instead of when it would be incapacitated normally)* when it gains a Frenzy token for the following purposes:

- Scoring VPs from Tac Ops that require enemy operatives to be incapacitated.
- Gaining Pain tokens (**HAND OF THE ARCHON**) and Blooded tokens (**BLOODED**).
- Completing performances of Allegories (**VOID-DANCER TROUPE**).'

DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

KILL TEAM: GALLOWFALL

Q: Can the **FLUXBRAY** *operative perform the* **Cleaver Flurry** *action while within Engagement Range of an enemy operative?*
A: No. Whilst it can move within Engagement Range during the action, it cannot start the action there, as per the requirements of a **Normal Move** action.

Q: If my opponent is using the Implant Tac Op, do strikes that implant a* **FELLGOR RAVAGER *operative with a Frenzy token count towards the strikes needed to incapacitate it?*
A: No

WARHAMMER 40,000

KILL TEAM

THE BALANCE DATASLATE

Q2 2024

This document contains the collected Q2 updates to the rules for game balance improvements. New updates can be identified by the presence of an asterisk (*) bullet point.

CORE RULES

- **New Core Rule:** Some rules allow you to activate operatives in succession before your opponent can activate. Regardless of such rules, you can never activate more than two operatives in the same Turning Point before your opponent has had a turn to activate a ready operative or perform **Overwatch**.
- **New Core Rule:** The Movement characteristic cannot be modified to less than 2◯ (even if injured).
- Jump tests: Automatically successful (do not roll).

KILLZONE: BHETA-DECIMA

- Restricted Line of Sight: The target operative is not Visible (instead of Obscured).
- Tactical Ploys that allow one or more operatives to be set up outside of your drop zone, e.g. Sneaky Git, **KOMMANDO** and Dimensional Translocation, **HIEROTEK CIRCLE**. Such operatives must be set up wholly within 2◯ of your drop zone.



EQUIPMENT

- You can only select each equipment with the Indirect special rule (e.g. dynamite, krak grenade, fusion grenade) once per battle. If a friendly operative already equipped with such equipment is selected for deployment (e.g. **ASSAULT GRENADIER PATHFINDER** operative), this counts as your selection.

REPLACED ARMY LISTS

Over time, certain new army lists will be introduced that are designed to replace similar army lists from the Compendium. We recommend the newer army list replaces the older one where balance is concerned, particularly in an organised play setting such as a tournament. These army lists and their replacements are as follows:

FORGE WORLD replaced by **HUNTER CLADE**
THOUSAND SONS replaced by **WARPCOVEN**
TROUPE replaced by **VOID-DANCER TROUPE**

CRITICAL OPERATIONS 2022

- Each player cannot score more than 16 victory points in total from the mission objective during the battle (instead of 12), and a maximum of 24 victory points from the game (instead of 20).
- Loot mission action: Each objective marker can be looted a maximum of four times during the battle (instead of three).

HEARTHKYN SALVAGER

- Change Steady Advance ability to: 'While a friendly **HEARTHKYN SALVAGER** operative is performing a **Normal Move** action, add ▲ to its Movement characteristic.'
- Add 1 to Wounds characteristic of all operatives.
- **HEARTHKYN FIELD MEDIC** operative's plasma knife: Gains the Lethal 5+ special rule.
- Equipment plasma knife: 2EP, change Attacks characteristic to 4, gains the Lethal 5+ special rule.
- Change **THEYN** operative's Eye of the Ancestors ability to: 'Once in each Strategy phase, when you would use a Strategic Ploy or pass, you can select one enemy operative to gain a Grudge token instead, or two enemy operatives if three or more friendly **HEARTHKYN SALVAGER** operatives are incapacitated.'
- **DÔZR** operative's **Knux Smash** action: Add the following sentence: 'This operative can then perform a free **Charge** action up to ■ (even if it's performed an action during this activation that prevents it from doing so).
- **LOKÂTR** operative's Early Detection ability: In addition, enemy operatives cannot move until the Firefight phase of the first Turning Point.
- **LOKÂTR** operative's **Pan Spectral Scan** action: In addition, that enemy operative is not Obscured for that shooting attack.

* All operatives gain the following ability: '**Secure Salvage:** Each time a friendly **HEARTHKYN SALVAGER** operative fights in combat, if it's within ◯ of an objective marker, in the Resolve Successful Hits step of that combat, you can subtract 1 from the damage inflicted on it from one of your opponent's successful hits (to a minimum of 3).'

* **THEYN** operative gains the following ability: '**Force Field:** The first time an attack dice inflicts 4 or more damage on this operative during the battle, ignore that inflicted damage.'

FELLGOR RAVAGER

- While a **FELLGOR RAVAGER** operative has a Frenzy token, treat its APL characteristic as 1 (after all modifiers) for the purposes of determining control (e.g. objective markers).
- Incapacitating a **FELLGOR RAVAGER** operative with a Frenzy token: Add the following bullet point: 'Critical damage is inflicted on it in a subsequent shooting attack (i.e. not the same shooting attack in which it gained a Frenzy token).'
- **IRONHORN** operative's Call the Attack ability: The selected operative must be Visible to and within ⬟ of this operative.
- **GNARLSCAR** operative's **Uncompromising Attack** action: You can only select an autopistol for this action's shooting attack.
- War Paint equipment: 2EP.
- **DEATHKNELL** operative's War Gong ability: No effect when the **DEATHKNELL** operative has a Frenzy token.

* **FLUXBRAY**, **MANGLER** and **VANDAL** operatives: Replace all instances of Relentless with Ceaseless.

* **GNARLSCAR** and **MANGLER** operatives: Subtract 1 from Wounds characteristic.

* Reckless Determination Strategic Ploy: Each time a shooting attack is made against a friendly **FELLGOR RAVAGER** operative that is not ready and is not in Cover.