WARHAMMER 40,000

KILL TEAM



SOULSHACKLE



KILL TEAM: SOULSHACKLE

The *Gallowdark* ploughs inexorably through the void, the monstrosity's potential at once irresistible and terrifying. Covetous interlopers have converged and boarded its agglomerate mass. The space hulk's denizens – infesting horrors and trapped unfortunates alike – have had their imprisonment disturbed by new arrivals, and are stirring with either hunger or hope. Predator or prey, hunter or fugitive, the *Gallowdark* will exact its toll on all.

CONTENTS

Introduction 3

SOULSHACKLE 4
Arenas of Plenty 4
The *Gallowdark* 6
Hunters and Hunted 8
The Drukhari 10
The Dark City's Kabals 10
The Lady of Venom 12
Hand of the Archon Kill Teams 14
Showcase 18
Names and Demeanours 20
The Adeptus Arbites 24
The Emperor's Justice 24
Exaction Squad Kill Teams 27
Notable Arrest Records of EO-K94 28
Showcase 30
Names and Demeanours 32

THE RULES 38
Hand of the Archon Kill Team 39
Tac Ops 40
Ability 41
Strategic Ploys 42
Tactical Ploys 42
Datacards 43
Kabalite Archsybarite 43
Kabalite Agent 43
Kabalite Crimson Duellist 44
Kabalite Disciple of Yaelindra 45
Kabalite Elixicant 46
Kabalite Flayer 47
Kabalite Gunner 47
Kabalite Heavy Gunner 48
Kabalite Skysplinter Assassin 49
Equipment 50
Hand of the Archon Spec Ops Rules 51
Battle Honours 51
Rare Equipment 52
Strategic Assets 53
Requisitions 54
Spec Ops 55
Exaction Squad Kill Team 56
Tac Ops 57
Ability 58
Strategic Ploys 59
Tactical Ploys 59
Datacards 60
Arbites Proctor-exactant 60
Arbites Castigator 61
Arbites Chirurgant 61
Arbites Gunner 62
Arbites Leashmaster 62
R-VR Cyber-mastiff 63
Arbites Malocator 64
Arbites Marksman 64
Arbites Revelatum 65
Arbites Subductor 65
Arbites Vigilant 66
Arbites Vox-signifier 66
Equipment 67
Exaction Squad Spec Ops Rules 68
Battle Honours 68
Rare Equipment 69
Strategic Assets 70
Requisitions 71
Spec Ops 72

KILLZONES 73
Killzone: Gallowdark 73
Killzone: Soulshackle 77
Close Quarters 79
Setting up Terrain 82
Killzone Key 84

MISSION PACKS 86
Shadow Operations: Soulshackle Mission Pack 86
Mission 1.1: Inload Data-gheist 88
Mission 1.2: Awaken Control Cores 90
Mission 1.3: Cryptogrammic Raid 92
Mission 2.1: Reignite Comms 94
Mission 2.2: Bridge Assault 96
Mission 2.3: Command Centre Surrounded 98
Mission 3.1: Service Tunnels 100
Mission 3.2: Hasty Defence 102
Mission 3.3: Recover Archives 104
Showcase 106
Critical Operations: Gallowdark Mission Pack 108
Mission 1.1: Command Station Control 109
Mission 1.2: Power Surge 110
Mission 1.3: Supply Raid 111
Mission 2.1: Junction Assault 112
Mission 2.2: Full-scale Attack 113
Mission 2.3: Mysterious Signature 114
Mission 3.1: Forge Stronghold 115
Mission 3.2: Vault Plunder 116
Mission 3.3: Exposed Trove 117

DATASLATES AND DATACARDS 118
Exaction Squad Dataslate 118
Hand of the Archon Dataslate 119
Exaction Squad Datacard 120
Hand of the Archon Datacard 120

PRODUCED BY THE WARHAMMER STUDIO

With thanks to First Claw for their additional playtesting services.

Kill Team: Soulshackle © Copyright Games Workshop Limited 2023. Kill Team: Soulshackle, GW, Games Workshop, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

Games Workshop Ltd, Willow Rd, Lenton, Nottingham, NG7 2WS

WARHAMMER.COM

INTRODUCTION

Welcome to *Kill Team: Soulshackle*. This is the third instalment in the latest series of Kill Team, following the fortunes of elite squads of warriors amongst the nightmarish innards of the space hulk known as the *Gallowdark*. Predators, thieves, assassins, crusaders and myriad others fight and explore within this deadly vessel. Either hunger or duty drive them to brave its depths.

Space hulks are vast accretions of void-borne debris – wrecked ships, rock and stranger matter – crushed together in the warp. When such a mass emerges into realspace, it heralds opportunity for those brave enough. Arcane or technological treasures may survive buried amongst its melded passageways and vaults, yet space hulks also bring death. Danger lurks at every turn: rotting gangways give way into bottomless chasms and sudden leaks flood holds in an instant. Nor are space hulks devoid of life. The warp's corruption results in mutated horrors and gheists that haunt the vessel's corridors, while infestations of monstrous and insane denizens stalk its chambers.

For every greed-fuelled opportunist intentionally seeking artefacts within a space hulk for profit or fame, there are others who are suddenly confronted with them. They must steel themselves to endure or exploit the hulk's terrifying dangers, or else succumb to the manifold perils it poses. This book explores some of these threats as well as opportunities. You will learn more about the *Gallowdark* and those forced to negotiate its dark warren of corridors. These include the Adeptus Arbites, ruthless upholders of Imperial justice, and the cruel Kabalites of the Drukhari, driven to inflict pain and torment.

Kill Team: Soulshackle includes faction army lists for two brand new kill teams – Exaction Squads of specialist Arbitrators, and Hands of the Archon comprising elite Kabalites. Alongside datacards you will find ploys, equipment and Tac Ops abilities, 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 and develop its character. 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.

Throughout this book, you can pore over stunning photographs of beautifully painted miniatures, including many set in the disquieting maze of the *Gallowdark* itself. You will see the highly detailed and characterful Adeptus Arbites Exaction Squad and Drukhari Hand of the Archon miniatures in all their glory. The action-packed illustrations depict the determined hunters that make up these factions amidst the oppressive and harsh environments found within the confines of the *Gallowdark* to inspire the look and story of your own collections.



ARENAS OF PLENTY

Some liken the warp to an ocean. Seers, scholars and shipmasters talk of its dimensionless energies in terms of currents, swells and eddies. Like any ocean, danger lurks unbound, and for uncounted ages vessels braving the warp have risked foundering in its depths. Merged with one another and twisted into havens of the malign, the resulting space hulks are relished as stimulating hunting grounds by the xenos Drukhari.

Long before the forebears of the Drukhari rose to the zenith of their power tens of millions of years ago, numerous spacefaring species had already attempted to navigate the warp – a realm of energy, emotion and madness – to overcome the vast distances between the stars. The Drukhari and other strands of the Aeldari race understand it more than most, but even their advanced technology cannot protect against the warp's dramatic swells of psychic power.

The warp is haunted by hungry entities and is ever troubled by storm-like seizures and unnatural tides. Ships that attempt to cross through the warp from one region of realspace to another rely on varied technological or arcane means to survive. Such mortal endeavours to maintain just enough stability to reach a destination often fail in the face of the warp's violent tempers. Ships are crippled or smashed asunder before reaching realspace again. Even vessels that do not intend to enter the warp risk falling into it. Warp rifts can suddenly yawn wide, swallowing whole ships and orbital stations, as well as entire planets. Even the cruel Drukhari, who carefully avoid contact with the warp more than most, can fall prey to it.

The webway is a twilight realm of labyrinthine spars built by unknown architects between realspace and the warp, and sheltered from both. Ever since catastrophe snuffed out the Aeldari empire millennia ago, the Drukhari's predatory people have occupied a sprawling domain within the webway. From here, the Drukhari's raiding fleets slip out through portals that enable them to strike across the galaxy. It is for souls and flesh to torment and terrorise that the Drukhari raid, as well as to stir their jaded senses. In the deadly innards of space hulks, these sadistic torturers find great sport indeed to satisfy their needs.

Within the churning infinity of the warp, remnants of ships are crushed and twisted together by its infernal energies. Time, space and other fundamentals of reality do not work in the same way there, and these amalgams of wreckage and other matter are fused in insane geometries. Through capricious forces they are spat back out into realspace at random intervals as deformed and lumpen ghost ships, bloated with the accretion of countless vessels and saturated with the mutating power of the warp. They may spend centuries drifting through the galaxy, attracting the insane, the malignant and the desperate before vanishing back into the warp for aeons.

In the Aeldari tongue, space hulks are sometimes referred to as *klais'am haihsa'ol*, or 'abominations birthed from pits of terror, nightmare and misery'. To the Drukhari, such an epithet conveys notions of pleasurable relish, as their own Dark City of Commorragh is a place of horror and torment. Space hulks harbour all manner of dangerous aliens and strange monsters, as well as criminals, heretics and far worse. These denizens represent both danger and opportunity to the Drukhari, who have an endless thirst for captives to provide gory entertainment in Commorragh's arenas.

Though their superior technology and sneering arrogance mean that the artefacts of other races are of little interest to them, space hulks may contain fragments of the Aeldari's vanished empire. Such relics from their race's golden age hold great attraction, whether to employ in some scheme of political outmanoeuvring or gruesome corruption.

Some areas of space hulks are open to vacuum, laced with toxic seepage or flooded with corrosive fluids. Yawning chasms miles deep open amid hulk-quakes that rumble as layers of wreckage and rock settle. These dangers and countless more are viewed by the Drukhari as worthwhile trials for their athletic agility; warriors who fall to them are callously despised for their weakness. The one danger that holds a true frisson of terror for the Drukhari is a space hulk's potential to re-enter the warp without warning. From supernatural causes to a constituent ship's warp engines firing at random, a Drukhari can find themselves in the warp, unprotected. There, they are prey for daemonkind, and an eternity of torment that only Aeldari can appreciate and fear.

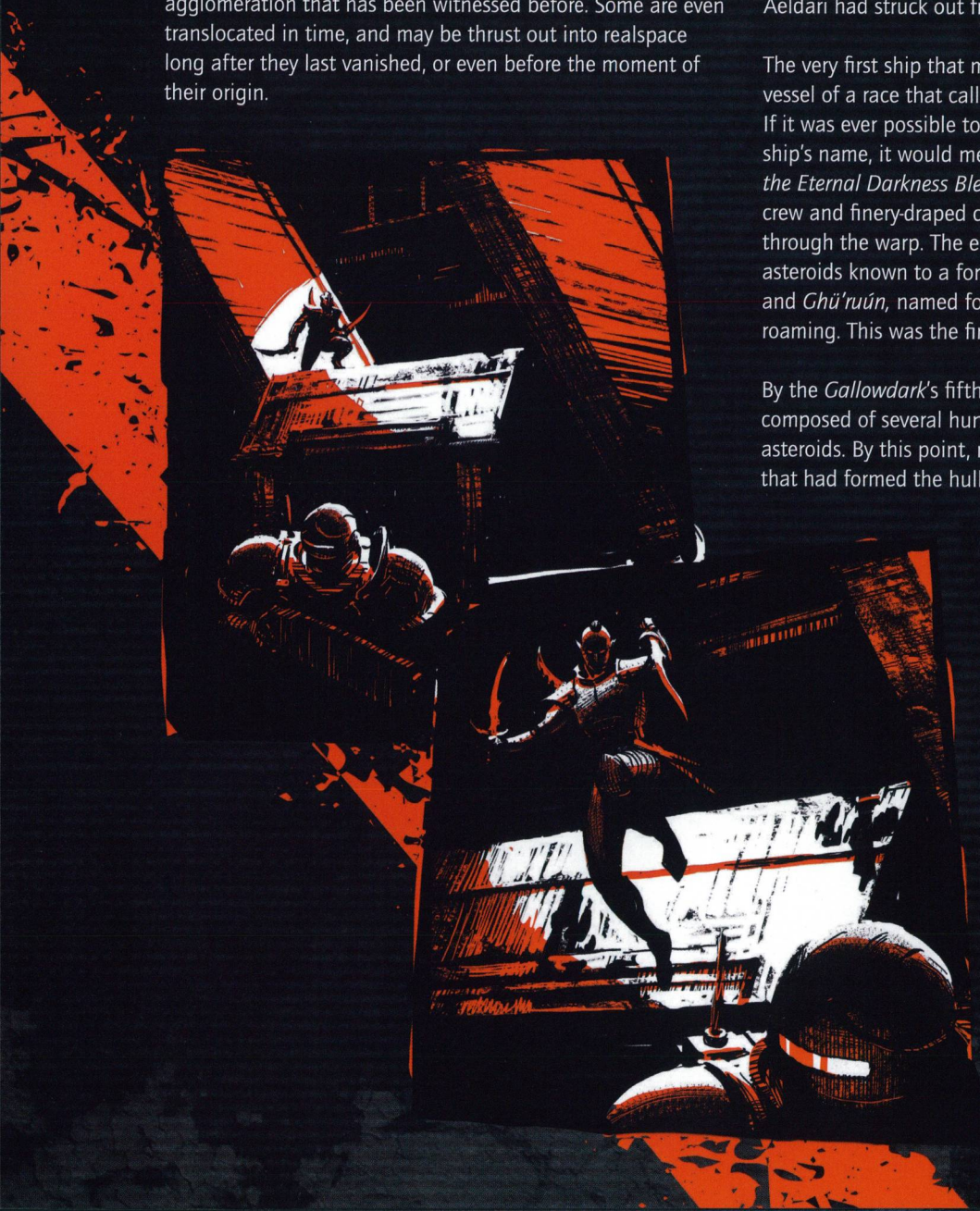


THE GALLOWDARK

Of the myriad abominations that have burst from the warp and into realspace, no two are alike. The space hulk that would be called the *Gallowdark* by the Imperium is one. A colossal monstrosity – the size of a moon – it is formed from countless craft and shards of space-borne debris. For many intruders, it is the first and last space hulk they will ever see.

The warp is known by many names. Imperial commanders sometimes refer to it as the immaterium or the empyrean. Others know it as the Great Ocean or the Sea of Souls. Within the timeless realm, space hulks may drift for millennia, absorbing new fragments of wreckage as empyric tides cast them through howling gulfs of energy.

Change is among the abiding traits of anything touched by the warp, and space hulks are no different. They grow, fracture and break apart, reforming in alternate combinations over aeons. Thus, they may not even be recognised as the same agglomeration that has been witnessed before. Some are even translocated in time, and may be thrust out into realspace long after they last vanished, or even before the moment of their origin.



The space hulk referred to as the *Gallowdark* by the Imperium has been known by a number of names – its size, shape and constituent wrecks being so different each time it appeared in realspace that it was never recognised as the same dread object. To pre-Dark Age Human pioneers of the Long March, it was the *Shivversplint*. The Af'arkhant Dynasty of the Necrons recorded its passage with a glyph meaning 'Spear Cast from Death's Heart', while the Thengl of myth feared it as the *Thousand Maws*. No army of scholars could ever successfully account for the *Gallowdark*'s long and meandering tale. Its history goes back millions of years, to a time before even the Aeldari had struck out from the cradle of their origin.

The very first ship that made up the *Gallowdark* was a funeral vessel of a race that called themselves the S'koran'igsthi. If it was ever possible to discover, let alone translate, the ship's name, it would mean *She Who Mourns Great Loss in the Eternal Darkness Bleak*. The vessel was lost with all its crew and finery-draped cadavers on a ritual funerary journey through the warp. The empyrean initially melded it with two asteroids known to a forgotten ancient people as *Kh'a'pahlā* and *Ghü'ruún,* named for deities of hunting, fire, wisdom and roaming. This was the first of countless such fusings.

By the *Gallowdark*'s fifth appearance in realspace, it was composed of several hundred ships and scores of voidborne asteroids. By this point, nothing whole remained of the vessel that had formed the hulk's original kernel. The space hulk had become home to a score of different races – including those the Imperium would later know as the Fra'al and the Khrave – and artificial species harbouring dark intellects granted by their now extinct creators, known in their time by such names as the Larvae of Silica and the Eclosions of the Metal. These inhabitants formed alliances, built settlements and waged wars across the *Gallowdark* for the sake of territory, resources, fresh meat, ambitions, rituals or merely survival.

Observers in the Era Indomitus may recognise Human vessels

embedded in the *Gallowdark*'s superstructure – both loyalist and traitor – alongside the mangled scrap-ships of the Orks, the sweeping curves of Aeldari craft and even biological masses that appear to have begun their existence as Tyranid bioships. Countless others are unidentifiable, having been warped into dark spirals and branching tracts that wind into the hulk's core like venom-laced veins.

The Imperial Navy ships mangled into the hulk's morass include the Vanquisher-class battleship *Victoria Magnus*, long since reported lost in the warp, and the Exorcist-class grand cruiser *Queen Imperia*, drawn into a warp storm in M39. Other Imperial ships include an infested reclamation craft with the cipher *Everwatch*, rumoured to have been employed by the Ordo Xenos, the cavernous Ecclesiarchal cathedrum-ship named *Saint Bernidelph's Pride*, and the claustrophobic penal transport barge known as the *Boneshackle*. The penal barge is almost entirely embedded, save the brutalist towers atop its bridge that poke through the hulk's skin like fungal growths.

Many of the heretic vessels of the *Gallowdark* have seemingly merged far more readily, appearing to have sunk into the superstructure as if it were a sucking mire. They include the battleship *Death of Innocence* and the Night Lords cruiser *Prince of Despair*, echoing still with the agonised screams of the Heretic Astartes' long-dead victims. The *Foeshredder*, a World Eaters strike cruiser, remains the haunt of bloodthirsty madmen, and gore flows in its gladiatorial pits each day. Daemonships have been fused into the *Gallowdark* by the power of the immaterium, including the *Hellspite* and *Darkspawn*. Only the most desperate or insane of the *Gallowdark*'s inhabitants ever venture to those bestial reaches.

While the space hulk grew within the timeless warp, in realspace, millennia wore on. On either side of the veil that separated the two – through which it passed several times – the *Gallowdark* changed. New occupants came and went. Some arrived by accident, their vessels consumed by the warp and melded with the space hulk. Others came with purpose, seeking to explore the vessel and plunder its riches. Aboard the *Gallowdark*, many inhabiting groups, tribes and species were wiped out in their entirety, through war, hulk-quakes or cavern collapses. Some were destroyed when the sections of the *Gallowdark* they occupied were torn in two by warp currents, or crushed when another vessel was amalgamated with the hulk's mass. Other individuals have been consumed by shadowy horrors, been torn apart amidst daemonic incursions, or have simply turned a corner and vanished without a sound.

INTERLOPERS IN THE DARK

The *Gallowdark* was excreted from the warp most recently after an absence from realspace of four thousand years. It did so in one of the Segmentum Tempestus' numerous regions of wilderness space, bordering the Nemesys Sector. Among the first vessels to reach it after its emergence was the Kroot warsphere *Rak Varoyaw*. The mercenaries of the ship's Farstalker Kinbands descended on the hulk to plunder it, and once aboard encountered chimeric rodents, arachnoid scavengers, strange sentiences and unnatural entities that haunted their steps.

Kroot are notorious carnivores, consuming the flesh of their victims to absorb advantageous genetic traits. However, even their bloodthirsty tastes did not run to the tainted flesh of worshippers of the Dark Gods. These inhabitants of the space hulk – their tribes coalescing in such grim places as Voidhaven, the Shuddering Chasm and the Gibbetgarden – were just one amongst many dangers facing the Kroot. Imperial warships belonging to Battlefleet Nemesys arrived, and their commander – Admiral Armenius Philo XVI – recognised the opportunity to prise archeotech from the space hulk's carcass. It was then that Admiral Philo officially gave the abominable mass the name *Gallowdark*. His ships drove the warsphere *Rak Varoyaw* off, but numerous Kroot remained in the space hulk. Teams of specialist Imperial Navy Breachers were dispatched, accessing the *Gallowdark* via the wreck of an Imperial cruiser at its surface.

The *Gallowdark*'s labyrinth of twisting corridors, caverns, ductways, chambers, armouries and crevasses reverberated with increased activity. Many of its denizens had somehow perceived the hulk's transition into realspace and sought the chance to either attempt escape, or prepare to prey upon the new intruders.

Not all of those seeking escape were tainted or insane. Elite soldiers of the Cadian 15th Kasrkin Regiment pulled themselves from warded crypts that had shielded them during the *Gallowdark*'s sojourn in the warp. Their ship had been just one more victim pulled into the space hulk's embrace, and they had no way of knowing they were some four millennia adrift from everything they knew. Far more ancient, but no less determined, a Circle of Necrons and their Cryptek master were hunting the Kasrkin through the *Gallowdark*, their living metal footsteps ringing from rusted transitways. The arrogant Cryptek – known as Hamanet the Relentless – saw little difference between the mutated vermin he encountered and the Humans he tracked through the mazes of corridors.

In their attempts to discover a way off the *Gallowdark*, the Kasrkin had trained their vox equipment on barely discernible signals, catching faint transmissions and energy signatures that might emanate from surviving ships' systems. The signals were interspersed with the whispers of malign spirits that drifted in pockets of atmosphere and flowed through rivers of leaking fuels. Some of the whispers bypassed the Kasrkin's comms equipment, seemingly arriving directly in their minds.

HUNTERS AND HUNTED

The activity within the *Gallowdark*'s depths was hidden from both mundane sight and arcane augurs, the tainted bulk of the space hulk fouling the most esoteric of detectors. Yet it was obvious from the number of ships that dogged the space hulk's lumbering trail that many interlopers were already hunting inside.

THE HAND OF MALYS

The void-dark ships of the Kabal of the Poisoned Tongue had been among the first to reach the *Gallowdark*. The timing and location of its emergence from the warp had been torn from the mind of a captive oracle in a Commorrite dungeon. Only a select handful of the Kabalites aboard the ships had been informed of the space hulk's existence at their destination. On encountering the *Gallowdark*, the ships had dampened and dispersed their energy signatures to avoid detection by other species' craft in the vicinity. The Kabal's knife-like cruisers and escorts then trailed the space hulk from a distance.

So it was that, unseen, Dracon Naezir of the *Umbralific Venom* saw the comings and goings of many craft. Naezir's ship detected several that approached the *Gallowdark* only close enough to plot its trajectory before escaping. Others grazed the hulk's surface with teleportation technologies to filch portions of component vessels, never daring to actually set foot upon the space hulk.

Naezir witnessed the arrival of the *Rak Varoyaw*, and several days later was aggravated by the appearance of a war group of Imperial vessels. Lumbering as he knew them to be, the Dracon was not fool enough to discount the firepower Imperial ships could disgorge. He exerted his influence on other Drukhari shipmasters to activate their mimic engines, replicating the energy signatures of Kroot ships. The ploy succeeded, and most of the Human warships were lured away to chase the phantom emissions, leaving only a pair of escorts to extract the Imperial Navy Breachers left inside the *Gallowdark*.

Naezir was unconcerned for the fate of those who lured the Human warships away. If they perished, that meant fewer claims on the spoils. If they succeeded in declawing the Imperial ships, the Human crews would provide diversions during his triumphant return to Commorragh. They were not the primary prize, however. That would come straight to them, already crippled – just as Lady Malys had planned.

THE FIST OF JUSTICE

The *Dyad of Zaffre* was a vast prison barge under the command of Captain Ramosett. Amongst her crew were impress companies which – under the terms of a licence she held from the sector's Lord Marshal Venk – she unleashed at every port of call to seize any dregs they could. Alongside the barge's crew was a garrison of Adeptus Arbites officers. The prison barge had departed the Nemesys Sector's capital system, Herold's Mete, six years before, its passage charting a circuit of three dozen worlds. Now it was two thirds full, laden with tens of thousands of prisoners destined for the Arbites-controlled garrison world of Castrum Hargh. There, the majority of the prisoners would be bound in a penal battalion and handed over for one final chance to serve the Emperor on a battlefront.

The *Dyad of Zaffre*'s last realspace translation had taken place in the Vergnachev System. There, Ramosett's impress companies trawled through hive sumps and factorum shanties, searching for vagabonds, petty criminals and the destitute. While she unleashed her brutal crew into the dark warrens of Humanity, the penal barge's Arbitrator teams drove bands of far more dangerous prisoners from Vergnachev's precinct gaols onto the *Dyad of Zaffre*.

The prison barge's permanent Arbitrators were not the only officers of Imperial justice to board. From Vergnachev's primary precinct, Proctor-exactant Daimon Kolkord marched onto the *Dyad of Zaffre*, his credentials of the highest sector clearance. An Exaction Squad of Arbitrators followed him, surrounding a prisoner haltered in a heavy penitent's brace, its misshapen head covered by an auto-penitent cowl. Captain Ramosett had no choice but to permit the Proctor-exactant, his squad and their alpha-level prisoner aboard. Though not Arbitrators themselves, she and her officers were servants of the sector's Lord Marshal just as Kolkord was, and she had been ordered to extend passage to him without question.

Kolkord's charge – a dangerous psyker – was being incarcerated in a psy-containment chamber as the *Dyad of Zaffre* shuddered through a warp translation. Questioned about the turbulent manoeuvre, Ramosett told the Proctor-exactant there had been some inconsequential empyric drifts during their voyage. Concerned some weakness in the barge could be exploited by the witch he had brought aboard, Kolkord requisitioned schematics, manifests and infoslates on every aspect of the barge's transit. He and his elite Exaction Squad combed the barge's security protocols, corroborated prisoner identities and scoured hundreds of the vast ship's sections. It was during this that Kolkord discovered an arsenal of weapons in a desanctified cell deep in the barge's bowels – arms he realised the Captain meant to profit by.



The prison barge's own garrison of Arbitrators fully backed Kolkord in his assessment of Captain Ramosett, and followed him when he seized command of the *Dyad of Zaffre*. Kolkord and his Arbitrators killed eight of Ramosett's bridge officers and shackled the remainder to their stations. He declared that when they reached Castrum Hargh, he would grant them the chance to earn redemption in a penal battalion in exchange for their continued work at the ship's controls. None wished to join Ramosett in one of the barge's cells.

REELING IN THE PREY

Had the Proctor-exactant delved deeper, he might have discovered an increasing number of minute course anomalies. As the *Dyad of Zaffre* made warp away from the Vergnachev System, the ship's Navigator initiated the first in a series of subtle corrections. With her third eye she could perceive the tides of the warp, and it was only through her skill that the barge kept its course and evaded dangerous storms. With faith in their Navigator, the crew under Kolkord implemented her advised course for several months. No one had any inkling they had drifted so far from their route.

The Navigator evaded what she saw as dangers, believing she had then returned to her chartered route. In truth, her warp sight had been twisted without her knowledge. When at last the Navigator issued an alert, it was not a warning of their position, but an urgent demand for an emergency translation due to a warp storm suddenly forming in their path.

The jarring translation to realspace shorted a number of systems. This, combined with the warp's residual energies fouling their augurs, meant the crew were blind to the fact they had emerged near the *Gallowdark* and were on a direct collision course. The translation was swiftly followed by the screeching of klaxons, and the bridge officers could not keep up with the deluge of alerts that soon flooded their vox-feeds. These messages and damage reports were broken and garbled, their contents barely discernible. Kolkord listened carefully, piecing together evidence as it came up. While the officers were still scrambling to understand what was happening, Kolkord realised. They were under attack.

Through pools of darkness on a dozen decks, shadow-skinned Drukhari Mandrakes had emerged from their nether-realm, using ice-cold blades to hack their way through terrified Humans. Serving as mercenaries to Lady Malys, several of the Mandrakes activated polyhedral artefacts, opening webway portals through which flooded large numbers of her Kabalite Warriors. Together, they scythed through panicking crew and stalwart Arbitrators alike. Kabalites planted haywire charges that tore through delicate systems, frying propulsion, communication and security mechanisms. One by one, tens of thousands of cells unlocked and prisoners rampaged on sprees of murder and destruction. Some found Ramosett's arsenal and turned it on Arbitrators, crew, the xenos and each other. Its decks awash with blood and running battles, and its crew incapable of averting disaster, the *Dyad of Zaffre* advanced on an inexorable collision course with the *Gallowdark*.

THE DARK CITY'S KABALS

The Kabals of Commorragh resemble pirate bands, noble households and criminal cartels, and their numbers are made of sadists, slavers, torturers, murderers and thieves. Kabals are in a state of constant conflict, their webs of alliances and rivalries ever-shifting in Commorragh's brutally meritocratic and labyrinthine political landscape.

The Dark City of Commorragh is home to criminals, mercenaries, hedonistic gladiatorial cliques, gruesome fleshcrafters, beasts out of nightmare and uncounted captives in visceral torment. The temporal and spatial irregularities within the webway have allowed Commorragh to spread. Pocket dimensions exist beneath layers of slums, and towering spires reach up towards captured suns orbited by shoals of stolen ships. A vast domain of torture and horror, the Dark City's mind-boggling form reflects the tainted Drukhari character to whom it belongs.

The appetite of the Drukhari for captives is insatiable. They inflict pain, misery and horror not only because they relish such sadism – savouring the feel of other creatures' flesh tearing as a gourmet relishes an exquisite sweetmeat – but also because they are compelled to. All Drukhari suffer from a gnawing hollowness within. As a result of the terrible circumstances surrounding the Fall of the Aeldari, the Drukhari's souls drain from their being over time and seep into the warp to be consumed by the Chaos God Slaanesh. They evade this soul debt, as some call it, by stringing out acts of cruelty and torment for as long as possible. In a way, Drukhari feed upon the pain of others; imbibing it revitalises their souls, granting a form of horrific immortality. Those who cannot do this wither away into wretched simulacra of their former selves, and are preyed upon in turn by their own kin. Towering egotism and selfish advancement at the expense of others is a part of everyday existence for the Drukhari.

The Kabals form Commorragh's primary military strength and the upper tiers of its hierarchy. It is from their realspace raids that the majority of captives are procured. Even the smallest of the Kabals number hundreds of Drukhari, with territory spread over hideouts, safe houses and other hidden locations. The largest have millions in their ranks, control vast swathes of Commorragh – along with weapons shops, arenas, toxin distilleries and docks – and have galaxy-wide influence thanks to their endless stream of raids and rampant piracy.

ORDER FROM ANARCHY

In the murderous society of the Dark City, Drukhari with aspirations for enormous power – which is the overwhelming majority – will easily make enemies and draw unwanted attention. This leaves them vulnerable, and makes reaching the heights they wish to achieve almost impossible. Thus, most Drukhari seek to join a Kabal, though competition is fierce and the initiation rites extremely bloody. Within a Kabal there is the safety of numbers and a ladder of hierarchy they can climb. An attack on one Kabal member is seen as an attack on them all, and so a modicum of order is maintained; Kabals will not make dangerous enemies unless they see their own position as being strong enough to withstand the potential fallout. This does not mean, however, that particular individuals in a rival Kabal cannot, or should not, be eliminated, it just means that the way in which they are removed has to be more subtle. Thus does this power structure incentivise murder by subterfuge and careful scheming.

KABALS AT WAR

Carrying out raids is the most important task for Kabalites and Kabals. Not only do they yield great bounties of captives and offer feasts of agony to delight in, there is also immense personal and political prestige to be gained in returning to Commorragh having successfully planned and carried out a pillaging assault. By impressing their fellow Commorrites, a Kabal asserts dominance over its rivals. Thus, the largest Kabals are always raiding. Some may have scores happening simultaneously, attacking world after hapless world and winning political as well as military victories.

In the same way that they scheme to acquire power by outmanoeuvring their rivals, Kabalite Archons plan their raids to meticulous detail. They torture existing slaves and employ scouts and mercenaries to acquire as much knowledge as possible of the world they intend to strike. They also pay enormous sums for more esoteric means of surveillance, such as whisperglass mirrors, flocks of invisible familiars and parasitically invested abductees. Though costly, the rewards of a successful raid make the investment more than worth it.

In battle, Kabalites seek every advantage they can get over the enemy, viewing concepts such as honour or valour as weaknesses to be exploited. They attack where the enemy is most vulnerable and retreat where they encounter organised resistance, striking hard and fast to cripple command and control systems in order to spread confusion and terror. Ambush, hit and run tactics and trickery are as much a part of their arsenal as advanced weapons, and they use them to full effect.



'CROSS THE LADY MALYS, HOWEVER SLIGHT, AND YOU WOULD BE ADVISED TO SLIT YOUR OWN THROAT WITH A BLUNT BLADE. IT IS MORE PREFERABLE - AND FAR, FAR QUICKER - THAN THE REPRISALS SHE CAN DREAM UP.'

- A whisper heard in the slums of Commorragh

THE LADY OF VENOM

Amongst the Kabals of the Drukhari, none rival the duplicitousness of the Kabal of the Poisoned Tongue. They are masters of secrets and disinformation, distillers of some of the most inventive and potent toxins, and crafters of elaborate ploys. Lady Malys – known to some as the Lady of Venom – is the Archon at the head of this serpentine institution. A dark genius, her lethal reach is long indeed.

Even before the fateful events that led to her ascendancy, the mind of Lady Aurelia Malys ran like an incredibly complex and dangerous timepiece – a latticework of barbed cogs each clicking away. She is consummately cunning, but at all times she conducts herself with poised decorum and even a frosty politesse that masks her lethal intentions. Her hauteur and aloof manner is echoed throughout her court, and only the quickest of wit survive long in her presence.

The accuracy with which Malys can predict her enemies' moves borders on supernatural. Her detractors even dare to imply that she has a degree of psychic ability – a slur dangerous to utter, for all such powers are forbidden in Commorragh. Drukhari suppress their race's innate psychic talents for fear of permitting the warp's denizens access to their city. Most believe Malys' uncanny prescience comes from having a mind like a steel trap. Be it politically or physically, she has an astonishing ability to be elsewhere when her foe's blade falls. In Malys, the natural athleticism and lithe strength of the Aeldari is honed to a razor's edge, to match her intellect. One who sees Malys casually despatch a mob of howling Orks with her exotic blade and steel-edged fan is left in no doubt that she is as lethal in action as she is in word.

Only Malys could have continued to corral such backstabbing and scheming plotters as the Poisoned Tongue, but she would have it no other way. Such traits are natural means of progress within Commorrite society, and under her direction the Kabal have raised them to a peerless art form.

THE VENOMOUS WORD OF MALYS

The Kabalites of the Poisoned Tongue are universally sharp of wit, with a flair for duplicity so pronounced that they can tie their rivals in knots and dissect them with words alone. They have carved their own niche in the Dark City through constantly misleading and wrong-footing their rivals, ensuring their 'allies' bear the cost in blood whilst they plunge the knife into the foe's delicate underbelly. They even use failure and mischance as weapons, elegantly scapegoating and framing others to achieve their means. Many an opposing Archon has been torn to shreds by their own Kabalites due to the campaigns of misinformation spread by the Poisoned Tongue. Nobody trusts the honeyed words of this sly Kabal, but seeing as no Drukhari trusts another anyway, this is not much of a handicap.

During their realspace raids, the Poisoned Tongue put their skills of deceit to deadly use. On worlds where the Kabal have trained their eye, inhabitants are often supplied with false signs of an impending attack, as well as fragmented messages and fleeting signatures of Drukhari raiding craft. They position their defences as best they can to repel the impending invasion, but when the Poisoned Tongue finally strike, it is inevitably where their victims least expect. The Kabal regularly employ infiltration tactics, assassinations and massed poisonings to ravage their enemies before ever meeting them on the field of battle. The result is that the raiding parties of the Poisoned Tongue are able to swiftly run through the disordered ranks of their prey before spiriting back their captives to Commorragh.

WEBS OF INTRIGUE

In the wake of a series of punitive massacres orchestrated by Commorragh's Supreme Overlord, Asdrubael Vect, Malys and her Kabal were nowhere to be seen within the Dark City. A few of the more arrogant survivors claimed with smirks that she had finally been caught out. Many more believed she had been party to Vect's scheme all along. In truth, Malys had seen through the lures that had resulted in many of her rival Archons falling to Vect's hired blades. Taking the Poisoned Tongue into little known spars of the webway, Malys used her rivals' deaths to insinuate her reach into Commorragh from afar.

Malys' agents dominate several highly profitable operations throughout the Dark City. Many she controls openly, such as the void-docks of Scarlet Harbour and the slums of Netherdell. Others she dominates through puppet Kabals, whether they know it or not. Malys ensures her power is not centralised – if her many enemies gut one establishment, her others remain hidden or have enough warning for her agents to slink away in time. She has also established centres of information gathering and toxin distillation in hidden parts of the webway. These include a specialised manufactory said to work on substances with aid from a Grand Masque of Harlequins the Lady of Venom has a relationship with. It is also rumoured that Malys is building a dossier of Haemonculi and their powerful clientele. Drukhari who can afford it pay Haemonculi to keep a sliver of their flesh so, should the client die, their soul can be drawn back into a new vat-grown body extruded from the guarded flesh. If the rumours are true, Malys would hold the key to several individuals' very existence.

Lady Malys set aside three of her mental calculations – ploys that would not come to fruition for many decades – as a pulse of energy under a cuticle alerted her to the approach of an underling.

Malys' chamber was protected by many guardians. Most were explicit, Trueborn elite or hired blades from the Incubi shrines – obvious shows of power. Others were concealed, their blades and barbs evaded only by words, thoughts or scents gifted by Malys to a few of those craving her ear. Some of her guards could not be evaded, only defeated through guile, wit or skill of arms, such as packs of feral Ur-ghuls. Such wards served to weed out those who were unworthy of her time.

As one portion of Malys' mind brought to the fore the information she intended to impart to the visitor, with a separate portion she began to mentally revisit a similar set of instructions given to another of her warriors.

Archsybarite Kaerhyl, who affects the title of Vexator. He and his warriors – the Coils of Deceit – are to be the fifth to board the hulk. Others know to grant them this position, believing I have singled them out for death.

Malys heard the heavy breaths of recent exertion – could almost detect the thudding of an apprehensive heart – as Archsybarite Veskine at last walked through a silken veil to enter Malys' receiving chamber. She could tell the warrior strove to give the impression of insouciance after passing her Ur-ghuls unscathed, adopting a slouching swagger intended to display a balance of power and deference he hoped would endear him to her. Veskine bowed fractionally, never taking his eyes from his Archon.

'My lady,' he began, 'all proceeds by your word. Your last cipher delivered by the Scourges spoke of additional goals. I request the privilege of completing them. I and my warriors, your Hand, are superior to–'

'Dearest Veskine,' Malys smoothly interrupted as she motioned with a razored fan, 'I am acquainted with your skills. Every single one. Your use of them is the only reason you still draw breath.'

Kaerhyl will hunt and seize a prisoner of the Humans. The prisoner will be unfit for the arenas, but Kaerhyl will bring him to me, unspoiled. The prisoner's lineage, his blood, will open vaults on Kesdimas, vaults the Humans believe are keyed to the blood of their commander alone. They have forgotten the child he sired in his youth. And when their weapon vaults are unlocked, their continent-cracking weapons will be in my control. Woe to Archon Urethisk when she raids Kesdimas. Her death will be painted an accident, perhaps. No, that the Humans were able to foresee her attack and outmanoeuvre her. Yes, better!

Lady Malys made a graceful gesture with her hand and a miniature portal opened like an obscene flower in front of Archsybarite Veskine. He reached out his hand and from the portal's black depths a crystalline soul trap softly dropped into his palm. Its polyhedral surface was scored with jagged runes of imprisonment.

'There is one who accompanies your beloved comrade, Kaerhyl: Vypos Nyqist, his whispering Skysplinter Assassin. See that he comes to me. There is a Haemonculus who speaks to him and I wish to avail myself of their conversations.'

Veskine smiled cruelly as he closed his gauntlet around the soul trap. Malys had no doubt that Veskine would savour such a hunt, and try to torture the information out of Nyqist before sealing his essence in the soul trap. Veskine was known to prattle during torture, and she had prepared Nyqist to learn all he could in that time.

Then there is the Crystal Gnomon of I'ath. Kaerhyl will seek it out for me in the rotting hull of a ship from the Old Empire. It cost me dearly to wrest its location from the Hrud, but it will be a worthy gift to Archon Urethisk, displaying my hopes for her success and giving me a stake in her enterprise. Kaerhyl's Elixicant will deliver it under promise of peace. It will be destroyed along with the bearer and Urethisk, but I have other baubles.

'In the event Nyqist proves too resilient – his Haemonculus paymaster may have protected his 'asset' – take this.' Malys drew a slim vial of opaque crystal from behind her razor-edged fan and placed it between them. Veskine involuntarily drew back a fraction, but his black eyes gleamed with anticipation.

'Its effect, my lady?'

'It will seal the traitor's soul in his flesh and stimulate his mind with sensations appropriate to his transgressions. No soul will be released. His Haemonculus cannot re-grow what has not died. He will live through lifetimes of agony until he reaches me for his punishment to truly begin.'

Malys recalled the moment she had given Nyqist a remote detonator for the vial. She hoped Veskine would survive its effects long enough for her to witness.

HAND OF THE ARCHON KILL TEAMS

When the *Dyad of Zaffre* ploughed into the *Gallowdark*, numerous bands of Kabalites eagerly made for it and the bounty of potential captives it contained. Those that were already on board tore through the ship and its crew while others sped through the void in assault boats. Some Kabalites even crept in from the hulk itself.

The Coils of Deceit were one of the elite groups of hunting Kabalites that had spent weeks aboard the *Gallowdark* before the appearance of the *Dyad of Zaffre*. They had risen to their status as a Hand of the Archon by being the most cunning, cruel and ambitious of their twisted kind, and held the begrudged respect of others as reliable agents of the Kabal. As far as they were aware, they and the other Hands alone had been gifted with advance notice of the space hulk's presence. They had deployed to the *Gallowdark* via an Impaler assault module launched from the prow of the *Umbralific Venom*. The large boarding craft – holding enough Kabalites to storm an ordinary ship – was lost amidst the immensity of the *Gallowdark*'s bulk. Like a parasite, it bored its way through the first hull-skin it reached, and Malys' Hands flooded inside.

While those Drukhari aboard their raiding craft awaited the prison barge, suppressing their need to inflict pain upon every scavenging party that came and went, the Coils of Deceit scouted a fraction of the *Gallowdark*'s depths. Their midnight-hued armour – segmented and supple like insectile carapace – enabled them to prowl with swift grace through debris strewn corridors, and its razor-sharp edges turned their bodies into living blades. The kill team gauged the dangers within the space hulk, charted alternate routes to the *Gallowdark*'s surface, prepared dead ends, plotted insane labyrinths, laid elaborate traps and occasionally diverted to hunt hulk-denizens whose spoor they crossed.

Archsybarite Kaerhyl the Vexator ruled the Coils of Deceit with a mixture of cruel dominance and ruthless manipulation. Those under his command comprised a band of elite murderers, infiltrators, spies, saboteurs and deceivers, and were amongst the Kabal's most skilled and ambitious warriors.

Kaerhyl had heard whispers of the ostentatious deeds of Hands serving other Archons. The Fatescreed of the Kabal of the Obsidian Rose killed Human sentries on Vardan so perfectly their rigid corpses stood sentinel long after their lines had been compromised. The Splintered Crown, a Hand of Vect himself, was responsible for assassinating Dracon Thenatesh within his bedchamber – a room the Dracon had previously proclaimed to be secured against every conceivable breach. Then there was the Whispering Blight of the Kabal of the Broken Sigil, who were said to have infiltrated the Human forge temple of Khoronis VII and inserted a barb of data into its cogitator core. This altered the temple's data-psalms, corrupting them with malicious and contradictory logic anathema to the Adeptus Mechanicus. Instead of drawing strength from their machine-faith when the Kabal attacked in strength, the Tech-Priests and their cohorts were crippled with religious terror.

Kaerhyl despised many of the Poisoned Tongue's warriors, but he knew the Kabal's Hands of the Archon to be more insidious, inventive and malicious than any others. His own Coils of Deceit – thought to hold Malys' fickle favour – considered themselves superior by far to her other Hands, and a perverted form of pride lurked in Kaerhyl's black heart at their most infamous exploits, feeding only his own ego.

Information – its acquisition, manipulation and distortion – is at the heart of the Coils of Deceit's notorious claims of supremacy, fuelling their most daring excesses. It is Vypos Nyqist, the team's rasp-voiced Skysplinter Assassin, who always seems to know more than he should. None of the team, including Kaerhyl himself, can distinguish exactly where the knowledgeable Nyqist obtains all of his information. It is the primary reason he survives in their company; their hatred and paranoia that he may know something he can use against them wars internally with the prospect that his knowledge can be used to their profit.

When an unequivocal message needs to be sent to other Commorrites, Kaerhyl unleashes Thresyn Xosht, his Crimson Duellist. The combat artist saturates herself with the invigorating pain sculpted by the Flayer Khadylus Cynosian, using it to empower her blindingly quick attacks. Xosht's signature kills – and the sigils she carves into her still-living victims – induce terror in those yet to be caught and serve as a boastful marker of skill to other Drukhari. The victims' screams echo to chill their comrades' souls, and the creative manners in which Xosht leaves their corpses make for a gruesome discovery for any that attempt to track the Hand.



TOOLS OF TORMENT

All of Lady Malys' Kabalite Warriors are well armed and equipped, yet those who kill and maim for a place in a Hand of the Archon wield a wider array of fiendish weapons. The Coils of Deceit's Flayer, Khadylus Cynosian, carries a variety of heavy barbed blades, and is skilled at flensing skin in individual layers. Hooking and prying apart even the most obdurate ribcages and tendons, many believe he has somehow picked up more than bribes amongst his Haemonculus contacts. Cynosian is so proficient at generating pain that he can unleash waves of agony, which are greedily fed upon by his fellow Kabalites. Many Hands of the Archon are known to employ such an expert. Some are famed for their knowledge of alien biologies – eliciting the most pain from the least effort – while others are feared to have a dangerous latent psychic intuition.

Many Kabalites of Hands of the Archon are just as eager to inflict the sneering kill from afar, using deadly guns. Foremost amongst these are the dreaded splinter rifles – long-barrelled and elegant guns that fire a stream of jagged crystalline slivers. Each needle-shard is laced with a wide spectrum of virulent hypertoxins. A splinter rifle slays its targets over several excruciating seconds, allowing the grinning wielder to savour their agonising demise as a connoisseur savours a fine wine. Though the poisons of splinter weapons can bring down even monstrous terrors, they are of limited use against heavy armour. A squad of Kabalite Warriors will usually carry a far more destructive weapon for such a purpose – the blaster is a particular favourite, for it can cripple even large mechanisms with but a single squeeze of the trigger.

Though all Kabalite Warriors are expert combatants at close quarters, few have the influence needed to ensure regeneration in the lairs of the Haemonculi. As a result, Heavy Gunners frequently employ powerful weaponry to slay the foe from afar. The sightlinks built into their splinter cannons and dark lances not only improve accuracy, but also allow the wielder to see the agony-wracked look on their victim's face when each salvo hits home. Enterprising operators use mnemonic scopes to record such moments, replaying the resultant hologhosts upon their return and basking in the envy of their peers.

PLANS WITHIN PLANS

Other Hands of Drukhari in Malys' employ had plotted numerous contingency plans to account for the *Gallowdark*'s unfortunate proximity to the expected point of the prison barge's emergence from the warp. One way or another, many of these schemes were crushed when the *Dyad of Zaffre* hit the space hulk. Numerous Drukhari sent in to butcher the prison barge's defenders and sabotage its systems were killed instantly, along with thousands of the barge's prisoners and many of its Arbitrators. Kaerhyl and the Coils of Deceit had avoided the devastating impact, waiting for the right moment to begin their hunt.

Vypos Nyqist emitted a screech through his surgically-modified throat. He pitched the artificial sound to carry through the waning rumbles, groans, crashes and thunderous crunches that shuddered through the *Gallowdark*. In a relative lull amidst the cacophony, he heard an answering caw from Vorqa – his razorwing – and a thin scream. It echoed from the rusted decking, seepage-streaked bulkheads and rattling pipework that led away from Nyqist's position in several directions.

Nyqist, the Hand's Skysplinter Assassin, was scouting ahead for Archsybarite Kaerhyl, leading the Coils of Deceit inexorably towards the impact site of the prison barge. It had taken them over an hour to traverse this lump of Human ship wreckage. At least there had been opportunities for diversion, such as the Human that made its noisy way beneath him now.

The Human made so much noise shuffling through the detritus of the corridor, that Nyqist had what felt like an age to position himself behind an overhanging duct. As the mon-keigh passed underneath his perch, Nyqist pounced with his blade drawn, pinning his prey to the deckplates with the barbs covering his armoured feet. One precise incision into the reeking creature's throat severed its vocal chords, denying Nyqist the nourishment of its guttural squawks, but giving him time to savour skinning it without alerting the rest the Hand.

He had only begun to peel back the skin on the Human's chest – noting the brands of Chaos worship – when a subtle change in the random clinks and taps still echoing through the wreckage made him pause.

'For the triumphal return journey, of course,' Nyqist murmured. He turned, carefully, to face a figure that was only a few yards behind him. Nyqist was impressed, Kaerhyl had somehow managed to evade or override the Skysplinter Assassin's personal proximity alert embedded in his helmet. Only his surgically enhanced senses had managed to detect the Archsybarite.

'Stocking our larder with the likes of this filth is not what you are employed for,' hissed Kaerhyl. The Archsybarite stalked past Nyqist and the terrified form of the cultist. 'Are you certain we are close? The mazes of these creatures' wrecks all look the same. It is like wandering through the slums of the Cerulean Deeps.'

Nyqist feigned indifference at the close presence of his dangerous lordling, though every muscle in his body tensed in apprehension. He made two swift motions with his short blade, easily cutting through the Human's Achilles tendons. The agonised mon-keigh would not get far; the Drukhari would be returning this way and he would see his agonised prey again.

'Vorqa and I have been far ahead,' Nyqist told Kaerhyl. The Skysplinter Assassin rose and casually moved a step further away from the Archsybarite. Kaerhyl's moods were whimsical. He was playing the disinterested noble for now, but Nyqist knew from past experience how that could change to savage frenzy in a heartbeat.

'The warp has melded this wreck with another Human vessel, less fragmented but not far from here.' Nyqist continued. 'Through that we can access a series of atmosphere pockets to reach the hulk's surface, very close to the impact site of their crashed vessel.' Nyqist glanced up as the plumes implanted in his cranium shivered in the minute downdraught caused by his razorwing. It landed on a bent lip of bulkhead over a doorway, its talons scoring grooves in the bare metal.

'Show us, and be quick,' Kaerhyl snapped. 'Those given the task of securing the vessel have no appreciation of the prize the Archon wants. I wish to give them no more time that necessary to carve their way through those on board.' The Archsybarite turned his helmet towards Nyqist, gifting him an imperious stare. 'You said we were as close as we could be. You were correct, weren't you, Nyqist?' Kaerhyl asked, slowly.

'Of course, Kaerhyl,' Nyqist replied as he stepped through the doorway overlooked by Vorqa. There was much that was uncertain about the Human ship's orientation and speed, or the violence with which the warp spat it out. Not even the prophets of Malys could foresee exactly where it would end up. 'We deployed as close as caution allowed.' Nyqist continued. 'There were others as you know, lower in the Lady's favour, who moved in closer. Now their flesh is paste between one vessel and another, or else they have been expelled into the void. I dare say the Haemonculi will not have finished regrowing their flesh before we return to earn Malys' gratitude.'

Nyqist's proximity alert now silently informed him of the approach of the rest of Kaerhyl's Hand. He stepped through the doorway to lead them forward. Vorqa obediently remained watching his back before swooping through after him.

For the next hour or so, Nyqist kept a healthy distance ahead of the deadly team – partly out of ingrained self-preservation and partly out of a hatred for their company. Across swaying girders, over black chasms and through breaches they forced in crumbling bulkheads, the Skysplinter Assassin led them on towards the prison barge.

Kaerhyl's desperation to reach it was understandable, Nyqist mused. There was a prisoner the Archon desired, as unmarred as reasonably possible. Nyqist had been privileged to learn that Lady Malys' Human agent on the ship had ensured the prisoner's cell was deep within the mass of the barge – just one of many things he believed none of the rest of the Hand knew. Far from the crumpled prow where the Human ship had collided with the space hulk, there was a chance the Human had survived impact.

Nyqist reached a tangle of Human stairwells. Several had been crushed together. He paused, looking down. He could hear Vorqa's plaintive cry echo up from far down the twists of bent steps below. Kaerhyl and the rest of Malys' elite hunters neared his position.

'What is it? Are you lost?' sneered Nyzarkis.

Nyqist gestured upwards.

'The Humans' ship lies in that direction,' he replied, 'but Vorqa has caught a trace of the prey below.'

'Your pet is wrong, then,' crowed Nyzarkis.

'Never,' Nyqist snapped. 'The prize has escaped its confinement, that is all, and there is more.'

Nyqist bent down, he saw numerous prints from Human boots. Heavy, reinforced and armoured boots.

'The prize is hunted by others,' he crooned. 'And they are ahead of us.'



HANDS OF THE ARCHON

The Kabalites who serve the Archons of Commorragh wear form-fitting bodysuits of segmented plates, their unsettling silhouettes serving to instil fear. Each Kabal maintains a distinctive livery of hues and sigils chosen by their ruling Archon. Many are dark and sinister, reflecting the brooding atmosphere of the Dark City. Some Kabals display brighter colours of spilt blood or splintered bone, or heraldries that echo some myth of the Dark Muses. Kabalites often string their armour with barbed chains and hooks. They may have bought the skills of armourers to fashion blade-like spikes and provide arrays of flensing blades, all the better to rend and flay their prey. Beneath their armour, – much of it hooked into their flesh to sharpen their senses with constant pain – the Kabalites' skin is often alabaster pale or sickeningly sallow. Many wear strips of flayed skin they themselves have torn from their foes, whether it be Drukhari rivals in the Kabalites' rise to power or those they consider lesser species.



Kabalite Archsybarite

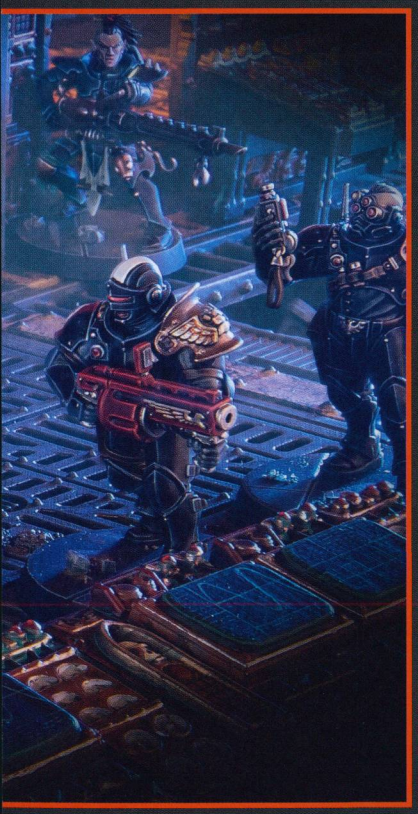
Kabalite Crimson Duellist

Kabalite Elixicant

Kabalite Flayer









Kabalite Disciple
Of Yaelindra



Kabalite Skysplinter
Assassin



Kabalite Heavy Gunner



Kabalite Gunner





Kabalite Agents

NAMES AND DEMEANOURS

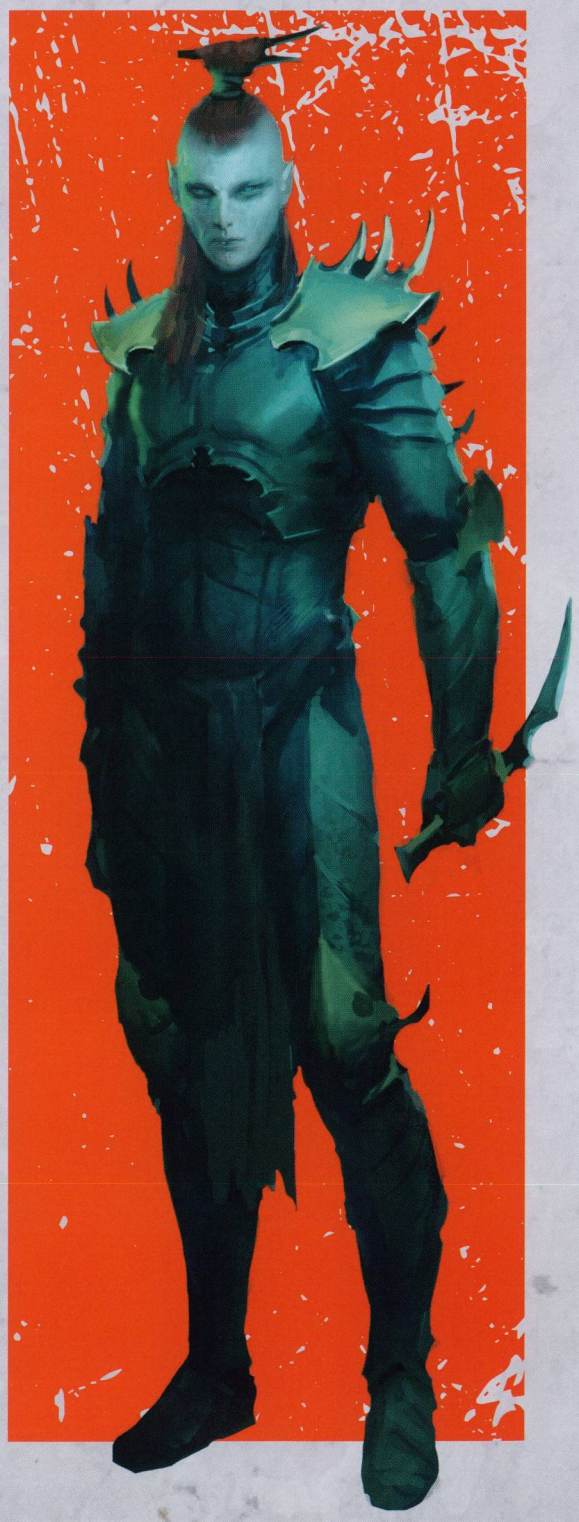
This section is a tool to help you determine the names of your Kabalite operatives, the title of your kill team and your cruel band's quirks and background. If you wish to generate any of these randomly, roll the appropriate number of dice as indicated by the table(s). Otherwise, choose whichever are 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 Hand of the Archon operatives, you can roll a D66 on one or both of the tables below. 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	TAKEN NAME
11	Anarkyss
12	Veth'va
13	Mayator
14	Quaez
15	Daisan
16	Bekliel
21	Orvak
22	Narlek
23	Monsatos
24	Vivithrax
25	Drevakh
26	Kyzarkh
31	Thresyn
32	Shylas
33	Lythric
34	Kylos
35	Theskril
36	Skythe
41	Akkhar
42	Kharsac
43	Nyktos
44	Grevyth
45	Thraed
46	Sykil
51	Khaeyl
52	Madrax
53	Akhirion
54	Vypus
55	Ethriliac
56	Kheraes
61	Iyshak
62	Khepres
63	Eldoriac
64	Vrekkus
65	Thayd
66	Xurul

D66	KABALITE NAME
11	Sar'sel
12	Vorpex
13	Kreen
14	the Bloodbreather
15	Maestros
16	Gaarsus
21	Ehthrek
22	Ghorghast
23	Ignyss
24	Mohrkhar
25	Thresk
26	Scaur
31	the Pale
32	Khadylus
33	Phrel
34	Vulkyriax
35	Nul
36	the Flenser
41	Poisonblade
42	Barbtongue
43	Xesh
44	the Ravening
45	Draeven
46	of the Obsidian Needle
51	Vhrex
52	Kaghmyr
53	Thrail
54	Flickerblade
55	Xosh
56	the Bleak
61	Neverbreath
62	Skahyl
63	Verkosian
64	Ulthurian
65	Menesh
66	the Cruel



KILL TEAM NAMES

Hands of the Archon are known by all manner of names. Given the unbridled egos Archsybarites possess, many name their kill team after themselves. This ensures none in Commorragh who hear of their exploits are in any doubt as to who deserves the credit for their successes. Others encourage the few survivors they leave – or rival Hands of the Archon – to afford them sinister cognomens. Such titles sow seeds of terror that can grow over generations amongst the lesser races that are commonly their prey, ready to surface as panic and confusion when they inevitably descend on the survivors' heirs. Many Hands of the Archon kill teams claim titles that speak to their superiority among other Drukhari and evoke their capacity to unleash abominable torment at the whim of their Archon. If you wish to randomly generate one of these kinds of titles, roll a D6 on each of the following tables and feel free to arrange the results in whichever way feels most appropriate. For example, if you rolled a 1 on the Element of Promise table and a 2 on the Element of Conceit table, that could be taken as 'The Splintered Vein' or perhaps 'The Vein Splintered'. Alternatively, use them as inspiration to come up with your own monikers fit for the shadowy terrors of Commorragh.

D6	ELEMENT OF PROMISE
1	Splintered
2	Twisted
3	Inexorable
4	Unsated
5	Void
6	Shadowed

D6	ELEMENT OF CONCEIT
1	Rapture
2	Vein
3	Fang
4	Blade
5	Gauntlet
6	Talon

SQUAD QUIRK

D6	CRUEL PASSION
1	**Sinful Focus:** This kill team is guided by the example of their chosen Dark Muse.
2	**Swift and Deadly:** These Kabalites revel in lightning fast kills. Nothing holds as much pleasure for them as rapid slaughter.
3	**Reckless:** Regardless of their mission, the members of this kill team have their own hedonistic agendas that they pursue with fearless daring.
4	**Territorial:** These warriors garland killzones with the flayed corpses of their enemies, marking them as the domain of peerless hunters.
5	**Trophy Hunters:** These Kabalites amass the most aesthetically pleasing heads, limbs, flayed skin or trinkets of their victims.
6	**Consummate Provocateurs:** Through sabotage and selective butchery, this band bait, lure and deceive enemies into overcommitting in a place of the kill team's choosing.

BACKGROUND

D6	RISE TO POWER
1	**Trueborn:** This arrogant kill team are all Trueborn, their sneering sense of superiority and entitlement identifying them as among the Dark City's nobility.
2	**Ascendant Murderers:** Having risen from the ganglands of the Dark City, the members of this kill team now have much greater ambitions.
3	**Enemies of My Enemy:** Though rivals in Commorragh, the members of this kill team work together to slaughter the lesser races – yet always with a wary eye on their 'allies'.
4	**Parasitic Compulsion:** This kill team undertake secondary missions for a secret patron – a Haemonculus who implanted foul parasites in their brains, ready to dispense neurochemical rewards... or punishments.
5	**One Shall Stand:** Only one member of this kill team will return to Commorragh, taking with them the spoils of their dead allies.
6	**Desolators:** The warriors of this kill team are bound by their shared obsessions for the Dark City's most destructive weaponry.

BASE OF OPERATIONS

D6	TERRITORY
1	**Blade-prowed Skycraft:** The Kabalites of this kill team store their cruel weapons and wargear upon anti-grav Venoms or Raiders. The swift and mobile transports enable them to reach almost any prey, vaulting from their decks directly into battle.
2	**Charnel Den:** These Kabalites have created a horrific lair within a seeping grotto or shell-pocked ruin, stringing it with bloody trophies so that it resembles a nest of some monstrous predator.
3	**Slavebringer:** This kill team have taken possession of one or more assault boats. These sleek and advanced attack craft are capable of evading detection before breaching voidship hulls at vital locations.
4	**Shadowed Sub-realm:** These haughty Kabalites have managed to acquire a limited sub-realm of Commorragh, where they plot and scheme before striking out through shimmering portals directly onto prey worlds.
5	**Enslaved Thralls:** Whether gifts from an employer or captives wrested from other Drukhari, a coterie of twisted alien servants attend this kill team, carrying their gear and fearfully obeying their every whim.
6	**Baited Trap:** This kill team occupies a crippled vessel or vehicle of their prey, its crew butchered but its comms singing a siren song of distress to lure the unwary.

Proctor-exactant Daimon Kolkord pushed the dead form of a deck officer off him. The woman's neck ended in a ragged stump. Shackled to her post, her head had been ripped off during the catastrophic impact with the space hulk.

Kolkord shook his head, taking deep breaths of air tainted by the leak of some chemical that misted the bridge. Most of the deck officers he could see looked dead. The chemical fog occluded most of the bridge's extremities, however, and he now heard groans and screams from at least two throats in the murk.

The Proctor-exactant activated his comm-bead – a vox pickup within his black helmet both transmitting his voice to all functioning Arbitrator receivers on the ship and amplifying it throughout the bridge.

'All Arbitrators, this is Proctor Kolkord.' He paused to spit a wad of blood upon the tilted decking of the command dais where he had been thrown.

'Arbitrators tied to the *Dyad of Zaffre*. Those of you who survive. Enact your impact protocols. I hereby authorise emergency powers to second unit commanders, guaranteeing full Proctorial powers.'

Kolkord grabbed a sparking console and used it to pull himself upright before switching channels to speak solely to the officers of his Exaction Squad, EO-K94.

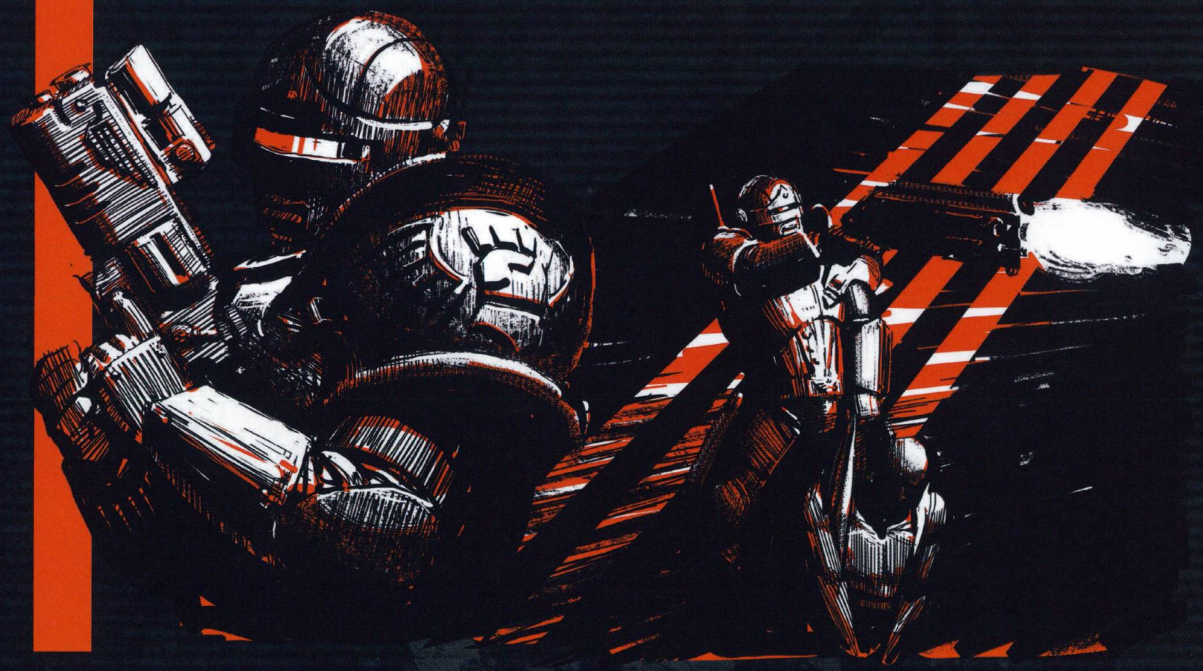
'EO-K94, this is our secure vox-net. All surviving Arbitrators to my position in the bridge. Our first priority is to seal this location. Calamor?'

'*Proctor,*' came the immediate answer from the Vox-signifier – Kolkord's senior Arbitrator in the squad.

'Access confinement data from whatever damned cogitator still works. Give me the worst. Prioritise Cell Upsilon 9/3-Alpha.' Kolkord sent a brief prayer to the Emperor. *Let that filth still be there. I don't care if he's dead, just let the cursed witch be there.*

It was several apprehensive minutes before Arbitrator Calamor reported back. Most of Kolkord's squad – at least those who had been on the bridge with him at the time of impact – now surrounded the Proctor-exactant. All nursed injuries, but their carapace armour had spared them from the worst. The most injured was Smitz, with an arterial spray jetting from his leg that Arbitrator Bedu, the squad's Chirurgant, was working hard to stem.

'*Proctor,*' Calamor reported. '*Corrupted data from a third of cells is unusable. I don't even know if those decks still exist. Of the remainder whose spirits have responded to logos-enquiry, seventy-three per cent are unbound. Many prisoners dead in their cells, but most missing. I have thousands of ident-flashes from hundreds of decks. They've scattered everywhere.*'



'And the witch Flavian wants?' growled Kolkord.

'*Incoming, sir... yes, here: Cell Upsilon 9/3-Alpha – unbound and void.*' Calamor's voice stayed steady, impressing Kolkord with his nerve. They both knew what it meant. The witch was loose.

As Calamor reached the bridge with the remainder of Kolkord's squad, many of the prison barge's Arbitrators had already set to securing its primary access hatch to prevent any prisoner ingress. Without control of the bridge, Kolkord had no hope of moving them away from the space hulk – if indeed that was still possible, for the damage reports appeared terminal. The enginarium decks told him the warp drives were beyond any capacity to repair, and there was only silence from the Astropath's chamber.

At Kolkord's request, Calamor managed to bring up a schematic of the bridge's structural layout. There was a hidden corridor behind the command dais, he saw – a means of escape for the bridge crew should the primary access hatch be compromised. Kolkord dispatched Arbitrators Perdan and Skoll to check the hidden exit route was still serviceable. The Proctor-exactant handed temporary bridge command to the most senior shipboard Arbitrator – a grizzled veteran who had stood beside Kolkord during his seizure of the ship from the larcenous captain.

Arbitrator Perdan reported that she and Skoll had accessed the escape shaft. Then, the prison barge finally gave up fragmented augury data to Calamor's delving. There was a bio-tracker signature that matched the implant in the witch's subdermal implant. It had taken Calamor several minutes to calibrate the ship's sensors to filter it from the mass of Human and xenos data, as well as numerous gheist-signals washing through the damaged sensors.

'Proctor, I have a tentative trace. Projecting... route appears direct, it's like he knows the prison barge by heart. The trace tracks to the wrecked decks along the starboard prow... it's gone, Proctor. Emanations from beyond those decks is fouling the oracular projectors,' Calamor finished.

'Emanations from beyond those decks?' questioned Kolkord. 'You mean from that Emperor-cursed thing out there. He's gone straight in. Gone, or tried to and perished.' Kolkord's voice had dropped to a whisper as he worked through the implications of Calamor's evidence.



Kolkord straightened, and the pain of the movement made him exhale audibly. Chirurgant Bedu glanced in the Proctor-exactant's direction, but knew better than to press the issue of Kolkord's injuries without request.

'Then that is our destination also,' Kolkord declared. 'That prisoner is our charge EO-K94. If he has tried and failed to pass into the hulk, we'll have him cornered in the mess of those decks. If he got through, then we're damned well going after him. I don't lose the Emperor's prisoners.'

Arbitrator Karsonne had retrieved the Proctor-exactant's shotgun and passed it to him. Kolkord took it without a word, racked the slide and strode towards the escape shaft.

'He was judged guilty,' Kolkord intoned.

The rest of EO-K94 marched after him, slamming their armoured fists once against their chestplates before chorusing the answering refrain.

'And our judgement is final.'

THE EMPEROR'S JUSTICE

The Adeptus Arbites enforce the Lex Imperialis – the Imperial Law. The institution's most visible officers, known as Arbitrators, are utterly unforgiving of those who dare transgress the Law. They are swift to unleash brutal punishment upon those guilty of threatening the Imperium's working, and no one is beyond their long reach.

The Imperium is a ruthless and autocratic empire, built on the total obedience and compliance of its subjects. Entire generations are worked to death in monolithic manufactorums, populations are pressed into service in the Emperor's constant wars and countless trillions endure spirit-sapping servitude in the bowels of one of the Imperium's million worlds. Corruption, brutality, poverty, disease and every imaginable torment are inflicted on the heaving masses of Humanity every day.

To the people of the Imperium, the officers of the Adeptus Arbites are instruments of repression. Visible and feared enforcers of Imperial tyranny, the Arbitrators uphold the Emperor's justice, but the laws they ruthlessly enforce have nothing to do with protecting the innocent or the weak. The Lex Imperialis exists to ensure the perpetuation of the despotic Imperial machine, for the alternative is anarchy and the extinction of Mankind.

The justice meted out by the Adeptus Arbites does not concern itself with low-level transgressions. Murder, theft, enslavement and a whole raft of abuses of individuals and groups are far beneath their notice. Even planetary coups are merely monitored dispassionately, albeit very closely. As long as the incoming ruler fulfils their duties to the Imperium, such power grabs are seen as a natural excision of a weak ruler.

Imperial worlds or systems commonly have their own set of local ordinances that can vary considerably from one to another. The penal code of the agri world of Treskin, for example, is referred to as the Lex Treskina. What constitutes planetary laws and how they are enforced are the responsibility of the planetary governors appointed to rule the world. These powerful individuals use organised Enforcers, private armies, hired thugs or any means they deem fit to maintain order.

By contrast, the primary duty of the Adeptus Arbites is to make sure that the Imperial tithe is paid in full and on time. They are concerned with crimes that affect the running of entire systems and sub-sectors. Their squads of armoured officers put down industrial riots that would endanger a world's production quotas, close down traffickers bleeding useful workers away from their rightful position and break up illicit trading cartels that imperil sub-sector economies or, worse, treat with xenos. Planetary governors who evade their tithe payments can also find themselves under the Arbitrators' eyes.

There are far greater institutions still who threaten the safety of the Imperium from within, lurking high in its echelons. Officials of the Adeptus Terra weave plots to acquire more power, and even the High Lords can be tempted into the arms of corruption. If anything, the Adeptus Arbites watch these lofty individuals with even greater attention.

The Adeptus Arbites also monitor the Human side of the Imperial tithe, ever watchful for laxity in a world's duty to submit soldiers to the Astra Militarum, and round up mutants and unsanctioned psykers. They shackle demagogues preaching rebellion and track down incursions of dangerous narcotics. An appearance of the signature mirror-visored helms worn by Adeptus Arbites officers are also feared by void-merchants, chartist captains and even rogue traders. Arbitrators have been known to board ships mid-route, searching for forbidden cargoes.

In all such ways, the Adeptus Arbites may come into contact with other organisations who wield authority to punish the guilty. To name but a few, the Ecclesiarchy and the Adeptus Mechanicus hunt down varied blasphemers and hereteks, the Sisters of Silence pursue witches and the authority of the Inquisition brooks no superior. Still, justice under an all-encompassing Law must often be seen to be done, and the Adeptus Arbites' experiences within and without their fortified courthouses mean Arbitrators are petitioned for aid by Imperial organisations far more often than they instigate confrontations with them.

Some Arbitrator operations may well be random acts to keep the fear of such searches at the forefront of citizens' minds. Many more are the final stage in a long trail of evidence procured through torture, intimidation or more esoteric techniques. A great many precincts of the Adeptus Arbites employ oracular engines to discern crimes before they have even been committed. Though known by the catch-all term 'The Emperor's Gaze', no two devices are the same. Some are towering



'YOU HAVE BEEN JUDGED GUILTY OF VIOLATING THE LEX IMPERIALIS. THIS IS THE LAW OF THE EMPEROR'S REALM. IT IS HIS LAW. IF, AS YOU LOUDLY CLAIM, I HAVE ERRED IN MY JUDGEMENT, HE WOULD STRIKE ME DOWN WHERE I STAND. IF YOU WERE INNOCENT, HE WOULD HAVE INTERCEDED TO SHIELD YOUR FLESH FROM MY SHOTGUN SHELL... BUT THEN YOU WOULD STAND GUILTY OF WASTING MY AMMUNITION. BE THANKFUL I HAVE SAVED YOU FROM COMMITTING SUCH A CRIME.'

- Arbitrator Leskanza, 5th Precinct, Colaran Hive, addressing the adjudged

bio-mechanical contrivances in which suspected seers, prophets and oracles are wired to impart their foresight, while others are clanking monstrosities resembling massive scales that weigh the entrails of specially bred caniforms. The Lower Thulost precinct in particular employs a baited and trapped maze the size of a city suburb, in which swarms of rats doused in holy unguents are released. The pattern of their messy ends or the routes they take are then tallied for judicial insight.

The Adeptus Arbites consider themselves superior to other agencies enforcing their own edicts, for Arbitrators judge and punish to a set of laws whose origins – like that of the organisation itself – is thought to predate the foundation of the Imperium. Unlike any other known writ, the Lex Imperialis is enforced the Imperium over. Its collation is thought to have been instigated by Malcador the Sigillite. Legend portrays Malcador as the most trusted of the Emperor's servants, and many of the Law's most ancient decrees are believed to be transcriptions of the Emperor's own voice. Such provenance carries huge weight, and those privileged enough to enforce the Law's tenets are zealous crusaders in the name of justice.

PRECINCTS

The precinct fortresses of the Adeptus Arbites are present on most Imperial worlds. Only forge worlds in the grip of the Adeptus Mechanicus, the home world fiefdoms of Space Marine Chapters and cardinal worlds of the Ecclesiarchy have the power to refuse an Arbitrator's presence. Other worlds harbour at least one precinct fortress and the majority boast many. These fortified installations perform the roles of bastion, barracks, fortified courthouse, gaol and torture chamber. Their glowering presence is an unmistakeable symbol of Imperial authority, meaning many uprisings, rebellions, coups and invasions target them out of hatred, fear or strategic prudence. The Arbitrators are therefore often the first line of defence against the corruption of an Imperial world.

Arbitrators on a world owe no allegiance to its planetary governor, hereditary Imperial commander or whichever title its ruler assumes. The Arbitrators of a given precinct fortress identify the guilty and mete out the verdict in the precinct they oversee. This may be a section of a single hive city, a portion of an inhabited continent or even an entire planet. Within its bounds there may be one precinct fortress or several. Smaller precinct houses supplement the larger bastions, or are the only secure building in sparsely populated precincts.

Each precinct is ruled over by a Marshal of Court, though some are large enough to host several. Typically, at sector level stands a Lord Marshal, to whom all the precincts in their sphere of influence report to. Some Lord Marshals grant the precincts under them huge autonomy: procedures, uniforms, titles and priorities delegated to Marshals of Court. Others rule their fiefdom with an iron fist, operating an effective one-person monopoly on justice for the countless trillions of Imperial citizens subject to their whim.

The enormous number of laws, edicts, precedents and decrees that make up the Lex Imperialis grow more byzantine with each passing year. They are collected into the Book of Judgement – the physical embodiment of the Law – but no single tome could ever contain the millennia worth of legal proscription. Representations of the Book of Judgement exist in stone, adamantine or some stranger material in precincts throughout the galaxy. Their proportions range from miniature sigils worked into chains of office to mundane tomes upon pedestals, or sculptures that loom over those before them. The physical Book of Judgement is kept within the Adeptus Arbites' fortified library on Terra, the Bibliocrypt Judicorum.

Overseen by the Warden-judge of the Adeptus Arbites, this vast library is said to have never stopped growing. Teams of delver-servitors sent to expand its cavernous space miles underground are reputed to haunt forgotten tunnels, their bio-patterning malfunctioning and their digging ceaseless. Half-glimpsed creatures and artificial climates to preserve crumbling records are amongst the dangers of this repository. For instance, Bibliovyrms — serpentine predators – haunt the lesser used passages, feeding on the carbonaceous mould of rotting lexicons, as well as on unwary archivists.

ARBITRATORS

The fighting forces of the Adeptus Arbites are the Arbitrators. They are warriors of Imperial justice and the militant arm of the Lord Marshals and Judges. Exempt from any prohibitions on operating warp-capable craft – such as planetary governors must abide by – the Adeptus Arbites are capable of deploying in force to a planet, void station or ship upon which their intelligence has revealed the taint of criminal activities, or the inaction that allowed it. Some precinct fortresses have the numbers and equipment to fight entire wars if need be.

The men and women who dispense justice as Arbitrators are grim and uncompromising individuals. Many are products of the Schola Progenium, an Imperial institution that raises the orphan sons and daughters of fallen Imperial servants. Those who pass through one of the organisation's scholams and survive its merciless drill abbots are honed in mind, body and spirit. They are indoctrinated into the Imperial Creed and forged into unwavering zealots fit to undertake a number of roles to serve the Emperor. It is often those who have risen to dominate their fellow progena – as the youth of the Schola Progenium are known – through force of will or strength who prove ideal for a role with the Adeptus Arbites. Arbitrators must be harsh in the execution of their duty; mercy is a weakness unbecoming of an officer of the Lex Imperialis.

EXACTION SQUAD KILL TEAMS

Precincts of the Adeptus Arbites, or highly placed overseers of the Lex Imperialis, authorise a number of different specialist operations that are carried out by highly experienced Arbitrators. Exaction Squads are amongst the most highly skilled of those dispatched, for their missions to hunt down heinous criminals require them to secure their target alive.

All Arbitrators, even those who go on to specialise in far more esoteric or scholarly skills, are trained principally in martial matters. Arbitrators are taught to crush the opposition where they stand, and to keep on striking until there is no chance of them standing again. Those Arbitrators identified by their superiors as possessing the potential to learn additional skills are put through exhaustive training in specialist techniques. Some of these techniques are devised to counter specific threats, while others cover the general use of complex equipment, technical skills under fire, counter-intelligence of criminal enterprises and more.

The most experienced and level-headed Arbitrators are drilled in methods to focus their efforts and momentum on one target above all others. These men and women form Exaction Squads when widespread punitive brutality and executions are deemed insufficient, or could even hinder efforts to confront a greater threat. It is the role of Exaction Squads to hunt down and seize individual transgressors without killing them, so as to enable their incarceration, interrogation or some other dire fate. Such Arbitrators ruthlessly bludgeon aside any who come between them and their target, or cut them down in sweeps of heavy, short-ranged firepower. It makes no difference to the Arbitrators dispatched on a mission whether such obstructions are actively working against them, or are simply unwitting pawns thrust in the Exaction Squad's way to slow them down. All are crushed to clear a path to the one they have come for.

The individuals Exaction Squads seek are sought for capture rather than immediate execution for a number of reasons. For example, some targets may be links in a chain of corruption, and information they provide through painfully extracted confessions can lead to more highly placed transgressors. Even given the Arbitrators' wide-ranging authority, and the assuredness of their quarry's guilt, justice must sometimes be seen to be carried out. High ranking adepts, nobility, military leaders and others with wealth, influence or power may warrant the privilege of a trial. These ostentatious proceedings, layered in ceremony of archaic origin, serve to legitimise the guilty party's punishment and assuage their supporters from rising to rebellion in their defence.

Some targets may be wanted by agents outside of the Adeptus Arbites' organisation. Exaction Squads of the Adeptus Arbites are acknowledged as being extremely reliable hunters and trappers, and their skills are highly prized. For example, when an Inquisitor pulls together the strands of a complex investigation, they may find that at the end of each is a highly dangerous threat. To secure these targets, the Inquisitor may requisition an Exaction Squad. Only select Arbitrators have the level of ruthless determination required to face the risk of xenos contamination or alpha-level psykers such missions may involve. Furthermore, given that the Arbitrators may have to hold such dangerous enemies in custody until the Inquisitor or one of their agents can collect them, officers with great force of will and discipline are absolutely necessary. More rarely, the Adeptus Arbites may agree concordats with the Adeptus Mechanicus, Adeptus Ministorum, a house of the Navis Nobilite, or some other body who wishes to bring in a target with outstanding grievances under their own codes. Such agreements are usually to a Lord Marshal's benefit, granting their precincts and officers additional resources and assets, and access to locations or information they would not usually enjoy.

When a target has been identified that must be seized alive, a Marshal of Court, Judge or Lord Marshal appoints a Proctor-exactant to the case. These veteran Proctors move from mission to mission. After handing over one prisoner – perhaps broken, probably bruised, but undoubtedly alive – for whatever fate awaits them, the Proctor-exactant is handed their next case. For this, they select the Arbitrators best placed for the task at hand. Some Proctors-exactant restrict themselves to Arbitrators from one or two precincts, while others review personnel data-crystals from dozens under the remit of their Lord Marshal. It is commonly left entirely to the Proctor-exactant's judgement which Arbitrators to select for their Exaction Squad. Those they choose are relieved from their duties and assigned to the Proctor-exactant's authority for as long as the mission takes.

On the hunt, the Proctor-exactant's experience enables them to make excellent use of the skills of their hand-picked officers. The criminal's methods and contacts are studied, the better to predict the miscreant's movements and likely tactics. Exaction Squads can detect the merest genetic trace using advanced bio-samplers and track their quarry using specialised Cyber-mastiffs. They wield heavy-gauge combat shotguns and oversized shotpistols capable of firing rare shell types only issued to elite squads, blowing away the fugitive's minions. Finally, a flurry of blows from coruscating shock mauls is commonly enough to render the most threatening criminal compliant enough to suffer the agonising clasp of a penitent's brace, and begin their extended stay at the Marshal of Court's pleasure.

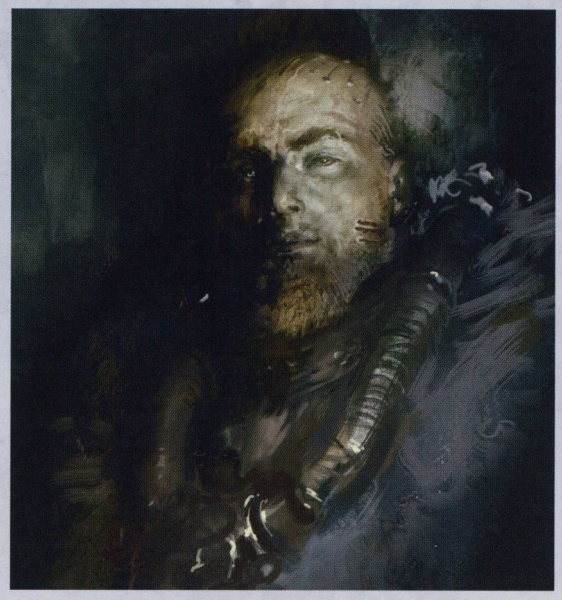
NOTABLE ARREST RECORDS OF EO-K94

The Exaction Squad known by the designation EO-K94 was only one of the teams of Arbitrators that followed Kolkord's lead into the *Gallowdark*. He assumed emergency authority to order the formation of other Exaction Squads to hunt escaping prisoners in the space hulk, but few could hope to match the trail of arrests already made by EO-K94 in pursuit of its prey.



PRISONER: 'MA ARAKOS' [alias]
PRISONER REFERENCE: KC91I/LPX

During EO-K94's mission to hunt down a witch at the request of Inquisitor Flavian, the squad's investigations led them to Hive Threst on the mining world of Girvan Yaddra. Ma Arakos was one of four kingpins who controlled production in the hive city, their efficiency meaning they were of little interest to the Exaction Squad. She came to EO-K94's attention, however, when the squad discovered she was behind the 'disappearance' of thousands of mutants, overseeing their shipment off-world. As far as culpable adepts in her pay knew, the intent was to reduce the numbers of mutants rounded up by the planetary governors, and thereby evade purges that would have disrupted her operations. Yet EO-K94 identified Ma Arakos as a vital link in a much wider conspiracy of illegal labour movement that damaged production rates in a number of systems. Bio-sampling by the squad's Malocator damned her when xenos taint was discovered; the 'mutants' she was moving from world to world were spreading the Genestealer curse. EO-K94 stormed Arakos' fortified manse, and executed her lieutenants. The crime lord was shackled and dragged away for interrogation, to discover how much higher the corruption went.



PRISONER: SHEN, Thaymas D.S.T.
PRISONER REFERENCE: KV48M/QNU

Answers prised from a number of sources – informants and contacts identified by the squad's Revelatum – were followed to the agri world Droggan, which was in the midst of a coup orchestrated by Thaymas, scion (or Khirzak) of the Shen Lineage. EO-K94 suspected Inquisitor Flavian's target witch had taken refuge

'DO SEND YOUR MEAT-FISTED COMRADE IN AGAIN AT YOUR EARLIEST CONVENIENCE. HER RIOTOUS STENCH OFFERS MORE ELOQUENT CONVERSATION THAN YOU.'

- Khirzak Thaymas Dio Savn Thu, of the Shen Lineage

amongst the courtiers and servants of the scion's court. The arrogant nobleman dared to decry the Arbitrators' intrusion, which led Kolkord to look more closely at Thaymas' activities. EO-K94's Vox-signifier unearthed comms traffic that condemned the nobleman. It revealed that he had been the paymaster behind increased piracy under his predecessor in a ploy to tarnish the failing government while diverting Imperial arms to his own private armies.

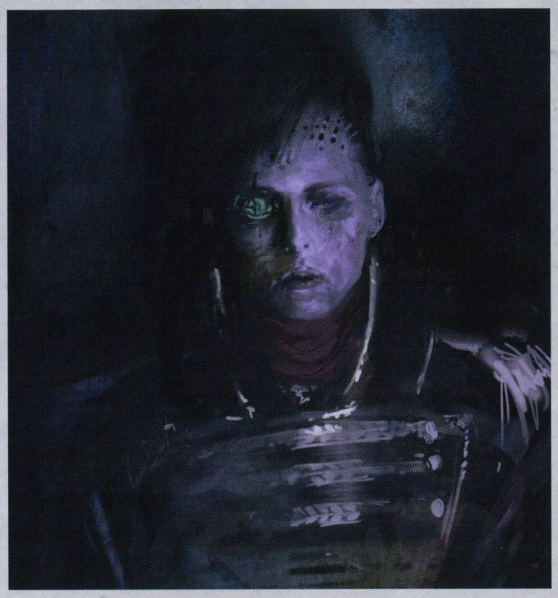
'KOLKORD, SEIZE ME THIS ABOMINATION. SEAL ITS WITCH'S VISAGE IN THE COWL. BRING IT TO ME IN CHAINS, SUBDUED, COWED, REPENTANT . . . PLIANT. ITS CONFESSION WILL BE THE FINAL CONDEMNATION OF A SINNER.'

- Inquisitor Koristanos Flavian, Ordo Hereticus



PRISONER: [ID uncorroborated]
PRISONER REFERENCE: ZHOOX/_I_

The arrest of Thaymas had been bloody and violent. Kolkord's Arbitrators acted upon the convention of Guilt by Indenture, unleashing Imperial justice upon the Khirzak's inner circle. Excruciation was overseen there by EO-K94's medical specialist, who brought the guilty back from the brink of death time and again. Through the half-truths and screamed confessions, a trail was unpicked back to Thaymas' holdings on Vergnachev. Inquisitor Flavian's target witch operated there under Thaymas' protection, using its powers of domination and flesh-shaping to further the nobleman's influence – though who was really in control was unknown. EO-K94's Gunner scythed down a mob under the mutant's mastery with a storm of fire. Three of Kolkord's officers were killed before the unsanctioned psyker was subdued, struck with repeated blows from shock mauls and immobilised in the chemical discharge of a webber. With their charge bound and shackled in a psy-suppressing cranial baffle, Kolkord sent a summons for secure transport. He eventually received word back that the ship arranged by Flavian had been attacked by unknown assailants. However, a prison barge was en route that could house the witch.



PRISONER: RAMOSETT, Kara E.
PRISONER REFERENCE: XR78D/EER

EO-K94's primary mission was almost complete upon making contact with the *Dyad of Zaffre*'s commander, Captain Ramosett. The prison barge's route, while meandering, would eventually pass through Kolkord's destined system. His discovery of the weapons cache complicated matters. Ramosett had seized them over

'YOU WORTHLESS MAGGOT. I HAVE CONTACTS, I'LL SEE YOU SUFFER FOR TAKING MY SHIP. DO YOU THINK MARSHAL VENK DIDN'T KNOW, KOLKORD? DO YOU?!'

- **Kara E. Ramosett, former Captain, *Dyad of Zaffre***

months, taking them from the low life dregs her crew legally abducted. With her intention to sell them on to black markets and underworld contacts along her route, who knew how many uprisings they would arm, or how many tithe quotas would be unmet thanks to her and her crew's greed. At least one of her deck officers was killed by the squad's R-VR Cyber-mastiff before it reached Ramosett and dragged her by the throat before a glowering Kolkord.

EXACTION SQUADS

The Arbitrators who uphold Imperial justice wear thick mantles of carapace armour over flexible undersuits, and many wear the signature mirror-visored helm – open at the mouth to facilitate shouted commands. These armoured suits usually incorporate the gauntlet and scales icon of the Adeptus Arbites. They are ideal for close-quarters suppression, affording protection against their prey's illegal weapons and the mobility required to negotiate twisted underhives. Many precincts maintain the intimidating black armour that is common in Imperial sectors. Across the Imperium, however, the uniforms of Arbitrators can vary greatly in colour. In the Sokram Sector, for example, where the Lord Marshal Yulantis affords her precincts virtual autonomy, Arbitrators serving in the dark ash wastes of Tshaden III wear bright orange armour intended to be visible from a distance. Conversely, those serving within the hives cities of a neighbouring precinct wear carapace of a drab green that shrouds them in the algae-strewn passages. Arbitrators typically bear numeric signifiers that identify their precinct and squad number, but these are similarly subject to local ordinances. Elite or temporary formations, such as Exaction Squads, often instead bear sigils that mark their special duties.



Arbites Proctor-exactant



Arbites Malocator



Arbites Castigator





Arbites Revelatum

Arbites Chirurgant

Arbites Subductor

Arbites Vox-signifier

Arbites Marksman

R-VR Cyber-mastiff

Arbites Leashmaster

Arbites Gunners



NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Arbitrators, the title or designation of your kill team and your kill team's quirks and background. If you wish to generate any of these randomly, roll the appropriate number of dice as indicated by the appropriate 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 Exaction Squad officers, you can roll a D66 on one or both of the tables below. 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 NAME
11	Mergen
12	Izmal
13	Katriona
14	Ferenz
15	Amellise
16	Sebastian
21	Jinan
22	Umberto
23	Chula
24	Nyls
25	Thaeda
26	Peytr
31	Alyss
32	Sembert
33	Cethad
34	Dimas
35	Mirrad
36	Hendrych
41	Kirhan
42	Karlas
43	Adjen
44	Stepan
45	Chengaz
46	Thorren
51	Vey
52	Josef
53	Luzia
54	Herzog
55	Kirse
56	Danel
61	Ceska
62	Jacob
63	Odorna
64	Berthold
65	Denah
66	Maximillian

D66	LAST NAME
11	Gonderssen
12	Drestein
13	Bekker
14	Klombas
15	Tonnag
16	van Haydn
21	Decascion
22	Lofflin
23	Bravvos
24	Strolke
25	Smitz
26	Mahon
31	Calamor
32	Koni
33	Vorne
34	Tekkord
35	Dolas
36	Karyet
41	Bedu
42	Zirongo
43	Cagnas
44	Sablik
45	Belk
46	Gerantus
51	Karsonne
52	Sepkos
53	Kozski
54	Kalladan
55	Karta
56	Falksberg
61	Perdan
62	Varrus
63	Kron
64	Sontal
65	Skoll
66	Walheim

Arbitrators carry out their duties with a fierce sincerity. They understand the calamitous repercussions of allowing transgressors to escape their rightful sentence, and view the countless expressions of the Lex Imperialis with an almost religious zeal. Scholarly study of the laws they enforce forms a part of Arbitrators' duties. Although they can never be expected to memorise more than a fraction of them, some are so foundational and intrinsic that all Arbitrators know them by heart. These principal laws are the Injuncta Cardinal. They are chiselled into the looming frontages of precinct fortresses and etched into shotgun casings, they are quoted as general truths and recited like battle psalms as the officers unleash the Emperor's justice, and they are often the last thing heard by those privileged few allowed a trial before their execution. Each Injunctum Cardinal is a core facet of the Adeptus Arbites, known by its officers the Imperium over.



KILL TEAM NAMES

Arbitrators of many precincts often bear numerical sigils that identify their precinct and their team. Exaction Squads, with their unique selection processes and temporary mission parameters, are named along countless different conventions. These can depend on which precinct their officers originally hailed from, how autocratic the sector's Lord Marshal is, the type of target their mission is aimed at or the individual who authorised or selected the team. Many Exaction Squads are accorded an alphanumeric designation. It may be as simple as EO-X962, standing for the 962nd exaction operation of whatever recording method their precinct employs. Others, where there is a risk of their prey unearthing some information on them, employ ever more ambiguous or changing signifiers to elude identification.

Exaction Squads authorised by especially ostentatious superiors or commanders steeped in fervent belief in the Imperium's Law may have equally effusive titles. The Emperor's Retribution, for example, tracked narcotic trading families in the Shoshali Spiral for the Lord Marshal Zeetha von Ghent, who had promised a unique and inventive sentence to excruciate every sense of a stimm-runner.

SQUAD QUIRK

D6	JUDGEMENT
1	**Deafening Declamation:** With roaring oration, this kill team annunciate the primary tenets of the Lex Imperialis before issuing judgement.
2	**Talismans of Judgement:** With varieties of small carved icons, engraved sigils, embellished shackles or other talismans, this kill team steel their faith in the supremacy of Imperial Law.
3	**By the Lex, I am Witness:** This Exaction Squad never waver from their highly ritualised form of bearing witness to each others' deeds when carrying out sentences.
4	**Excruciators:** Each of these Arbitrators is talented in a form of information extraction, complementing each others' gifts of torture to ensure no clue evades them.
5	**Absolutists:** This kill team rarely stop once they have their quarry, punishing all who aided the guilty.
6	**Clandestine Insertion:** This Exaction Squad employ all manner of underhanded tactics to approach their target unseen, then the extraction is fast, brutal and efficient.

BACKGROUND

D6	FORMATIVE DUTIES
1	**Bibliocrypt Wardens:** This kill team's members have each undertaken an extended patrol in the most dangerous of the Adeptus Arbites' fortified libraries – the Bibliocrypt Judicorum on Terra. This marks them as especially determined survivalists.
2	**Progena Bonds:** The Arbitrators of this Exaction Squad are bonded by the harsh discipline they received and meted out as progena of the Schola Progenium.
3	**True Believers in the Lex:** With a pious devotion to seeing the Lex Imperialis enforced, this kill team are fervent acclamators of justice.
4	**Haunted by Guilt:** Shaken by seeing the depths to which Humanity can stoop in its wrongdoing, these Arbitrators have vowed to punish guilt without mercy.
5	**Recalled to Hunt:** Selected together for numerous Exaction Squad missions, these officers are familiar with their teammates, having run countless criminals to ground alongside each other.
6	**Officers of the Judge:** This kill team operate with the authority of one of the feared Judges.

BASE OF OPERATIONS

D6	STATION
1	**Frontier Watch-house:** Swiftly deployed from orbit, this kill team operate from a fortified forward watch-house erected by servitor menials.
2	**Riot Control Vehicles:** Within a convoy of armoured pacification engines, this kill team travel with all of the weapons and specialist detention gear they need.
3	**Repurposed Gang Lair:** Purged of its former, criminal tenants, this hideout and its secret tunnels are an ideal base in which to await the creeping return of any perpetrators who originally escaped.
4	**Drop off Stakeout:** Classified information demanded from local Enforcers has revealed an abandoned hab-shelter or hidden cave used as a dead drop by off-world gangs. The Arbitrators are in the perfect position to gain access to their network.
5	**Commandeered Transports:** Whether redoubtable land-crawlers, dune skiffs or atmospheric shuttles, this kill team have brutally commandeered a collection of transports from local merchants, nobility or suspiciously wealthy community leaders.
6	**Requisitioned Chambers:** Resentful but fearful, local hive nobility, regional politicians or barracked Astra Militarum officers have supplied this kill team with well-equipped chambers, ideally placed to monitor the workings of the powerful.

'Open it,' growled Proctor-exactant Daimon Kolkord, glaring at the hatch facing them. EO-K94's muscled Gunner, Arbitrator Keel, fired a krak grenade straight at the inoperable locking mechanism on the hatch that was barring the Exaction Squad's route. Primed to detonate on impact, the grenade's deafening explosion echoed around the tight confines surrounding Kolkord's squad.

In the smoky aftermath, the reek of burning metal filled the Proctor-exactant's nostrils and he saw the glow of cooling plasteel around the fist-sized hole Keel had created. Kolkord smiled; numerous fugitives had thought themselves safe from EO-K94 over the past months, until Keel 'knocked' on their doors.

At Kolkord's command, Arbitrators Skoll and Perdan threw their weight against the damaged hatch. After a few impacts, the hatch gave way in a cloud of metallic flakes and clanged against the inner wall of the chamber beyond. Stablights shining from the Arbitrators' breastplates swept over the corridor section it led into.

Kolkord was the first to advance through, and the squad followed closely. Just behind him was a hovering nuncio-aquila that floated on thrumming anti-grav suspensors. Its sculpted head seemed to stare with imperious disdain at all before it.

'Perdan, Vaegerssen, recce ahead. Karsonne, escort. Smitz, Bedu, left ten yards and stand. Skoll, rearguard,' the Proctor-exactant emphasised directions with swift jabs of his armoured fingers. 'The rest of you, with me. Calamor, keep checking for identifiable transmissions as well as the witch's signal. If there is any chance of locating a secure relay to contact command, I want it found.' A series of curt responses and vox-bead clicks signified his squad's understanding and compliance.

Harsh light from Kolkord's chest-mounted stablight, and above from the hovering nuncio-aquila's strobe-lumens, revealed the corridor EO-K94 had emerged into. Shadows jumped with every step the Arbitrators took. Cables as broad as Kolkord's shoulders and twisting wires snaked between brackets barely above head height. Kolkord caught darting movement on the periphery of his vision between piles of detritus; he hoped it was merely vermin.

As the squad advanced down the corridor, Smitz, Bedu and Skoll covered their rear and flanks, sweeping weapons and stablights into the dark while alternating their advances. Kolkord turned back from watching their movements to monitor the rest of the Exaction squad, noting the speed and efficiency with which they took positions and implemented his orders. Arbitrator Machter effortlessly panned her heavy Subjugation-pattern assault shield, partnering Karsonne who moved quickly up the other side of the corridor – combat shotgun held rigid against her shoulder. Kolkord marched in the squad's midst, shotgun held at his hip.

The light reflected back from the grimy and dusty surfaces enclosing them and Kolkord saw chips and scrapes in the Arbitrators' armour. A couple suppressed minor injuries sustained during the *Dyad of Zaffre*'s impact – he saw Smitz favouring his left leg.

Kolkord wondered how the witch had navigated its way through the twisted mass of wreckage between the *Dyad of Zaffre* and the space hulk. EO-K94 had discovered a route only by following the signal from the psyker's auto-penitent cowl. That the witch was still shackled by it gave Kolkord hope of finding the mutant. They had tracked the cowl's signal down a smashed set of stairwells, but the Arbitrators had discovered this alternate route, enabling them to intercept their quarry.

'Update, Vaegerssen,' Kolkord voxed the squad's Revelatum. 'Do we have a clear orientation and proximity?'

Down the corridor, near the limit of his stablight's effective range, he saw Arbitrator Vaegerssen point further on in the direction she had been scouting.

'*We saved time breaching that hatch,*' Vaegerssen responded. '*We should close on the target within thirty chronosegments. Sir, we're gaining.*'

Vaegerssen advanced forward in the lee of Perdan – the squad's Subductor – who shielded her from the front. She indicated the arrangement of overhead ducts as Kolkord kept pace, pointing to bracket arrays and small metal plates bearing almost invisible technical referents.

'*I'm becoming more certain as we progress, Proctor, that this is – was – some variant of the Peshent-class of system fringe-trawler. The decking inside the hatch was the clue, and the array of power and data*

transfers confirm it. If we continue, we should reach a service hatch that intersects with where we think those stairwells emerge,' Vaegerssen concluded.

'Understood officer,' Kolkord voxed in reply. 'You and Perdan continue mapping our route.' He turned to face the Vox-signifier. 'Calamor, anything?'

He saw Arbitrator Calamor's head was cocked, his mouth set in concentration, but his lips twisted in disgust occasionally. Kolkord's second in command was listening intently to his vox-relay, making minute calibrations to his equipment.

'Several gheistings, Proctor,' Calamor reported. 'Plus fragments of possible Imperial signals. Sir, there's other... things. Voices, whispering words I can't make out. But there's something familiar. It's close to a precinct signal pattern. Carrier signal only, no data, but the waveform appears genuine.'

'Could it be from the systems aboard the *Dyad of Zaffre*?' Kolkord asked. 'I thought they were wrecked.'

'Definitely not, Proctor,' Calamor was emphatic. 'Whatever this is, *if* it's a precinct signal, it's ancient.'

'Keep trying to pin the location down,' Kolkord ordered. The Proctor-exactant moved to join Arbitrator Vaegerssen, ordering the rest of the Exaction squad to follow while maintaining watch around their positions. Weapons and stablights swept slowly across shadowy alcoves and ceiling voids.

EO-K94 followed the corridor's twists and turns. Vaegerssen regularly called out instructions, warning of deadfalls and leaking conduits, as well as areas of potential ambush. Kolkord and the rest of the squad followed Vaegerssen's directions, moving into a series of connected chambers, through rents in bulkheads or dropping down half-levels. Kolkord felt their route was corkscrewing madly, but he trusted the Revelatum. Calamor reported that the potential precinct signal was marginally stronger. He nearly had a direction for it, amidst the wash of half-voices.

After moving single file down a cramped passage, Kolkord led most of the squad through a hatch into a wide chamber. The low ceiling was supported by squat columns, each of which bore a rectangular control panel. Some had flickering lights that enabled Kolkord to pick out the room's dimensions. Directly opposite the hatch they had entered from was a large black gash, a rupture in the wall. He saw twisted lengths of metal and torn deckplate at the entrance. As Kolkord glanced back to check on his squad, he noticed another hatch further along the same wall they had entered by. It stood ajar, the chamber behind in darkness.

Ahead, crouched next to one of the large columns, was Vaegerssen. She looked to be examining something on the ground while Perdan braced her shield next to her and scanned for threats.

Kolkord approached, the nuncio-aquila following in his wake. Its piercing spotlight made Vaegerssen's shadow grow and shrink against the column. The rest of the squad spread out.

'What have you found?' Kolkord asked. He could smell burned flesh with an accompanying odour of spoiled fat.

Vaegerssen gestured to the ruptured wall section ahead and indicated that it was where the morass of stairwells finally came to an end. Still crouched, she turned, holding up something ragged and broken. Even with the light from her scanner headset illuminating it, it took Kolkord a moment to realise he was looking at the remains of the auto-penitent cowl. Blackened flesh clung to where it had been ripped free of the witch's head. Kolkord's hopes of securing the witch again dropped at the sight of it, but were not snuffed out.

The mutant was not only loose, Kolkord now had to assume it was also in full possession of its unholy powers again. He glanced at the black flesh and hoped it was in pain.

We got you once, he thought. *We will do it again.*

'Nillson, set Breaker loose,' he ordered. The bio-mechanical Cyber-mastiff was not as accurate as following the cowl's signal, but Kolkord was confident it would still lead them to their quarry. The Cyber-mastiff bent to the remains of the cowl that Nillson held before it, then turned its head and barked.

'Breaker has a trace, Proctor,' Nillson informed him. The Leashmaster gave the caniform servitor a verbal command and the Cyber-mastiff lurched in pursuit, fleshy nose to the ground. It wove between the columns, Nillson at its heels.

'Proctor, I have a stronger trace on the transmission signal now,' Calamor reported. The Vox-signifier turned and nodded towards the half-open hatch.

'Check it, Calamor. Von Plius, Bedu, Karsonne, you're with Calamor. Find a route to where that signal's coming from. The rest of you, with me,' Kolkord ordered.

The Proctor-exactant caught up with Nillson and Breaker. As they moved further in, following Breaker's hunt, Kolkord saw what looked like twisted rags strung between several of the columns high above the Arbitrators. His pace slowed and he stared more closely at the nearest. Magnification by his mirror-visored helm sharpened its outline and it resolved into a body, the skin flayed from head to toe. He detected a drip of blood; the corpse was fresh.

'Potential threats. Stay on guard. Stay together!' Kolkord warned the Arbitrators. He saw Vaegerssen stare at the corpses in turn. Suddenly, she stiffened.

'Threat prioris!' Vaegerssen shouted. '75 92!'

Her shouted warning was crystal clear and several Arbitrators aimed as one at the critical spatial reference she had provided. They opened fire, one of the flayed corpses in their sights.

The 'corpse' suddenly dropped. One shotgun blast clipped it as it fell, but it twisted in mid-air. The creature spun and landed, cat-like, near Arbitrator Perdan. It rose and sprinted straight at her.

Kolkord recovered from seeing the dead seemingly rise and finally recognised the creature. *Aeldari*, he thought with a scowl. The xenos wore dark armour hung with strips of flayed skin. It whipped out a long serrated blade, seeming to twist and flick it before it reached Perdan and attacked. Only desperate skill with her assault shield saved the Arbitrator from evisceration.

Before Kolkord and the others could intervene, a blizzard of fire flew at them from at least two directions ahead. The Proctor-exactant saw two – no, four – near-black figures appear. They sprinted between pools of shadow, firing long-barrelled weapons.

The Cyber-mastiff, Breaker, leapt for the xenos attacking Perdan, clamping its metal jaws onto the Aeldari's leg. The xenos screamed, rearing back and giving Perdan the seconds she needed to slam her shield into its ribs and drive it back. There was precious little cover, and Machter and Skoll took hits from the sprinting xenos in the shadows, doubling up in agony. Kolkord realised this was a killing ground – he had orchestrated many himself – and without the rest of the squad they would not survive.

'Back!' he voxed. 'Follow me. Nillson, help Machter.'

Kolkord himself fired two shells at a shadow he had witnessed fire coming from. He was rewarded with a spray of blood. He slung his shotgun's strap over his shoulder, drew his pistol and grabbed Skoll under his arm. Vaegerssen issued target priorities as the Arbitrators fell back. Kolkord and Nillson fired their heavy-duty shotpistols as they dragged the injured along. The xenos were held back long enough for Kolkord to enable an ordered withdrawal. As he ran, he voxed Calamor on their situation, informing him they were on their way.

Weaving between the wide columns, Kolkord led his demi-team towards the hatch through which Calamor had gone. More enemy fire came from the direction of the ruptured wall and the stairwells. A blur near the ceiling caught Kolkord's eye as he reached the hatch and hauled Skoll through. He threw his pistol hand up instinctively, in time to ward off a screeching creature that disappeared too quickly for him to target. The last Arbitrator made it through and Nillson heaved the hatch shut.

'Secure that hatch!' Kolkord snapped. 'See those filth don't get in here. Smitz, execution position on this hatch. Be ready to pull back on my word.'

Kolkord realised he was in an entirely different ship as he followed directions from Calamor to the Vox-signifier's position. On his way, Kolkord saw a panel bearing the scales and fist icon of the Adeptus Arbites. Beneath the sigil, he made out the name *Boneshackle* in worn script. The name meant nothing to him, but the sigil showed this was a ship that had served the Lex.

Kolkord led all but Arbitrator Smitz deeper into the *Boneshackle*. The Chirurgant, Bedu, met them halfway and took charge of Skoll and Machter. From the familiar layout – reminiscent of numerous prison barges the Proctor-exactant had served aboard – Kolkord guessed he was in an annexe deck of a multi-level bridge. As he made his way to Calamor, he directed Arbitrator von Plius to an overlooking

balcony, and installed Karsonne and Vaegerssen in cover.

The remaining Arbitrators built up a defence among the connecting chambers. They jammed hatches shut and set up fire lanes and killzones. There were still too many points of ingress to the bridge's annexe deck, Kolkord realised; all he could hope for was to slow the xenos enough that they could be shot. Yet the open nature of the *Boneshackle*'s layout – intended to make it easy for Arbitrators to swarm various sections of the ship – would also serve Kolkord if he needed an extraction route.

Kolkord found Calamor in what he recognised as the control chapel for a monolithic vodor shrine. The shrine was a vast engine of communication, its workings stretching up through several decks. Kolkord had only once before seen a vodor engine. They were said to contain the stasis-bound remains of Astropaths – psychic messengers capable of forcing encrypted messages through the warp. Calamor was hunched over a gnomonic augur console.

'There's power,' Calamor reported, turning to Kolkord. 'I don't know where from. This barge's reactors are void-cold.'

'Can you tell our location? Who can we contact, anybody?' Kolkord demanded.

'Proctor, no other system is operational. This is all the *Boneshackle* has to give. I can transmit, I think. I can't tell you for how long or which region the message will reach, if any.'

There was a distant bang, followed by a screech of metal and a series of shotgun blasts. Kolkord turned to go, the nuncio-aquila moving to follow.

'Send as much about us as you can, Calamor,' he said, as he moved to join the others. 'Let somebody know we're here with escaped prisoners. Then we're moving out. We have the witch still to find!'

Kolkord returned to the initial line of defences. He burst into an open area of decking in the midst of a firefight. Three Aeldari, Smitz' corpse just behind them, traded shots with Karsonne and Vaegerssen. Kolkord was gratified to see that one of Smitz' killers already bled freely from a horrific wound.

'By the Lex, I am witness to your judgement, Smitz,' Kolkord quietly intoned. The Proctor-exactant ran to join Karsonne and Vaegerssen, seeing Nillson not far away. Two of the Aeldari leapt a barricade, closing the distance rapidly, but Kolkord was ready. He thumbed an activation rune on his armoured cuff; the nuncio-aquila rose swiftly and sped in the Aeldari's direction, blindingly bright lights shining out from it. Kolkord spoke into his mouthpiece. His indignant voice boomed out from the nuncio-aquila's emitters.

'Lay down your arms and beg for swift deaths for your crimes against the chosen instrument of the galaxy's master!'

The xenos reeled as if physically struck. One almost dropped its rifle. They staggered, presenting easier targets. From his balcony position, von Plius fired at the first xenos, killing it explosively. The second fell to Breaker and Nillson as they burst from cover; the Leashmaster stunned the Aeldari with a baton blow to the head before Breaker tore its throat out.

'Calamor, is the message sent?' Kolkord voxed.

There was no response but a wash of static. Kolkord heard a scream from behind a side chamber and turned to see one of the xenos jump through a hatch and run in his direction, fresh blood dripping from its armour. The xenos carried a cleaver-like weapon in each hand, and its faceless mask bore down on Kolkord as it bounded effortlessly over obstacles.

'Calamor, is it sent?' Kolkord shouted into the vox.

An avian screech cut through the tumult of shellfire. The dual-bladed Aeldari stopped and turned. So did Kolkord. Two of the jagged-armoured xenos stood on the overhead gantry. One bore a bird-like crest and was pointing directly at the Proctor-exactant. The other, imperious, made a small gesture with its hand. The Aeldari before Kolkord hissed, but turned and leapt away before he could react.

For a moment, the thought that the capricious creatures had spared him flashed through Kolkord's mind. He was quickly disabused of the notion as the imperious Aeldari on the balcony drew a curved blade, vaulted the balustrade and bore down upon him. The creature wanted the kill for itself, it seemed.

'*Proctor, it is sent. I've done all I can.*' Calamor's voice sounded in Kolkord's vox-bead.

'EO-K94,' Kolkord voxed. 'Immediate extraction. Converge on my position, now!'

THE RULES

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

ARMY LISTS

On pages 39-50 and 56-67, you will find army lists for **HAND OF THE ARCHON** and **EXACTION SQUAD** 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.

SPEC OPS

On pages 51-55 and 68-72, you will find Spec Ops rules for **HAND OF THE ARCHON** and **EXACTION SQUAD** 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 73-81, 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 108-117, you will find the Critical Operations mission pack, containing the 9 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.

'WE ARE THE BARBS OF MALICIOUS SPITE THAT COIL IN THE EAR; WE ARE THE PATIENT LISTENER OFFERING SAGE COUNSEL.'

- a Hollow Truth of the Kabal of the Poisoned Tongue

ARCHETYPE: RECON / SECURITY / SEEK AND DESTROY

HAND OF THE ARCHON KILL TEAM

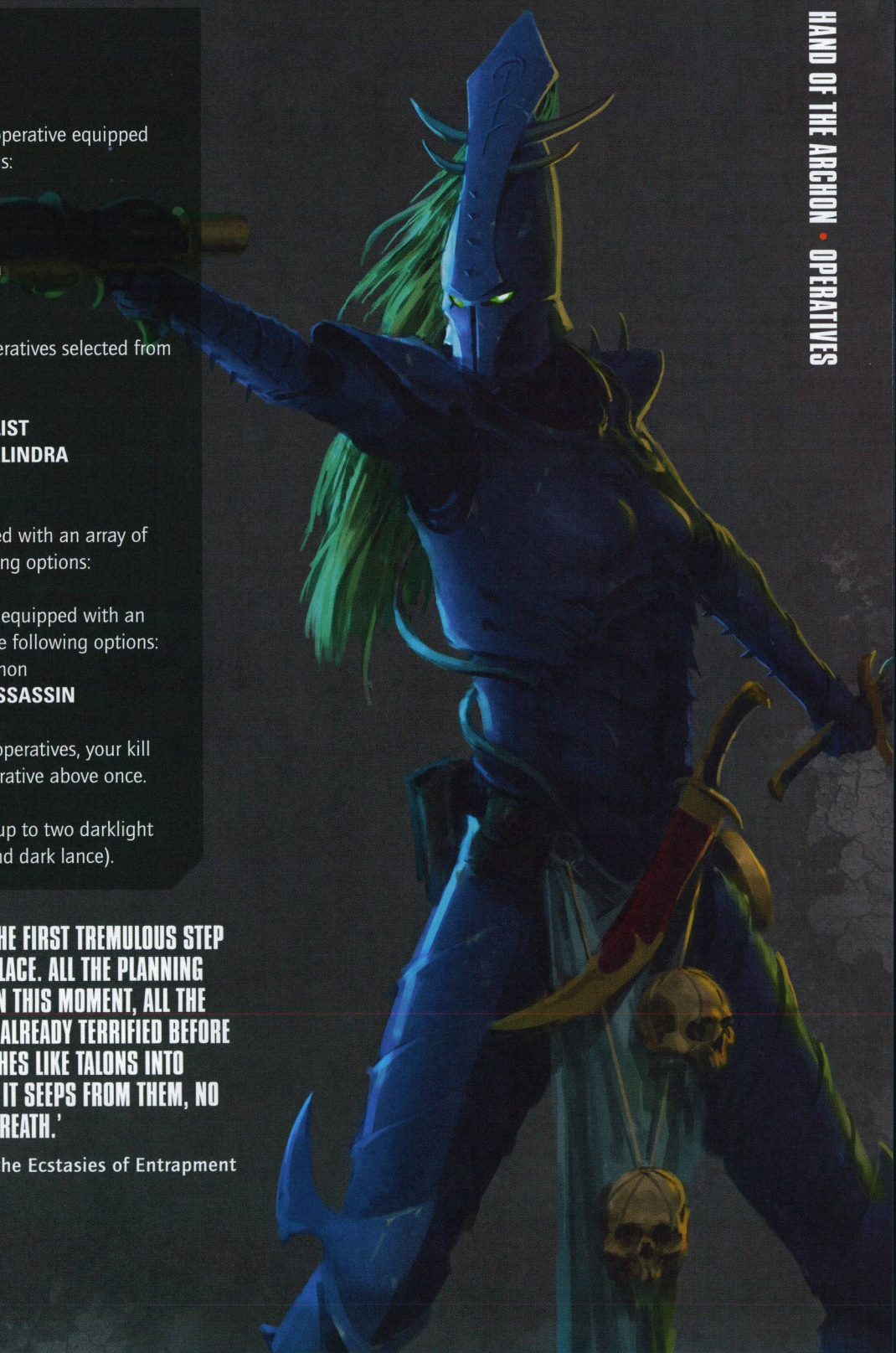
Below you will find a list of the operatives that make up a **HAND OF THE ARCHON** kill team, including, where relevant, any wargear those operatives must be equipped with.

OPERATIVES

- 1 **KABALITE ARCHSYBARITE** operative equipped with one of the following options:
  - Blast pistol; venom blade
  - Splinter pistol; venom blade
  - Splinter pistol; agoniser
  - Splinter pistol; power weapon
  - Splinter rifle; array of blades
- 8 **HAND OF THE ARCHON** operatives selected from the following list:
  - **KABALITE AGENT**
  - **KABALITE CRIMSON DUELLIST**
  - **KABALITE DISCIPLE OF YAELINDRA**
  - **KABALITE ELIXICANT**
  - **KABALITE FLAYER**
  - **KABALITE GUNNER** equipped with an array of blades and one of the following options:
    - Blaster or shredder
  - **KABALITE HEAVY GUNNER** equipped with an array of blades and one of the following options:
    - Dark lance or splinter cannon
  - **KABALITE SKYSPLINTER ASSASSIN**

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

Your kill team can only include up to two darklight weapons (blast pistol, blaster and dark lance).



'THE MOST DELICIOUS MOMENT IS THE FIRST TREMULOUS STEP OF THE PREY AS THEY CREEP INTO PLACE. ALL THE PLANNING THAT HAS BROUGHT US TOGETHER IN THIS MOMENT, ALL THE PREPARATION TO ENSURE THEY ARE ALREADY TERRIFIED BEFORE THEY EVEN SET EYES UPON US, MESHES LIKE TALONS INTO FLESH. YOU CAN TASTE THE FEAR AS IT SEEPS FROM THEM, NO MORE CONTROLLABLE THAN THEIR BREATH.'

- Nyvarkh Szentar, on the Ecstasies of Entrapment

TAC OPS

HAND OF THE ARCHON

If your faction is **HAND OF THE ARCHON**, you can use the Hand of the Archon Tac Ops listed below, as specified in the mission sequence.

PAY THE SOUL DEBT

Hand of the Archon – Faction Tac Op 1

Reveal this Tac Op the first time a friendly **HAND OF THE ARCHON** operative gains a Pain token. Start a Soul Debt tally, adding one to the tally each time a friendly **HAND OF THE ARCHON** operative gains a Pain token (including the first time).

- If your Soul Debt tally is seven or more, you score 1VP.
- If your Soul Debt tally is nine or more, you score 1VP.

SLAVE RUN

Hand of the Archon – Faction Tac Op 2

Reveal this Tac Op the first time an enemy operative is incapacitated. Each time an enemy operative is incapacitated, before it is removed from the killzone, place one of your Slave tokens underneath the operative as close as possible to the centre of its base. Friendly **HAND OF THE ARCHON** operatives can perform the **Pick Up** action on that token while not within Engagement Range of an enemy operative. Subtract ◯ from their Movement characteristic while they are carrying it. At the end of the battle:

- If two or more of your Slave tokens are being carried by friendly **HAND OF THE ARCHON** operatives, you score 1VP.
- If four or more of your Slave tokens are being carried by friendly **HAND OF THE ARCHON** operatives, you score 1VP.

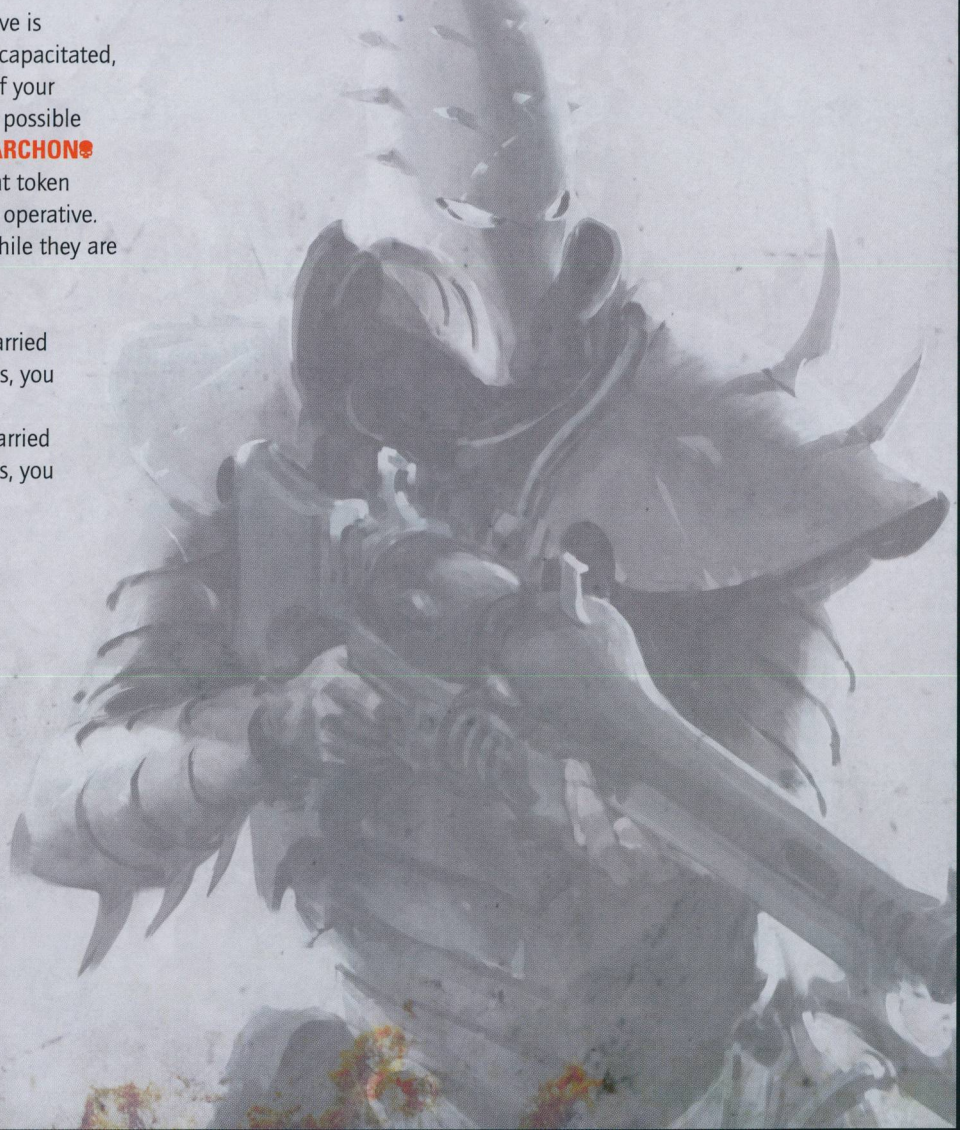
CONTEMPTUOUS SLAUGHTER

Hand of the Archon – 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 one or more enemy operatives were incapacitated during that Turning Point and no friendly **HAND OF THE ARCHON** operatives were, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

You cannot score these conditions in a Turning Point in which no friendly **HAND OF THE ARCHON** operatives are in the killzone.



ABILITY

Below, you will find a common ability of the **HAND OF THE ARCHON** kill team.

POWER FROM PAIN

Inflicting physical pain, sowing misery and witnessing the terror in their victims' eyes first hand invigorates the withered soul of a Drukhari. Thus renewed, they are made potent and vital, already hungering for more and filled with a dark energy.

Each time a friendly **HAND OF THE ARCHON** operative incapacitates an enemy operative with a Wounds characteristic of 5 or more, it gains a Pain token. If that enemy operative had a Wounds characteristic of 11 or more, it gains two pain tokens instead.

You can spend friendly operatives' Pain tokens on the Invigorations opposite when the 'When' condition is met. For each Pain token you spend, remove it from the operative. With the exception of Stimulated Senses, each Invigoration can only be used once per activation.

Invigoration	When	Effect
Dark Animus	When the operative is activated.	Add 1 to the operative's APL.
Vitalised Surge	After incapacitating an enemy operative with the operative.	Perform a free **Dash** action, even if it has performed a **Charge** action during the activation.
Stimulated Senses	After rolling one of your attack or defence dice for a combat or shooting attack with the operative.	Re-roll that dice.





STRATEGIC PLOYS

If your faction is **HAND OF THE ARCHON**, you can use the following Strategic Ploys during a game.

BLADE ARTISTS 1CP

Until the end of the Turning Point, melee weapons friendly **HAND OF THE ARCHON** operatives are equipped with gain the Rending critical hit rule.

FLEET OF FOOT 1CP

Until the end of the Turning Point, each time a friendly **HAND OF THE ARCHON** operative performs a **Fall Back** or **Normal Move** action, it can immediately perform a free **Dash** action after that action, or vice versa.

FROM DARKNESS, DEATH 1CP

Until the end of the Turning Point, each time a friendly **HAND OF THE ARCHON** operative is activated, you can select one enemy operative that friendly operative is not in Line of Sight of. Until the end of the activation, the first time that friendly operative fights in combat or makes a shooting attack against that enemy operative, in the Roll Attack Dice step of that combat or shooting attack, you can retain one successful normal hit as a critical hit instead.

DENIZENS OF NIGHT 1CP

Until the end of the Turning Point, while a friendly **HAND OF THE ARCHON** operative has a Conceal order, is within ■ of your drop zone and is more than ⬟ from the active operative, it's always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

TACTICAL PLOYS

If your faction is **HAND OF THE ARCHON**, you can use the following Tactical Ploys during a game.

CRUEL DECEPTION 1CP

Use this Tactical Ploy when a friendly **HAND OF THE ARCHON** operative is activated. Until the end of its activation, that operative can perform the **Fall Back** action for one less action point (to a minimum of 0AP).

DEVIOUS SCHEME 1CP

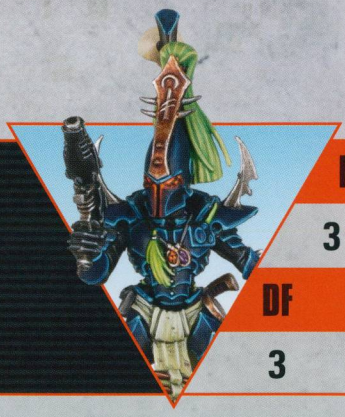
Use this Tactical Ploy after an opponent uses a Tactical Ploy or Strategic Ploy. The next time they would use that ploy, they must spend 1 additional Command point to do so (at which point this effect ends). You cannot use this Tactical Ploy again during the battle until its effect has ended.

HEINOUS ARROGANCE 1CP

Use this Tactical Ploy when it is your turn to activate a ready friendly operative. You can skip on that activation.

PREY ON THE WOUNDED 1CP

Use this Tactical Ploy after rolling attack dice for a combat or shooting attack made by a friendly **HAND OF THE ARCHON** operative. If the target of that attack has half or fewer of its wounds remaining, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice.



KABALITE ARCHSYBARITE

Those who wield superiority among their Archon's elite have risen to power through ruthlessness and manipulative scheming. They are also dread combatants, for expert bladework and athletic strength are required to maintain authority.

M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
⌖ Blast pistol	4	3+	4/5	Rng ⬟, AP2	-
⌖ Splinter pistol	4	2+	2/4	Rng ⬟, Lethal 5+	-
⌖ Splinter rifle	4	2+	2/4	Lethal 5+	-
⚔ Agoniser	4	2+	3/6	Brutal, Lethal 5+	Reap 1
⚔ Array of blades	3	2+	3/4	-	-
⚔ Power weapon	4	2+	4/6	Lethal 5+	-
⚔ Venom blade	4	2+	4/4	Lethal 4+	-

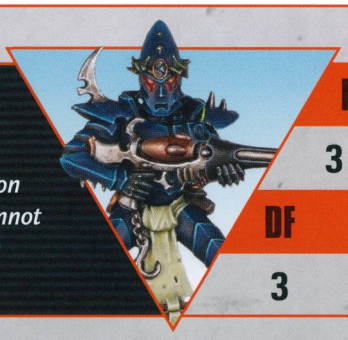
ABILITIES

Cunning: In the Play Strategic Ploys step of each Strategy phase, if you pass at the first opportunity, you gain 1CP.

UNIQUE ACTIONS

Take Aim (1AP): Until the end of the activation, the splinter rifle this operative is equipped with (if any) gains the Balanced special rule. This operative cannot perform this action while within ■ of an enemy operative.

HAND OF THE ARCHON, AELDARI, DRUKHARI, LEADER, KABALITE, ARCHSYBARITE



KABALITE AGENT

Well equipped and with murderous talents honed by survival in Commorragh, Agents of Hand of the Archon kill teams are malevolent enforcers. Any prey they cannot painfully cut down with their splinter rifles, they slice apart with graceful sweeps of their numerous blades.

M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⌖ Splinter rifle	4	3+	2/4	Lethal 5+	-
⚔ Array of blades	3	3+	3/4	-	-

ABILITIES

-

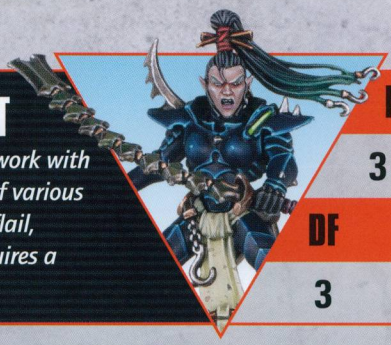
UNIQUE ACTIONS

Take Aim (1AP): Until the end of the activation, the splinter rifle this operative is equipped with gains the Balanced special rule. This operative cannot perform this action while within ■ of an enemy operative.

HAND OF THE ARCHON, AELDARI, DRUKHARI, KABALITE, AGENT

KABALITE CRIMSON DUELLIST

Crimson Duellists are vicious murder-artists who work with a gory palette of their enemies' viscera. Masters of various weapons, many hunt with the ostentatious razorflail, performing signature kills when their Archon requires a highly visible display of power.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
Splinter pistol	4	3+	2/4	Rng ⬟, Lethal 5+	-
Razorflail	4	2+	4/5	Brutal, Flail*	-

ABILITIES

Brutal Display: Each time this operative incapacitates an enemy operative in combat, select one other enemy operative Visible to and within ⬟ of this operative or the incapacitated enemy operative. Until the start of the next Turning Point, that other enemy operative cannot perform mission actions or the **Pick Up** action, or control objective markers.

***Flail:** Each time this operative fights in combat with this weapon, in the Resolve Successful Hits step of that combat, each time it parries, two of your opponent's successful hits are discarded (instead of one).

UNIQUE ACTIONS

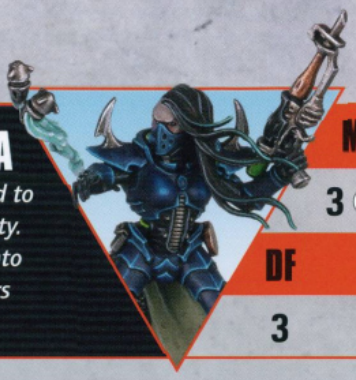
Crimson Assault (1AP): Perform a free **Fight** action with this operative. After completing that action's fight sequence, if this operative is still within Engagement Range of an enemy operative, you can immediately fight in combat with this operative again (you do not have to select the same target).

HAND OF THE ARCHON, AELDARI, DRUKHARI, KABALITE, CRIMSON DUELLIST



KABALITE DISCIPLE OF YAELINDRA

Yaelindra founded an infamous cult of poisoners, said to concoct the most potent toxins known to the Dark City. Her adepts weaponise deadly venoms, lacing them into torment grenades or delivering them via hollow slivers fired by stinger pistols with horrific results.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⌖ Stinger pistol	5	*	0/0	Rng ⬟, Stinger*	-
⚔ Array of blades	3	3+	3/4	-	-

ABILITIES

***Stinger Pistol's BS:** Each time this operative makes a shooting attack with this weapon, in the Roll Attack Dice step of that shooting attack:

- Attack dice results (excluding 1) that are less than the target's Save characteristic inflict 1 mortal wound on the target.
- Attack dice results of 1 inflict 3 mortal wounds on the target instead.
- At the end of the Roll Attack Dice step, that shooting attack ends (no defence dice are rolled and no further damage is inflicted).

Note that it is the target's Save characteristic, not an invulnerable save.

***Stinger:** Each time an enemy operative is incapacitated by this weapon, before it is removed from the killzone, each operative Visible to and within ○ of it suffers D3 mortal wounds. Note that each operative subsequently incapacitated as a result of this special rule will cause this to happen again.

UNIQUE ACTIONS

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

- Add 1 to the result if that other operative has a Save characteristic of 4+ or worse.
- Subtract 1 from the result if that other operative is not Visible to this operative.

On a 3+, that other operative is poisoned until the end of the battle (operatives can only be poisoned once):

- At the end of the Ready Operatives step of each Turning Point, poisoned operatives suffer 2 mortal wounds.
- Poisoned operatives are treated as being injured, regardless of any rules that say they cannot be injured.
- The effects of being poisoned remain, even if this operative is incapacitated.

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

KABALITE ELIXICANT

Elixicants are expert applicators of the various products of their Kabal's biochemical industries. Such stimulants, virulent narcotics and arcane synthetic hormones invigorate their fellow Kabalites in varying ways. To the enemy, however, they offer only slow and painful death.



M	APL	GA
3	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
Splinter rifle	4	3+	2/4	Lethal 5+	-
Stimm-needler	4	3+	0/0	Rng ■, Lethal 3+	Stun
Array of blades	3	3+	3/4	-	-

ABILITIES

Combat Drugs: If this operative is selected for deployment, select one of the following abilities for friendly **HAND OF THE ARCHON** operatives to gain until the end of the battle:

- **Painbringer:** Each time this operative would lose a wound as a result of an attack dice that inflicts damage, roll one D6: on a 6, that wound is not lost.
- **Hypex:** Add ▲ to this operative's Movement characteristic.

UNIQUE ACTIONS

Administer Drug (1AP): Select one friendly **HAND OF THE ARCHON** operative Visible to and within ■ of this operative. Then select one of the following:

- That operative regains D3+1 lost wounds.
- Select a different Combat Drugs ability (see left) for that operative to gain until the end of the battle (this replaces its previous Combat Drugs ability).

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

HAND OF THE ARCHON, AELDARI, DRUKHARI, KABALITE, ELIXICANT

KABALITE FLAYER

Drukhari hunger for others' pain, and Flayers are gruesomely adept at generating it in their victims. Their murders are neither swift nor clean, and with every pleasing scream they elicit from their foes, they unleash waves of empowering agony.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⚔ Pain sculptors	4	3+	3/5	Relentless	Flay*

ABILITIES

Insensible to Pain: Each time this operative fights in combat or a shooting attack is made against it, subtract 1 from both Damage characteristics of weapons the enemy operative is equipped with for that combat or shooting attack (to a minimum of 1).

***Flay:** Each time this operative fights in combat with this weapon, in the Resolve Successful Hits step of that combat, the first time it strikes with a critical hit, you can select one friendly **HAND OF THE ARCHON** operative within ⬟ of this operative to gain 1 Pain token.

UNIQUE ACTIONS

-

HAND OF THE ARCHON, AELDARI, DRUKHARI, KABALITE, FLAYER

KABALITE GUNNER

From the darklight caress of blasters to the mesh of monofilament barbs unleashed by shredders, specialist Gunners of the Kabals revel in unleashing torment on the move. Such warriors may earn these potent weapons through skill, or kill their way to the position.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⌖ Blaster	4	3+	5/6	AP2	-
⌖ Shredder	5	3+	3/4	Blast ○	Rending
⚔ Array of blades	3	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

HAND OF THE ARCHON, AELDARI, DRUKHARI, KABALITE, GUNNER

KABALITE HEAVY GUNNER

Drukhari weapons technology is far in advance of most races' capabilities, and Kabalite Heavy Gunners wield armaments of hellish power. Dark lances fire midnight beams that can vaporise foes, while splinter cannons scythe through the enemy with poisoned shards.



M	APL	GA
3	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
Dark lance	4	3+	6/7	AP2, Heavy, Unwieldy	-
Splinter cannon	5	3+	3/5	Fusillade, Heavy, Lethal 5+	-
Array of blades	3	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

HAND OF THE ARCHON, AELDARI, DRUKHARI, KABALITE, HEAVY GUNNER



KABALITE SKYSPLINTER ASSASSIN

Used to scouting ahead, these operatives stand apart from their comrades and are seen as harbouring secret agendas. Such paranoia is a tool they know how to use in their favour, and the ominous sight of their razorwings haunts both foes and so-called 'allies' alike.



M	APL	GA
3"	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
Razorwing	5	4+	1/2	Indirect, No Cover, Silent	-
Shardcarbine	4	3+	2/2	Ceaseless, Lethal 5+	MW2
Array of blades	3	3+	3/4	-	-

ABILITIES

Omen: In the Select Equipment step, you can select one enemy operative or one other friendly **HAND OF THE ARCHON** operative (reveal your selection when you reveal equipment). Each time attack or defence dice are rolled for that operative:

- If it is an enemy operative, your opponent must re-roll dice results of 6.
- If it is a friendly operative, you can re-roll dice results of 1.

Hunter: So long as this operative does not perform a **Mark** action (see right) during its activation, it can perform two **Shoot** actions during its activation if a razorwing is selected for one (and only one) of those shooting attacks.

UNIQUE ACTIONS

Mark (1AP): Select one enemy operative Visible to this operative that is not more than 2" higher than them. Until the end of the Turning Point, while that enemy operative is not in Cover from Heavy terrain, this operative treats it as having an Engage order. This operative cannot perform this action while within Engagement Range of an enemy operative, or in an activation in which it makes a shooting attack with a razorwing.

HAND OF THE ARCHON, AELDARI, DRUKHARI, KABALITE, SKYSPLINTER ASSASSIN

EQUIPMENT

HAND OF THE ARCHON operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a **+** can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

CHAIN SNARE [1EP]

The operative gains the following ability for the battle:

Chain Snare: While only one enemy operative is within Engagement Range of this operative, that enemy operative is snared. Each time a snared enemy operative would perform a **Fall Back** action, roll one D6, subtracting 1 if that enemy operative has a higher Wounds characteristic than this operative, and adding 1 if that enemy operative is injured. On a 4+, that enemy operative cannot perform that action, but no action points are subtracted.

WICKED BLADE [1EP]

Operative equipped with an array of blades only. Add 1 to that weapon's Attacks characteristic for the battle.

TOXIN COATING [1/2EP]

Select one melee weapon the operative is equipped with. That weapon gains the Lethal 5+ special rule for the battle. If you selected array of blades, this equipment costs 1EP; otherwise, it costs 2EP.

REFINED POISON [2/3EP]

Select one shardcarbine, splinter cannon, splinter pistol or splinter rifle the operative is equipped with. Add 1 to the Normal Damage characteristic of that weapon for the battle. If you selected a splinter pistol or splinter rifle, this equipment costs 2EP; otherwise, it costs 3EP.

PLASMA GRENADE [3EP]

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

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

PHANTASM GRENADE LAUNCHER+ [3EP]

The operative can perform the following action during the battle:

PHANTASM GRENADE 1AP

Select one point on the killzone within ⬟ of this operative. Roll one D6 for each operative within ■ of that point, subtracting 1 from the result if that operative is not Visible to this operative. On a 4+, subtract 1 from that operative's APL. This operative can only perform this action once, and cannot perform this action while within Engagement Range of an enemy operative.

KABALITE BANNER+ [2EP]

This operative gains the following ability for the battle:

Kabalite Banner: While a friendly **HAND OF THE ARCHON** operative is Visible to and within ■ of this operative, when determining control of an objective marker, treat that friendly operative's APL characteristic as being 1 higher. Note that this is not a modifier.

HAND OF THE ARCHON SPEC OPS RULES

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

BATTLE HONOURS

Each time a **HAND OF THE ARCHON** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Hand of the Archon 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).



HAND OF THE ARCHON SPECIALIST

D6	Battle Honour
1	**Epicurean of Suffering:** The first time you would spend a Pain token (pg 41) to re-roll one of your attack or defence dice for this operative in each battle, the effect takes place but that Pain token is not spent.
2	**Pain Artist:** If this operative incapacitates an enemy operative while fighting in combat, it gains 1 additional Pain token (pg 41).
3	**Shadow Hunter:** Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it is in Cover and more than ⬟ from the active operative, you can retain one additional dice as a successful normal save as a result of Cover.
4	**Spire Stalker:** Each time this operative climbs, drops or traverses, you can ignore the first distance of ⬤ it travels for that climb, drop or traverse.
5	**Conniving:** Each time this operative is activated, you can use the Cruel Deception Tactical Ploy (pg 42) for it without spending any Command points.
6	**Patient Predator:** Each time this operative fights in combat or makes a shooting attack against an enemy operative that is not ready, your opponent cannot re-roll their attack or defence dice.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **HAND OF THE ARCHON**, 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. GHOSTPLATE ARMOUR [2EP]

The operative has a Save characteristic of 3+ for the battle.

2. TORMENTED SOULSTONE [2EP]

The operative gains the following ability for the battle:

Tormented Soulstone: Once during the battle, when this operative is activated, you can use this ability. If you do so, this operative regains D3+3 lost wounds.

3. CLONE FIELD [3EP]

The operative gains the following ability for the battle:

Clone Field: Once during the battle, when this operative is selected as the target of a combat or shooting attack, you can use this ability. If you do so, this operative can immediately perform a free **Dash** action as though it can **FLY** (and can do so even if it is within Engagement Range of an enemy operative). If it is no longer a valid target, that combat or shooting attack immediately ends (the action points subtracted are not refunded).

4. PAIN CASKET [2EP]

The operative gains the following ability for the battle:

Pain Casket: Each time a friendly **HAND OF THE ARCHON** operative within ⬟ of this operative would gain a Pain token (pg 41), you can select another friendly **HAND OF THE ARCHON** operative within ⬟ of this operative to gain it instead.

5. LIVING TROPHY [3EP]

The operative gains 1 Pain token (pg 41) for the battle.

6. SOUL-SCENT BARB [2EP]

The operative gains the following ability for the battle:

Soul-scent Barb: When you select this item of equipment, also select one enemy operative. Until the end of the battle, each time this operative fights in combat with or makes a shooting attack against that enemy operative, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice.



STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **HAND OF THE ARCHON**, 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.

SHRINE OF SUFFERING

Hands of the Archon may be forced to endure extended missions beyond Commorragh, where prey can be scarce. To revitalise their waning souls, such kill teams may acquire one of these small Engines of Pain. Forced into the embrace of its nest of metal and flesh appendages – tipped with all manner of blades, drills, toxin injectors and psychotropic brain-barbs – even a single captive can provide hours of invigorating suffering.

In the Select a Kill Team step, you can select one friendly **HAND OF THE ARCHON** operative to gain 1 Pain token (pg 41) for the battle.

PAIN-ADEPT LABORATORY

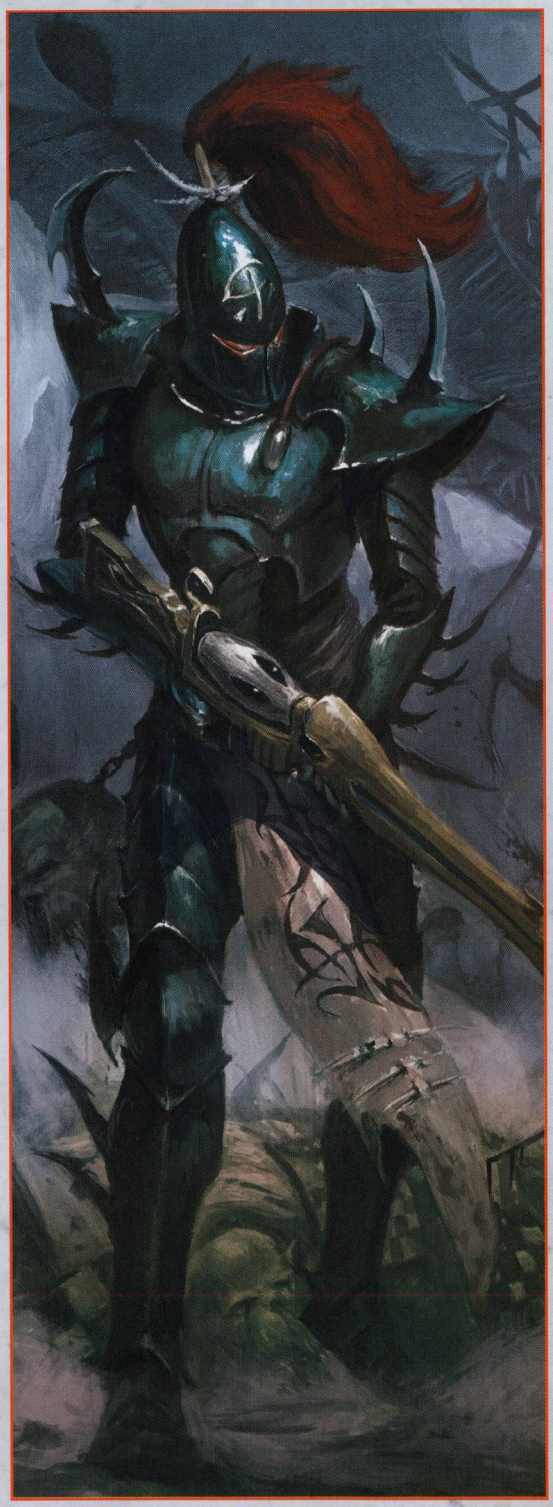
This kill team's patron has negotiated the skills of an agent of a Haemonculus Coven. In exchange for access to specimens taken captive by the Hand, the Haemonculus' ministrations of arcane fleshcraft serve to reknit the Kabalites' wounds and resculpt their damaged forms. Where eldritch surgery ends and experimentation begins, however, is an oft-blurred line...

Once after each battle, you can select one friendly **HAND OF THE ARCHON** operative that has a Battle Scar. Remove one Battle Scar from that operative (you can remove one it gained from that battle), but it must be Rested in your next game.

TOXIN CRYO-DISTILLERY

Though dwarfed in scale by the vast complexes controlled by their Kabal in Commorragh, this kill team operates a compact bio-alchemical facility. Its endothermic lattice converts a variety of lethal venoms into enough crystalline slivers to make the Hand's arsenal of splinter weapons even more potent.

Each time a friendly operative makes a shooting attack with a shardcarbine, splinter cannon, splinter pistol or splinter rifle, at the end of the Roll Attack Dice step of that shooting attack, if you did not retain any critical hits, you can change one of your retained normal hits to a critical hit instead (resolve critical hit rules accordingly).



REQUISITIONS

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

RUTHLESS COMPETITION 1RP

Drukhari are self-serving schemers, developing rivalries that many a Kabalite leader is happy to let play out. Such contests not only allow the Archsybarite to assess the ambitions of potential usurpers to their own position, but also serve to elicit greater acts of ruthless violence amongst their underlings.

Purchase this Requisition before or after a game, if your kill team is currently conducting a Spec Op. Select two friendly **HAND OF THE ARCHON** operatives. Until that Spec Op ends:

- You cannot purchase this Requisition again.
- Keep an Ambition tally for each of those operatives, adding 1 to their tally each time they incapacitate an enemy operative.
- At the end of the Select a Kill Team step, if the friendly operative with an Ambition tally lower than the other is selected for deployment, they gain 1 Pain token (pg 41) for the battle.

DARK REGENERATION 2RP

If the fell price can be paid, a Haemonculus can employ its eldritch science to fully regenerate a fallen Drukhari from just a single piece of flesh.

Purchase this Requisition when a friendly **HAND OF THE ARCHON** operative is slain. That operative is not slain, but must be Rested for the next two battles.

AMBITIOUS ADVANCEMENT 1RP

Power amongst the Kabals is viciously fought for. Once gained, this superiority must be jealously defended.

Purchase this Requisition after a battle. Select one friendly **HAND OF THE ARCHON** operative that earned more experience points than another friendly **HAND OF THE ARCHON** operative of a higher rank from that battle. That selected friendly operative earns a number of experience points equal to the difference between those operatives in ranks. For example, if an operative of Adept rank earned more experience points than an operative of Ace rank, that first operative would earn 2XP.

SPEC OPS

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



SLAVE RAID

Commorragh demands endless slaves for use in its gladiatorial arenas, as ingredients in sickening narcotics or as playthings for the powerful. Securing them is one of a Kabal's key routes to power and wealth. The kill team has been deployed to capture what the Dark City demands and escape with its bounty.

OPERATION 1: CORRAL FLESH-HARVEST

Suitably terrified captives must be secured alive, although they need not be unspoiled.

Complete five games in which you scored victory points from the 'Slave Run', 'Rob and Ransack' and/or 'Capture Hostage & Infiltrate' Tac Op.

OPERATION 2: DELIVERING THE QUARRY

Their living bounty captured, the team must signal the sinister barques that will extract both them and their quarry.

Complete a game in which you scored victory points from the 'Plant Signal Beacon' Tac Op.

COMMENDATION

- You gain three Requisition points.
- After the battle, all friendly operatives pass Casualty and Recovery tests.

SPEC OPS BONUS

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

REMOVE RIVAL

A rival to one in power is rising to prominence within the Kabal. After ensuring their assignment to a Hand of the Archon, a devious plot is prepared – to take the rival on a daring mission, but ensure they never return.

OPERATION 1: EMBED RIVAL

The premature fall of the rival will invite suspicion. The marked operative must be embedded into the kill team so their eventual demise isn't questioned.

Select one friendly **HAND OF THE ARCHON** operative (excluding a **LEADER** or **SKYSPLINTER ASSASSIN** operative) on your dataslate to be the rival. Complete five games with the rival.

OPERATION 2: 'ACCIDENTAL' ELIMINATION

Through good fortune, courtesy of the enemy and a medical mishap after the battle, the rival is permanently removed.

Complete one game in which the rival is incapacitated.

COMMENDATION

- The rival automatically fails a Casualty test and suffers the Slain Battle Scar (you cannot use the Dark Regeneration Requisition, page 54).
- Your **LEADER** operative earns 5XP.
- You can distribute up to 5XP across the other operatives on your dataslate.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.
- You can use the Operative Assigned Requisition once without spending any Requisition points.

Designer's Note: *A premature death will raise suspicion, therefore if the rival is removed from your dataslate before you complete operation 2 (e.g. if it suffers the Slain Battle Scar during operation 1), the Spec Op is aborted.*

SPEC OPS BONUS

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

ARCHETYPE: SECURITY / SEEK AND DESTROY

EXACTION SQUAD KILL TEAM

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

OPERATIVES

- 1 **ARBITES PROCTOR-EXACTANT** operative equipped with one of the following options:
  - Combat shotgun; repression baton
  - Dominator maul & assault shield

- 10 **EXACTION SQUAD** operatives selected from the following list:
  - **ARBITES CASTIGATOR**
  - **ARBITES CHIRURGANT**
  - **ARBITES GUNNER** equipped with one of the following options:
    - Grenade launcher (max one per kill team); repression baton
    - Heavy stubber (max one per kill team); repression baton
    - Webber (max one per kill team); repression baton
  - **ARBITES LEASHMASTER**
  - **ARBITES MALOCATOR**
  - **ARBITES MARKSMAN**
  - **ARBITES REVELATUM**
  - **ARBITES SUBDUCTOR**
  - **ARBITES VIGILANT**
  - **ARBITES VOX-SIGNIFIER**
  - **R-VR CYBER-MASTIFF**

Your kill team can only include up to two **ARBITES GUNNER** operatives and up to four **ARBITES SUBDUCTOR** operatives. Other than **ARBITES GUNNER**, **ARBITES SUBDUCTOR** and **ARBITES VIGILANT** operatives, your kill team can only include each operative above once.

'INNOCENCE IS IRRELEVANT. YOU HAVE BEEN JUDGED GUILTY OF TRANSGRESSING THE LEX IMPERIALIS. DO NOT COMPOUND YOUR GUILT BY EVADING PUNISHMENT; AS THERE ARE GREATER CRIMES, SO ARE THERE GREATER SENTENCES.'

- Arbitrator Mallox, Precinct 9 Reclamator



TAC OPS

EXACTION SQUAD

If your faction is **EXACTION SQUAD**, you can use the Exaction Squad Tac Ops listed below, as specified in the mission sequence.

SEIZE OR INCAPACITATE

Exaction Squad – Faction Tac Op 1

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Select one enemy operative to be the criminal. If that operative is incapacitated, before it is removed from the killzone, place one of your Criminal tokens underneath the operative as close as possible to the centre of its base. Friendly **EXACTION SQUAD** operatives (excluding **R-VR CYBER-MASTIFF** operatives) can perform the **Pick Up** action on that token while not within Engagement Range of an enemy operative. Subtract ○ from their Movement characteristic while they are carrying it.

- If that enemy operative is incapacitated, you score 1VP.
- At the end of the battle, if friendly operatives control your Criminal token, you score 1VP.

CONTAIN THREAT

Exaction Squad – Faction Tac Op 2

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

- At the end of any Turning Point, if every enemy operative in the killzone is within ⬟ of your opponent's drop zone and/or within ○ of one of your operatives, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

GATHER EVIDENCE

Exaction Squad – Faction Tac Op 3

You can reveal this Tac Op the first time a friendly operative performs the **Gather Evidence** action (below). At the end of the battle:

- If one or more friendly operatives that have performed the **Gather Evidence** action have not been incapacitated during the battle, you score 1VP.
- If two or more friendly operatives that have performed the **Gather Evidence** action have not been incapacitated during the battle, you score 1VP.

Friendly **MALOCATOR**, **REVELATUM** and **R-VR CYBER-MASTIFF** operatives can perform the following mission action:

GATHER EVIDENCE 1AP

An operative can perform this action while it controls an objective marker that has not been examined by your kill team. If it does so, until the end of the battle, that objective marker has been examined by your kill team. An operative cannot perform this action while within Engagement Range of an enemy operative.



ABILITY

Below, you will find a common ability of the **EXACTION SQUAD** kill team.

RUTHLESS EFFICIENCY

Arbitrators have long experience in claustrophobic confrontations and synchronise their tactics to eliminate foes. With chilling precision, they open fire on the guilty even in the press of combat.

Each time a friendly operative with this ability makes a shooting attack with a weapon that doesn't have the Blast special rule or the word 'grenade' in its name, in the Select Valid Target step of that shooting attack, enemy operatives within ⬟ of it can have other friendly operatives within Engagement Range and still be selected as a valid target (they must still be a valid target by all other means).

Each time a friendly operative with this ability makes a shooting attack with a weapon that doesn't have the Blast special rule or the word 'grenade' in its name, if the target is within ○ of another friendly **EXACTION SQUAD** operative, that ranged weapon has the **P1** critical hit rule for that shooting attack.



STRATEGIC PLOYS

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

GUILT REVEALS ITSELF 1CP

Until the end of the Turning Point, each time a friendly **EXACTION SQUAD** operative makes a shooting attack, enemy operatives must be more than 2○ (instead of ○) from it to be in Cover.

INVIOLATE JURISDICTION 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **EXACTION SQUAD** operative that's within ○ of an objective marker or enemy operative, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.

DISPENSE JUSTICE 1CP

Until the end of the Turning Point,
Each time a friendly **EXACTION SQUAD** operative fights in combat in an activation (including an enemy activation) in which it has not moved more than its Movement characteristic, in the Roll Attack Dice step of that combat, you can re-roll any or all of your attack dice results of one result instead (e.g. results of 2).

TERMINAL DECREE 1CP

Until the end of the Turning Point, each time a friendly **EXACTION SQUAD** operative makes a shooting attack against an enemy operative within 2○ of it, or each time a friendly **EXACTION SQUAD** **GUNNER** operative makes a shooting attack (regardless of distance). in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.

TACTICAL PLOYS

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

LONG ARM OF THE EMPEROR'S LAW 1CP

Use this Tactical Ploy in the Scouting step, when your opponent reveals their selection. They cannot resolve that selection. Initiative is still determined as normal, and this Tactical Ploy has no effect on additional or different scouting options your opponent could perform (e.g. Pursuers, **HUNTER CLADE**).

EXACT PUNISHMENT 1CP

Use this Tactical Ploy after an enemy operative fights in combat or makes a shooting attack against a friendly **EXACTION SQUAD** operative within ■ of it, and that friendly operative is not incapacitated as a result. That friendly operative can immediately perform a free **Fight** or **Overwatch** action, but can only target that enemy operative, and only if it's a valid target.

BRUTAL BACKUP 1CP

Use this Tactical Ploy after a friendly **EXACTION SQUAD** operative performs a **Fight** action with combat support. One of the friendly **EXACTION SQUAD** operatives that provided combat support can immediately perform a free **Fight** action, but can only target the enemy operative from that previous **Fight** action, and only if it's a valid target.

EXECUTION ORDER 0+CP

Use this Tactical Ploy when a friendly **PROCTOR-EXACTANT** operative is activated. Select one enemy operative in the killzone (Line of Sight is not required). Until the end of the battle, each time a friendly **EXACTION SQUAD** operative fights in combat or makes a shooting attack against that enemy operative, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice.
0CP the first time you use it during the battle,
1CP thereafter (you can use it more than once).



ARBITES PROCTOR-EXACTANT

Exaction Squads are selected and led by Proctors-exactant. These experienced Arbitrators are ruthless tacticians and savvy fighters. They are also intimidating embodiments of Imperial justice and employ nuncio-aquilas to broadcast deafening orations that cow the guilty into submission.

M	APL	GA
3	2	1

DF	SV	W
3	4+	9

NAME	A	BS/WS	D	SR	!
Combat shotgun	*Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*				
- Close range	4	2+	4/4	Rng	-
- Long range	4	4+	2/2	-	-
Repression baton	3	4+	2/2	-	-
Dominator maul & assault shield	4	3+	4/4	Lethal 5+ Repress*, Shield*	Stun

ABILITIES

Ruthless Efficiency (pg 58)

Assault Shield: If this operative is equipped with a dominator maul & assault shield, it has a 3+ Save characteristic.

***Repress:** Each time this operative fights in combat with this weapon, you are the Attacker (i.e. even if this operative is not the active operative). If both operatives have this special rule, it has no effect.

***Shield:** Each time this operative fights in combat with this weapon, in the Resolve Successful Hits step of that combat, each time it parries, two of your opponent's successful hits are discarded (instead of one).

Nuncio-aquila:

- Each time an enemy operative would perform a mission action or the **Pick Up** action, if that enemy operative is within of your Nuncio-aquila token (or this operative if that token has not been placed), one additional action point must be subtracted to perform that action. See the **Deploy Nuncio-aquila** action opposite for how that token is placed.
- When determining control of an objective marker your Nuncio-aquila token (or this operative if that token has not been placed) is within of, treat enemy operatives' total APL as being 1 less. Note that this is not a modifier.

UNIQUE ACTIONS

Deploy Nuncio-aquila (0AP): The first time this operative performs this action during a battle, place one of your Nuncio-aquila tokens within horizontally and any distance vertically of this operative. Each time this operative performs this action thereafter, you can move that Nuncio-aquila token up to horizontally and up to any distance vertically. This operative cannot perform this action while within Engagement Range of an enemy operative.

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, LEADER, ARBITES, PROCTOR-EXACTANT

ARBITES CASTIGATOR

It is the Castigator's role to ensure that the guilty receive due punishment, their hood-like helms steeling their resolve against curses and pleas alike. Once the quarry is located, the Castigator is charged with their subdual by any means – a task they perform with zealous dedication.



M	APL	GA
3	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
Combat shotgun	*Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*				
- Close range	4	3+	4/4	Rng	-
- Long range	4	5+	2/2	-	-
Excruciator maul	4	3+	4/4	-	Rending, Stun

ABILITIES

Ruthless Efficiency (pg 58)

Engendered Focus: You can ignore any or all modifiers to this operative's characteristics (including modifiers to the weapons it is equipped with, but excluding its Defence characteristic).

Zealous Dedication: Each time this operative would lose a wound, roll one D6: on a 6, that wound is not lost.

UNIQUE ACTIONS

Castigator's Arrest (1AP): Perform a free **Fight** action with this operative against a valid target with a Wounds characteristic of 10 or less. At the end of that combat, if neither operative has been incapacitated, the target is arrested until the end of the battle. While a friendly **EXACTION SQUAD** operative is within Engagement Range of no more than one arrested enemy operative and no other enemy operatives, that arrested enemy operative cannot perform any actions other than **Pass**. Operatives that can perform this action cannot themselves be arrested.

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, ARBITES, CASTIGATOR

ARBITES CHIRURGANT

These Arbitrators are highly skilled medical specialists, used to treating debilitating wounds inflicted by those resisting detention. They are also skilled in the tactical questioning of prisoners and have studied the limits to which the body can be pushed to elicit answers.



M	APL	GA
3	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
Combat shotgun	*Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*				
- Close range	4	3+	4/4	Rng	-
- Long range	4	5+	2/2	-	-
Repression baton	3	4+	2/2	-	-

ABILITIES

Ruthless Efficiency (pg 58)

Medic!: Once per Turning Point, the first time another friendly **EXACTION SQUAD** 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.

UNIQUE ACTIONS

Medikit (1AP): Select one friendly **EXACTION SQUAD** 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 Medic! ability during the same Turning Point. This operative cannot perform this action while within Engagement Range of an enemy operative.

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, MEDIC, ARBITES, CHIRURGANT

ARBITES GUNNER

Gunners provide substantial firepower to Exaction Squad operations using weapons such as heavy stubbers – rapid-firing cannons whose solid shot can scythe through mobs. More specialist weapons may fire chemicals that paralyse, or grenades that crack open doors and armour alike.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⌖ Grenade launcher	4	4+	4/6	AP1	-
⌖ Heavy stubber	5	4+	3/4	Ceaseless, Fusillade, Heavy	-
⌖ Webber	5	3+	2/2	Rng ⬟, Lethal 5+	Stun
⚔ Repression baton	3	4+	2/2	-	-

ABILITIES

Ruthless Efficiency (pg 58)

UNIQUE ACTIONS

-

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, ARBITES, GUNNER

ARBITES LEASHMASTER

Leashmasters are specialists who command the caniform servitors known as Cyber-mastiffs. They direct override the construct's basic protocols with advanced commands, and broadcast shouted orders to their guilt-ridden prey via the Cyber-mastiff's emitters.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⌖ Combat shotgun	*Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*				
- Close range	4	3+	4/4	Rng ⬟	-
- Long range	4	5+	2/2	-	-
⚔ Repression baton	3	4+	2/2	-	-

ABILITIES

Ruthless Efficiency (pg 58)

Handler: Each time this operative is activated, you can also activate a ready friendly **R-VR CYBER-MASTIFF** operative at the same time. Complete their actions in any order.

Attack Pattern: When this operative is selected for deployment, select one of the following attack patterns for a friendly **R-VR CYBER-MASTIFF** operative to have for the battle:

- **Aggressive:** Melee weapons it is equipped with gain the Relentless special rule.
- **Swift:** Add ○ to its Movement characteristic.
- **Defensive:** Improve its Save characteristic by 1.

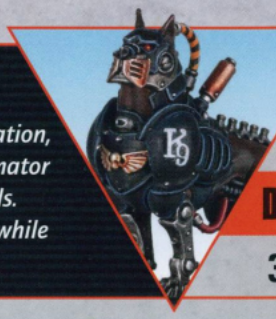
UNIQUE ACTIONS

Command (0AP): Select one friendly **R-VR CYBER-MASTIFF** operative within ⬟ of this operative and change its attack pattern.

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, ARBITES, LEASHMASTER

R-VR CYBER-MASTIFF

Arbitrators employ many servo-constructs for intimidation, security and pursuit. The Rantal-class Venatus Reclamator is an advanced Cyber-mastiff used by Exaction Squads. The R-VR's detectors enable them to track their prey, while their iron jaws can break bones or kill on command.



M	APL	GA
3	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⚔ Mechanical bite	4	4+	3/5	Lethal 5+	-

ABILITIES

Beast: Other than the **Gather Evidence** mission action (pg 57), this operative cannot perform mission actions and cannot be equipped with equipment.

UNIQUE ACTIONS

Apprehend (1AP): Select one enemy operative within this operative's Engagement Range. That enemy operative suffers D3 mortal wounds, and until it's no longer within this operative's Engagement Range, it's apprehended. Each time an apprehended enemy operative would perform a **Fall Back** action, your opponent must roll one D6, adding 1 to the result for each wound it has remaining that's greater than this operative's remaining wounds. If the result is less than this operative's remaining wounds, that enemy operative cannot perform that action (the action points are refunded).

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, R-VR CYBER-MASTIFF



ARBITES MALOCATOR

Technically gifted, Malocators carry bio-sample extractors to gather trace evidence on their team's quarry. They operate with an icy calm under fire, scrutinising evidence via their veriscant multi-lens array and informing their team of enemy weaknesses.



M	APL	GA
3	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
Combat shotgun	*Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*				
- Close range	4	3+	4/4	Rng	-
- Long range	4	5+	2/2	-	-
Repression baton	3	4+	2/2	-	-

ABILITIES

Ruthless Efficiency (pg 58)

Acute Focus: 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).

UNIQUE ACTIONS

Veriscant (1AP): Select one enemy operative in this operative's Line of Sight. Until the end of the Turning Point, each time a friendly EXACTION SQUAD operative fights in combat or makes a shooting attack against that enemy operative, in the Roll Attack Dice step of that combat or shooting attack, you can retain one of your successful normal hits as a critical hit instead. This operative cannot perform this action while within Engagement Range of an enemy operative.

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, ARBITES, MALOCATOR

ARBITES MARKSMAN

The rabble-rouser lurking behind those they incite, the heavily armed bodyguard or the fleeing criminal about to escape – such are the targets of the Marksman. Their long-barrelled shotguns fire shells so powerful that they leave wounds more akin to gory craters than bullet holes.



M	APL	GA
3	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
Executioner shotgun	4	3+	4/1	Heavy, Silent, Lethal 5+	MW3
Repression baton	3	4+	2/2	-	-

ABILITIES

Ruthless Efficiency (pg 58)

UNIQUE ACTIONS

Take Aim (1AP): Until the end of the activation, the executioner shotgun this operative is equipped with gains the Balanced and No Cover special rules. This operative cannot perform this action while within ■ of an enemy operative.

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, ARBITES, MARKSMAN

ARBITES REVELATUM

Revelatums reconnoitre their target's movements in advance of the rest of the team, scouting hideouts and ascertaining criminal contacts. They then lead other Arbitrators straight to the guilty, using their soulguilt scanners to identify threats to their fellow officers.



M	APL	GA
3	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
Scoped shotpistol	4	3+	3/1	Lethal 5+	MW2
Repression baton	3	4+	2/2	-	-

ABILITIES

Ruthless Efficiency (pg 58)

First in the Field: At the end of the Initiative phase of the first Turning Point, if this operative is wholly within your drop zone, it can perform a free **Normal Move** action as if it can **FLY**.

UNIQUE ACTIONS

Soulguilt Scan (1AP): Select one enemy operative Visible to and within ⬟ of this operative. Until the end of the Turning Point, friendly **EXACTION SQUAD** operatives Visible to and within ■ of this operative treat that enemy operative as if it has an Engage order.

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, ARBITES, REVELATUM

ARBITES SUBDUCTOR

Subductors possess one of the most recognisable – and feared – silhouettes to the Imperium's criminal classes. Bearing Subjugation-pattern assault shields and crackling shock mauls, they are brutal front line brawlers capable of crushing the most stubborn dissent.



M	APL	GA
3	2	1

DF	SV	W
3	3+	8

NAME	A	BS/WS	D	SR	!
Shock maul & assault shield	4	4+	4/4	Repress*, Shield*	Stun

ABILITIES

Ruthless Efficiency (pg 58)

***Repress:** Each time this operative fights in combat with this weapon, you are the Attacker (i.e. even if this operative is not the active operative). If both operatives have this special rule, it has no effect.

***Shield:** Each time this operative fights in combat with this weapon, in the Resolve Successful Hits step of that combat, each time it parries, two of your opponent's successful hits are discarded (instead of one).

UNIQUE ACTIONS

-

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, ARBITES, SUBDUCTOR

ARBITES VIGILANT

Vigilants brutally sweep the guilty from existence with the signature combat shotgun of the Adeptus Arbites. These grim men and women are ever-alert to malfeasance and unwavering in its punishment, unleashing devastating blasts at close range.



M	APL	GA
3"	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
Combat shotgun	*Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*				
- Close range	4	3+	4/4	Rng	-
- Long range	4	5+	2/2	-	-
Repression baton	3	4+	2/2	-	-

ABILITIES

Ruthless Efficiency (pg 58)

UNIQUE ACTIONS

-

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, ARBITES, VIGILANT

ARBITES VOX-SIGNIFIER

The team's Vox-signifier listens for coded missives from mission command on their powerful precinct vox-relay. They issue updates to the rest of the Exaction Squad arising from changes to mission priorities and new intelligence – likely painfully extracted from prisoners.



M	APL	GA
3"	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
Combat shotgun	*Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*				
- Close range	4	3+	4/4	Rng	-
- Long range	4	5+	2/2	-	-
Repression baton	3	4+	2/2	-	-

ABILITIES

Ruthless Efficiency (pg 58)

UNIQUE ACTIONS

Precinct Vox-relay (1AP): Select one friendly EXACTION SQUAD operative (excluding **R-VR CYBER-MASTIFF** operatives) Visible to this operative. Add 1 to its APL. This operative cannot perform this action while within Engagement Range of an enemy operative.

EXACTION SQUAD, IMPERIUM, ADEPTUS ARBITES, ARBITES, VOX-SIGNIFIER

EQUIPMENT

EXACTION SQUAD 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.

SHOTPISTOL [1EP]

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

Name	A	BS	D
Shotpistol	4	4+	3/3
Special Rules			
Rng ⬟			

REINFORCED MIRROR-VISOR [1EP]

The operative gains the following ability for the battle:

Reinforced Mirror-visor: You can ignore any or all modifiers to this operative's APL and it is not affected by the Stun critical hit rule.

MANACLES [2EP]

The operative can perform the following action during the battle:

ARREST 1AP

Perform a free **Fight** action with this operative against a valid target with a Wounds characteristic of 7 or less. At the end of that combat, if neither operative has been incapacitated, the target is arrested until the end of the battle. While a friendly **EXACTION SQUAD** operative is within Engagement Range of no more than one arrested enemy operative and no other enemy operatives, that arrested enemy operative cannot perform any actions other than **Pass**. Operatives that can perform this action cannot themselves be arrested.

STROBING PHOSPHOR-LUMEN [1EP]

The operative gains the following ability for the battle:

Strobing Phosphor-lumen: Each time an enemy operative Visible to and within ⬟ of this operative fights in combat or makes a shooting attack against a friendly **EXACTION SQUAD** operative within ● of this operative, in the Roll Attack Dice step of that combat or shooting attack, your opponent cannot re-roll their attack dice.

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			

STUN GRENADE [3EP]

The operative can perform the following action during the battle:

STUN GRENADE 1AP

Select one point in the killzone within ⬟ of this operative. Roll one D6 for each operative within ● of that point, subtracting 1 from the result if that operative is not Visible to this operative. On a 4+, subtract 1 from that operative's APL. This operative can only perform this action once, and cannot perform this action while within Engagement Range of an enemy operative.

EXACTION SQUAD SPEC OPS RULES

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

BATTLE HONOURS



Each time an **EXACTION SQUAD** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Exaction Squad 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).

EXACTION SQUAD SPECIALIST

D6	Battle Honour
1	**Obstinate:** Defence dice results of 5+ rolled for this operative that are successful saves are critical saves.
2	**Precinct Champion:** Improve the Weapon Skill characteristic of melee weapons this operative is equipped with by 1 (to a maximum of 2+).
3	**Rigid Determination:** You can ignore any or all modifiers to this operative's Movement characteristics and to the Ballistic Skill and Weapon Skill characteristics of weapons it is equipped with.
4	**No Lenience:** Each time this operative makes a shooting attack against an enemy operative that is not in Cover, ranged weapons it is equipped with have the Lethal 5+ special rule for that shooting attack.
5	**Judicious Efficiency:** For the purposes of the Ruthless Efficiency ability (pg 58), enemy operatives do not need to be within ⬟ of this operative.
6	**Priority Endowment:** In the Select Equipment Step, when selecting equipment from your stash, you can select one item of equipment to equip this operative with for one less equipment point (to a minimum of 0EP).



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **EXACTION SQUAD**, 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. FLAK-WEAVE GREATCOAT [2EP]

PROCTOR-EXACTANT operative only. Each time this operative fights in combat or a shooting attack is made against it, subtract 1 from both Damage characteristics of weapons the enemy operative is equipped with for that combat or shooting attack.

2. EXECUTIONER ROUNDS [1EP]

Operative equipped with a combat shotgun only. In the Set Up Operatives step, select a type of ammunition for this operative to have loaded into its combat shotgun for the battle: cartridges or executioner rounds. If it has loaded cartridges, it uses either profile of its combat shotgun as normal. If it has loaded executioner rounds, it can only use the long range profile of its combat shotgun, but it gains the following benefits for the battle:

- Its Damage characteristics are 3/4.
- It gains the No Cover special rule.
- Improve its Ballistic Skill characteristic by 1.

The operative can perform the following action during the battle:

LOAD SHOTGUN 1AP

Change the type of ammunition loaded into the combat shotgun this operative is equipped with (see above).

3. RELIC SILENCER [2/3EP]

Select a shotpistol or scoped shotpistol the operative is equipped with. That weapon gains the Silent special rule for the battle. If you selected a scoped shotpistol, this equipment costs 3EP; otherwise, it costs 2EP.

4. 'LAST BREATH' GAS BOMB [2EP]

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

Name	A	BS	D
'Last Breath' gas bomb	4	3+	1/3
Special Rules			
Rng ⬟, Blast ■, Indirect, Lethal 5+, Limited			

5. VOLITION INHIBITOR [3EP]

The operative gains the following ability for the battle:

Volition Inhibitor: While an enemy operative is within ■ of this operative, worsen the Ballistic Skill and Weapon Skill characteristics of weapons that enemy operative is equipped with by 1.

6. CX-19 WEB AGENT [1EP]

Select a webber the operative is equipped with. That weapon gains the Torrent ◯ special rule for the battle.

'YOU WILL SEE THE TRUE FACE OF HUMANITY DURING YOUR SERVICE, CADETS. IN THESE ROTTING, TWISTED INTESTINES OF THE HIVE'S GUT YOU WILL FIND THIEVES WHO HAVE STOLEN FROM THE EMPEROR, YOU WILL UNCOVER MUTANTS WHO POLLUTE HIS REALM, AND YOU WILL DETHRONE IDEOLOGIES PROMULGATING HERESY AGAINST HIS STRICTURES. BUT THEY ARE NOT THE ONLY ONES. THE STAIN OF CRIMINALITY CAN SEEP DOWN FROM THE TOPS OF THE SPIRES AND THE NOBLES WHO ACCRETE THERE. IT CAN ARRIVE ON BULK FREIGHTERS, SPREAD ACROSS THE STARS BY THOSE WHO REEK OF GUILT. IT IS OUR TASK TO PUNISH THE AMORPHOUS WEB OF TRANSGRESSION, AND THE LEX IS OUR GUIDE TO DO SO.'

- Proctor Kyziah Grefton

STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **EXACTION SQUAD**, 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.

WRIT OF JUDGEMENT

This authorisation is held with seals of high office in a cryo-stasis data-casket. Issued by a Marshal of Court, Judge or even the sector's Lord Marshal themselves, this writ gives the kill team the right to arrogate additional assets as they see fit for their mission.

After each game, roll one D6, adding 2 to the result if you won: on a 6+, you gain 1 Requisition point.

PORTABLE BIBLIOCRYPT

The kill team maintains a small data-shrine at which meditative study of the Lex Imperialis' primary legal mandates and precedents can be studied. Arbitrators are reinvigorated by their analyses, and rededicated in soul and spirit to mercilessly punish all transgressors.

In the Update Dataslates step of each game, you can roll one D6. You can select up to a number of friendly **EXACTION SQUAD** operatives equal to the result that have Battle Scars. Add 1 to Recovery tests made for those operatives after that game.

SCRUTINEER-CLASS DETECTION SUITE

The Exaction Squad has installed an array of augurs, scry-spies, data-informants and comms interception devices in a web around its base of operations. Enemy movements, communications and the subtle energy signatures that tell of specialist equipment can all be detected over long distances. No secret is beyond the reach of the Emperor's Law.

If you are the Defender, and/or you select the Fortify option in the Scouting step, you gain 1CP.



REQUISITIONS

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

FOCUSED ADAPTATION 1RP

Exaction Squads are capable of slipping seamlessly into different roles to serve the pursuit of their target.

Purchase this Requisition before or after a game. Remove one **ARBITES SUBDUCTOR** or **ARBITES VIGILANT** operative from your dataslate, then add a different **EXACTION SQUAD** operative to your dataslate (excluding an **R-VR CYBER-MASTIFF** operative). 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.

MONOPOLY ON JUSTICE 1RP

The Adeptus Arbites can use the Law to create justification as they see fit, to establish the 'truths' they require.

Purchase this Requisition after a game, if your kill team is currently conducting Operation 1 of a Spec Op, and you did not score victory points from one or more of the operation's specified Tac Ops. Select one of those Tac Ops; you are treated as having scored victory points from it for the purposes of completing that operation.

TERMINUS WARRANT 1RP

An individual has been identified and priority orders have been issued. There is nothing the precinct needs from them now except their immediate removal as an obstacle to the squad's primary target.

Purchase this Requisition before or after a game, if your kill team is currently conducting a Spec Op. Select one enemy operative on an opponent's dataslate. Until the Spec Op is completed or aborted, friendly **EXACTION SQUAD** operatives always treat the Execution Order Tactical Ploy (pg 59) as having been used and that enemy operative as being selected for it (this does not prevent you from using the Execution Order Tactical Ploy during battles as normal). While conducting a Spec Op, you can only purchase this Requisition once.

SPEC OPS

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



SEIZE LAWBREAKER

The Book of Judgement has cubic miles of volumes dedicated to the acquisition of suspects, abetters and transgressors, and all other categories of the Human element of justice enactment. Few manage to flee far from the Adeptus Arbites.

OPERATION 1: INVESTIGATE LEADS

The kill team must follow leads on an individual crucial to their mission, gathering evidence, planting scry-sensors and hacking data systems for revelatory condemnation.

Complete five games in which you scored victory points from the 'Gather Evidence', 'Upload Viral Code' and/or 'Plant Signal Beacon' Tac Op.

OPERATION 2: CAPTURE OR KILL

With information uncovered and an opportunity revealed, the kill team has put together an operation to seize the individual, whether for questioning or elimination.

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

COMMENDATION

- You can select one friendly operative that scored you victory points from the 'Seize or Incapacitate' Tac Op to earn 5XP. This is not affected by a passed Casualty test.
- You can distribute up to 5XP across the other operatives on your dataslate.
- 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 an 'Elimination' Spec Op.

CRUSH DISSENT

A rebellion, uprising or invasion has been incited – as determined by the Emperor's Gaze – to camouflage a suspect's operations and impede pursuit. The Arbitrators have deployed to suppress the threat and flush out their prey.

OPERATION 1: TAKE CONTROL

Through the showing of absolute authority and by overrunning the foe's every haunt, the kill team must dominate any bolthole their quarry could use to escape.

Complete five games in which you scored victory points from the 'Contain Threat', 'Protect Assets' and/or 'Central Control' Tac Op.

OPERATION 2: IMPLEMENT THE LEX

With enemy cohesion and momentum faltering, the kill team advances to crush their spirits, offering the mercy of a just execution to those who identify the target's location.

Complete a game in which you scored victory points from the 'Execution' and/or 'Rout' 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

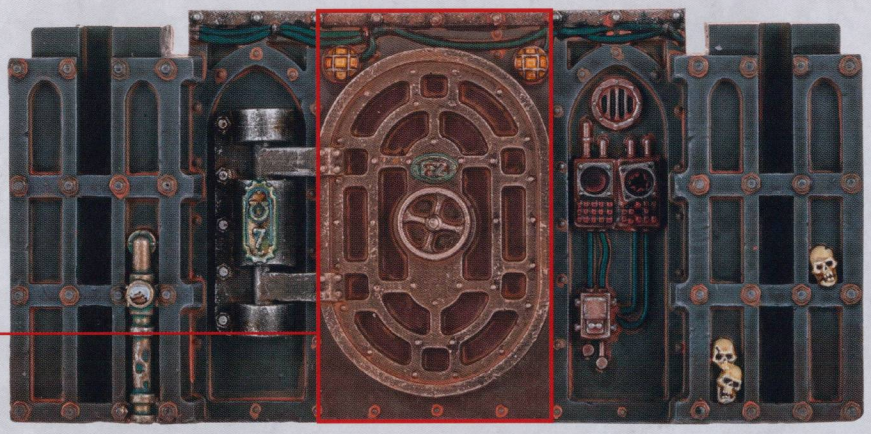
For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Secure District' Spec Op.

KILLZONE: GALLOWDARK

Killzone: Gallowdark is a killzone played on a 607mm by 704mm area that uses the Close Quarters rules (pg 79-81). 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 75-76.

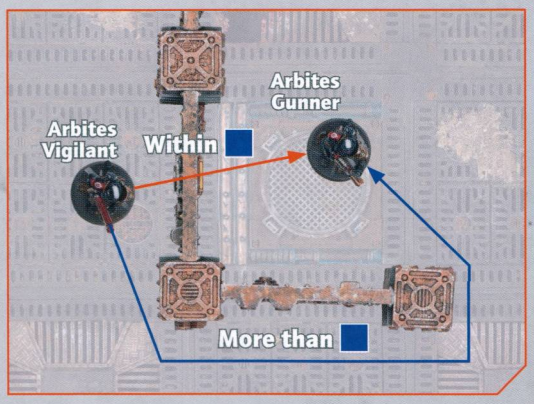


Wall:

- Operatives cannot move over or through Wall terrain regardless of any other rules, other than as a result of the Accessible trait (pg 75).
- 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 on page 74).

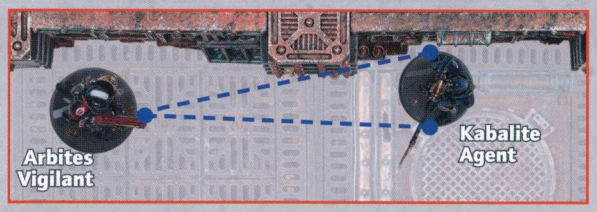
WALL: RANGE EXAMPLE

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

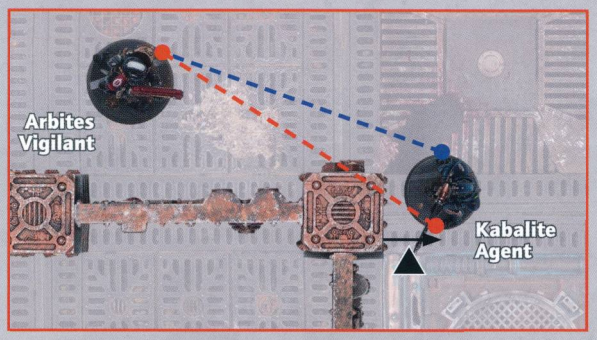


WALL: COVER EXAMPLE

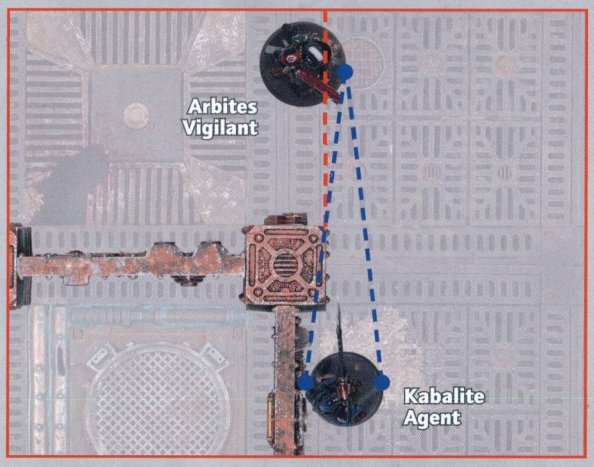
A Cover line does not cross a corner or end of the Wall, therefore the Kabalite Agent is not in Cover. Note that minor parts of the Wall that protrude do not make a corner or end alone; it must be the main structure of the Wall that turns a corner or ends, as shown in the diagrams below.



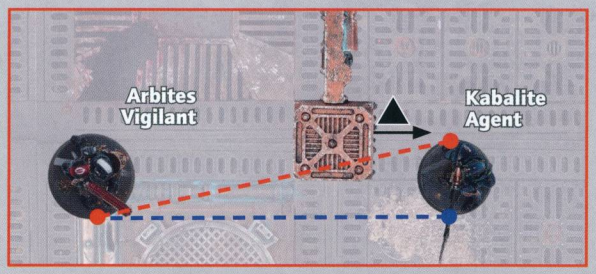
A Cover line crosses a corner of the Wall, therefore the Kabalite Agent is in Cover.



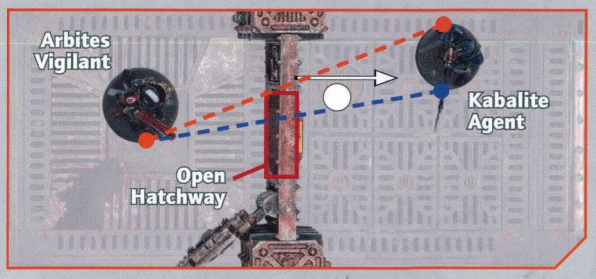
A Cover line does not cross a corner of the Wall, as the Arbites Vigilant has passed the corner of the Wall, therefore the Kabalite Agent is not in Cover. Note that if the Arbites Vigilant was wholly on the left side of the orange line, the Kabalite Agent would be in Cover.



A Cover line crosses an end of the Wall, therefore the Kabalite Agent is in Cover.



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



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 73) traits.

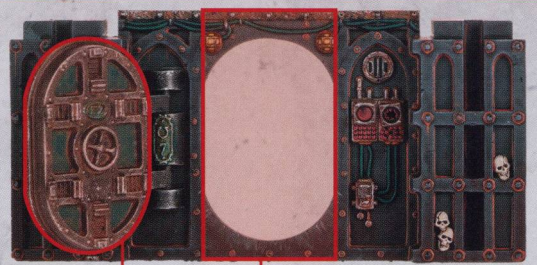
OPERATE HATCH **1AP**

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 HATCHWAY



Open

While a Hatchway is open:

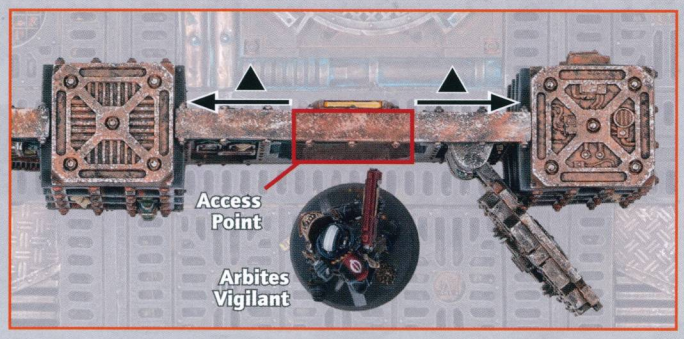
- Its hatch must be fully open (it cannot be ajar).
- Its access point has the Accessible trait.
- Its hatch has the Wall trait (pg 73).

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 on page 76). 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.

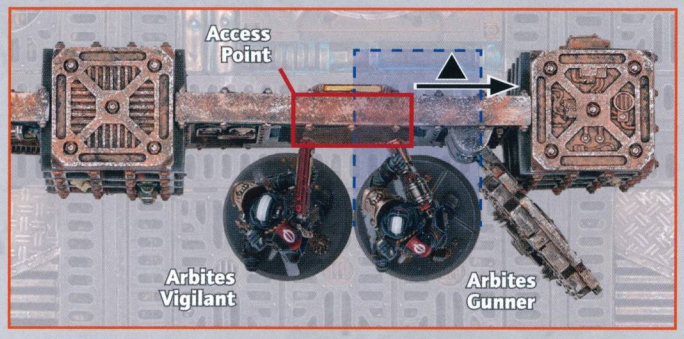
Designer's Note: *An open Hatchway's access point does not provide Cover, nor is it Obscuring. The Walls either side of the access point, or its hatch, must be used for this instead.*

HATCHWAY: ACCESSIBLE EXAMPLE

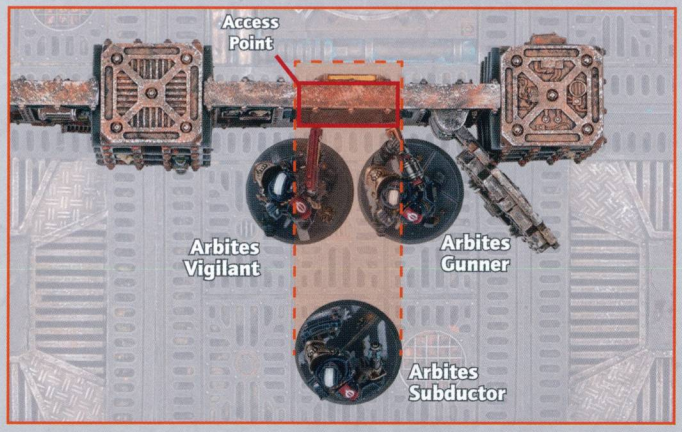
The Arbites Vigilant's base is wider than the open Hatchway's access point. It can move through the Wall terrain up to ▲ either side of the open access point so long as a part of its base moves through the open Hatchway's access point.



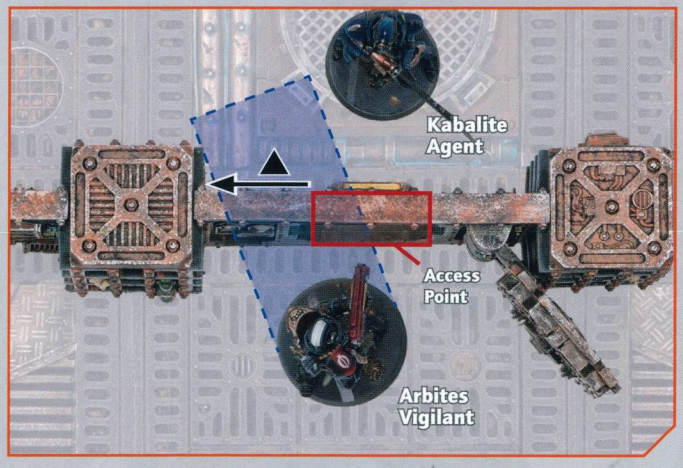
Another friendly operative is potentially impeding the Arbites Gunner. It can move through the Wall terrain up to ▲ to the right of the open Hatchway's access point so long as a part of its base moves through that access point and does not move through the impeding operative.



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



The Arbites Vigilant wants to charge, but the Kabalite Agent 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 Kabalite Agent.



KILLZONE: SOULSHACKLE

Killzone: Soulshackle is a supplement to Killzone: Gallowdark. Focusing the battle on key strategic command stations aboard the *Gallowdark*, it includes Breach Points – allowing certain operatives to create access points in the walls of the space hulk.

BREACH POINT

A Breach Point terrain feature has two statuses: closed and open. It has two parts – an access point and a breach wall – and their traits depend upon the Breach Point's status.

CLOSED BREACH POINT



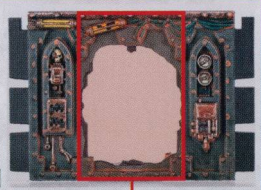
Access Point and Breach Wall

Closed

Breach Points begin the battle closed. While a Breach Point is closed:

- Its breach wall must be fully within its access point.
- All parts of it have the Heavy and Wall (pg 73) traits.

OPEN BREACH POINT



Access Point and Breach Wall

Open

Once a Breach Point is open, it cannot be closed again during the battle. While a Breach Point is open:

- Its breach wall must be removed from the killzone.
- Its access point has the Accessible trait (pg 75).

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

Opening the Breach Point

The mission will specify which operatives can perform the **Plant Charge** and **Detonate Charge** mission actions to change a Breach Point's status from closed to open.

PLANT CHARGE 1AP

An operative can perform this action while within ▲ of a Breach Point's breach wall. That side of the breach wall now has a friendly charge planted on it. An operative cannot perform this action while within Engagement Range of an enemy operative, or if that side of the breach wall already has a friendly charge planted on it.

DETONATE CHARGE 1AP

An operative can perform this action if the side of a breach wall that has a friendly charge on it is Visible to the operative. That Breach Point is now open; roll one D6 for each operative on the other side and within ■ of its access point (note that the results are cumulative):

- On a 3+, that operative suffers D3 mortal wounds.
- On a 5+, subtract 1 from that operative's APL.
- On a 6, that operative suffers D3 mortal wounds.

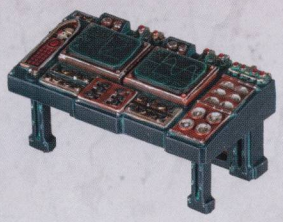
An operative cannot perform this action while within Engagement Range of an enemy operative.

In addition, any operative can attempt to change a Breach Point's status from closed to open by making a shooting attack against its breach wall using a weapon with the AP2 special rule. If it does so:

- In the Select Valid Target step, a breach wall is a valid target for shooting attacks if its Visible to the active operative, and no friendly operatives are both within ▲ of that breach wall and on the same side of it as the active operative.
- For any weapons that make an attack against each operative within range of a specified point (e.g. remote mine, melta mine, Blast X special rule, etc.), the breach wall is a valid target.
- In the Roll Attack Dice step, if two or more successful hits are retained, the Breach Point is open.
- At the end of the Roll Attack Dice step, the attack sequence ends.

CONSOLE

A Console terrain feature has the Light and Traversable traits.



Augur Display



Control Lectern



Relay Station



Hololith Dais

Some missions require operatives to control Console terrain features, and some will even specify certain types, e.g. Augur Display. 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 Console terrain feature it controls and it controls more than one, you must select one for that action.

HATCHWAY JAMMER

A Hatchway Jammer terrain feature has the Traversable trait. It has no other traits, so it does not provide Cover. The mission will specify who sets up the Hatchway Jammers. They must be set up against a Hatchway, paying careful attention to which side as they apply the Jammed trait to it.

Jammed: While a Hatchway is jammed, it cannot be opened unless an operative performs the **Operate Hatch** action (pg 75) on the same side of the Hatchway as its Hatchway Jammer. If it does so, remove that Hatchway Jammer from the killzone.



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.

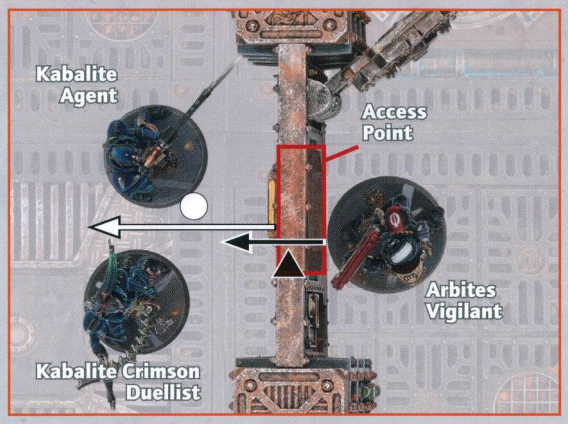
Note that it must be an enemy operative's normal activation that is interrupted; it cannot be after an enemy operative performs an action outside of their normal activation e.g. **Overwatch**. If an enemy operative has its activation interrupted by a guard attack, would be incapacitated and is subsequently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

HATCHWAY FIGHT 1AP

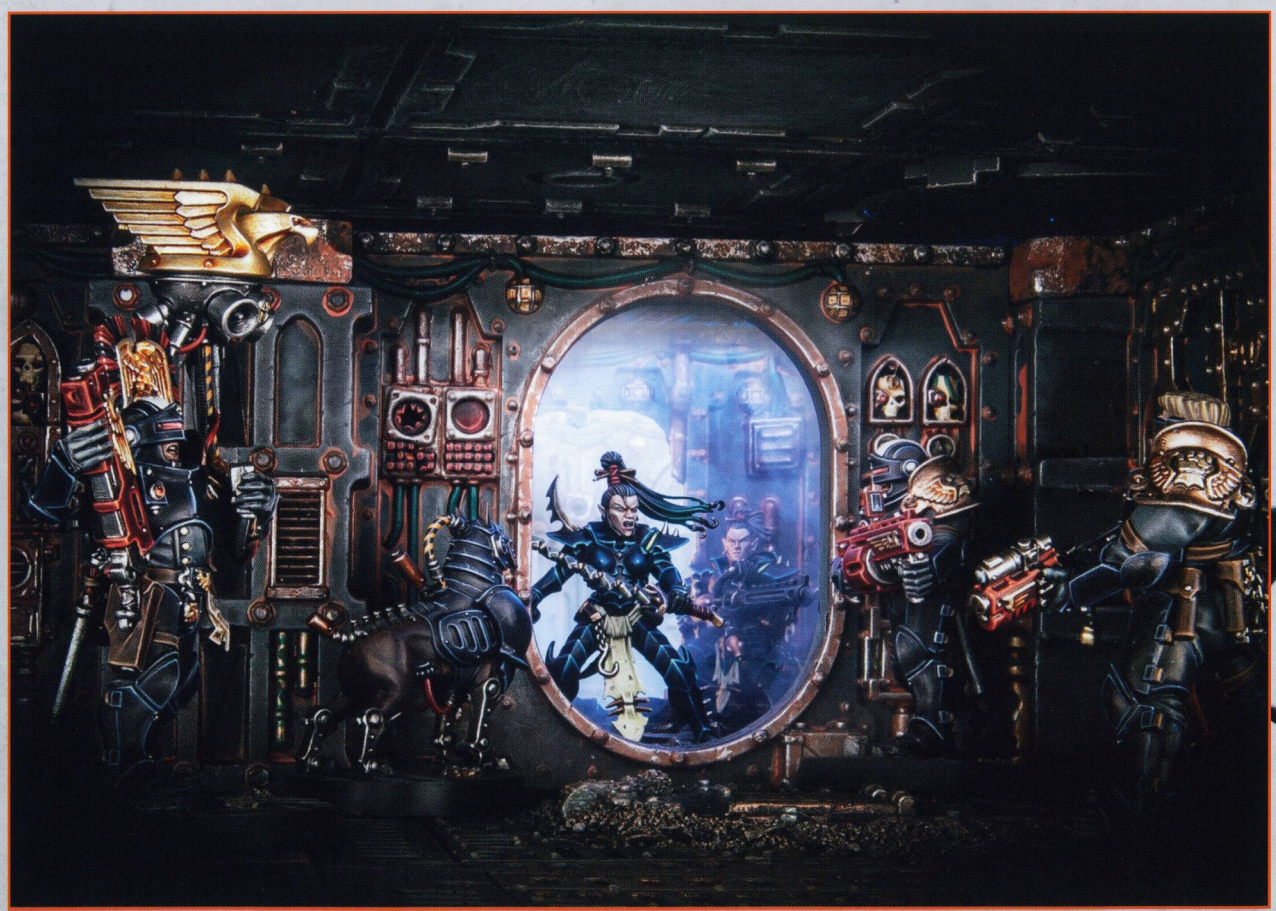
This action is treated as a **Fight** action. An operative can perform this action if all of the following is true:

- 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 Arbites Vigilant 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 Arbites Vigilant performs a **Hatchway Fight** action to fight in combat against one of them.

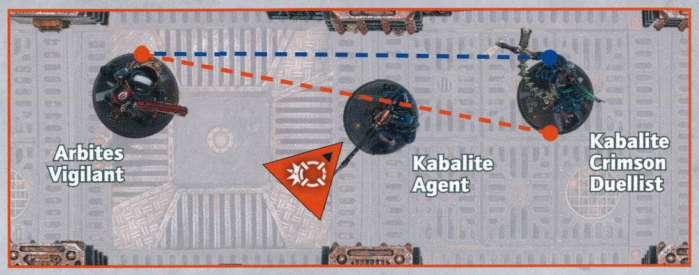


ADDITIONAL RULES

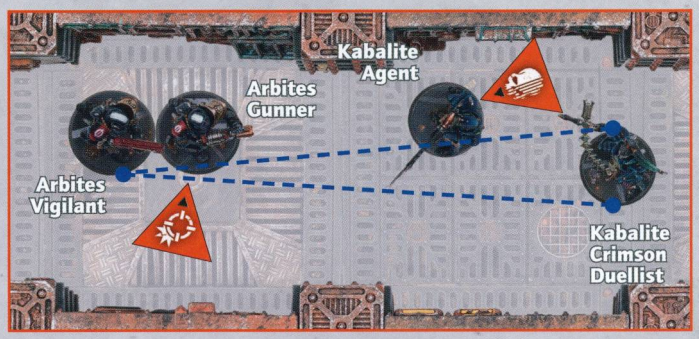
CONDENSED ENVIRONMENT

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 Arbites Vigilant is making a shooting attack against the Kabalite Crimson Duellist. As a Cover line crosses the Kabalite Agent (which has an Engage order) one less attack dice is rolled.



The Arbites Vigilant is making a shooting attack against the Kabalite Crimson Duellist. A Cover line crosses the friendly Arbites Gunner (which has an Engage order), but as its base is touching the Arbites Vigilant, it is ignored. A Cover line also crosses the Kabalite Agent, 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

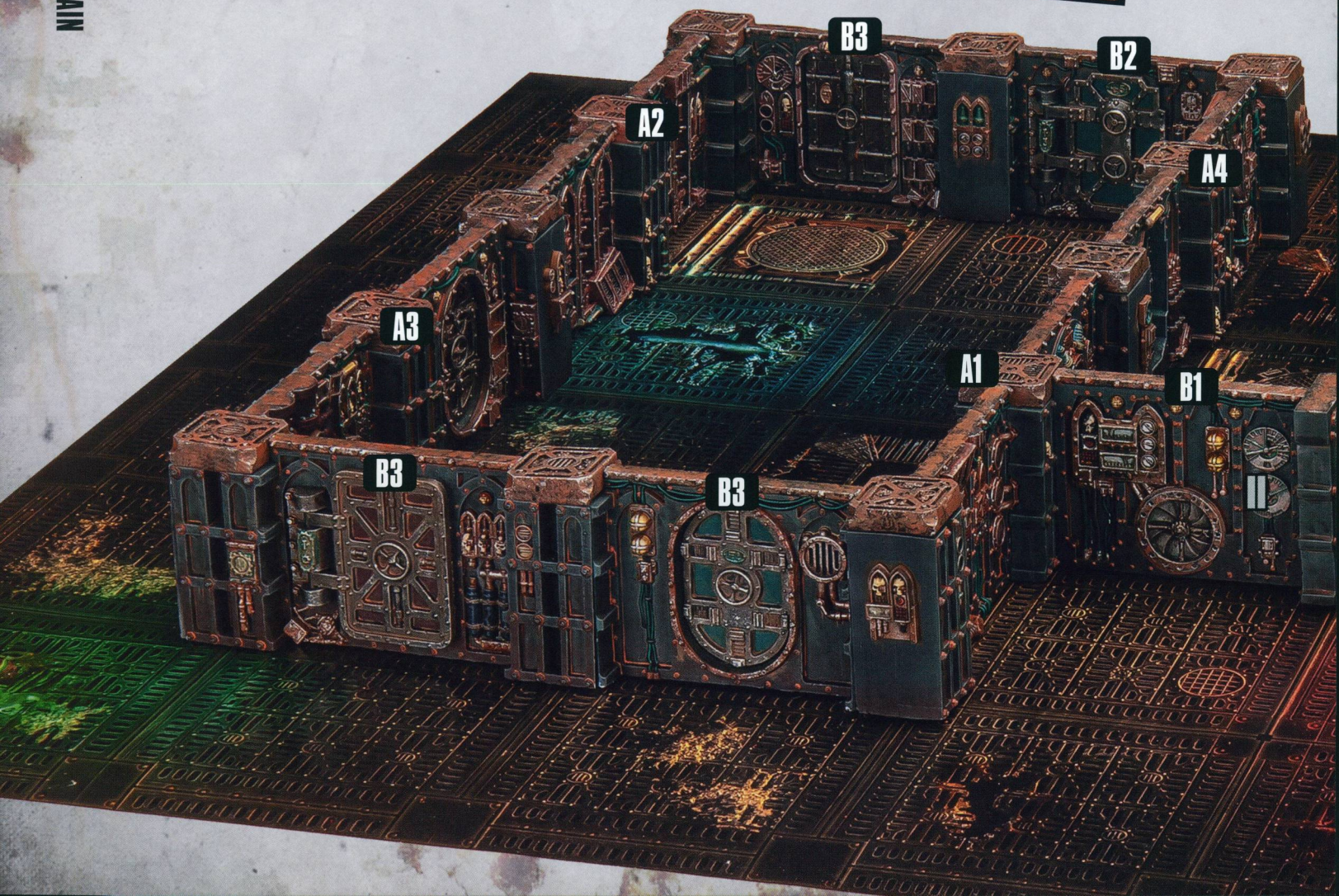
Killzone: Gallowdark (and the Killzone: Soulshackle supplement) is a modular terrain set that allows you to construct a large variety of different killzones. The mission packs presented in this publication (pages 86-105 and 108-117) both use this killzone, and will specify the location of terrain features 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.

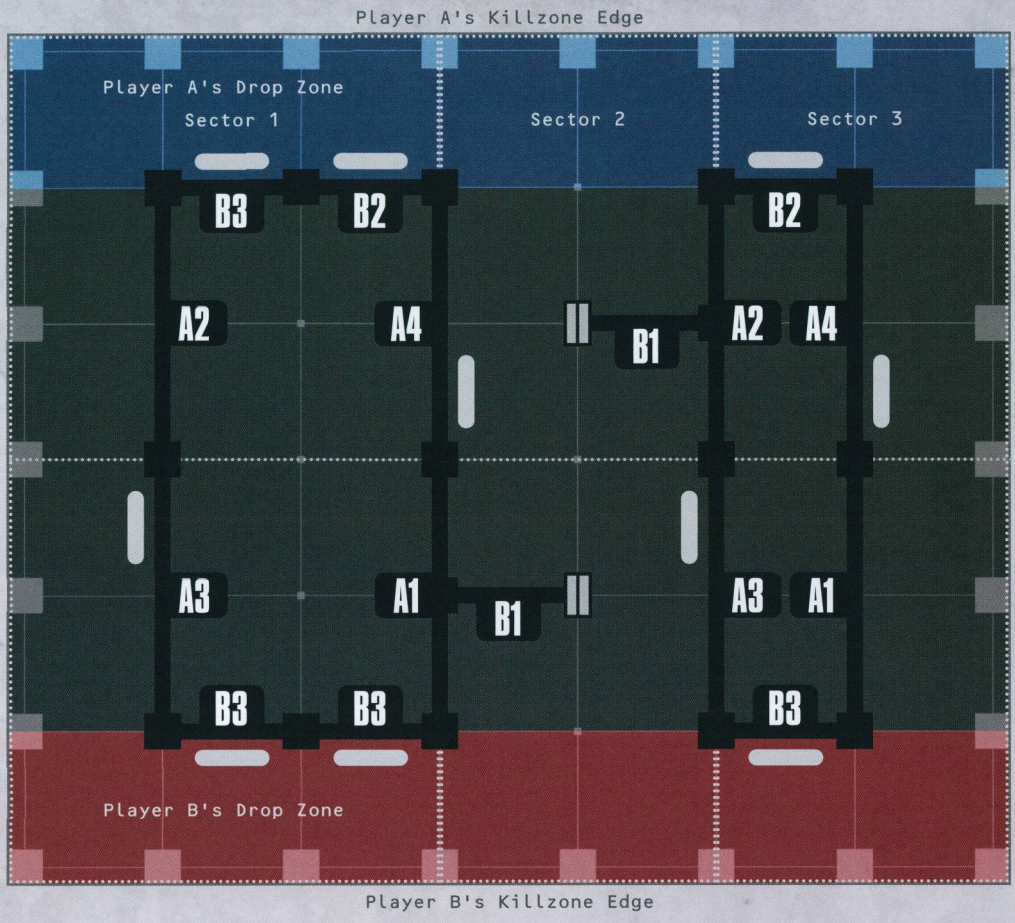
Shown on the following page is the mission map of a specific mission, as well as an example of that mission set up with its terrain features.

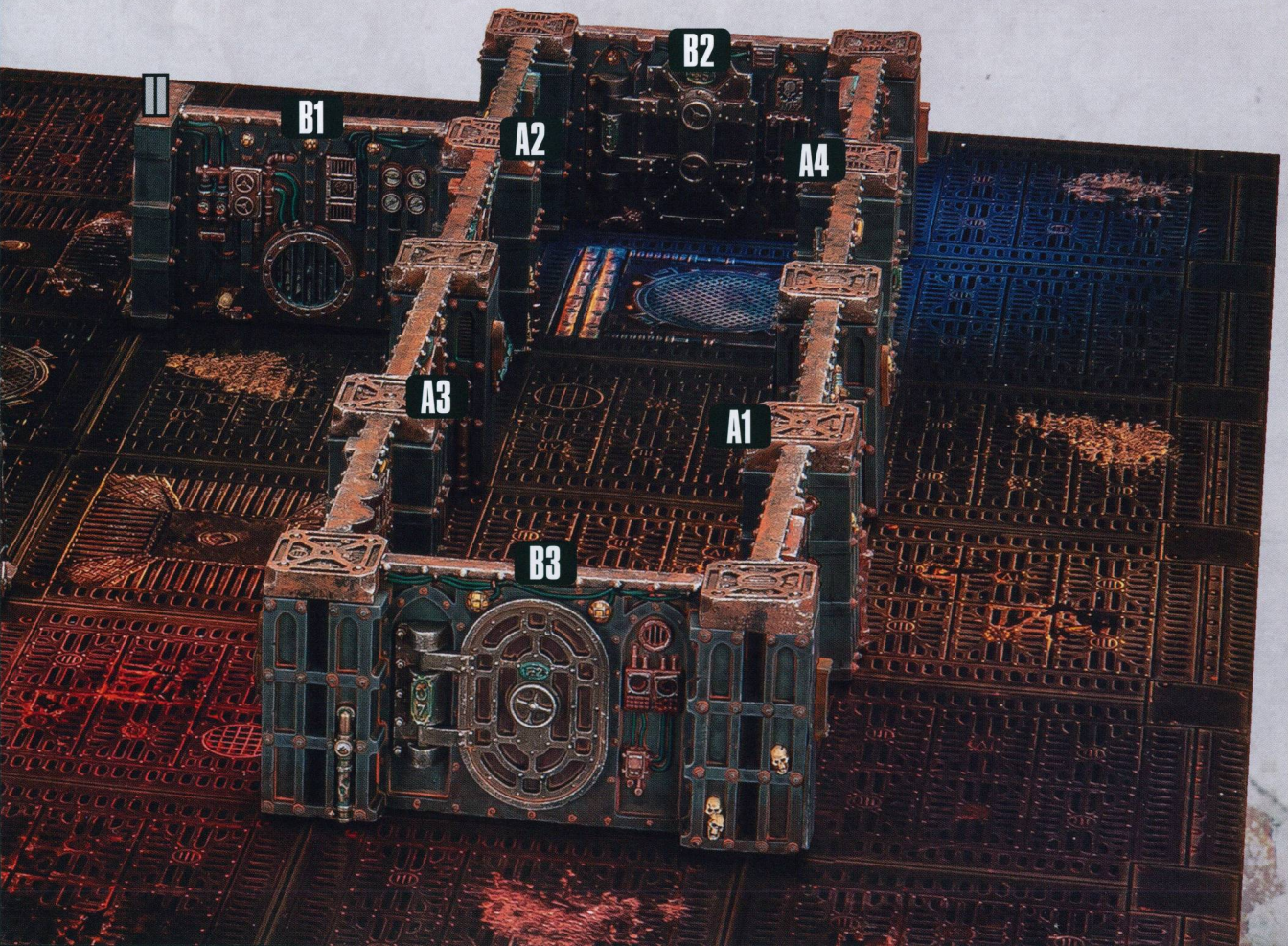
As a handy note, you can paint or write the relevant key on the bottom edge of each terrain feature. This will help you set up terrain features without having to compare each terrain feature to the key on pages 84-85. We have also included a key inside the back cover for quick and easy reference.








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: Soulshackle supplement, noting its relevant key for the mission maps on pages 86-105 and 108-117.

LONG WALLS

LONG WALL — A1



LONG WALL WITH PILLARS — A2



LONG WALL WITH HATCHWAY — A3



LONG WALL WITH HATCHWAY AND PILLARS — A4

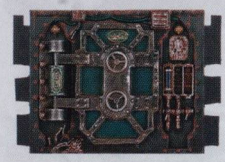


SHORT WALLS

SHORT WALL — B1



SHORT WALL WITH HATCHWAY — B2

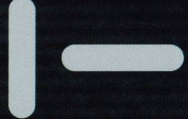


SHORT WALL WITH HATCHWAY AND PILLARS — B3

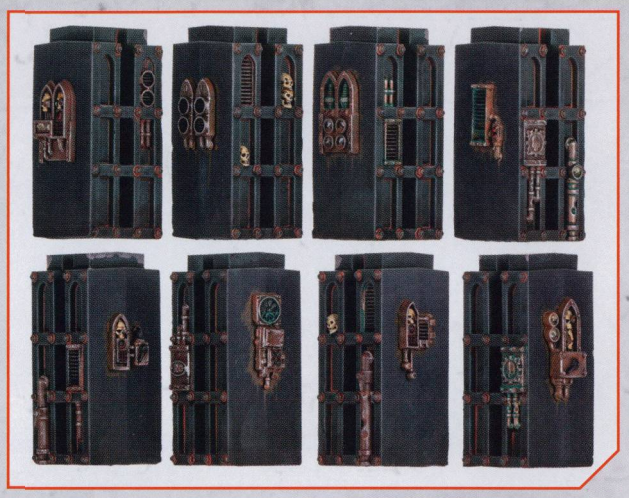


HATCHWAY POSITIONS

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



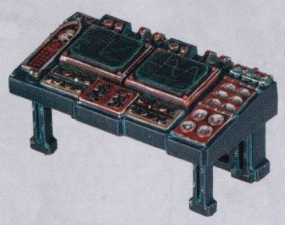
WALL END



SOULSHACKLE TERRAIN

AUGUR DISPLAY

E1



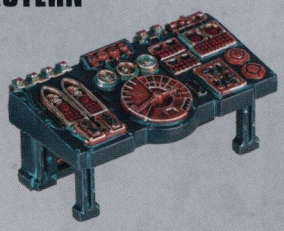
RELAY STATION

E3



CONTROL LECTERN

E2

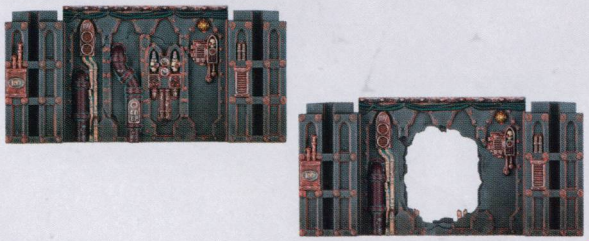


HOLOLITH DAIS

E4



BREACH POINT WITH PILLARS



BREACH POINT WITHOUT PILLARS



SHADOW OPERATIONS: SOULSHACKLE MISSION PACK

On pages 88-105, you will find nine missions from the Shadow Operations: Soulshackle mission pack. These are missions themed around breaching command stations aboard the *Gallowdark*.

The first four missions have more symmetric mission rules and objectives, meaning both players will be attempting to achieve the same thing. The final five missions are asymmetric, where the Attacker and Defender have different goals to achieve and different strategies to achieve them. In these missions the Attacker must utilise an aggressive strategy to breach the Defender's prepared position.

All of the missions use a specified arrangement of terrain, using the Killzone: Gallowdark and Killzone: Soulshackle 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. They have been designed to focus on the Breach Point terrain features, offering you a new way to interact with a Close Quarters killzone. They 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: Soulshackle mission, one player rolls one D3 to determine one of the tables opposite, then the other player rolls one D3 to determine the mission from that table.



'THE VERMIN OF THE GALAXY SEE THESE GARGANTUAN VESSELS AS CANKERS - CYSTS OF FOULNESS TO BE SHUNNED, FEARED AND DESTROYED. YET THEY ARE BLIND TO THEIR VIRTUES. THE DARKNESS, THE PERIL, THE OPPORTUNITIES TO HUNT AND TORMENT. THERE IS NOWHERE LIKE THEM BUT THE DARK CITY ITSELF!'

- Archsybarite Q'aresnyt Vhule, Kabal of the Black Heart

TABLE 1		TABLE 2		TABLE 3	
D3	**Mission**	**D3**	**Mission**	**D3**	**Mission**
1	Inload Data-gheist	1	Reignite Comms	1	Service Tunnels
2	Awaken Control Cores	2	Bridge Assault	2	Hasty Defence
3	Cryptogrammic Raid	3	Command Centre Surrounded	3	Recover Archives



MISSION 1.1

INLOAD DATA-GHEIST

The enemy are accessing a functioning data control system. Whether it be a corruptive machine spirit, a security override or the transmission of military secrets, their information must be stopped at all costs!

MISSION RULES

Operatives can perform the **Plant Charge** and **Detonate Charge** mission actions (pg 77), as well as the following mission actions:

INLOAD DATA-GHEIST 1AP

An operative can perform this action while it controls a Console terrain feature (pg 78) that is not uploading a player's program. That terrain feature is now uploading your program.

EXORCISE INLOAD 1AP

An operative can perform this action while it controls a Console terrain feature that is uploading a player's program. That terrain feature is no longer uploading a player's program.

MISSION OBJECTIVE

At the end of each Turning Point, for each Console terrain feature that is uploading your program, 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:

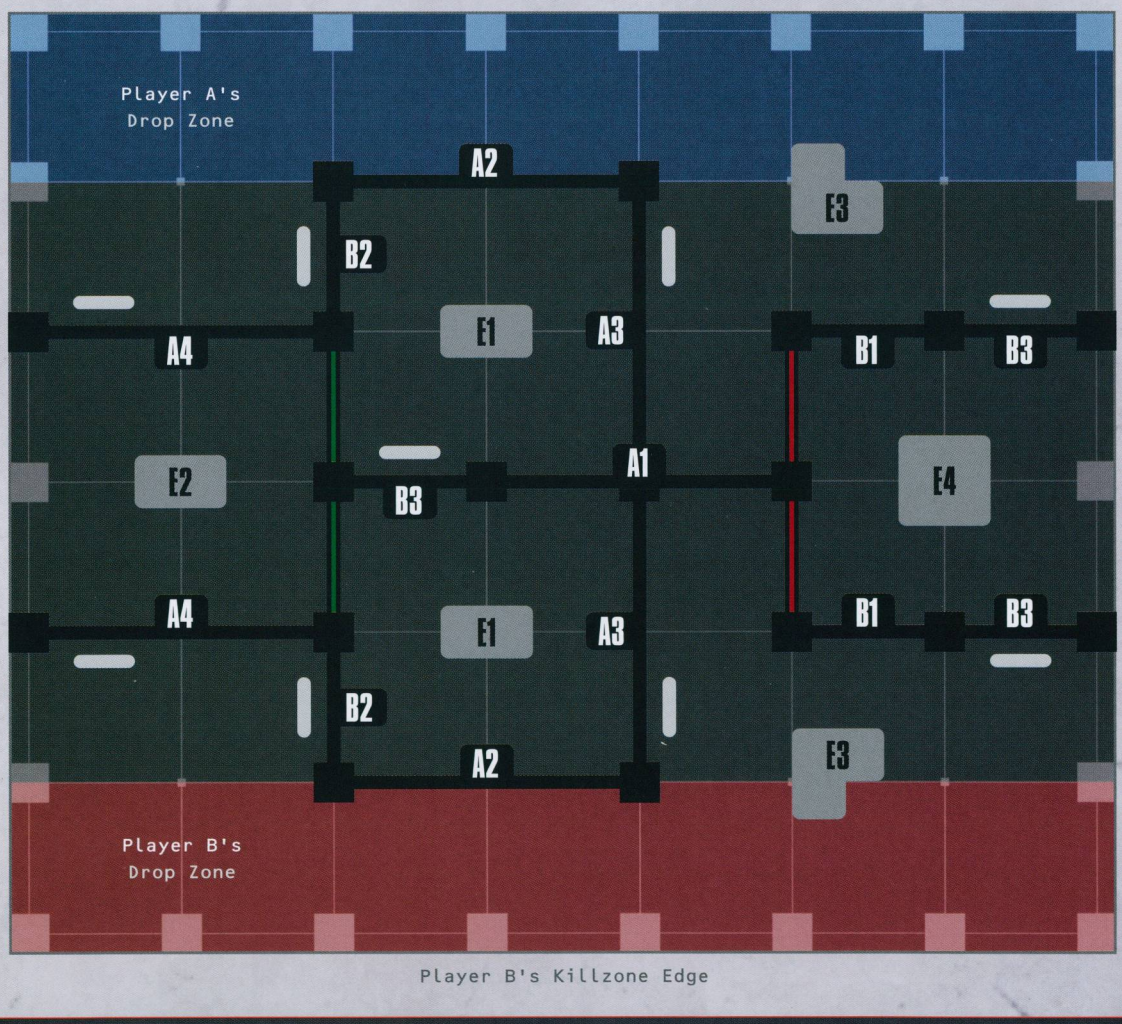
MISSION BONUS

If you are victorious and at the end of the battle four or more Console terrain features were uploading your program, you gain 1 Requisition point.

SPEC OPS BONUS

Program Uploaded: If you are victorious and are currently undertaking the Perform Ritual 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 1.2

AWAKEN CONTROL CORES

They are already accessing active systems. Soon they will divert enough energy to awaken even those quiescent systems that have lain dormant for millennia. We must sever their access or the ancient data will be lost.

MISSION RULES

Operatives can perform the **Plant Charge** and **Detonate Charge** mission actions (pg 77), as well as the following mission actions:

AWAKEN CONTROL CORES 1AP

An operative can perform this action while it controls a Relay Station (E3) or Hololith Dais (E4) Console terrain feature (pg 78) that has not been accessed during this Turning Point. Until the start of the next Turning Point, that terrain feature has been accessed. Select one Augur Display (E1) or Control Lectern (E2) Console terrain feature to be online until the start of the next Turning Point.

ACCESS DORMANT CONSOLE 1AP

An operative can perform this action while it controls an online Augur Display (E1) or Control Lectern (E2) Console terrain feature that has not been accessed during this Turning Point. Until the start of the next Turning Point, that terrain feature has been accessed.

MISSION OBJECTIVE

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

At the end of each Turning Point:

- If friendly operatives control more Augur Display (E1) Console terrain features than enemy operatives do, you score 1VP.
- If friendly operatives control more Control Lectern (E2) Console terrain features than enemy operatives do, you score 1VP.

'SIR, I BELIEVE THE TRANSNAVIGATIONAL LECTERN IS RECEIVING POWER. NO . . . I CANNOT DETERMINE WHERE IT IS DRAWING POWER FROM, THE ENGINARIUM IS DESTROYED. WAIT, THIS CAN'T BE CORRECT. IT IS ACTIVELY SCANNING OUR LOCATION. THE LECTERN IS DEMANDING TO KNOW WHO WE ARE. IT IS WATCHING US!'

- Malocator Vehrdyk, Exaction Squad EO-39Y

SPEC OPS CAMPAIGN

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

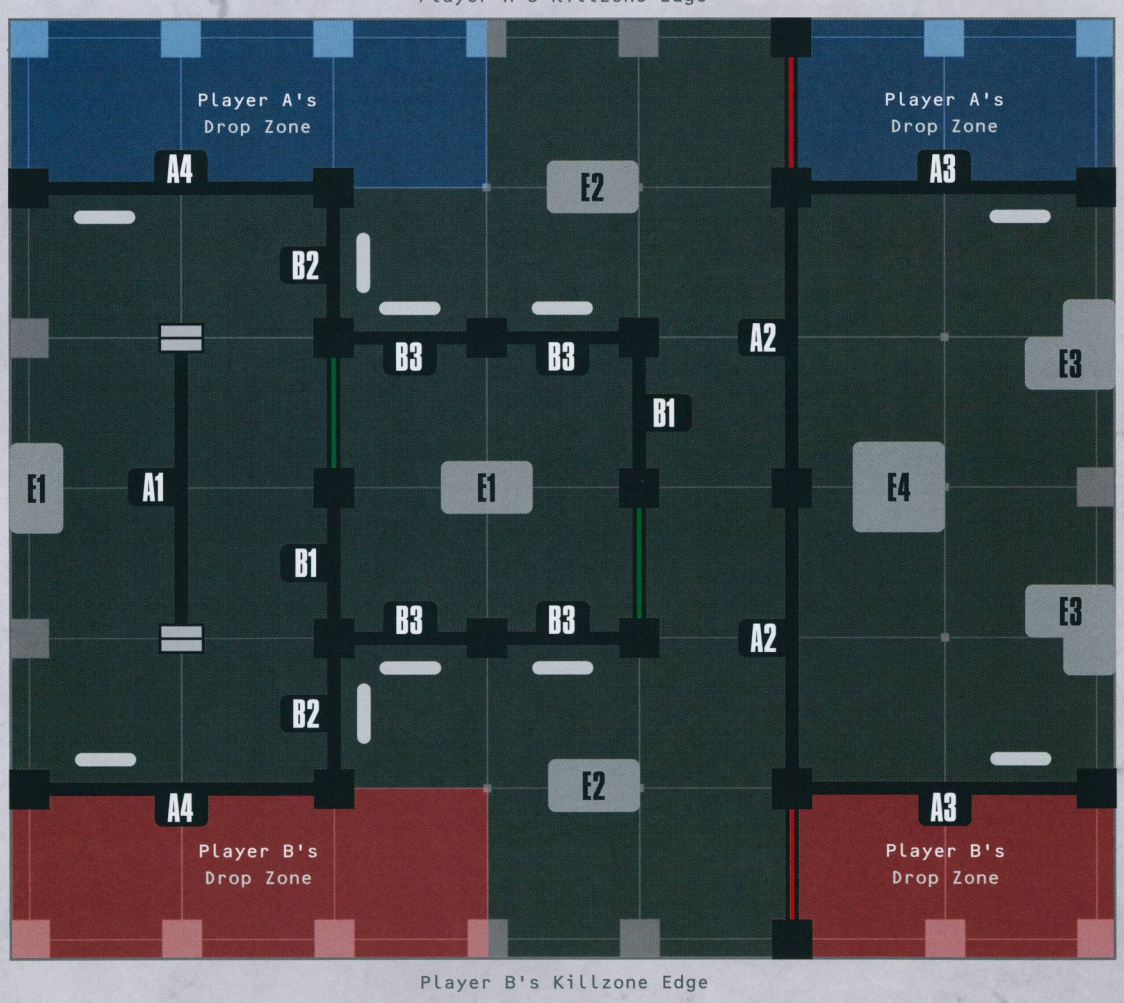
MISSION BONUS

If you were victorious and friendly operatives performed the **Access Dormant Console** mission action at three or more Console terrain features, you gain 1 Requisition point.

SPEC OPS BONUS

Information Gathered: 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 1.3

CRYPTOGRAMMIC RAID

Coiled helices of data-heavy code are stored within the bowels of this ship fragment, accessible at a handful of controls. Some fear the code's cryptic nature: is it xenos, is it corrupt, is it aware? There are also those who would pay for it, with information or far darker commodities.

MISSION RULES

Operatives can perform the **Plant Charge** and **Detonate Charge** mission actions (pg 77), as well as the following mission action:

RAID DATA — **1AP**

An operative can perform this action while it controls a Control Lectern (E2) or Hololith Dais (E4) Console terrain feature (pg 78), or the Relay Station (E3) Console terrain feature that is closest to your opponent's drop zone. In either case, those terrain features cannot have been accessed during this Turning Point. Until the start of the next Turning Point, that terrain feature has been accessed.

Data Limit: For the purposes of the **Raid Data** mission action, each Console terrain feature can be accessed a maximum of three times by each player's kill team during the battle (we recommend placing a dice on each terrain feature to remind you how many times it can still be accessed).

MISSION OBJECTIVE

Each time a friendly operative performs the **Raid Data** mission action, you score 1VP. You can score additional victory points, determined by the terrain feature your friendly operative is performing that mission action at:

- If an enemy operative was the last operative to perform the mission action at that terrain feature, you score an additional 1VP.
- If it is the Relay Station (E3) Console terrain feature that is closest to your opponent's drop zone, you score an additional 2VPs.



SPEC OPS CAMPAIGN

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

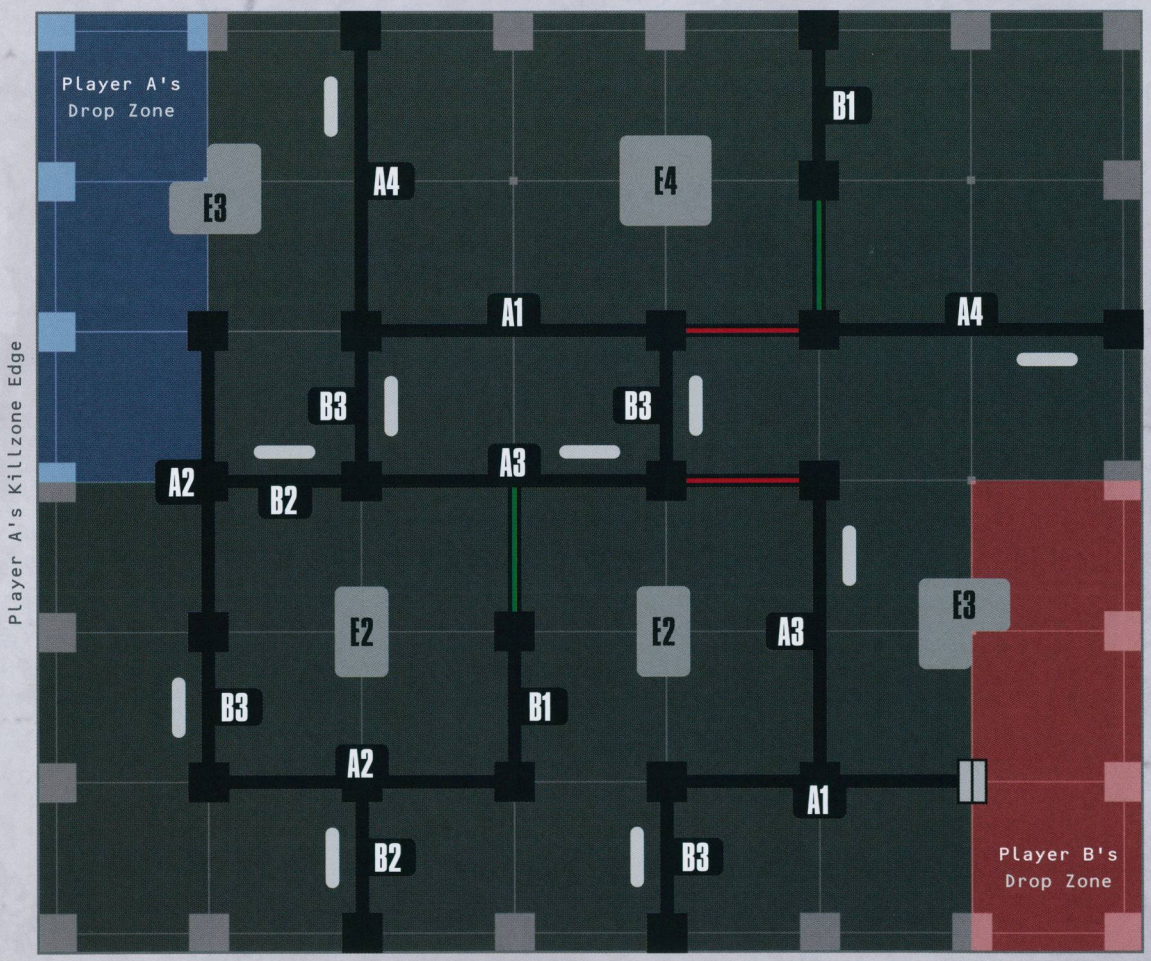
MISSION BONUS

If you were victorious, each friendly operative that performed the **Raid Data** mission action on the Relay Station (E3) Console terrain feature that was closest to your opponent's drop zone gains 4XP (this is not affected by a passed Casualty Test).

SPEC OPS BONUS

Data Haul: 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 2.1

REIGNITE COMMS

Deep in the bowels of the space hulk, a functioning transmission relay has been located. Kill teams race to re-establish broken communications in order to relay key information, arrange rendezvous or lure the unwary.

MISSION RULES

Operatives can perform the **Plant Charge** and **Detonate Charge** mission actions (pg 77), as well as the following mission action:

TRANSMIT 1AP

An operative can perform this action while it controls a Console terrain feature (pg 78). Your kill team can only perform this action at each Console terrain feature once, other than the Hololith Dais (E4) Console terrain feature, at which it can perform it twice.

MISSION OBJECTIVE

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

At the end of the battle, add up the number of times enemy operatives performed the **Transmit** mission action. Subtract the result from 8. You score victory points equal to the total.



SPEC OPS CAMPAIGN

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

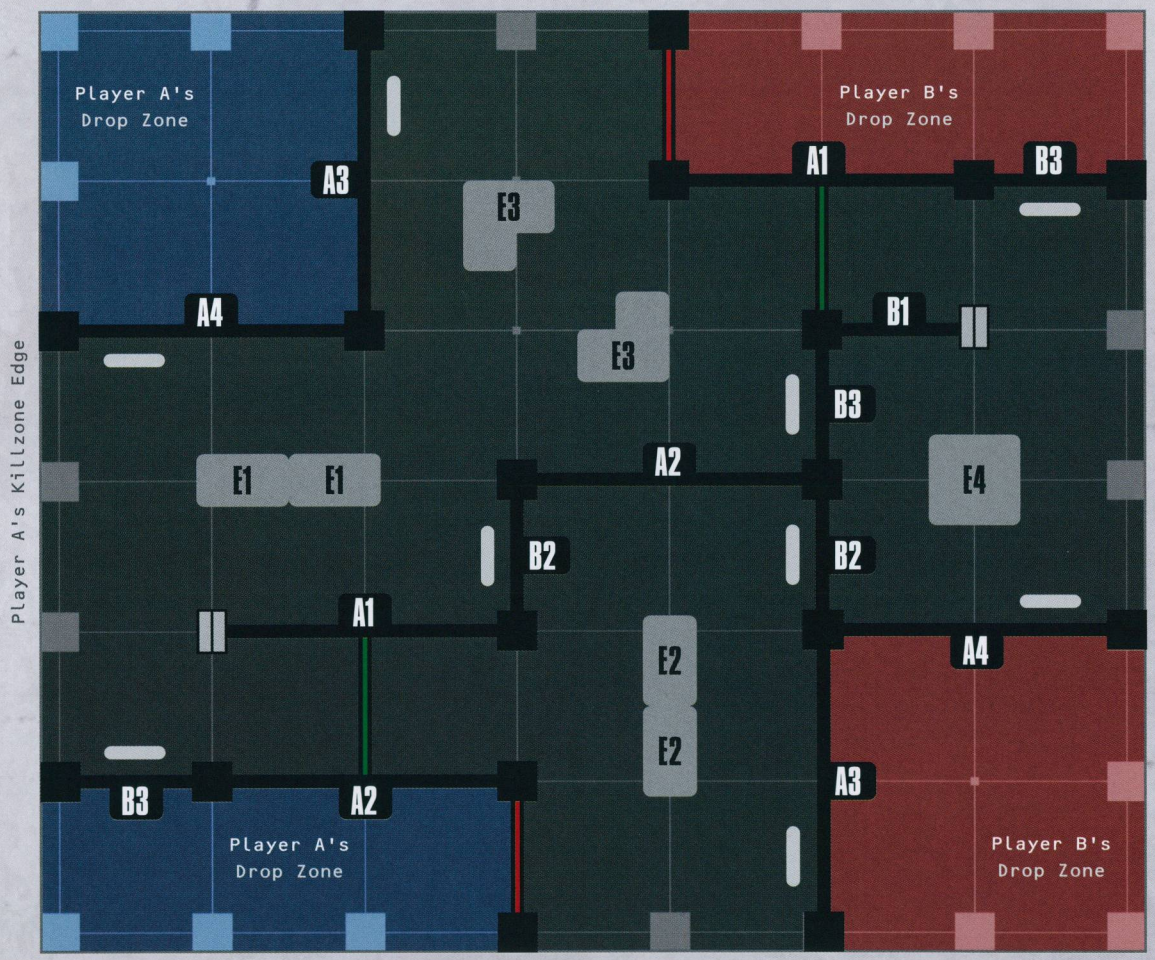
MISSION BONUS

If you were victorious, in the Update Dataslates step of this game, for each different type of Console terrain feature (Augur Display, Control Lectern, Relay Station and Hololith Dais) friendly operatives performed the **Transmit** mission action at, you can re-roll one Casualty or Recovery test.

SPEC OPS BONUS

Comms Online: 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 2.2

BRIDGE ASSAULT

We've got the drop on them, but they're dug in. Whatever systems they've got up and running in that semi-operational bridge need to be shut down. It'll take an all-out assault; breaching charges at the ready. If we can't access those systems, then neither will they.

MISSION RULES

Breach Mission (Defender):

- In the Set Up Barricades step, the Defender can additionally set up to four Hatchway Jammers up (pg 78), but they cannot be against the Hatchway labelled ✚ (see mission map).

Breach Mission (Attacker):

- The Attacker cannot set up barricades.
- The Attacker always has the initiative.
- The Attacker's operatives can perform the **Plant Charge** and **Detonate Charge** mission actions (pg 77), as well as the following mission action:

SABOTAGE CONSOLE 1AP

An operative the Attacker controls can perform this action while it controls a non-sabotaged Console terrain feature (pg 78). That Console is now sabotaged.

MISSION OBJECTIVE

At the end of the battle:

- For each Augur Display (E1) Console terrain feature that is sabotaged, the Attacker scores 1VP. For each that isn't, the Defender scores 1VP.
- For each Relay Station (E3) Console terrain feature that is sabotaged, the Attacker scores 2VPs. For each that isn't, the Defender scores 2VPs.
- If the Hololith Dais (E4) Console terrain feature is sabotaged, the Attacker scores 6VPs. If it isn't, the Defender scores 6VPs.

'AS THE GUILT OF THE CRIMINAL FESTERS IN ITS MIND, SO DOES THE CONTROL OF THIS SECTION LIE WITH THE BRIDGE. THERE ARE TRANSGRESSORS THERE AWAITING OUR JUDGEMENT, CRAVING THE PUNISHMENT THEY RICHLY DESERVE FOR THEIR VIOLATIONS. LET US NOT DISAPPOINT THEM.'

- Proctor-exactant Forgrandt



SPEC OPS CAMPAIGN

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

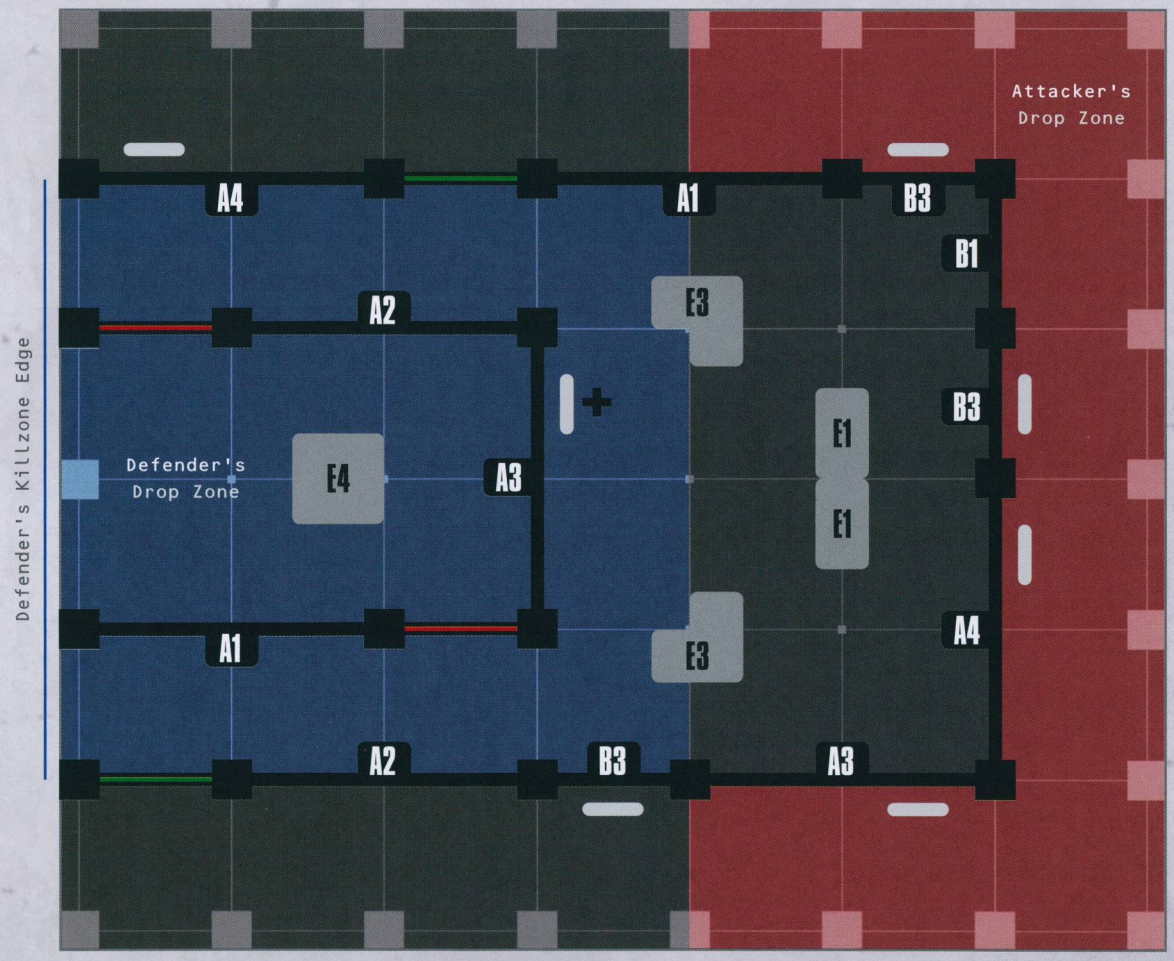
MISSION BONUS

If you are victorious and scored 7 or more victory points from the mission objective, you gain 1 Requisition point.

SPEC OPS BONUS

Bridge Secure: 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.



MISSION 2.3

COMMAND CENTRE SURROUNDED

A kill team has been pushed back to their command centre and will fight hard to defend the relic systems they can control from there. Their executioners have them surrounded, intent on routing them entirely and crippling what systems they have been able to rekindle.

MISSION RULES

Breach Mission (Defender):

- The Defender does not have a killzone edge.
- In the Set Up Barricades step, the Defender can additionally set up to four Hatchway Jammers up (pg 78).

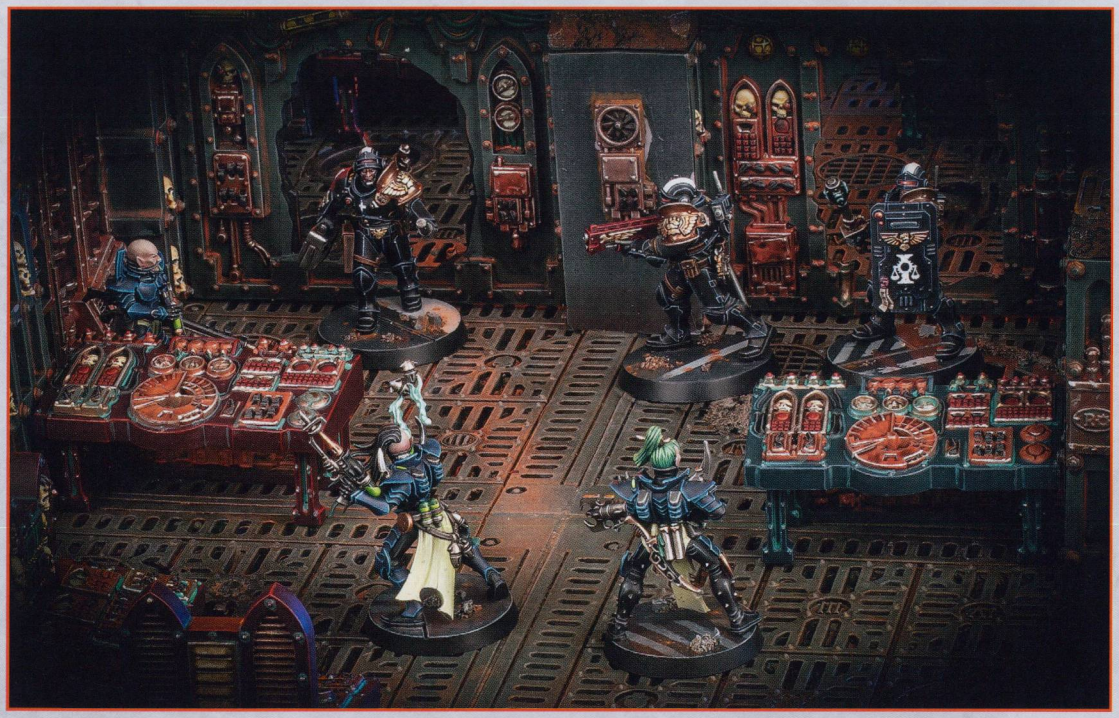
Breach Mission (Attacker):

- The Attacker does not have a killzone edge.
- The Attacker cannot set up barricades.
- The Attacker always has the initiative.
- The Attacker's operatives can perform the **Plant Charge** and **Detonate Charge** mission actions (pg 77).

MISSION OBJECTIVE

At the end of the third and fourth Turning Points, and at the end of the battle:

- If friendly operatives control more Augur Display (E1) Console terrain features (pg 78) than enemy operatives do, you score 1VP.
- If friendly operatives control more Control Lectern (E2) Console terrain features than enemy operatives do, you score 1VP.
- If friendly operatives control more Relay Station (E3) Console terrain features than enemy operatives do, you score 1VP.
- If friendly operatives control the Hololith Dais (E4) Console terrain feature, 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 the Defender and scored 8 or more victory points from the mission objective, in the Update Dataslates step of this game, friendly operatives pass all Casualty tests.

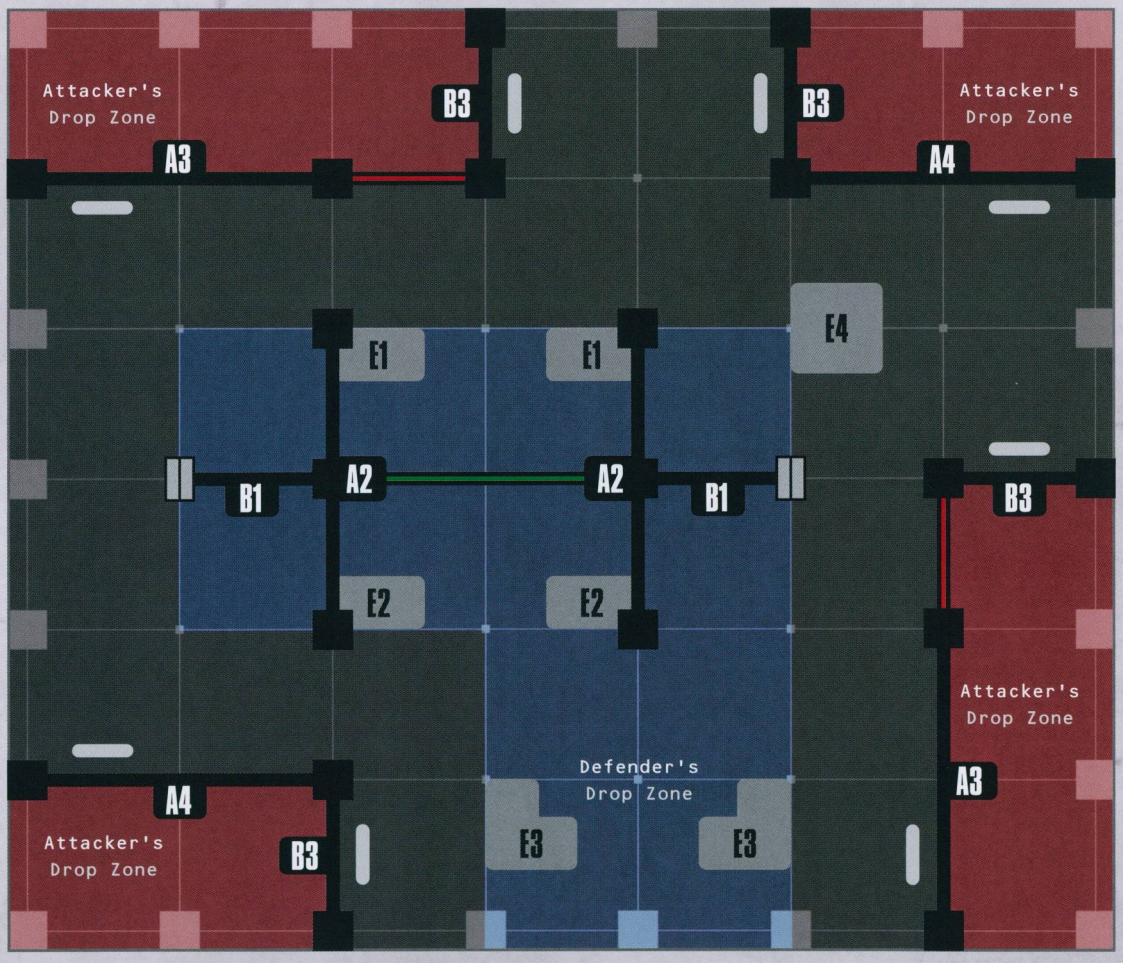
If you are the Attacker and scored 8 or more victory points from the mission objective, each friendly operative that incapacitated one or more enemy operatives during the battle gains 1XP (this is not affected by a passed Casualty test).

SPEC OPS BONUS

Command Centre Held: 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.

Command Centre Routed: If you are the Attacker, 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 3.1

SERVICE TUNNELS

Within this wreck fragment's lower decks, broad servo-ducts and bilge tunnels provide hidden access to maintenance control stations, and invaders have infiltrated them. The occupiers can hear them, they know they're coming, but they won't relinquish their lair without a fight.

MISSION RULES

Breach Mission (Defender):

- In the Set Up Barricades step, the Defender can additionally set up to four Hatchway Jammers up (pg 78), but they cannot be against the Hatchway labelled ✚ (see mission map).

Breach Mission (Attacker):

- The Attacker cannot set up barricades.
- The Attacker always has the initiative.
- The Attacker's operatives can perform the **Plant Charge** and **Detonate Charge** mission actions (pg 77).

MISSION OBJECTIVE

At the end of the battle:

- For each Augur Display (E1) or Control Lectern (E2) Console terrain feature (pg 78) that friendly operatives control, you score 1VP.
- If friendly operatives control the Hololith Dais (E4) Console terrain feature, you score 1VP.
- If friendly operatives control the Relay Station (E3) Console terrain feature, you score 1VP. Note that the Relay Station Consoles are treated as one connected terrain feature in this mission.



SPEC OPS CAMPAIGN

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

MISSION BONUS

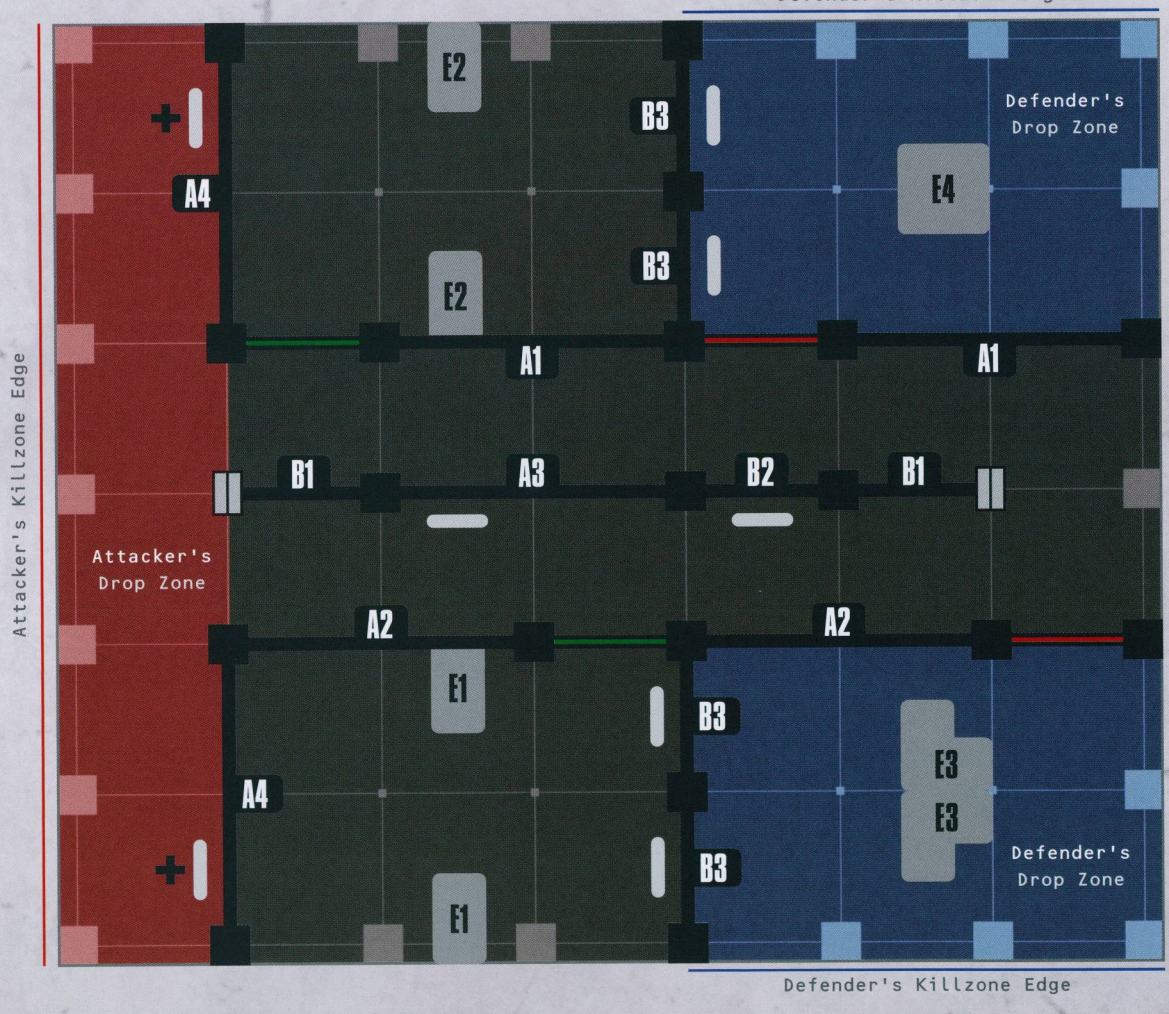
At the end of the battle, if you are victorious, determine each Console terrain feature friendly operatives control that has no enemy operatives within ■ of it. For each one, select one friendly operative that controls it to gain 1XP (this is not affected by a passed Casualty test).

SPEC OPS BONUS

Attack Repelled: 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.

Infiltration Successful: If you are the Attacker, are victorious and are currently undertaking the Infiltrate the Enemy 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 3.2

HASTY DEFENCE

They're right on our tails! Secure that hatch. Watch that junction. We haven't much time but we can't abandon this control hub. Hold them back; don't let them overwhelm our positions!

MISSION RULES

Breach Mission (Defender):

- The Defender does not have a killzone edge.
- In the Set Up Barricades step, the Defender can additionally set up to two Hatchway Jammers up (pg 78).

Breach Mission (Attacker):

- The Attacker cannot set up barricades.
- The Attacker always has the initiative.
- The Attacker's operatives can perform the **Plant Charge** and **Detonate Charge** mission actions (pg 77).

MISSION OBJECTIVE

At the end of each Turning Point after the second, add up the Wounds characteristics of friendly operatives wholly within the Defender's drop zone. Score cumulative victory points as follows:

- If your total is higher than your opponent's, you score 2VPs.
- If your total is twice as high as your opponent's, you score 2VPs.

At the end of the battle, for each Console terrain feature (pg 78) wholly within the Defender's drop zone that friendly operatives control, you score 2VPs.



SPEC OPS CAMPAIGN

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

MISSION BONUS

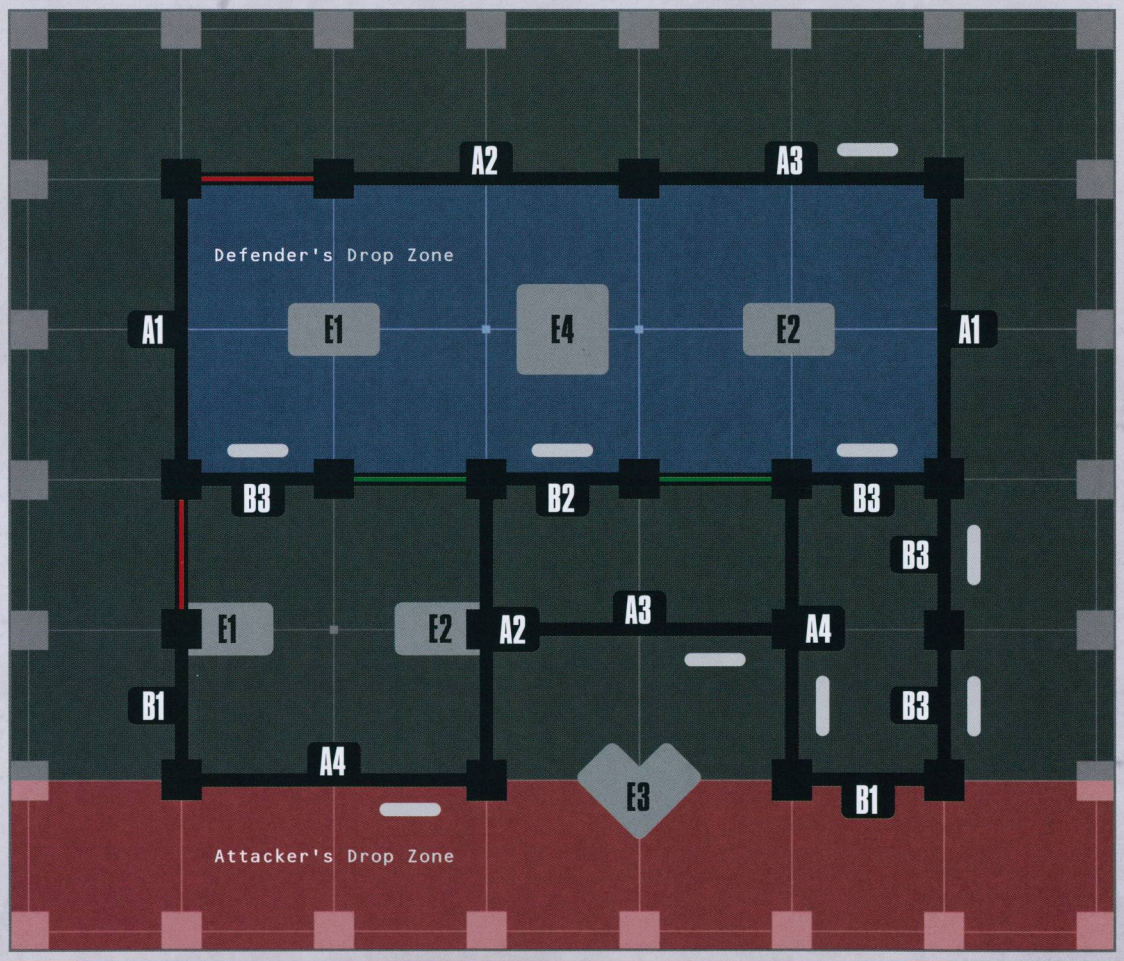
If you were victorious, one friendly operative that incapacitated the most enemy operatives gains 4XP (this is not affected by a passed Casualty Test).

SPEC OPS BONUS

Ground Held: If you are the Defender, are victorious and are currently undertaking the Honour-bound Spec Op, then reduce by 1 the number of games required to complete that Spec Op's Operation 1.

Enemy Routed: If you are the Attacker, 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.



Attacker's Killzone Edge

MISSION 3.3

RECOVER ARCHIVES

A tantalising spoor of archaic data-webs has led to a hub of indexing chambers above a vast bibliovault that extends far below the rusted decking. The chambers are watched, and though their sentinels do not know what the invaders seek, they have vowed to deny it all the same.

MISSION RULES

Archived Data: At the end of the Select Drop Zone step, the Attacker secretly selects one Augur Display (E1), one Control Lectern (E2) and one Relay Station (E3) Console terrain feature (i.e. Ⓐ or Ⓑ) to be the location of archived data. Note that we recommend writing it down somewhere, but don't show your opponent each selection until it is revealed by the **Recover Archives** mission action below.

Breach Mission (Defender):

- In the Set Up Barricades step, the Defender can additionally set up to two Hatchway Jammers up (pg 78).

Breach Mission (Attacker):

- The Attacker cannot set up barricades.
- The Attacker always has the initiative.
- The Attacker's operatives can perform the **Plant Charge** and **Detonate Charge** mission actions (pg 77), as well as the following mission action:

RECOVER ARCHIVES 1AP

An operative the Attacker controls can perform this action while it controls a Console terrain feature (pg 78) that is the location of archived data (reveal your secret selection of that terrain feature to do so). The Attacker's operatives can only perform this action at each relevant terrain feature once.

MISSION OBJECTIVE

At the end of the battle, each player scores victory points as follows:

Recover Archives Mission Action Performed	Attacker's VPs	Defender's VPs
0	0	12
1	4	8
2	8	4
3	12	0



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 the Defender and were victorious, for every 4VPs you scored from the mission objective, in the Update Dataslates step of this game, you can re-roll one Casualty or Recovery test.

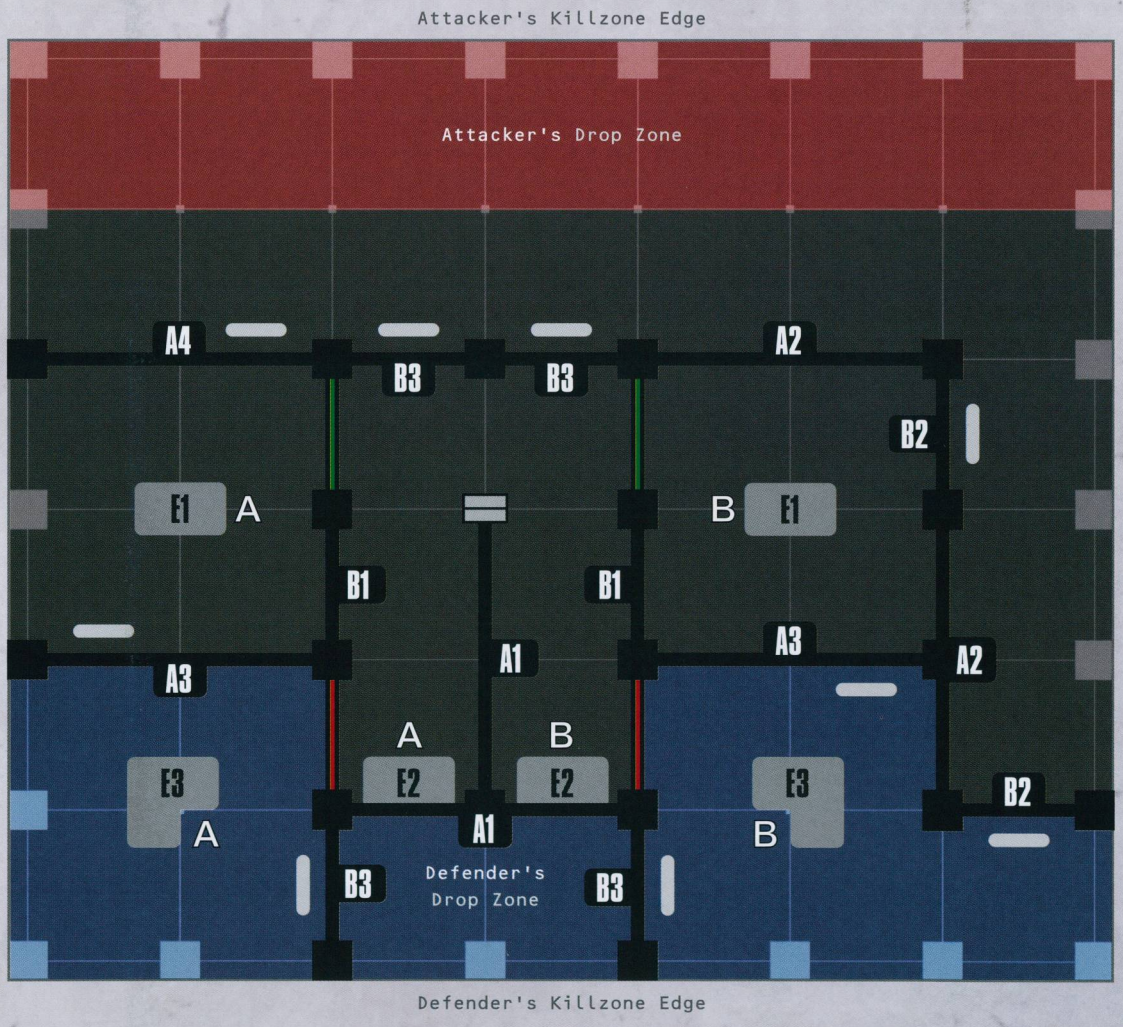
If you are the Attacker and were victorious, each friendly operative that performed the **Recover Archives** mission action gains 1XP (this is not affected by a passed Casualty test).

SPEC OPS BONUS

Raid Repelled: 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.

Archives Recovered: If you are the Attacker, 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.



KILL TEAMS OF THE GALLOWDARK

The *Gallowdark* is such a large vessel that it would take many lifetimes for a Human being to explore even a fraction of its haunted decks, creaking corridors and blood-splattered halls.

An endless number of beings prowl its spaces, fighting to stay alive, seeking out riches, hunting down prey or desperately hoping to find a way to escape. They come from dozens of races and factions, and hold to just as many creeds, faiths and ideologies.

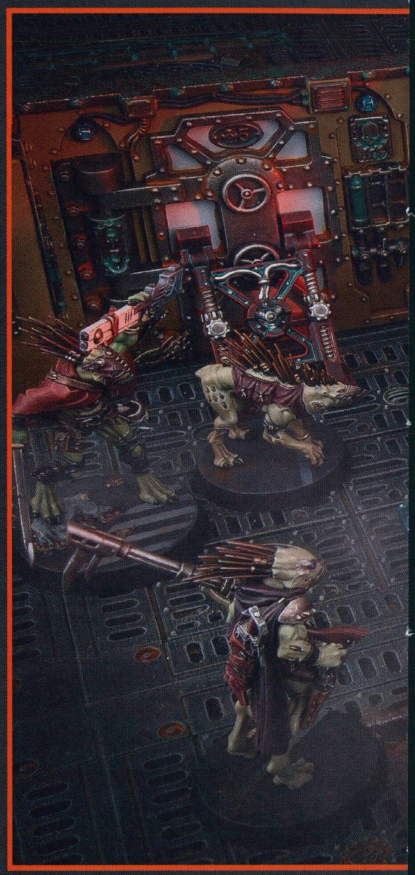
When these forces encounter each other, the result is rarely something other than bloodshed. Within the *Gallowdark*, it is kill or be killed. For many denizens, slaughter is their only goal. Those with other aims have little choice but to follow suit, eliminating scores of foes in order to be successful. Alliances are rare and short-lived, often broken by one or many parties if they see greater advantage in stabbing their would-be allies in the back.

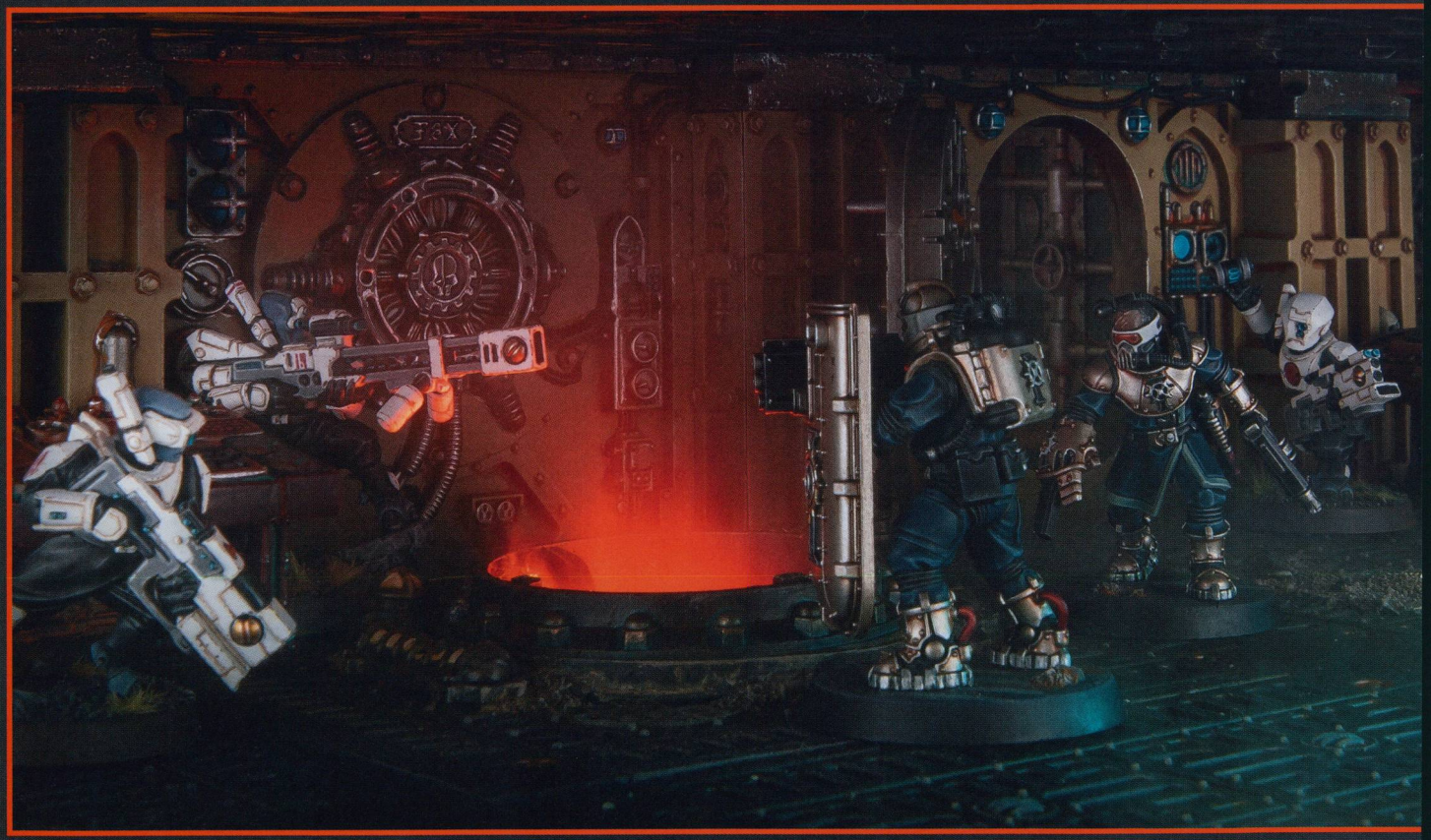


Phobos Strike Team Infiltrator Warrior



Farstalker Kinband Kroot Cut-skin











Imperial Navy Breacher Navis Hatchcutter



Marksman Pathfinder

CRITICAL OPERATIONS: GALLOWDARK MISSION PACK

On pages 109-117, 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: Soulshackle, page 77). 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**



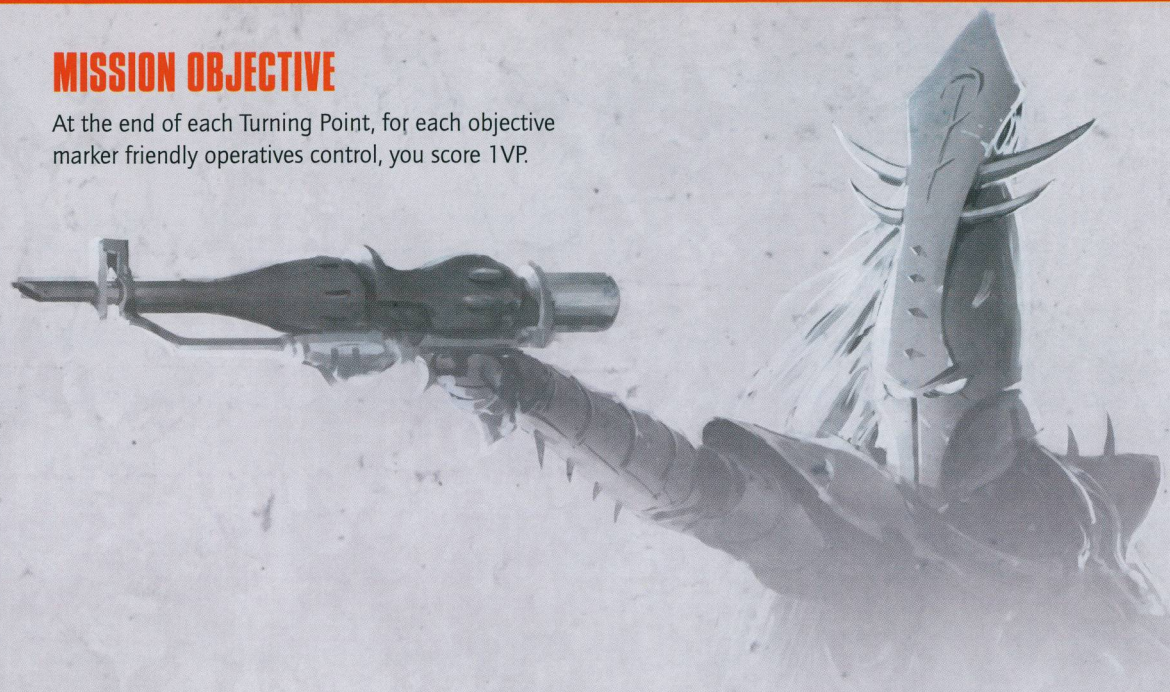
MISSION 1.1

COMMAND STATION CONTROL

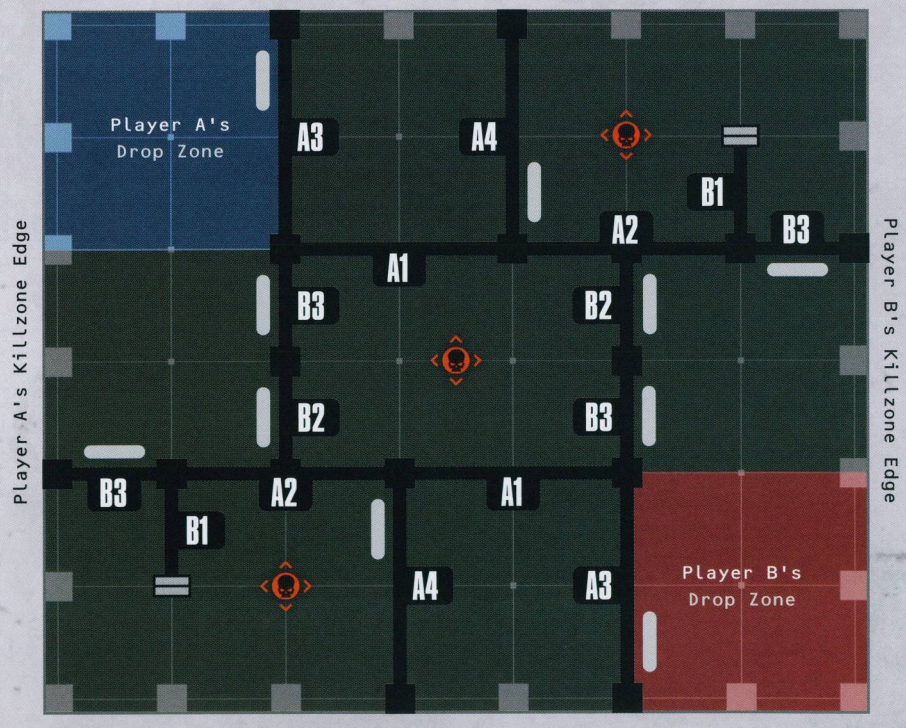
A key command station has been discovered. Capturing it will allow a kill team to engage various systems across the region, putting them in a commanding position and giving them a significant strategic advantage to dominate this part of the space hulk.

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.

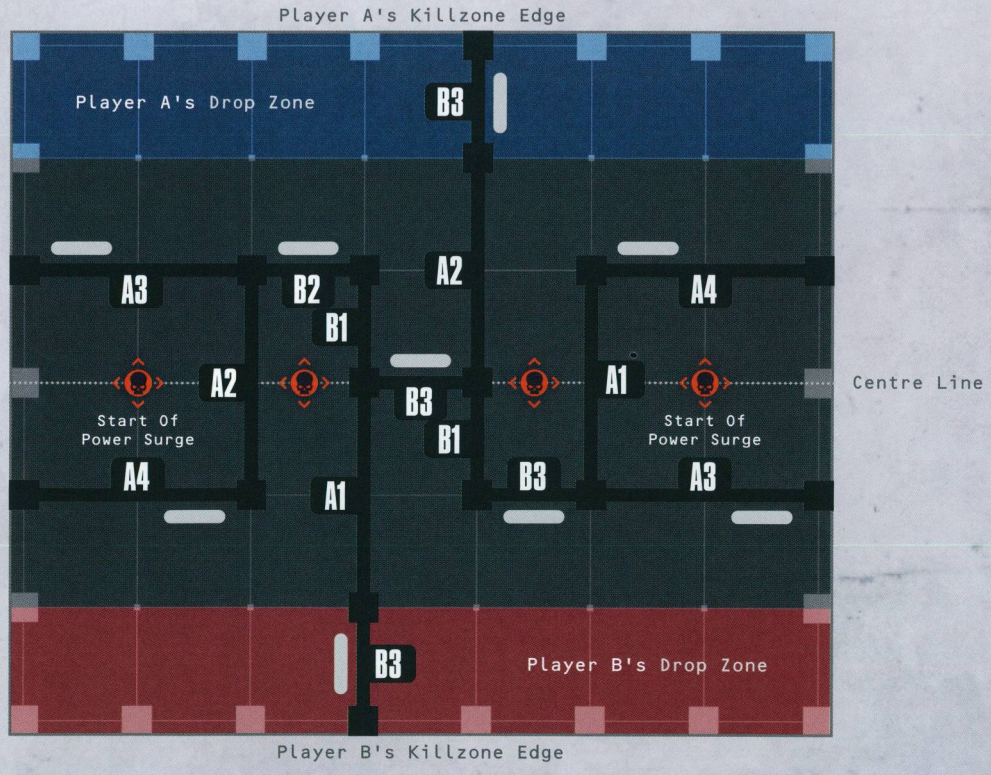
MISSION OBJECTIVE

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.



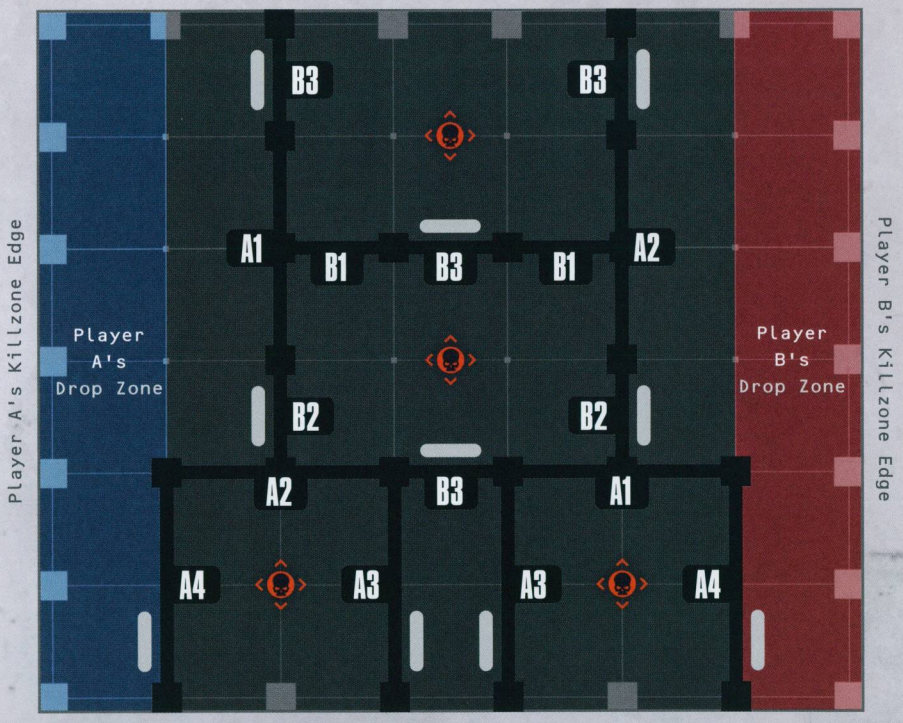
MISSION OBJECTIVE

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.

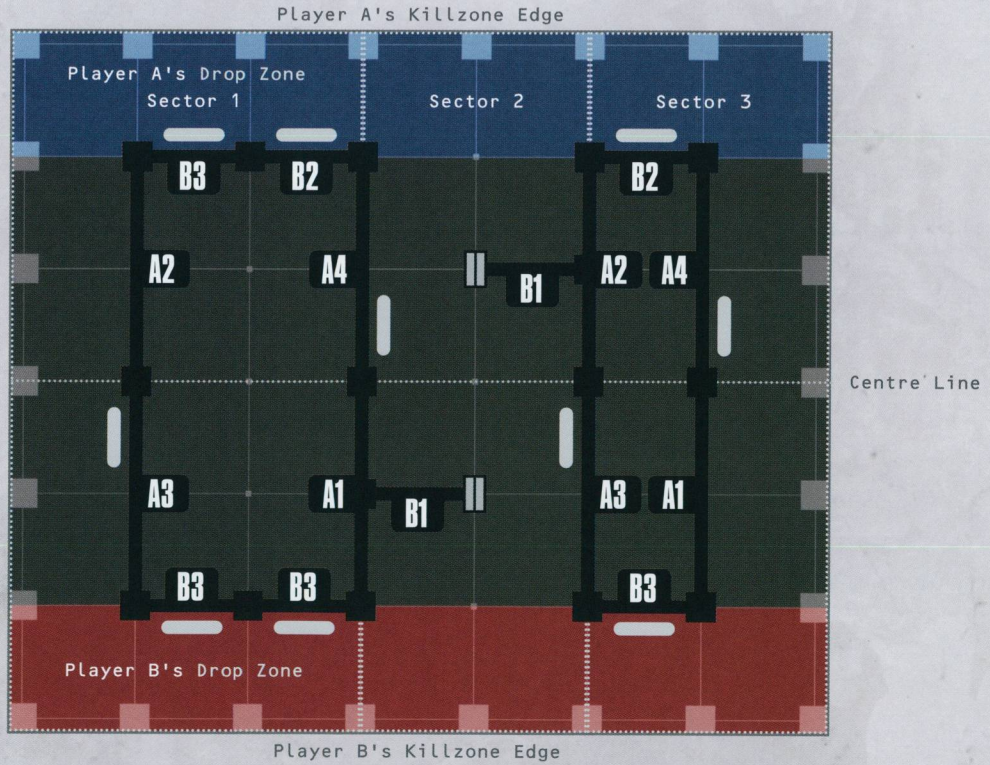


MISSION OBJECTIVE

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.

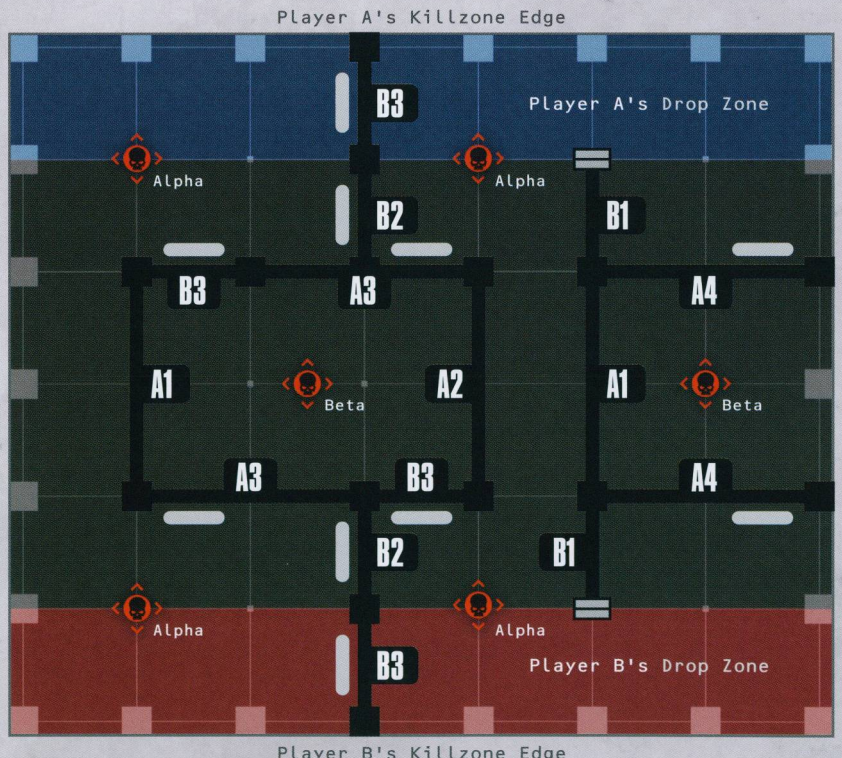
MISSION OBJECTIVE

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.

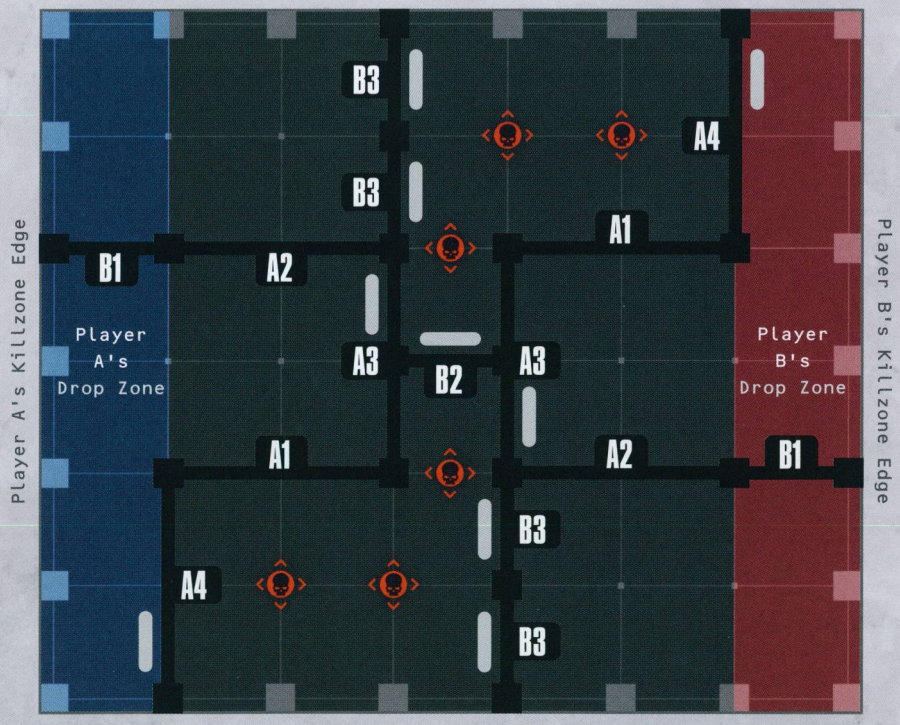
MISSION OBJECTIVE

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

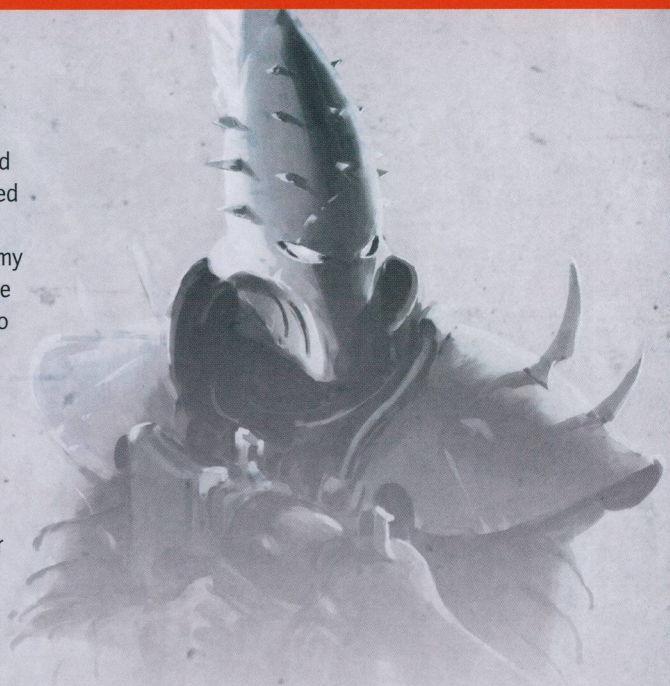
We have discovered a small region of the hulk in a strategically viable location that has been left undisturbed for some time. There is a plethora of salvageable equipment there, perfect for us to establish a new base of operations.

MISSION RULES

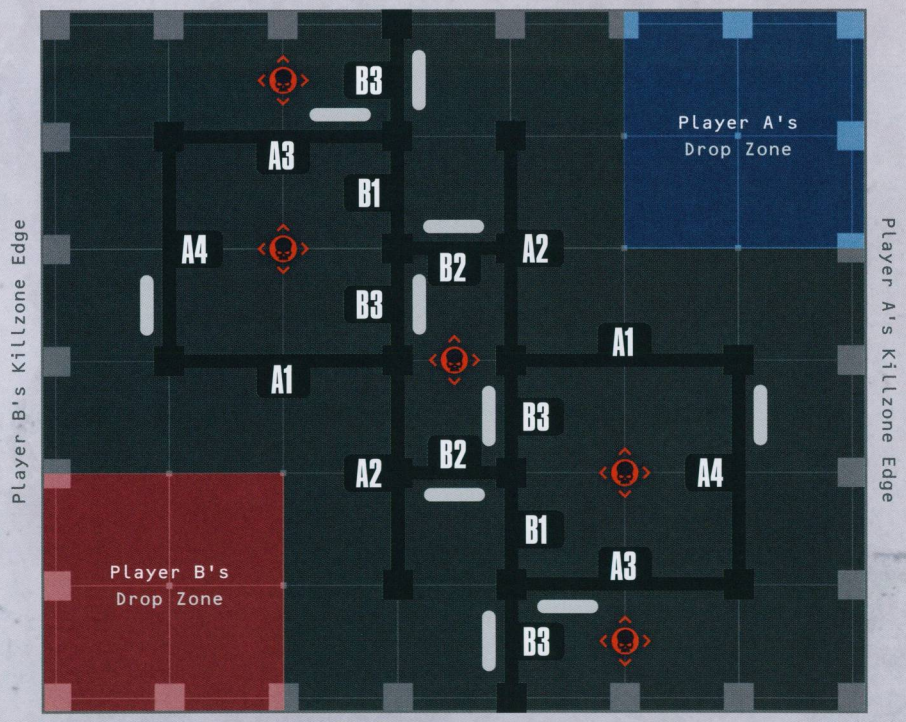
Secure: At the end of each Turning Point, each objective marker friendly operatives control is secured by your kill team. While an objective marker is secured by your kill team, it stays under their control, even if no friendly operatives are within ○ of it. If any enemy operatives control that objective 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).



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

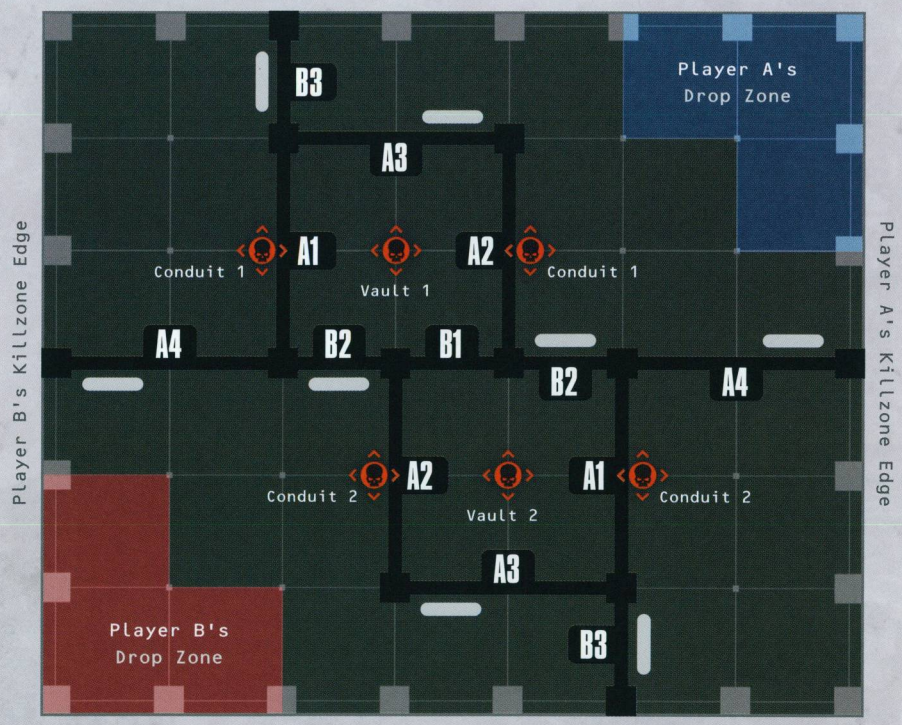
An operative can perform this action while within ▲ of a Conduit objective marker it controls. Remove that objective marker from the killzone.

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.

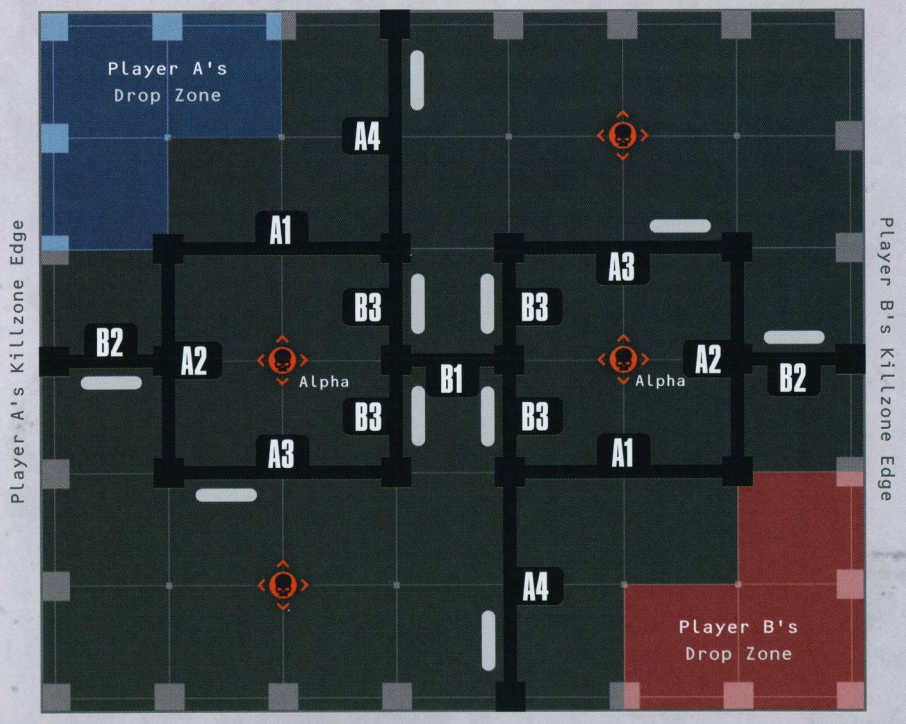
MISSION OBJECTIVE

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.



EXACTION SQUAD | 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

Quirks

Notes

Permission to photocopy for personal use only. © Games Workshop Ltd 2023

HAND OF THE ARCHON – 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

Quirks

Notes

Permission to photocopy for personal use only. © Games Workshop Ltd 2023

NARRATIVE DATACARD

Operative

Operative Type

Rested Tally

Specialism

Experience Points

Battle Honours

Battle Scars

Notes

NARRATIVE DATACARD

Operative

Operative Type

Rested Tally

Specialism

Experience Points

Battle Honours

Battle Scars

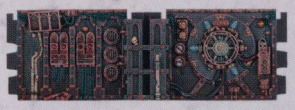
Notes

Permission to photocopy for personal use only. © Games Workshop Ltd 2023

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**

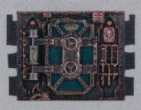


SHORT WALLS

SHORT WALL **B1**



SHORT WALL WITH HATCHWAY **B2**



SHORT WALL WITH HATCHWAY AND PILLARS **B3**

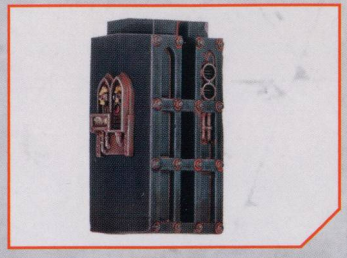


HATCHWAY POSITIONS

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

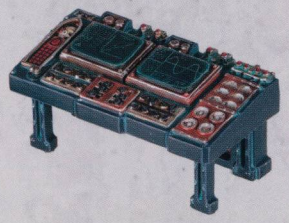


WALL END

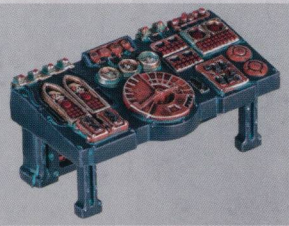


SOULSHACKLE TERRAIN

AUGUR DISPLAY **E1**



CONTROL LECTERN **E2**



RELAY STATION **E3**



HOLOLITH DAIS **E4**



BREACH POINT WITH PILLARS



BREACH POINT WITHOUT PILLARS



KILLZONE KEY REFERENCE OVERLEAF



IN THE SINISTER GLOOM OF THE GALLOWDARK, HUNTER AND HUNTED FIGHT THROUGH THE NIGHTMARISH LABYRINTH.

A DEVIANT HUNTED THROUGH THE DARK.

The space hulk *Gallowdark* has emerged into realspace on the edge of the Nemesys Sector. It is a terrifying snare for some and a gruesome larder for others. 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 in which the predatory can hunt, and the desperate can hide.

An Imperial prison barge carrying a highly dangerous captive witch is forced into a cataclysmic collision with the space hulk as sinister warriors of the Drukhari materialise on board. Running battles with the prison barge's Arbitrators result in many prisoners escaping into the deadly confines of the *Gallowdark* – including the witch. Proctor-exactant Kolkord, who caught the psyker once, leads an elite team in the race to recapture it. But he is not the only one seeking the psyker. Kabalites in the service of the inscrutable Lady Malys are hunting it too, as part of a serpentine plot.

Inside you will find:

- A guilt-ridden tome of lore regarding space hulks, the *Gallowdark* and the intensifying war between those fighting for control of its dormant systems.
- Background on the elite Exaction Squads of the Adeptus Arbites, the malicious Hands of the Archon of the Drukhari Kabalites and their kill teams.
- Rules for fielding kill teams of determined Exaction Squads and cruel Hands of the Archon. 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 breach points and activating control consoles.
- Stunning miniatures photography showcasing expertly painted examples of the Adeptus Arbites Exaction Squads and Drukhari Hands of the Archon miniatures kits, as well as atmospheric artwork.

DESIGNED IN THE UK

PRINTED BY C&C IN CHINA

Games Workshop Limited.
Willow Road, Nottingham,
NG7 2WS, UK

warhammer.com

You will need a copy of the Kill Team Core Book in order to use the contents of this book.

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).

EXACTION SQUAD

- Add 1 to Wounds characteristic of all operatives.
- The following weapons gain the Lethal 5+ special rule: **R-VR CYBER-MASTIFF** operative's mechanical bite; **MARKSMAN** operative's executioner shotgun; **REVELATUM** operative's scoped shotpistol.
- Add the following to Ruthless Efficiency ability: 'Each time a friendly operative with this ability makes a shooting attack with a weapon that doesn't have the Blast special rule or the word 'grenade' in its name, if the target is within ◯ of another friendly **EXACTION SQUAD** operative, that ranged weapon has the P1 critical hit rule for that shooting attack.'
- Execution Order Tactical Ploy: 0CP the first time you use it during the battle, 1CP thereafter (you can use it more than once). Select one enemy operative in the killzone (Line of Sight is not required).
- Following weapons now only have 1 profile instead of 2, with both of previous profiles' special rules and critical hit rules (i.e. not separated as offensive and defensive):
  - **PROCTOR-EXACTANT** operative's dominator maul & assault shield.
  - **SUBDUCTOR** operative's shock maul and assault shield.
- **PROCTOR-EXACTANT** operative's Deploy Nuncio-aquila action: 0AP.

* Terminal Decree Strategic Ploy: Each time a friendly **EXACTION SQUAD** operative makes a shooting attack against an enemy operative within 2◯ of it, or each time a friendly **EXACTION SQUAD** **GUNNER** operative makes a shooting attack (regardless of distance).

* Dispense Justice Strategic Ploy: You can re-roll any or all of your attack dice results of one result instead (e.g. results of 2).



HAND OF THE ARCHON

UPDATE 1.0

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: SOULSHACKLE

Page 45, Kabalite Disciple of Yaelindra, Torment Grenade unique action

Add the following:

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

Change the first part of the third bullet point to read:

'At the end of the Ready Operatives step of each Turning Point,'

Add the following bullet point after the fourth:

'The effects of being poisoned remain, even if this operative is incapacitated.'

Page 46, Kabalite Elixicant, Administer Drug

Add the following:

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

DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

KILL TEAM: SOULSHACKLE

*Q: If an operative is incapacitated as a result of being poisoned (***Torment Grenade** *unique action), does the friendly* **DISCIPLE OF YAELINDRA** *gain a Pain token?*
A: Yes, so long as that friendly **DISCIPLE OF YAELINDRA** operative hasn't been incapacitated.

Q: When using the From Darkness, Death Strategic Ploy, do you select the enemy operative before determining the friendly operative's order for that activation?
A: Yes.

Q: When making a shooting attack with the **DISCIPLE OF YAELINDRA***'s stinger pistol, at what point do you determine the mortal wounds?*
A: After all re-rolls (if any).

Q: For the Fleet of Foot Strategic Ploy, what does vice versa mean?
A: You can perform the actions in either order – **Normal Move**/**Fall Back** and free **Dash**, or free **Dash** and **Normal Move** (but not **Fall Back** in this order, as the operative wouldn't be within Engagement Range).

Q: If my opponent can use a ploy for free, but I use the Devious Scheme Tactical Ploy, which takes precedence?
A: The former – it's still free.

EXACTION SQUAD

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: SOULSHACKLE

Page 61, Arbites Castigator, Engendered Focus ability
Add the following to the bracketed part of the sentence:
'(including modifiers to the weapons it is equipped with, but excluding its Defence characteristic)'

***Page 59, Dispense Justice Strategic Ploy**
Change the relevant part of the first sentence to read:
'Until the end of the Turning Point, each time a friendly **EXACTION SQUAD** operative'

DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

KILL TEAM: SOULSHACKLE

*Q: If Guilt Reveals Itself interacts with the Blinding Aura Act of Faith (**NOVITIATE**), which takes precedence?*
A: The former.

*Q: Can I use the Engendered Focus ability to ignore modifiers to the damage inflicted by a friendly **CASTIGATOR** operative? For example, if it strikes a **LEGIONARY** operative benefiting from the Mutagenic Flesh Strategic Ploy with its excruciator maul, will it inflict the full 4 damage?*
A: Yes.

If a **CHAOS CULT operative is arrested and then mutates into another operative, is it still arrested?*
A: Yes.