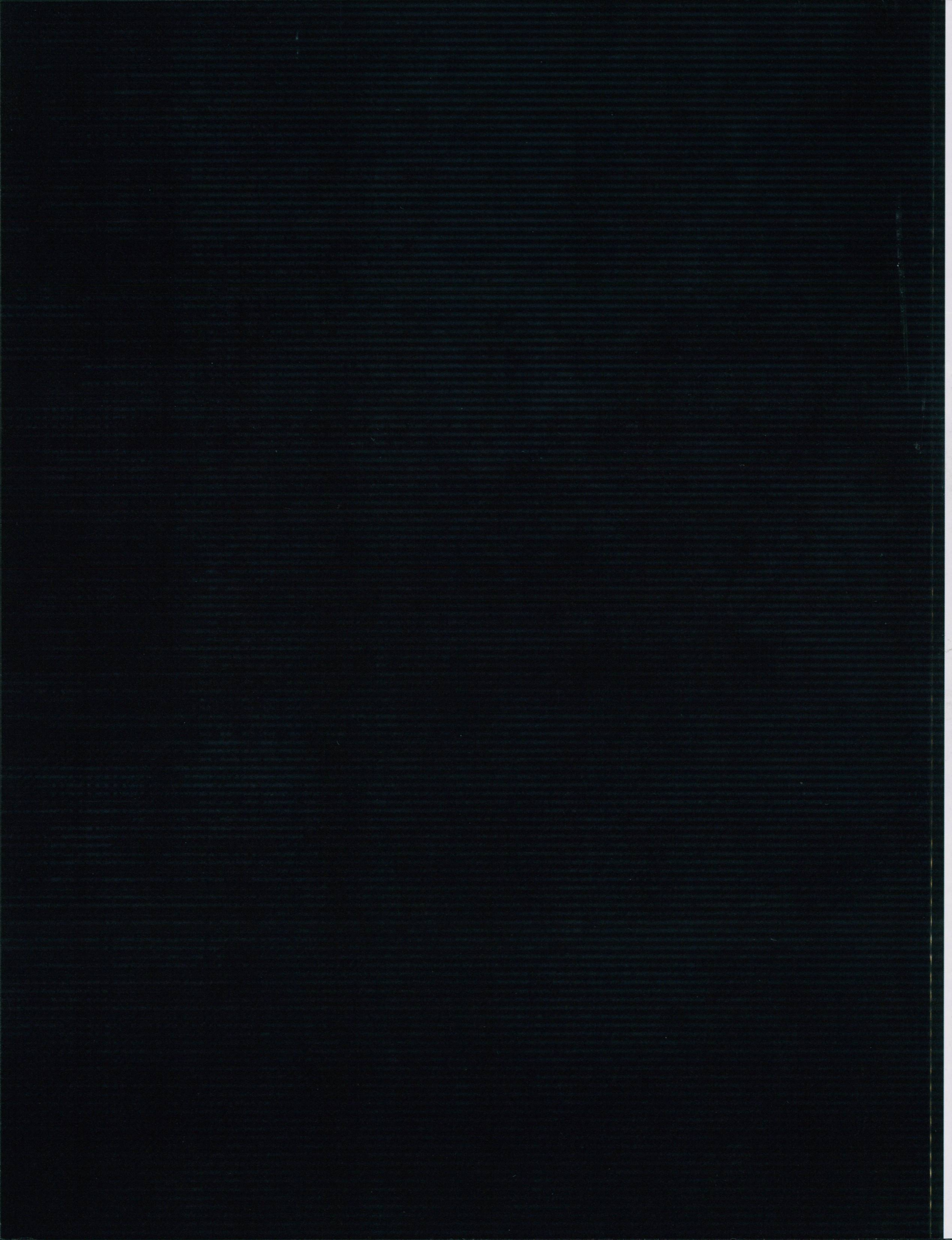


WARHAMMER
40,000

KILL TEAM



INTO THE DARK





KILL TEAM: INTO THE DARK

A labyrinthine nightmare of fused, twisted void ships echoing with the screams of the damned and the howls of the monstrous, the space hulk *Gallowdark* is a true gargantuan horror among the stars. A haunted, dark place, it is the home of terrors unimaginable. Yet for those with nerves of steel and hearts of iron, there are riches and wonders to be found.

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INTRODUCTION

Welcome to *Kill Team: Into the Dark*. This volume is the first of a new season of Kill Team in which squads of elite troops from across many of the galaxy's factions delve into the dangerous interior of the space hulk known as the *Gallowdark*. Whether they have come in search of battle, wealth, ancient lore or for some other nefarious reason, all are willing to kill any in their path – if the predacious denizens of the *Gallowdark* or the space hulk itself don't get them first...

This volume explores what space hulks are, the threat they pose to the worlds of the galaxy and the malevolent terrors that haunt their dripping corridors. More specifically, it tells of the *Gallowdark*, and the events that followed its emergence in the Nemesys Sector. The space hulk drew the attention of many factions and races, two of which are the focus of this book: the fleets of the Imperial Navy – more specifically their specialist boarding troops known as Imperial Navy Breachers – and the mercenary Farstalker Kinbands of the carnivorous Kroot.

When a space hulk emerges from the warp, forces near and far respond. To some, space hulks are dire threats to be tracked, purged and destroyed. To others, their structures – conglomerations of potentially thousands of ships melded in the warp over millennia – represent sources of vast wealth and power, packed full of arcane technological

treasures. Space hulks are rarely found devoid of life, however – fell monsters and warp spirits often make them their home, and any number of dangerous enemies may already be aboard.

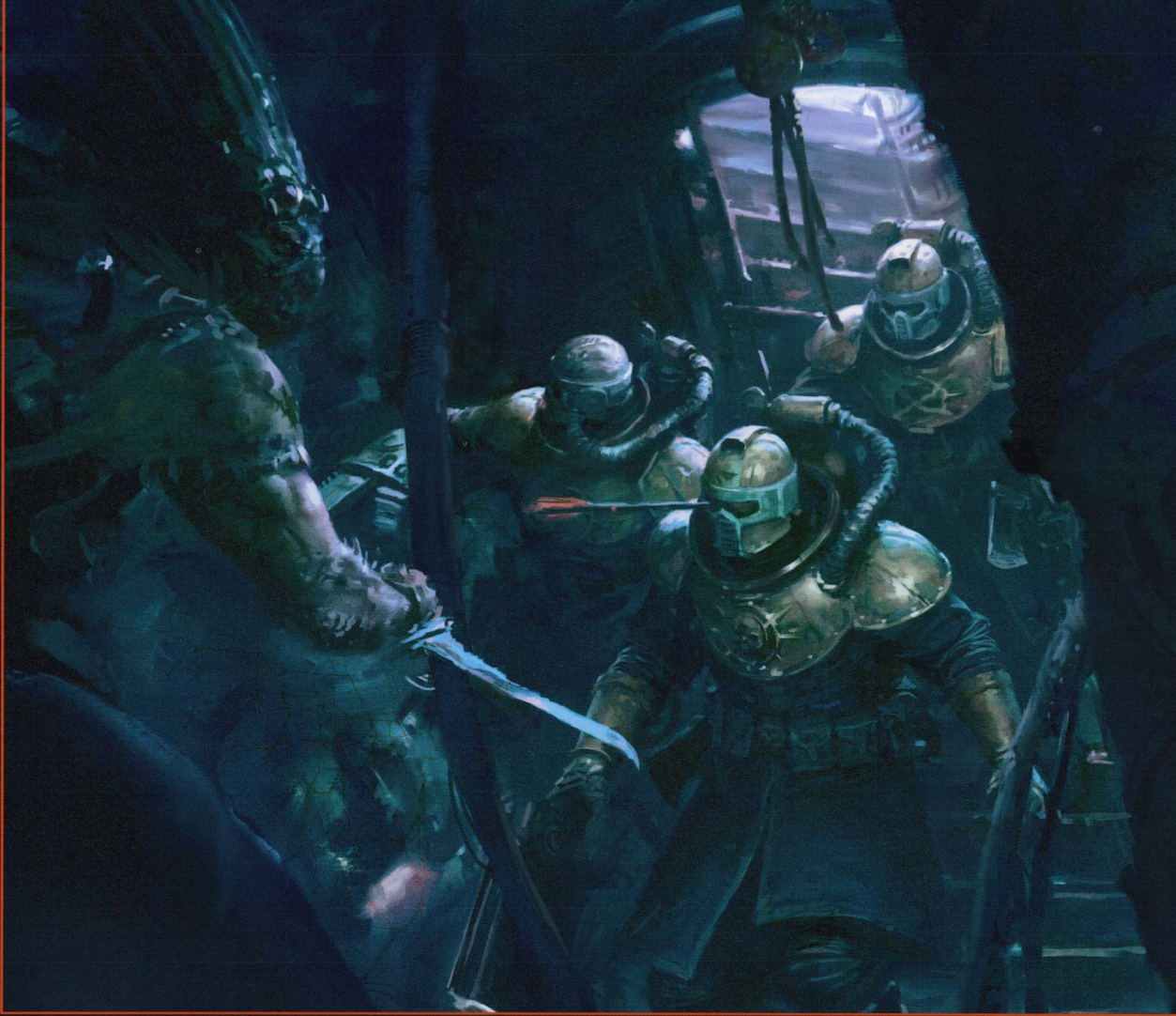
This book gives you a glimpse of the madness, confusion and horror to be found by kill teams when fighting aboard a portion of a gargantuan, labyrinthine space hulk. It includes faction army lists for two brand new kill teams – the boarding troops of the Imperial Navy Breachers and opportunistic mercenaries of the Kroot Farstalker Kinbands. There is plenty more rules content besides this, including nine matched play missions, nine narrative play missions, mission rules for fighting in close quarters, killzone rules and a narrative campaign for exploring a section of the *Gallowdark*.

Also included are table generators to help you name 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 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.

Last, and certainly not least, this volume is full of beautiful illustrations and photography. See the highly detailed Imperial Navy Breacher and Kroot Farstalker Kinband miniatures in all their glory, placed in terrain highlighting the choking confines of a space hulk where dangers await around every corner and behind every door. The evocative artwork in this book shows the grim and harsh nature of the *Gallowdark*, and depicts the piratical Kroot and steadfast Imperial Navy to inspire your collections and the narratives behind them.





SPACE HULKS

The warp is a dimension of pure energy and limitless potential that lurks beneath the skin of realspace. Known also as the empyrean, the sea of souls and the immaterium, spacecraft can plunge into its wild currents to cross huge interstellar distances in a fraction of the time it would otherwise take. Like any ocean, it is a place of terrible storms and great danger. For as long as sentient races have made use of the warp, it has been the death of countless spacefaring vessels.

Over millions of years, the warp has claimed countless ships and space stations from thousands of different races, ranging from the peaceful to the warlike and from the wisest to the most foolish. Within the churning mass of space-and-time-defying energy that is the immaterium, these vessels have been broken apart, fused together in bizarre ways and spat back out into realspace as deformed and often vast ghost ships.

Every spacefaring race has encountered these hideous amalgamations. Millions of years ago, the ancient Necrontyr referred to them in terms which the few Imperial scholars familiar with their language have loosely translated as 'sky

chariots tortured' or 'vengeance of the long dead'. The Aeldari sometimes refer to them as *klais'am haihsa'ol*, or 'abominations birthed from pits of terror, nightmare and misery'. To the Imperium, they have always been known as space hulks. Any other term would be too precise to describe these phenomena, which are as diverse in their appearance and composition as they are mysterious and horrifically dangerous.

The Imperium has failed to define what truly makes a space hulk a space hulk. Every such amalgamation is too unique. Each is formed from a completely different combination of space debris, fused together in ways all but impossible to achieve



in realspace. Some are no bigger than a handful of ships fused together, while others are as large as planets – so big that the gravitational effects of their sudden presence can cause earthquakes and tsunamis on nearby worlds, rip space stations from their orbits and tear entire fleets of ships to pieces.

Through strange twists of fate, some space hulks are formed only from ships built by a single race, though most combine vessels made by a dozen or more. The majority have in some way been fused with asteroid chunks, moons or planets cast into the warp by disastrous events aeons ago. Many appear from the empyrean having clearly been tampered with or settled in some way by other beings, and have been built on over time.

One thing that all space hulks have in common is that they are incredibly dangerous. All are steeped to a greater or lesser extent in the fell power of the warp. They are frequently inhabited by aliens, heretics, criminals and strange monsters. These occupiers may be the survivors of a ship's crew, creatures escaped from holds, pirates seeking refuge from pursuit or malevolent forces making their noisome lairs. To those who board a space hulk, the denizens are not the only threat. Some areas are exposed to vacuum, collapse,

hulk-quakes and dark sentiences which have little tolerance for interlopers.

The fact that space hulks can appear from the warp without warning makes it impossible for anyone to properly prepare for them. The enemies of Mankind have used these warped conglomerations on many occasions as transport vessels or weapons in their own right – having the potential to be both perilous snares and projectiles. The Daemon Primarch Angron of the World Eaters Traitor Legion used the space hulk *Devourer of Stars* during his invasion of the world of Armageddon, while the Heretic Astartes warband known as the Crimson Slaughter established their base of operations in the space hulk known as *Lost Hope*. The *Death of Integrity* was infested with Tyranid Genestealers, requiring the combined efforts of the Novamarines and Blood Drinkers Space Marine Chapters to purge them.

For all this, space hulks are sources of huge potential wealth. The number and ages of the ships that form them mean that a space hulk might be a treasure trove of valuable archeotech from deep in Human history, or an armoury full of weapons and munitions from warships amalgamated into the huge structure. For those willing to take the risk of boarding, the rewards can be great indeed.

THE GALLOWDARK

Many thousands of warp-fused abominations have burst from the empyrean and out into realspace over the millennia. The space hulk that would one day be called the *Gallowdark* by the Imperium is one. It is a colossal monstrosity – the size of a moon – and is formed from thousands of spacecraft, asteroids, comets and meteors. Its story is long and mysterious indeed...

No army of scholars, even given centuries, could ever successfully account for *Gallowdark's* long and meandering tale. Its history goes back millions of years, to a time when even the Aeldari were but a flash of inspiration in the minds of their creators.

The very first ship that made up the *Gallowdark* was a funeral vessel of a race which 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 on a ritual funerary journey in the warp. The empyrean melded it first with the asteroids known to a forgotten ancient people as *Kh'a'pahlā* and *Ghü'ruūn*, named for deities of hunting, fire, wisdom and roaming.

'THEY SCRATCH AT THE WALLS AND THE DOOR. ALWAYS, ALWAYS SCRATCHING. TRYING TO FIND A WAY THROUGH. I HEAR THEM SCREECHING, CLAMOURING FOR BLOOD. I'M THE LAST ONE LEFT. THE WHOLE COMPANY IS DEAD. THEY'RE ALL GONE. ONLY A MATTER OF TIME UNTIL I'M DEAD TOO. I'M NOT GOING DOWN LIGHTLY. IF ANYONE FINDS THIS MESSAGE, KNOW THAT CADIA STOOD HERE, IT STOOD WITH US.'

- Kasrkin Jormo Gidansk

When the nascent form of the *Gallowdark* first re-emerged in realspace, it was nested by a species that Mankind would much later name as the Breg-shei. By this point, no fewer than three dozen ships formed the space hulk, hailing from races of which almost nothing remains in the waning years of the 41st Millennium.

By the *Gallowdark's* fifth appearance in realspace, it was composed of several hundred ships and scores

of spaceborne rocks. City-sized chunks had broken off the superstructure over time and merged with other space hulks. At the same time, other warp-borne flotsam had collided and fused with the *Gallowdark*. At this point, *She Who Mourns Great Loss in the Eternal Darkness Bleak* had been broken into four dozen pieces, which were spread through the ugly amalgamation of materials used to fashion void craft – from metal to bioplastic. The space hulk was home to a score of different races – including those the Imperium would later know as the Fra'al and the Khrave – and artificial species granted intelligence by their now extinct creators, known in their time by such names as the Larvae of Silica and the Eclotions of the Metal. These inhabitants formed alliances, built settlements and waged wars across the *Gallowdark*.

As the millennia progressed, 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 on purpose, seeking to explore the vessel and plunder its riches. Many groups, tribes and species aboard 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. Others have been consumed by shadowy horrors from the dark, or have vanished amidst daemoniac incursions.

By the time of the Imperium's earliest years, the *Gallowdark* had been morphed, shrunk, twisted and swollen countless times. The forces of the Imperium have encountered it often over the years in different places. Each time it has changed enough to make it unrecognisable. This, combined with the Imperium's incomplete and decentralised record-keeping, has ensured that the space hulk has been unintentionally renamed on several occasions by different forces. By the time of the Era Indomitus, virtually no molecule of *She Who Mourns Great Loss in the Eternal Darkness Bleak* was attached

to one of its fellows, each particle blended in with thousands of other ships.

To observers in the 41st Millennium, the most easily identified ships that have been melted into the *Gallowdark's* superstructure include Human vessels, both loyalist and traitor. Alongside these are melded the mangled scrap-ships of the Orks, the sweeping wraithbone 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 that wind into the hulk's core in impossible geometries.

The Imperial Navy ships mangled into the hulk's morass include the Vanquisher-class battleship *Victoria Magnus*, lost in the warp while en route to fight Ghazghkull Thraka, and the Exorcist-class grand cruiser *Queen Imperia*, which was sucked into a warp storm caused by Thousand Sons Heretic Astartes in M39. Other ships include the infested Ordo Xenos investigation-and-sample-collection craft called *Everwatch*, the claustrophobic penal transport barge known as the *Boneshackle*, and the cavernous Ecclesiarchal cathedral-ship named *Saint Bernidelph's Pride*.

The heretic vessels of the *Gallowdark* include the battleship *Death of Innocence* and the Night Lords cruiser *Prince of Despair*. *Death of Innocence* once plagued Imperial space lanes, until its captain was suddenly transformed into a Chaos Spawn and was fused not only with her bridge, but all her command crew. In a fit of madness, she ploughed her ship into the warp. Centuries after becoming one with the space hulk, the *Prince of Despair* still echoes 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.

The Eclipse-class cruiser *Gift of Khaine* is one of the Aeldari vessels that makes up the *Gallowdark*. Hailing from Meud-Wyaid craftworld, it was captured by a Word Bearers warband and cast into the warp as part of their warlord's path to daemonhood. Whilst parts of the *Gift of Khaine* have become twisted and warped by its

experience, even now some places of pristine beauty remain, preserved by sheer luck as much as technological wonders.

The *Gallowdark* is also home to mutant rodents, arachnids and other hideous creatures. There are strange sentiences, unnatural entities, tortured machines spirits countless millennia old and monsters hailing from forgotten times that defy categorisation. For all this, the worshippers of the Dark Gods exceed all others in number and power. The space hulk's inhabitants live in and near such places as the Voidhaven – a shanty town close to the hulk-skin – and the Shuddering Chasm, formed of dozens of precarious gantries and walkways overgrown with hanging, carnivorous jungles and riven with hulk-quakes. The Gibbetgarden is a vermin-infested place where the dead are left on the gallows they hang from – many say it is haunted by malevolent spirits.

'I CAN FEEL ITS PRESENCE, THOUGH IT IS SO FAR AWAY. THE BRINGER OF HEAVY TEARS EVERFLOWING. IT HAS RETURNED. IT HAS BEEN SO LONG, YET OUR CRAFTWORLD STILL BEARS THE SCARS OF ITS COMING OVER PRINLATAEL, MAIDEN WORLD OF SUCH BEAUTY. THE INFINITY CIRCUIT ECHOES STILL WITH THOSE SLAIN BY THE GREENSKINS THE ABOMINABLE WARP-HULK DISGORGED. I WEEP ONCE MORE IN MEMORY OF THE LOST PLANET, AND THE SOULS THAT DWELLED UPON IT. MORE OF OUR RACE AND LEGACY THAT WILL NEVER BE RECOVERED.'

- Farseer Osinell Glaermril,
Lugganath Craftworld

The *Gallowdark* is a labyrinth of twisting corridors, caverns, ductways, chambers, armouries and crevasses. It has its own atmosphere pockets, monstrous ecosystems, rivers and oceans of toxic waste and leaking fuels; it has literal mountains of wreckage. In some areas gravity behaves in bizarre ways. In others, psykers find their powers reduced to nil or enhanced tenfold. The *Gallowdark* is a place where a being must always be on the alert. All have a constant feeling of being watched and nowhere is truly safe. Attacks can come from any direction. Supernatural entities can lurk almost anywhere. Death awaits around every corner.

BOARDING THE GALLOWDARK

When the *Gallowdark* emerged from the warp after four thousand years, it did so in the wilderness space that bordered the Nemesys Sector of the Imperium. The event drew the eyes of many rapacious opportunists and sinister rumour spread of its arrival. Many races and factions in the galaxy raced to intercept it.

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THE KROOT

The Kroot Warsphere *Rak Varoyaw* was among the first vessels to reach the *Gallowdark* after it emerged from the immaterium. The ship had been away from the Kroot home world of Pech for many years indeed, its people hardened explorers, hunters and mercenaries all. They had fought for Human colonies against all manner of alien races as well as Human rebels. They had saved the technologically gifted Londaxi from patrols of Adeptus Mechanicus ships and defended a much-beleaguered Asuryani craftworld from the ravages of a Dvorgite blood-party. For both the T'au Empire and the Demiurg they had slain Tyranids, Orks, Necrons and more, feasting well on the flesh of their dead foes and taking much weaponry and treasure from them – all was treated as payment from those they had fought for. The times had treated them well indeed.

The *Gallowdark* was, to the Kroot of the *Rak Varoyaw*, another opportunity to further enhance their material wealth, while also offering the prospect of new species to feast on. Kroot are a race which can rapidly absorb and take on beneficial

genetic traits of other creatures whose flesh they consume, all for their species' benefit. Kroot of the *Rak Varoyaw* had great bounties of genetic material and weapons to bring back to Pech. This was their final endeavour. They had found the space hulk thanks to technology granted to them by the Demiurg, which enabled them to identify warp ruptures and hack into the augur-buoys the Imperium sometimes deployed on the borders of its territory. Now, they sought to quickly plunder the space hulk before others arrived, and before any that dwelled aboard responded in numbers too great to deal with. They were not quick enough.

THE IMPERIUM

War Group Alpha-VII of Battlefleet Nemesys was formed to investigate a warp rupture detected in space near their sector. Commanded by Admiral Armenius Philo XVI, the war group's flagship was the Mars-class battle cruiser *Lex Imperia*. It was joined by two light cruisers, three frigates and four destroyers. With little way of knowing what they would find, Philo ordered all his crews ready for battle the instant they emerged from the warp, and mobilised every Armsman to their station.



Philo and his officers could barely believe their eyes when they realised they had located a space hulk, let alone one of such immensity. Admiral Philo named it the *Gallowdark*.

The discovery of a space hulk changed the parameters of War Group Alpha-VII's mission immediately. They needed to determine the monstrosity's heading and which worlds it might threaten, and they also had to move quickly in case xenos, heretics or even other Imperial forces tried to claim any archeotech that Battlefleet Nemesys might want. There was no chance that Admiral Philo had the forces to claim even a fraction of such a large space hulk or to stop it from moving, but he would take what he could, and where possible mark claims for later salvage by more ships from the battlefleet. The admiral had little idea as to when the space hulk might plunge back into the warp, so the opportunity had to be seized now to recover anything of value. Every ship in the war group was made abuzz with activity.

When his Principal Navigator and Chief Astropath were both struck with nightmarish visions and terrible sickness after the war group emerged from the warp – and reported their fellows on other ships had suffered the same – Admiral Philo was still not put off. He demanded his boarding parties to be prepared for anything strange, but otherwise their orders remained the same.

As the war group powered through space towards the *Gallowdark*, Admiral Philo realised that he was not the first to arrive. A xenos vessel appeared on the *Lex Imperia's* augurs, previously hidden by empyrostatic emanating from the space hulk. It was identified as a Kroot Warsphere. Philo wasted no time. He ordered the attack.

CLASH IN THE VOID

The outnumbered Kroot had little interest in a pitched battle. Their Warsphere was their home as much as a fighting vessel, and risking it in void war was an option they were unwilling to take after years of acquiring wealth and flesh. By comparison to the Imperial vessels, the *Rak Varoyaw* was slow and ponderous, and the Kroot hurried to evacuate the hundreds of warriors they had deployed into the space hulk. The *Rak Varoyaw* fired its weapon batteries at the rapidly incoming Imperial vessels, unleashing enough firepower to force the Human ships to avoid it by widening their formation. Those shots that did hit were absorbed by the void shields of the Imperial escorts, who led the assault with the larger ships close behind. When battle was joined proper, the escorts would pull away to allow the cruisers to unleash the full might of their firepower. The Kroot had no intention of being around for that long, even if it meant leaving some of their kindreds behind. They stayed as long as they dared, weathering the first incoming Imperial projectiles while many of the last

stragglers returned from the *Gallowdark* aboard their swift boarding skiffs. Even as some were still flying into the *Rak Varoyaw's* hangar bays, the Warsphere pulled away. Admiral Philo's escorts were biting at its heels, but unable to do enough damage on their own to stop it. Though fires burned in the Warsphere and its hull was rent in several places, the *Rak Varoyaw* successfully made the warp. However, some of its kindreds of warriors failed to escape the space hulk, and remained aboard even as War Group Alpha-VII made for the Kroot's insertion points to use them for themselves. These locations were all through the wreckage of an old Imperial warship, which Imperial naval logs identified as the Lunar-class cruiser *Glory of Terra Triumphant*.

Their competition driven away, Admiral Philo gave the order to board the *Gallowdark*. Multiple deck-battalions of Imperial Navy Breachers from the *Lex Imperia* had been prepped for the operation, and were launched in dozens of boarding craft and void-sealed dropships.

**'IT IS THE DUTY OF AN OFFICER TO SEIZE EVERY MOMENT
- FOR THEIR EMPEROR, THEIR FLEET AND THEIR CREW.'**

- Admiral Armenius Philo XVI

THE GALLOWDARK

Both the Kroot and Imperial Navy troops found the *Gallowdark* to be a place of groaning decks that shifted like the flanks of some predatory monster heaving breath. Ducts rattled with air that was ancient when Humanity's ancestors had yet to crawl out from the sea. Fluids drizzled from sundered conduits like the salivating maws of a hungry beast. Kroot Hounds picked up strong scents that led to nothing but dead ends. Naval troops raised their shotguns and stab-lights at suggestions of movement in shadowed doorways that, upon investigation, appeared to be nothing. The nostrils of both forces were assaulted by a barrage of smells, whether they be of corroded metals, rotting corpses, toxic fungi or excrement. Corridors that Human and Kroot alike thought clear echoed with what sounded like moans, screams and even sinister laughter. Strange graffiti adorned parts of the walls, in languages most could not understand. Three-eyed rats skittered and squealed in dark corners and narrow crevices. Gaps and portals were blocked by dense cobwebs guarded by black, thick-legged spiders. Unbeknownst to the Kroot and Navy troopers, many of the *Gallowdark's* denizens believed that the space hulk had lurched into realspace, and as their activity increased, strange portals of eldritch energy stirred...

**'THROUGH THE STARS, BY HIS LIGHT,
WITH OUR BLOOD, AND OUR SHOT.'**

- Imperial Navy Armsmen's Corps motto

10



THE IMPERIAL NAVY

Sword of the Emperor and shield of the Imperium, the Imperial Navy controls millions of heavily armed and armoured void craft for both interplanetary and interstellar operations. A truly gargantuan organisation, its duty to protect Mankind's worlds is both dangerous and never-ending.

It is the role of the Imperial Navy to protect the Emperor's holdings against heretics, xenos, pirates, smugglers and any others who break Imperial order. Defending a region of space as expansive as the Imperium is a mammoth effort, requiring delegation and subdivision. The Imperium's territory is divided into five segmentae majoris. Each has its own war fleet, named for the segmentum and led by a Lord High Admiral. Every war fleet has a segmentum fortress – a colossal base with docks, shipyards and repair facilities – that also serves as an administration centre. Overall command of the Navis Imperialis is held by the Lord High Admiral of the Imperial Navy, one of the High Lords of Terra.

The Imperial Navy operates large numbers of non-warp-capable vessels – also known as system ships – such as system patrol vessels, orbital defence stations and star forts. They even control ground-based defence lasers and missile silos designed to destroy threats in orbit. For all this, however, the Imperial Navy is most famous for its grand armadas of battleships, cruisers, frigates and destroyers – immense warp-capable fighting ships rigged with weapons that can flatten cities in an instant. The majority of these craft are kilometres long, and can have crews of hundreds of thousands.

The Imperial Navy acquires its ships from a number of sources. Some are constructed in the planetary shipyards of hive, factory, industrial and other worlds as a part of their tithe to the Imperium. Most war vessels are built in the Navis Imperialis' own facilities, with armies of labourers toiling day and night to continuously roll out fresh void craft. Whilst most of the ships produced by forge worlds – such as Mars, Voss and Metalica – join the Adeptus Mechanicus' own fleets, the planets' ruling tech-magi give some to the Imperial Navy. These vessels are marvels of engineering, often fitted with rare technology.

War fleets also expand their numbers by salvaging old wrecks. Though this practise may use less resources than constructing a similar vessel from the keel up, it comes with great risk, as vicious predatory aliens use such wrecks as nesting sites or stalk them for prey.

The rarest method of securing a new vessel is to salvage one from a space hulk, and centuries can pass before such an exercise is possible. Given that space hulks are frequently horrific meldings of numerous vessels, finding a ship in the morass that is extractable and void-worthy is a very rare occurrence. The risks in securing such a craft are the highest of all, but the rewards are worth it to many admirals. Some discovered ships may be of old marks and patterns the Imperium no longer has the technology to produce, and the likelihood of finding archeotech and riches aboard such vessels is high.

TO PATROL THE STARS

The Imperial Navy's ships might spend the entirety of their millennia-long existence on patrols, escorting convoys and military transport vessels, or providing orbital support to ground campaigns. Raiding is another element of the duties given to many ship captains. Even if they lack the firepower to defeat the Emperor's enemies, they are expected to employ hit-and-run harassing tactics against them.

For all their more minor duties, the flotillas of the Navis Imperialis are best known throughout the Imperium for fighting grand fleet engagements and spearheading righteous crusades. At such times, the Imperial Navy may send many hundreds of fighting vessels thundering through the void to prosecute its enemies. Fleet actions are huge battles that can last for days or even weeks. In a matter of hours, fierce fighting can lead to millions of lives being lost on both sides. Whilst fleet actions will typically take place within a ship's home sphere of operations, crusades may see a vessel ply the stars far from its base sector, forming up with ships from other regions. This might be to cleanse a rebellious sub-sector of heretics, to reclaim an area of space recently overrun by hordes of xenos, or to seize swathes of new territory for the Imperium. The God-Emperor asks much of his naval captains, and they are only too glad to do their duty, no matter what it might be.

Navis Imperialis ship actions are primarily decided at the sector level. War fleets are broken down further into battlefleets, the overwhelming majority of which are each responsible for a sector and named for it – for example, Battlefleet Nemesys is based in the Nemesys Sector. Each war fleet and battlefleet has their own traditions, histories, iconography and naming conventions, and vary in both the number and variety of ships at their disposal. As and when necessary, the commander of a battlefleet – most often a Lord Admiral – will create smaller formations to carry out tasks. In different sectors these are known as war groups, battle groups, battle flotillas, battle squadrons or task forces. Some receive more precise designations – such as recon group, patrol flotilla or counter-incursion force – depending on their purpose. While a battlefleet may maintain a handful of such forces permanently as a part of its structure, most are temporary in nature. Their size can vary immensely, dictated by the nature of their task, the foes they might expect to face, the resources available or simply the ability of the battlefleet's senior officers to politick for what they need.

BATTLEFLEETS

Due to the enormous space it must protect and patrol, it is all but impossible for any individual to be sure of the strength and capability a battlefleet possesses at any given time. Whilst some sectors are surrounded by Imperial-controlled space, others are bordered by aggressive xenos empires, enclaves of heretics or vast swathes of pirate-infested wilderness space. Over the millennia, some battlefleets have become famed for the wars they have prosecuted and the battles in which they have been tested and emerged victorious.

The Nemesys Sector lies on a salient of Imperial territory in the Segmentum Tempestus, bordered on multiple sides by wilderness space claimed by no single power. This vacuum of authority makes these bordering regions havens for all manner of renegades and pirates. Detachments of Battlefleet Nemesys regularly patrol the wilderness space to intercept potential threats and maintain a large network of wide-spectral augur-buoys that continuously monitor the void for danger. The personnel of Battlefleet Nemesys are always maintained at a high state of readiness, for none know what might emerge from beyond the edges of the cartographs.

The Gothic Sector lies within the Segmentum Obscurus, and in the first quarter of the 41st Millennium found itself the target of Abaddon the Despoiler's 12th Black Crusade. This had a lasting impression on the battlefleet and, centuries later, its personnel drill primarily for conflict with Heretic Astartes and other traitor forces. In addition, the battlefleet maintains an elaborate defensive network of orbital stations, void minefields, early-warning systems and remote fleet bases, to ensure that such threats can be dealt with swiftly.

Recent years have been arduous in the extreme for Battlefleet Nephilim of the Ultima Segmentum. Part of their sector has been torn apart by the Necrons since the creation of a Pariah Nexus – a region formed by a vast array of negatively polarised blackstone pylons – known to the Imperium as the Nephilim Anomaly. These emit soul-crushing energies that cut off all systems they touch from the warp. Badly mauled in conflict with Necron fleets and the armadas of numerous alien races attempting to flee the Anomaly, Battlefleet Nephilim has been severely overstretched. Its headquarters in the Zann System has been completely 'stilled' by the terrifying effects of the Necron blackstone pylons, and its ships' crews race to resecure lost territory and avenge their fallen comrades.

The ships and crews of Battlefleet Loki spent well over a decade locked in brutal conflict with the Orks of Waaagh! Snagrod before it was finally vanquished. Even now, worlds and asteroid belts of their region are still greenskin-infested. From their headquarters at the moon-sized star fort known as the Kastramet, Battlefleet Loki's vessels strike out to purge their stars of the xenos menace, as well as any other threats they encounter. Many sailors and Armsmen of the battlefleet are battle-hardened veterans of ferocious combat, and have learned to counter greenskin aggression with remorseless onslaughts of their own. The barracks of these men and women are festooned with trophies, and the battlefleet has earned the respect of the Crimson Fists Space Marine Chapter for its efforts – the two forces having fought side by side in many engagements.

Krann: 'Thirty seconds.'

-Shotgun discharges-

Piaq: 'Not sure we have that long, Krann.'

-Xenos screeching-

-Shotgun discharges-

Azgir: 'Xenos down.'

Usaga: 'More coming!'

Krann: 'Twenty seconds. This takes as long as it takes. Make the time, Piaq.'

Gulav: 'Lannaq's down! Get her behind the shield line!'

-More xenos screeching. More shotgun discharges-

-Grenade detonation-

IMPERIAL NAVY BREACHER KILL TEAMS

Imperial Navy Armsmen are the fighting troops of the Imperial Navy. It is they who garrison Navis Imperialis assets, ranging from orbital stations to mighty battleships. Breachers are the aggressive elite of this set – blunt instruments instructed extensively in close-quarter fighting techniques.

IMPERIAL NAVY ARMSMEN

To be a Naval Armsman is to live a life considerably better than that of not only many others serving in the Imperial Navy, but also across the Imperium. They are well equipped, well trained and well fed. As a result, volunteers are plentiful, coming from other parts of the Navy or from civilian populations. Once assigned to a ship, they swear an oath of loyalty to both it and the Imperial Navy, and the vessel is typically an Armsman's home for the rest of their life.

Armsmen serve aboard ships in a number of roles. Though all are expected to defend the vessel if it is boarded or suffers mutinies, some units are given additional training in offensive or defensive actions. Such units are based in the part of the ship best suited for their purpose, not least because Imperial Navy vessels are so large it can take hours to move between sections. Armsmen are always barracked between the officers' quarters and those of other crew, to ensure a line of protection should the crew ever turn on their commanders. Vital areas of the ship – such as gun decks, engine bays and the bridge – are also closely guarded by Armsmen, and those trained in offensive operations are typically based near hangar bays or at boarding torpedo launch tubes. Though Armsmen are among very few elements of a ship's complement with the freedom to roam different parts of a ship, most will never leave their designated zone while on operations, unless another area of the vessel requires reinforcements.

There are no dedicated Armsmen officers in the Imperial Navy. This is to make it clear that the Armsmen are ultimately subordinate to all Navy fleet officers, and also to prevent the creation of a parallel officer class that might have aspirations of total-ship leadership while commanding thousands of elite soldiers. This being said, at virtually all levels of command the Armsmen have senior non-commissioned officers, such as Master Sergeants-at-Arms, who can advise officers or temporarily take command if one is incapacitated. A key element of the organisation of Armsmen is their relatively flat hierarchy. Each deck-battalion commander reports directly to the ship captain. On smaller ships,

Armsmen are divided into subunits to prevent junior officers from commanding large portions of soldiery.

IMPERIAL NAVY BREACHERS

These troops, known in some quarters as Voidbreachers, are elite Armsmen, instructed in carrying out hazardous boarding actions. They are aggressive, blunt instruments, heavily trained in close-quarter fighting techniques – a skill set that has earned them the moniker of 'bloody boarders'. They are well coordinated when moving through a target ship, well drilled and cool under pressure.

Like all Armsmen deployed in spacecraft, Imperial Navy Breachers are equipped with mag-boots, rebreathers, fully enclosed void armour and helmets for low or zero gravity operations, and robust weapons optimised for close-confinement fighting – such as frag grenades, shotguns and vicious hand axes. However, they also have access to more specialised equipment to carry out their highly dangerous and aggressive role. The biggest soldiers in a squad, Navis Gunners, carry powerful weapons such as meltaguns, plasma guns and las-volleys for melting swiftly through bulkheads, heavily armoured enemies or swathes of foes. Endurants bear enormous Endurant shields, perfect for absorbing hails of enemy fire.

Breachers carry a variety of grenades to further help their squads push deeper into their target, Axejacks wield large two-handed axes and Grenadiers are equipped with demolition charges to destroy whatever stands in their way. Such a variety of equipment ensures that, regardless of which specialist is killed or has their gear destroyed, the rest of the squad can still move past obstacles and carry out its mission. Navis Breacher squads may also use more esoteric equipment. This can include Cyber-Altered Task Units, or C.A.T.s, which are tracked, inorganic reconnaissance servitors. Void-jammer operatives also operate gheistskulls, which are fitted with explosives and electronic interference technology. These are known to some troops as 'Dead Man's Revenge' or their fallen comrade's 'Last Laugh', as the skull that forms a gheistskull's core belonged to a former Breacher.

INTO THE BREACH

Squad Gulav, the second squad of the first platoon of the ninth deck-battalion's third company, was just like scores of others despatched from the *Lex Imperia*. Their Istio-pattern assault barge smashed through the hull of the *Gallowdark*, onto the decking of what was once the Imperial ship *Glory of Terra Triumphant*.

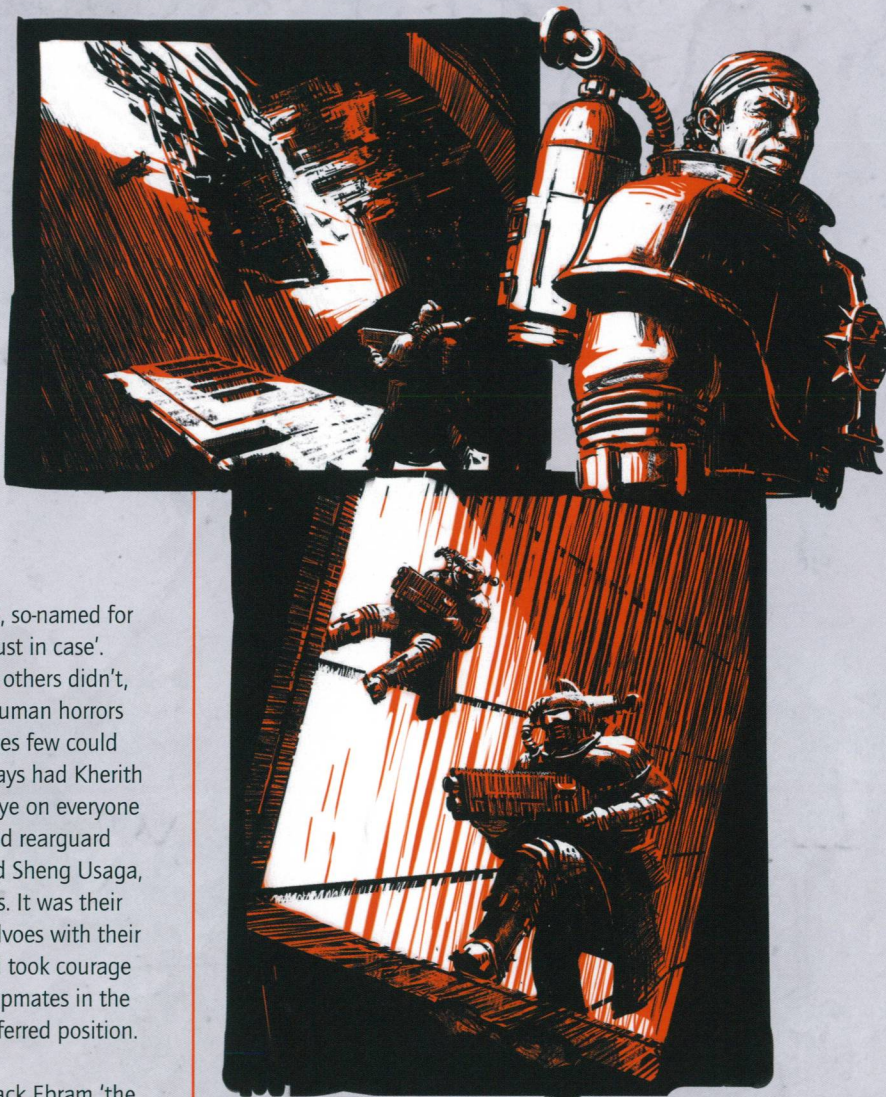
14

Sergeant-at-Arms Sai Gulav had served aboard the *Lex Imperia* for ten years. In his time he had boarded over a dozen enemy ships and defended his vessel from heretics, renegades and xenos attackers belonging to no fewer than five different races. He had learned that unrelenting aggression was the surest way of winning the day aboard any ship. In the claustrophobic confines of a vessel, giving the enemy time to form defensive positions made them all but impossible to overcome without high losses. For Gulav, constant movement was everything. As a consequence, his squad had become known as Gulav's Stormers to some of the other troops in their company.

Gulav's second was Armsman Kherith 'the Shiv', so-named for her propensity to fashion makeshift weapons 'just in case'. Gulav liked her. She anticipated problems most others didn't, and when boarding ships potentially full of inhuman horrors or frothing fanatics, there were always challenges few could foresee. When advancing in column, Gulav always had Kherith second from last. That way she could keep an eye on everyone else while he was close to the front. The van and rearguard positions were held by Armsmen Irma Azgir and Sheng Usaga, large men carrying the squad's Endurant shields. It was their job to take the first hits and lay down return salvos with their heavy shotguns. Both roles were hazardous and took courage to occupy. Azgir and Usaga were the closest shipmates in the squad, and took turns playing dice for their preferred position.

In the middle of the column strode Navis Axejack Ebram 'the Blessed', not only because his big axe could be needed at the front or the rear at any time, but because with eight years at the mast, Ebram was a steady pair of hands. He had earned his name seven years before when, during a rite, a young and inexperienced priest accidentally poured an entire vessel of holy water over his head. When Gulav thought of it he realised that, ever since then, Ebram hadn't suffered a scratch in any of the battles they'd taken part in.

Once aboard the *Glory of Terra Triumphant*, Gulav's platoon commander, Ensign Maxwile Rheng, gave all her squads free reign to explore the ship as they saw fit. The young officer trusted her more experienced Sergeants-at-Arms to do their job.



'KEEP MOVING. WE DON'T GIVE THEM AN INCH OF GROUND OR A SECOND OF RESPITE. WE PUSH AND WE PUSH. WE KILL AND WE KILL. REGARDLESS OF WHETHER THEY'RE ATTACKING OR WE ARE. THERE'S NOWHERE TO RUN IN THE VOID. IF YOU WANT TO LIVE, YOU HAVE TO WIN. END OF.'

- Mantra of Sergeant-at-Arms Sai Gulav,
Imperial Navy Breacher of the *Lex Imperia*

Strained metal creaked and groaned. Lights flickered on and off. Unnatural vermin skittered through the shadows. Grossly mutated rat-like creatures reared and hissed as lumen found them. Warp-touched arachnoid shapes hung in doorways, bloated abdomens pulsing with bioluminescence or patterned with screaming humanoid faces. Bodies in varying states of decay were scattered around. Some were found still hanging from improvised nooses. Others were lying beside the remains of fires that appeared to have been fuelled with bits of torn uniform. Many corridors were twisted out shape, often running into dead ends where they had been compacted. The Armsmen maintained regular contact with the other squads of their platoon – Squads Pymer and Annac. All reported no signs of the Kroot, but Gulav warned his troops to stay vigilant.

For some time little happened, other than Armsman Birkis Farz dropping a lumen-stick into a narrow crevasse he'd leapt over. The light was good up to around five hundred metres, then it vanished from view and the squad never heard it land. In another section of the ship they were forced to wade through a sea of gelid dark liquid they could not identify while holding weapons over their heads. Every Armsman thanked the Emperor for their fully enclosed suits and rebreathers then.

Minutes after hauling themselves free of that filth, the squad entered a room. In it they found another half-decayed Human corpse in a Naval uniform. Whoever it was had worn away their fingertips – which now were little more than gore-encrusted stumps – writing on the wall before them with their own blood. Over and over and over again they had scrawled the same four words: 'make the voices stop'. Further exploration of the room yielded more bodies. Some had their hands clamped around the necks of their fellows, or appeared to have cut off their own ears – bloody knives still in their hands. The other squads reported similar findings. Gulav ordered his troops to keep moving. They were here to find the Kroot and archeotech, and to root out anyone or anything that might get in their way, not gawk at the remains of the insane. He told them to leave the bodies for the following priests to offer the Emperor's grace to the dead.

The longer they spent aboard the space hulk, the more the Armsmen thought they detected a malevolence to its ambient sounds. Rattling vents sounded like maniacal chuckling. The skittering of creatures became reminiscent of taloned, half-imagined horrors scrabbling to breach sealed bulkheads. Armsmen felt what seemed like taloned claws grip tight around their ankles, only to look down and see nothing. Predatory eyes appeared to glare at them from alcoves, but disappeared as soon as an Armsman went to get a better look. Things came to a head when, walking along one corridor, the lumen strips above flickered on and off. Several Breachers uttered oaths to the God-Emperor as the lux-emitters on their weapons flickered in time with the ship's own lighting

system. All of a sudden, all of the lights went out. When they returned, Armsman Kyrus Kline was gone.

The squad searched everywhere for her, to no avail. Everyone was on edge after that, clustering close whenever lights flickered, several of them muttering prayers over the squad vox that Gulav felt no inclination to silence. The squad later came across a still-functioning transit system, and Gulav decided they would use it to cover more ground. After peeling dead crew from the control systems, they set off.

Gulav pulled the brakes as they passed the first stop on the transit system's route. There was blood all over the platform. It coated the walls and flooring, and dripped incessantly from the ceiling. Bodies littered around were completely flayed, their faces contorted by the agony they had suffered in their last moments. It was impossible to tell who the people had once been, or what had done this to them. Gulav ordered his troops to stay alert and focus on their drills to keep their minds off the horrible sight. It was then that he saw footprints in the blood, with four long, clawed toes – the Kroot.

Nazill: 'Nothing from the C.A.T.
All clear.'

Gulav: 'Lang, go, next corner.'

Lang: 'Moving.'

-Running. Metal boots on metal
deck-

Lang: 'Clear.'

Gulav: 'Cover us. Khou, with me.
To the left door. Take the
right side.'

-Order acknowledgement vox-click-

Gulav: 'Door reached Khou,
grenade.'

-Grenade pin pulled-

-Silence-

-Grenade detonates-

Gulav: 'Move!'

-Multiple shotgun discharges-

Gulav: 'Clear.'

Khou: 'Clear.'

IMPERIAL NAVY BREACHERS

Members of a strict military organisation, Imperial Navy Breachers of the same battlefleet, even of the same segmentum, often follow more or less identical uniform disciplines. Typically, Imperial Navy Armsmen wear void armour that is a shade of blue, grey or black, though those of some battlefleets wear more unusual colours, due to tradition or in recognition of a defining battle. For example, the troops of Battlefleet Arzenus wear dark red armour in memory of the blood spilled in the horrific battle for Parthule Sound. The troops of Battlefleet Grandia, on the other hand, are garbed in bright yellow, as the black armour they once wore was considered much too drab by nobility observing a Naval parade.

Across different battlefleets, Imperial Navy Armsmen indicate the units they belong to in different ways. Squad, platoon, company and deck-battalion numbers may be indicated with numbers, stripes, coloured markings or a combination of all three.





Navis C.A.T. Unit



Navis Surveyor



Navis Armsmen



Navis Gunner



Navis Void-jammer



Navis Gheistskull

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Imperial Navy Breachers, the title 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 Imperial Navy Breachers, you can roll a D66 on each 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	Sheng
12	Jonah
13	Otwin
14	Irma
15	Romana
16	'Legs'
21	Kyrus
22	Asa
23	Zippora
24	Ebram
25	Jedidi
26	Lepus
31	Abiah
32	Namah
33	Redga
34	Medega
35	Kaalsan
36	Birkis
41	Siduri
42	Netis
43	Dadan
44	'Aces'
45	Kherith
46	Gunde
51	'Lofty'
52	Eben
53	Melita
54	Eudie
55	Bilah
56	Jeshai
61	Kairis
62	Edreo
63	'Shifty'
64	Sai
65	Paj
66	Ougum

D66 SURNAME

11	'the Shiv'
12	Lang
13	Kline
14	Sher
15	Sao
16	Pymer
21	Vynall
22	Koiba
23	'the Duchess'
24	Kraal
25	Heu
26	Bhorr
31	Annac
32	Piaq
33	'Smasher'
34	Farz
35	Nazill
36	Vrax
41	Khou
42	Bhroil
43	Dimt
44	Usaga
45	Dayev
46	'the Slab'
51	Botsoe
52	Lannaq
53	Salar
54	Krann
55	Nias
56	'the Fist'
61	Gulav
62	Akav
63	Azgir
64	Gatu
65	Zuga
66	'the Blessed'

KILL TEAM NAMES

The Imperial Navy has a rigid, hierarchical structure. Whilst no two battlefleets, war groups or even ships are identical in how they organise themselves, discipline within all is strict. As a result, most squads of Imperial Navy Breachers are named according to a formal system. This might be numerical, with a unit referred to simply as Squad 2, or as Squad 1/3/4/85 – signifying it as the first squad of the third platoon of the fourth company of the eighty-fifth deck-battalion. Feel free to use as simple or as complex a name as you like.

Perhaps the captain of the ship your Breachers hail from is a stickler for precise order, or perhaps they are more maverick in nature. Other squads are named for their Sergeant-at-Arms – for example, Squad Heu or Squad Akav. To find a name for your Sergeant-at-Arms, roll on the Operative Names table, choose one you like or invent a new one. On some vessels, squads may be named according to the area of the ship they are responsible for defending, such as Hangar 8 Quadrant 7, or Bulkhead 3. It is not impossible for the same squad to be referred to in all of the above ways.

Regardless of the Imperial Navy's strict structure, Imperial Navy Breachers are Human beings, tough, grizzled and frequently in possession of a dark sense of humour. Thus, squads of these troops give themselves, or each other, nicknames which may or may not be flattering. The least offensive might resemble such names as Eben's Breach-breakers, the Gun-deck 5 Bargers, the Shrinewalk Saints, Bhorr's Gunners, the Ration-scrimpers or the Hangar 14 Devils.

SQUAD QUIRK

D6 TACTICS

- 1 Brawn over Brains:** Members of this kill team concentrate all their efforts into fighting with overwhelming force and aggression.
- 2 Envelop:** This kill team makes extensive use of corridor networks and explosive-forced routes to surround enemy positions.
- 3 Xenos Hunters:** The warriors of this kill team have fought and won in numerous battles against aliens of myriad races.
- 4 Scorched Deck:** When storming an enemy vessel, this kill team destroys all in its path, leaving nothing but wrecked equipment and bodies in its wake.
- 5 Secure and Control:** Professional and precise, this kill team focuses on key objectives, moving swiftly or holding ground fiercely as and when required.
- 6 Brains over Brawn:** This kill team makes extensive use of hit and run tactics, traps, diversionary attacks and feints to defeat the enemy.

BACKGROUND

D6 CHARACTER

- 1 Improvisers:** Consisting of many troops with a creative bent, this kill team is highly adaptable to unusual situations, contriving tools and equipment as needed.
- 2 Grizzled Veterans:** Little the enemy can do will surprise or strike fear into the warriors of this kill team, who have seen and killed worse.
- 3 Zealots:** Fanatical adherents to the faith of the Imperium, the Breachers of this kill team believe the Emperor blesses their every action and is with them always.
- 4 Superstitious:** The Armsmen of this kill team carry all manner of 'lucky' objects, and conduct myriad devotional rites and routines before every mission.
- 5 Humourless Killers:** Even other squads of Imperial Navy Breachers give this kill team a wide berth, such is their reputation.
- 6 Diehards:** Robust and tenacious, this kill team will have to be wiped out to the last to prevent them from achieving their objectives.

BASE OF OPERATIONS

D6 LOCATION

- 1 Barracks:** This kill team's barracks are equipped with everything it needs to prepare for the next mission.
- 2 Secure Chamber:** Whether on their own ship or an enemy's, this kill team has a secure backup chamber to resupply and rearm from, even as battle rages around them.
- 3 Boarding Craft:** After boarding a vessel, orbital station or space hulk, this kill team can return to the safety of its boarding craft to regroup and rearm.
- 4 Escape Pod:** After being forced to abandon ship, this kill team has improvised a base of operations out of its escape pod using the equipment stored within.
- 5 Servohaulers:** The troops of this kill team are followed by a number of bespoke servohaulers bearing additional support equipment.
- 6 Hangar Bay:** Ready to deploy at a moment's notice, this kill team is stationed around boarding craft and gunships at all times.

The viscera that coated the deck clung to the underside of Gulav's mag-boots. With every step, he had to fight a sticky resistance.

Gulav had always hated space hulks. He hated this one the most. Rents in bulkheads looked like leering grins, and every sound seemed tainted with malice. He stopped dead when he thought he felt a cold breath against the back of his neck, but when he brought a gloved hand to where the exhalation had been, it met the tough material of his void armour.

'Don't be a fool, Gulav. You're sealed in here,' he said to himself.

'Sergeant-at-Arms?' said his squad's Hatchcutter, Medegra Krann, who followed him in the column of Imperial Navy Breachers. 'What is it?'

'Nothing,' he said. 'Keep moving.' Gulav quickened his pace to catch up with Azgir, the man on point. Azgir rested a heavy shotgun in the slot on the rim of his enormous Endurant shield.

Gulav's neck still prickled with phantom chills. *Focus*, he thought.

'Rear, report,' he voxed to Kherith, his second in command.

'All well, Sergeant-at-Arms,' she said. 'As well as it can be,' she added. Such a comment was not a part of Navis-approved comms protocol, but Gulav allowed it. It was truly difficult to say all was well when the entire corridor, the transit station and every chamber they cleared was coated in gore and strewn with flayed corpses.

Besides, he knew Kherith well. When danger threatened, she was as efficient, adaptable and lethal as any Imperial Navy Breacher he'd ever seen. Quality like that allowed a degree of laxness in more obscure protocols. Trust was everything in their role. Rules kept things in order and gave the inexperienced something to hold on to when things got more than tough – as they so often did – but those who had been around enough to learn the ropes could be more flexible when the circumstances allowed. They knew the rules, so recognised when they could be broken.

The column were still following Kroot tracks, and though there had been offshoot corridors with more, Gulav made the choice not to separate his troops yet. Not only was his squad a much tougher force

for the Kroot to face when all of them were together, there was also too much to be suspicious of – too many unknown dangers, even for a space hulk. Gulav wanted everyone in sight of each other at all times. Not that it helped Armsman Kline.

We'll find you, he vowed. The Sergeant-at-Arms didn't know how a person could just vanish like that. What could take a heavily armed, well-trained Breacher without even alerting his squadmates? Without even giving him the time to scream? Gulav was glad that everyone was wearing sealed helmets. Ever since Kline had disappeared, he had worn an expression of concern that was unbecoming of an Armsman of his rank. His job was to keep his team going, reminding them they were elite Armsmen in the finest fleet the galaxy would ever know.

'Roll call,' he ordered. He did this every ten minutes now. Every member of the squad signed off, rear of the column to the front. He listened to each Armsman's clipped response, feeling pride at how steady so many of them kept themselves, even as they passed blood-written graffiti which simply said 'SOON', or declared that 'YOU WILL BE NEXT', and 'THE VOICES WANT'. All Navis Breachers were trained to expect insanity in their enemies when boarding space hulks or drifting vessels. The warp did things to people. Unnatural things. But everything Gulav had seen so far was beyond what he had ever thought possible.

Gulav couldn't help but notice that, in comparison to the others, Kairis Lannaq and 'Legs' Nias sounded more shaken.

'How fares it, Armsman Nias?' he voxed the latter.

'All well, Sergeant-at-Arms,' the man said. He didn't sound entirely convinced.

'It will be,' said Gulav. 'You were there, at the wreck of the Saint Englestein's Pride, where we found the change worshippers.'

'I was, Sergeant-at-Arms.'

'We got through that. We'll get through this. I saw you take down the big mutant with the blue beak. That was a good shot. If it comes to it, I'll need your skills again.'

'You'll have them, Sergeant-at-Arms,' said the Armsman.

'Good man,' said Gulav, closing the vox-link. 'Armsman Lannaq,' he voxed the other who had sounded less sure.

'Reporting,' she said.

'How fares it?'

'All well.'

'Indeed. This is no worse than when we boarded that greenskin cruiser. We beat them easily enough.'

'But we could see them, Sergeant-at-Arms. We cannot see this enemy here. The one that took Kline.'

'Then think how afraid of us this enemy must be, to hide from us. We'll root them out soon. I've never seen anything evade Jonah's C.A.T. for long.'

'Yes, Sergeant-at-Arms,' said Lannaq. Gulav hoped he could hear the slightest smile in her voice. He closed the vox-link.

In reality, neither of those experiences closely resembled this. Gulav had no idea what had happened here on this ship, but he was the Sergeant-at-Arms. It was his job to keep the squad together, on form, alert and ready for anything.

They came to the end of the corridor. Azgir stopped. Beyond the next doorway, there was nothing but pitch blackness. Not even the lumen on Azgir's shotgun could penetrate it. Gulav cracked a lux-stick to make it glow, and threw it into the space. It seemed to just disappear, with no noise of it clattering on the deck. He noticed that the temperature gauge in his void armour was registering a steep drop. Whatever was beyond the doorway was freezing.

As Gulav pondered what to do next, there was a hideous scream. He turned and saw Armsman Birkis Farz dragged into a room, with Armsmen Lang and Khou chasing after. Gulav didn't see what had Farz, but he dashed to the room, barging past his troops.

'Maintain front and rear watch!' he ordered before entering.

The chamber within was bare and featureless, save for the rusted holes that pockmarked its walls. To Gulav's horror, he saw Farz already halfway into one of the rents, with Lang and Khou hanging onto his arms to prevent him from vanishing altogether.

Despite their efforts, the base of Farz's rebreather banged against the bulkhead over and over again, as whatever it was that had him tried to force it through the hole. It seemed to be the only thing stopping him from being dragged in altogether. Unfortunately, the rebreather tank made it impossible for anyone to shoot through the rent and hit whatever it was that had grabbed Farz. Getting him out would be down to muscle. *Emperor give us your strength, please,* Gulav prayed.

'Activate mag-boots, both of you,' he ordered, joining their struggle to pull Farz back in.

'It's got my legs, it's got my legs!' Farz screamed.

'We've got you, Farz,' Gulav said, making every effort to seem in control. 'You're an Armsman! Fight back! Kick it in the head! Show it Navis steel!'

It was clear they were fighting a losing battle. Whatever had grabbed Farz was so strong that it's constant yanking was weakening the fixings that held the man's rebreather to his void armour. Gulav could hear the snarling, scraping and grunting of a predator. He heard bones crack and armour tear.

What in the Emperor's name is it?

Without warning, there was no more resistance to Gulav's hold on Farz, and he fell backwards. Lang and Khou did the same in a clatter of armour, pipes and reinforced flak-rubber.

Farz was out.

Half of him was, at any rate.

His legs, and the armour and boots that had encased them, were gone. All that remained was raggedly torn flesh and roughly snapped bones protruding from the stumps that remained. Guts that had poured from Farz's shredded torso seemed to wriggle out from underneath him.

Gulav investigated Farz' leg wounds. His hands shook. It looked as if some creature with an enormous beak had done this. Then he heard more noises: a kind of avian screeching, the sound of black powder weapons discharging, the boom of shotguns, the roar of grenades, shouts of alarm on the vox.

The Kroot had come.

THE KROOT

The Kroot are an ever-evolving race of ferocious, carnivorous warriors who are known throughout the galaxy for being savvy mercenaries. They are sought after by many factions for their savagery, fighting skills and extraordinary talents in fieldcraft.

The Kroot's lives on the arboreal worlds they inhabit teach them much about the arts of guerrilla warfare, scouting and fighting in dense terrain. Though they have a humanoid physiology, the Kroot appear to have avian roots in their genetic heritage, as they have wide and powerful vestigial beaks and a light, almost hollow bone structure. They are tall and wiry and even appear fragile, but this belies their strength. Kroot muscles are composed of dense fibre spindles with a greater power-to-mass ratio than that possessed by Humans. Thanks to these they move in a quick, bounding gait, and have the power to leap considerable heights and distances.

A Kroot's skin is rough with small, barbed spines, and their head is adorned with a crown of elongated, flexible quills that contain ganglia running from the creature's frontal lobes. These are part of the Kroot's sensory apparatus, giving them the ability to learn much of a new environment and detect threats quickly. Other crucial features of Kroot physiology include an enlarged olfactory location in the brain, multiple sense organs in the mouth, and eyes that can see further into the infrared spectrum. Combined, these make Kroot excellent hunters and trackers, and all but impossible to stalk.

Kroot generate waste in the form of an oily sweat that has a variety of properties depending on what the Kroot has eaten. It can serve as a heat-retardant and antibiotic, and can even protect the Kroot against poorly aimed incoming blows by making the strikes slide clear. It is quite possible that the Kroot can even alter the properties of their excretions so that they can leave pheromone trails, mark territories, leave warnings or even communicate with each other. There is also evidence to suggest that the Kroot can use this oily substance to control lower life forms through empathic pheromones. As an example, their presence will not startle birds and cause them to take flight, which may otherwise warn enemies of the Kroot's position.

One of the best known behavioural practises of the Kroot is their eating of the dead, and in battle they will ritually devour the flesh of most of those


they kill. Very little is completely beyond their taste. Their extremely efficient digestive system can break down almost any organic matter into energy which is stored in specialised organs scattered throughout their body called nymunes. Most remarkably, the Kroot can extract useful 'insights' from what they eat. This can include the dead's memories and language skills, as well as genetic traits that the Kroot can incorporate into their own make-up. Some Kroot have developed chameleonic abilities or the ability to spit acid, or grown oversized muscles, leathery wings or powerful fins that make them highly adept swimmers. Kroot known to have consumed Drukhari have even inherited some of that sadistic race's cruel nature.

'THERE IS MUCH MALIGNANCE HERE. MUCH DARKNESS. THE T'AU WOULD CALL IT MONT'AU. HUMANKIND, SORCERY OR WARP-TAINT. ITS NAME MATTERS NOT, ITS DANGERS DO. TAKE CARE, MY KINDRED. WE ARE HERE FOR WHAT WEALTH THIS PLACE HOLDS, BUT DO NOT ALLOW GREED TO CLOUD JUDGEMENT.'

- Te'cha Talar, Kill-broker of the Talar Kindred

Though there are many boons to this natural ability, it does not come without peril. Those Kroot who do not take care over what they consume can find themselves trapped at an evolutionary dead end. Some Imperial scholars posit that the Kroot Hounds may be an example of this – though these creatures have developed powerful limbs that aid them to run incredibly quickly, their intelligence has atrophied greatly. Now they are little more than vicious predators, though they can be trained and display great loyalty to their masters and mistresses.

To protect them from this danger, the Kroot are guided by their leaders, the Shapers. These Kroot



'THEY CALLED THEMSELVES THE "PRELEK KINDRED". THEY SAID THEY'D FOUGHT THE GREENSKINS BEFORE. THEY STALKED OFF INTO THE FOREST WITHOUT ANOTHER WORD. WE DIDN'T SEE THEM AGAIN FOR TWO WEEKS. THEY CAME BACK AS IF THEY WERE RETURNING FROM AN EVENING STROLL, AND THREW THE HEAD OF THE GREENSKIN WARLORD DOWN IN FRONT OF US. IT HADN'T BEEN SEVERED. IT HAD BEEN COMPLETELY CHEWED OFF.'

- Lieutenant Sindra Hale, Hades IX Militia



'BEFORE YOU MAKE YOUR OFFER, KNOW THIS. MY KIN AND I FIGHT NOT TO THE DEATH, NOR FOR THE HONOUR OF ANY BUT OURSELVES.'

- Te'cha Talar, Kill-broker of the Talar Kindred



have an instinctive understanding of the process by which their species incorporate new genetic material into their lineages, and direct their kindreds to consume certain prey in reasoned quantities so that multiple generations may take on desired traits. Shapers are also skilled enough to introduce genetic material taken by a kindred in one location to multiple other kindreds who had no opportunity to absorb it directly themselves.

These Shapers belong to the Shaper Councils, who oversee multiple kindreds simultaneously to ensure a level of homogeneity across the species. Master Shapers sit in control of these councils, and they make the final decisions regarding the distribution of newly acquired genetic material. It is not unheard of for these individuals to become the locus for ancestor worship, and manifest shamanistic powers as a result of what the Kroot see as blessings from their long-departed predecessors. An important role of the Master Shapers is to lead Kroot mercenary armies in battle, and it is they who negotiate contracts and payments with employers.

The Kroot originated on the world of Pech, which lies in the north-west portion of the T'au Empire, in the Ultima Segmentum. There are many more Kroot enclaves either in the region, or established elsewhere in the galaxy by mercenary armies. The Kroot primarily settle arboreal planets and live in hives made of wood. Millennia ago, an Ork asteroid fortress crash-landed on Pech. The Kroot were victorious in the war

that followed. Years later, after consuming the flesh of the Ork Meks, the Kroot manifested the ability to mimic certain elements of Ork technology, resulting in such innovations as the Warsphere – enormous warp-capable void craft which even now form the basis for the Kroot's ability to cross the galaxy. The Kroot built cities, began mining operations and plied the stars. Here they encountered the Orks again. This time, however, it was they who were defeated. Many of the Kroot's worlds fell, and it took an alliance with the T'au Empire to see them restored.

The visionary Kroot leader Anghkor Prok agreed that the Kroot would forever be allies of the T'au Empire, and billions joined their wars of expansion. At the same time, Prok advocated that his people return to the old, traditional ways that had served them so well before and made them strong. As a compromise, the Warspheres were kept and kindreds were permitted to travel the stars to serve as mercenaries, returning to Kroot enclaves with any beneficial genetic material they discovered. Mercenaries have become a vital part of their species' continued evolution. The Kroot have earned renown for their neutrality, being willing to fight for almost any who are prepared to pay the food and weapons they most often demand in exchange for their services.

In addition to the Kroot Hounds, there are lumbering Krootox. These creatures have broad backs – upon which the Kroot frequently mount heavy weapons – and are ferociously loyal

to the Kroot, who they see as herd-siblings. Knarlocs and Great Knarlocs are much larger, bipedal beasts, and are used by the Kroot for baggage hauling and hunting, as well as in battle. Both are possessed of the sharp beaks associated with all kinds of Kroot, as well as taloned forearms. Other Kroot subtypes include the Kroothawk – a raptor that the Kroot treat with spiritual reverence – and the Krootworm.

KINDREDS

It is of little surprise, given the Kroots' care in acquiring genetic material, that they place much onus on their lineage and heritage. Ancestor worship is common, and older Kroot are held in high esteem for both their wisdom and the genetics they have found. As an extension of this, kindreds are the Kroot's most important social group. These tribes can range in size and most often include a number of extended families.

Social ties are vital for the Kroot. When a Kroot dies, its flesh is immediately eaten by its family, thus preserving vital genetic material. While many other sentient species would balk at such a practise, the act is one of profound significance to the Kroot, as it ensures their ancestors are preserved forever. Family survival is so vital to the Kroot that, if a kindred is displaced by calamitous events, they will eat the slowest members to move more quickly. When in battle, those Kroot too severely wounded to carry on are often eaten by their kinband for the same reason. The Kroot see these as noble and pragmatic sacrifices to preserve the kindred's heritage.

Notable kindreds include both the Mebekh and the Goba Kindreds. Operating from the Warsphere Grak Jakyi, the Mebekh Kindred have not returned to the home Kroot enclaves in many decades. For them there is always one more job, one more opportunity to claim or steal new armaments, and one more genetic trait to inherit. Many of the families that make up the Mebekh Kindred have specialised in certain arenas of conflict, whether that be ship-to-ship actions, underwater fighting or brutal urban battles. Their armouries are filled with weapons from scores of different races, and their Shapers have carefully recorded every morsel of genetic data their people have consumed.

The Goba Kindred have seen action all over the Segmentum Obscurus. Trapped in the area known as the Imperium Nihilus after the Great Rift emerged, the Goba Kindred has fought its way across the war zones surrounding the world of Vigilus and navigated the myriad perils of the Nachmund Gauntlet in its efforts to return to Pech. These Kroot have seen countless horrors and fought the forces of Chaos on dozens of occasions, and will have many more battles before finally returning home.

Chok'ya: 'Prey. Fourteen.'

Te'cha: 'I sense them too.'

Chok'ya: 'Moving without order. Too quickly to be heavily armoured.'

Te'cha: 'More cultists.'

-Spits-

Chok'ya: 'Their taint affects my quills greatly.'

Te'cha: 'As it does my own. Quicker we kill, quicker we leave it behind.'

-Pause-

Cho Grok: 'The scents have changed.'

Te'cha: 'Indeed. More Aut'vakka. Not tainted.'

Cho Grok: 'From outside. From their fleet.'

Te'cha: 'They will be the graver threat.'

Cho Grok: 'And they will have boarding craft.'

Te'cha: 'Talar Kindred, we intercept the Aut'vakka boarders. We move swiftly.'



FARSTALKER KINBAND KILL TEAMS

The Farstalker Kinband of the Talar Kindred is one of a handful of Kroot units still aboard the *Gallowdark* after the Warsphere *Rak Varoyaw* was forced to flee by War Group Alpha-VII. For many years, the kindred had been a part of the void craft's crew, travelling to multiple worlds and encountering a myriad of species.

THE TALAR KINDRED

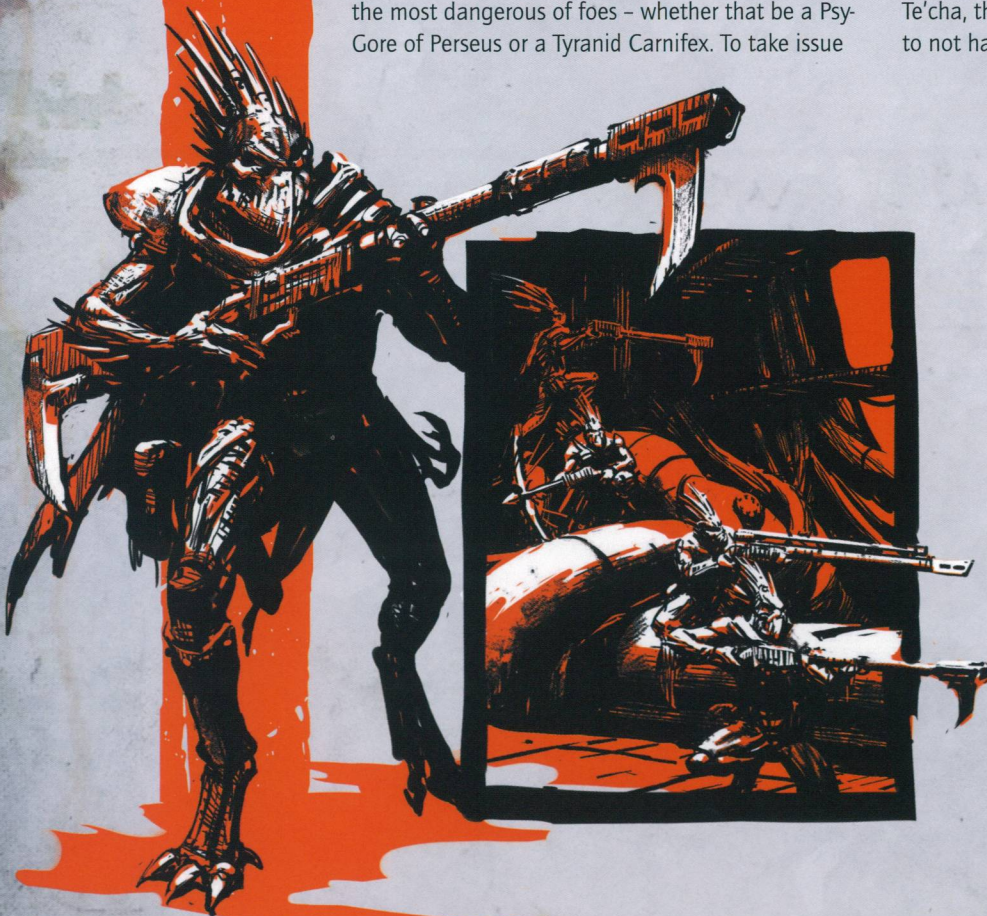
The majority of the Kroot of the Talar Kindred are what is known to their race as 'sphere-born'. They were born aboard the *Rak Varoyaw* and have never been to Pech or any other Kroot enclave. Their entire lives have been spent on the mercenary path. Like most of their kind, they are neutral when it comes to the conflicts of most alien species, willing to fight for whoever will provide them with the most food and weapons in exchange for their fighting talents. As a result, they have fought for and against dozens of different races across as many war zones. Little now surprises them, and even less frightens them.

Though all Kroot family bonds are strong, the Talar Kindred's has been hardened further by years of conflict. They have bled and fed together on many battlefields, and have worked closely to take down the most dangerous of foes – whether that be a Psy-Gore of Perseus or a Tyranid Carnifex. To take issue

with even one of their number is to take issue with all. Even if the kindred agree with a criticism levelled against one of their own, they present a united front in favour of their kin against the critic, then resolve the problem according to their own justice.

FARSTALKER KINBAND

The Kill-broker Te'cha Talar leads the Farstalker Kinband of the Talar Kindred. She is a gnarled, wily mercenary who knows what to say and how to say it to make sure her Kroot – all capable trackers, marksmen and guerrilla fighters – get the best price for their skills. An aspiring Shaper, she one day hopes to put her keen intellect to use guiding the genetic future of her kind, as she now puts it to use in ensuring they are rewarded well. Other Kroot of the kinband include the Cold-bloods Angkor'yc Talar, Lucu Da Talar and Tebek'tcho Talar. Besides Te'cha, these are the only Kroot in the kinband to not have been born aboard the *Rak Varoyaw*.



'Khibala Yusra... How often have I heard that name? How often have I learned that his warriors have once again struck human worlds? The T'au, the Gnostari, the Tarellians, the Hrenians and two dozen others has this Kroot fought beside. My spies on the eastern fringe say that he is loved by his people. That his returns to Pech are occasions of celebration and feasting. Apparently, he will not risk his warriors unwillingly. Well, I swear now that his most recent return will be his last.'

- Inquisitor Veerte Kanedth, Ordo Xenos

'YOU WISH MY KINDRED TO FIGHT YOUR ENEMIES, FOR THE GREATER GOOD? THAT THEY CAN, BUT THEY WILL REQUIRE YOUR WEAPONS. NO... THE GREATER GOOD REQUIRES IT.'

- Te'cha Talar, Kill-broker of the Talar Kindred



Scarred veteran warriors all, they are disciplinarians and teachers of their fellows. The Farstalker Kinband have spent a lifetime journeying the stars, fighting for food and weapons. For much of that time, they have had little contact with Kroot besides those of their own Warsphere, let alone with the Imperium and the T'au. The kinband have collected a great wealth of technology and genetic material during their many employments. For example, when the Londaxi colony of Edeni turned to the Kroot to help them fight the tech-magi, Te'cha and other Kill-brokers demanded weapons in exchange for service, as the Londaxi possessed many. The Londaxi agreed, and the Talar Kindred spent much time conducting guerrilla warfare in Edeni's jungles, setting up traps, conducting flanking attacks and never letting the Skitarii draw close.

The proud Aeldari of Melenshai craftworld were desperate indeed to enlist the aid of the Kroot of the *Rak Varoyaw* against the Dvorgite blood-party that had attacked them. For their part, the Farstalker Kinband were eager to collect examples of Dvorgite weapons, as well as to feast on the flesh of the ferocious creatures. In addition to these prizes, the Kroot demanded examples of rare wildlife the Aeldari preserved upon their craftworld – creatures with chameleonic abilities, superb night vision and adamantine-hard scales. Such genetic traits would be of much use to the kindred. Constant baiting tactics, particularly involving the use of Kroot Hounds, ensured the Talar Kindred could manoeuvre the Dvorgite into terrain that worked against them, garnering success.

OBYN'YC TALAR

Kroot Tracker Obyn'yc Talar raised her Pech'ra, named Yukka, from a chick, having taken an egg from the woodland grown aboard the Talar Kindred's Warsphere, the *Rak Varoyaw*. The two are inseparable, and many in the Talar Kindred claim that Obyn'yc is closer to Yukka than her own kind. Regardless, the two have warned the kindred of countless ambushes in the past, and the Tracker's kin are ever grateful to count Obyn'yc and Yukka as their own.

CHO GROK TALAR

A superlative archer, this Kroot is a master with his accelerator bow – a weapon that blends Kroot and alien technology in a lethal combination. Cho Grok is known among his kindred for being a tinkerer of sorts, always tweaking his weapons to improve their potency and ease of use. A dab hand with technology, he is his kindred's go-to warrior whenever they encounter barriers that cannot be negotiated with fieldcraft or sheer force.

The *Rak Varoyaw* has left,' said Cho Grok, holding his accelerator bow loosely over his shoulder. He said the words matter of

factly, despite the knowledge that they were now stuck indefinitely on a warp-hulk, and that their home was gone.

'*Kes'fa*,' Te'cha cursed. She had won the rights for the Talar Kindred to be among the first to board the warp-hulk when their Warsphere, the *Rak Varoyaw*, found it. Had she not, they might not have travelled so deep into the vessel ahead of the other loot-hungry kindreds, and would thus have been able to escape.

Te'cha hadn't counted on such a quick arrival from the fleets of the *Aut'vakka* – a term meaning Humans, but literally translating as softskins in reference to both their flesh and the fact they were easily offended. Clearly Te'cha had underestimated the Humans' ability to respond quickly to a warp-hulk's arrival in their space.

The Talar Kindred had little choice but to make the best of this now.

'The sphere will not forget us. We do what we always do. Survive,' Te'cha said.

'The *Aut'vakka* will follow us in. They want this prize like us,' said Cho Grok.

'Little we can do to stop them. Our fight is to live now. To find a way out. Perhaps steal one of their craft.'

Te'cha approached a corpse not far from her. She grimaced as she drew closer. It reeked of taint. The Talar Kindred had seen Humans and other aliens who were in thrall to evil spirits and malign deities before. It affected their flesh in many ways. Kroot avoided consuming it unless they had no choice.

The Talar Kindred was in what appeared to be a maintenance bay for Human atmospheric craft. There were signs of fighting from a much earlier battle, and bodies strewn around. Damaged craft littered the area, hanging from winches or tipped on their sides, with holes of every size and shape blown into them.

'This hulk reminds me of the Ygothlac Forest,' said Tebek'tcho, one of Te'cha's most experienced warriors. One of her legs had been replaced with

a mechanical version, but she was no less agile for it. She was sweeping her eyes across the space, constantly on the lookout.

The Ygothlac Forest was a dense woodland of twisted black trees and polluted ground inhabited by monsters – former Kroot whose genetic path had led them into hideous degeneration. Though some Kroot ventured to the forest to prove their courage, most did not survive.

'I think this is worse,' said Te'cha.

At that moment, the long quills protruding from Te'cha's scalp shivered. Looking around, it was clear the others had noticed something as well. Danger was close. She heard the distinctive blast of a Kroot-made shotgun in the distance, and the crack of a Kroot rifle. It must be Obyn'yc and Obak'eht. The two had been scouting ahead of the rest of the kindred and had clearly found trouble.

Te'cha could feel the quick padding of running Kroot feet and the slight scratches of their claws through the metal she stood on. She could also detect heavier, more ungainly thuds – they were being followed.

'Obyn'yc and Obak'eht are running back to us,' she said to her kinband. 'Being followed.'

Without anything else being said, the Kroot went into action. They took up positions either side of the hole in the wall that Obyn'yc and Obak'eht would be running back through. Other Kroot concealed themselves behind or among vehicle wrecks and crates. With a quick, high-pitched whistle, Khor brought their Kroot Hounds to heel and hid them away. Te'cha saw Te Ekh lay down atop a Human craft, his immensely long rifle pointed straight at the hole. She could see that, from his position, he could target much of the maintenance bay if he needed to.

As Te'cha moved inside one of the vehicles to conceal herself, she looked up. Tohra Rek, the Cut-skin, was wedging herself between steel girders on the ceiling, holding herself up by pressing her legs and arms against the edges. In one hand she held a vicious pickaxe, in the other a long knife.

Te'cha could smell Obyn'yc and Obak'eht now. Even if more of her kindred had been scouting away and were rushing back, she would be able to tell who

was running – every Kroot knew the unique scent of their kin.

They were close enough that she could count their pursuers. Judging by the impact of the footfall, there were perhaps twelve to fifteen of them. Not enough to pose true concern to the Talar Kindred. By the weight of their steps, Te'cha could tell most were completely unarmoured and probably malnourished. Many of them were barefoot. For a Kroot, that would be of no concern, but for a Human, in this kind of place, it was a sign of great deprivation. They had been here a while.

They are weak, she thought.

In that moment, Obyn'yc and Obak'eht sprinted into the bay, leaping through the rent in the wall without slowing their pace. Obyn'yc's Pech'ra, known as Yukka, flew in straight behind them. Both Kroot would be able to tell from the distribution of different scents and musks in the maintenance hangar where the rest of their kin were. Te'cha watched them run further into the bay, in view of their pursuers who were now climbing in. Te'cha clicked in approval. The Humans would be lured in deeper, where they would become easy prey.

The Aut'vakka were all skin and bones, wearing filthy rags and fragments of standard Human soldiers' armour. Their hair was wild and matted, and the few teeth they had between them were brown and decayed. They carried a mixture of crude weapons that Te'cha recognised as lasguns, autoguns and shotguns. Most carried rusting knives. They muttered and cursed among themselves, their voices harsh and coarse. Te'cha could understand enough Imperial Gothic to know they were cursing their quarry, calling on their dark gods and barking orders at each other.

These Humans also reeked of corruption. Something malign was in them, a taint, coursing through their blood. Te'cha saw many sported tattoos of malevolent design on their exposed flesh. She had seen such symbols before on the members of deranged cults she had been paid to fight by desperate Human planetary governors.

Te'cha could sense her kin slowly changing positions, their pheromones entering her nasal cavities from subtly different directions. Her quills detected slight changes in air currents as particles flooded into space made void by moving warriors.

They were encircling the Humans, and their prey had no idea. Te'cha noted that her kindred need not be as careful as they were being. The cultists weren't soldiers. They did not cover each other properly, check corners effectively or ensure every vector of possible attack was watched. This would be almost too easy.

Te'cha whistled twice in quick succession, the signal to attack. In an instant, the air was filled with the sound of Kroot rifles and shotguns discharging, panicked shouting from the cultists and black smoke from the fired weapons. Te'cha saw one cultist felled with a single shot to the head – Te Ekh's handiwork. Several others dropped in quick succession, clutching savage wounds from which their blood flowed freely. After this initial salvo, Tohra Rek dropped from the ceiling. She landed on one cultist, driving a blade into his back before even touching the floor. With fluid movements, she disembowelled another cultist and drove her pick through a third's skull.

Few of the Humans remained now. The survivors had scattered. Te'cha knew they did what came natural to such animals. They sought safety, but there was none to be found here, not with her Kroot. She saw one cultist take cover behind a crate. The Aut'vakka was shaking with fear, clutching a pistol so hard that her already pale knuckles almost glowed a ghostly white. Te'cha raised her pulse rifle, a weapon gifted to her by the T'au many years ago. She took her time in aiming, centring the Human's head in the cross hairs, then pulled the trigger. Her target's head disappeared in a puff of red mist.

'They are all dead,' declared Te Ekh from his vantage point, seconds later.

'Consume none,' Te'cha said to her kinband.

Cho Grok approached her, holding his accelerator bow over his shoulder as nonchalantly as before. Te'cha noticed he hadn't fired a single arrow. Against enemies like this, it would have been a waste. He wiped a blood-stained knife over one of the Aut'vakka corpses on the way, then presented her with a Human datacard.

'Took it from one of the attackers' corpses. The Human fleet has boarded troops,' he said. Te'cha nodded, then looked up at her kin.

'Talar Kindred, we move.'

KROOT FARSTALKER KINBANDS

The Kroot's garb takes both pragmatic and spiritual matters into account, frequently including hardy cloaks and harnesses made from animal hides adorned with bones, handcrafted amulets and circlets. It is far from unheard of for them to make use of totems, charms and marks of various kinds, and even to daub themselves in the blood of predatory creatures. Though Kroot have extremely close family ties, many make individual modifications to their weapons to best suit their preferences, or choose unique combinations of clothing and accessories to fit the requirements of the mission they are on.

The hide of most Kroot is of an earthy brown colour, dappled with different shades. Some of these are muted greens, others vibrant yellows and everything in-between. Colouration can vary hugely between family groups, from deep reds to icy blues or warm oranges. Different kindred and kinbands also often paint different tribal markings onto their skin.



Kroot Kill-broker



Kroot Cold-blood



Kroot Pistolier





Kroot Warriors



Kroot Tracker



Kroot Bow-hunter



Kroot Stalker



Kroot Hound



Kroot Cutskin



Kroot Long-sight



NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Kroot, the title 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 Kroot, you can roll a D66 on each 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 ELEMENT

11	Kra
12	Gohk
13	Ahkra
14	Dohra
15	Cho
16	Byahk
21	Grahm
22	Khor
23	Ohrak
24	Tehk
25	Chok
26	Khrek
31	Tobok
32	Obak
33	Grark
34	Byahm
35	Doryc
36	Te
41	Khrob
42	Jiynko
43	Ahoc
44	Obyn
45	Anghor
46	Avhra
51	Yuka
52	Doakh
53	Byek
54	Gho
55	Lucu
56	Tohra
61	Dra
62	Ahahk
63	Gerba
64	Alhar
65	Bakor
66	Tebek

D66 SECOND ELEMENT

11	'to
12	Cha
13	'ka
14	'yo
15	Grok
16	'ah
21	'ohk
22	Ek
23	'tcha
24	(none)
25	'ya
26	Ahk
31	Ba
32	'tcho
33	'ke
34	Ot
35	Ak
36	'hrakh
41	Che
42	'yc
43	Khe
44	(none)
45	'grakh
46	'ab
51	'cha
52	Ohk
53	Ye
54	'grekh
55	Da
56	'gr
61	Ekh
62	Yo
63	'eht
64	(none)
65	Rek
66	'tche

D66 KINDRED NAME

11	Gota
12	Krrah
13	Ch'choh
14	Tohrok
15	Ga'ah
16	Kyrek
21	Ghorka
22	Dr'r'r
23	Yo'toh
24	Rhekk
25	Prok
26	Teleb
31	Talar
32	Pre'lek
33	Yrr'dk
34	Goba
35	Ta'bak
36	Ga'toh
41	Yabek
42	Cho'yar
43	Rhehor
44	Kaa'he
45	Rrok
46	Kyr'am
51	Mebekh
52	Batam
53	Dyr'yn
54	Gabt
55	Krarh
56	Yr'be
61	Drekh
62	Orak
63	Caroch
64	Akchan
65	Trosk
66	Belet

KILL TEAM NAMES

The Kroot typically group together in their kindreds when fighting, and their fellows refer to them by the name of their kindred. To generate a kindred name for your kill team, roll on the third column of the Operative Name table. For example, if you roll 24, your kill team will be called the Rhekk Kindred. Alternatively, you can choose your preferred kindred name from the list.

On occasion, especially dangerous or notorious kindreds have been given epithets by terrified enemies and shocked allies or employers. For example, the Kroot of the Ga'ah Kindred fighting on the world of Shadowpine became known simply as 'the Stalkers' by the Imperial defence militia they hunted beneath the planet's dark boughs. Meanwhile, during the conquest of the Imperial world of Agrellan, Kroot of the Teleb Kindred became deprecatingly known as 'the Head-takers' by the T'au they fought beside. The Kroot themselves generally will not use these names, their affinity with their kin more important than any moniker given to them. However, if you feel your kill team has earned such a name, then you are of course free to award it to them – perhaps after a particularly grisly victory!

Note that, as Farstalker Kinbands typically fight in kindreds, you do not need to roll on the Kindred Name column opposite for each of your operatives if you do not want to – you can merely roll once or choose your favourite and apply it to all of your operatives.

SQUAD QUIRK

D6 TRAIT

- 1 Shadow Fighters:** These warriors seek out hidden positions from which to strike.
- 2 Endurance Hunters:** These Kroot outlast their foes, grinding them down slowly but surely.
- 3 Go for the Throat:** These Kroot identify important enemy fighters and destroy them as soon as possible.
- 4 Encircle:** By surrounding their enemies, these fighters cut off any possible route of escape.
- 5 Only the Strong Survive:** These hardened Kroot are highly pragmatic, and will quickly choose to eat their injured kin.
- 6 Shock Troops:** These Kroot are used for heavy fighting, and put their battlefield experience to deadly use.

BACKGROUND

D6 EVOLUTIONARY PATH

- 1 Ingested Intellect:** After feasting on the nervous tissue of countless foes, these Kroot have developed a heightened capacity for logic and abstract reasoning.
- 2 Cautious Killers:** Endless patience has seen these Kroot win many battles, and they will only strike when the perfect opportunity to do so presents itself.
- 3 Exiles:** These fighters are outcasts from the Kroot worlds, who sell their services to the highest bidder without hope of returning home.
- 4 Survivors:** These Kroot have fought in multiple nigh on unwinnable battles, and have eluded certain death on more than one occasion.
- 5 Bestial Brawn:** Covered with corded muscles, these Kroot have enough strength to easily rip prey limb from limb.
- 6 Wily:** These Kroot use deception and misdirection to confound their enemies, before moving in for the kill.

BASE OF OPERATIONS

D6 LOCATION

- 1 Knarloc Herd:** The Kroot of this kill team ride a herd of Knarlocs between engagements – loyal and protective beasts who can move quickly over uneven terrain and carry heavy loads.
- 2 Forest Lair:** This kill team has created a cunningly disguised lair in the heart of a nigh on impenetrable forest.
- 3 Cave Hideaway:** When not conducting missions, the kill team has converted a well-hidden cave for their use, with multiple points of entry and exit.
- 4 Nomadic:** These Kroot have no permanent base of operations. They stay on the move, with all they own on their backs, to avoid being detected and trapped.
- 5 Prize Transports:** Whether gifts from an employer or taken from a vanquished enemy, the Kroot use a number of transport vehicles originally operated by other races.
- 6 Star Skiff:** This small, light transport of Kroot design is perfect for quiet insertions into enemy territory.

THE RULES

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

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KILL TEAM: INTO THE DARK • THE RULES

ARMY LISTS

On pages 35-46 and 51-60, you will find army lists for **IMPERIAL NAVY BREACHER** and **FARSTALKER KINBAND** 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.

'THE WORST PART IS THE WAITING. WAITING FOR THE BOARDING CRAFT TO LAUNCH. WAITING INSIDE IT UNTIL YOU ARRIVE HOPING IT ISN'T BLOWN TO SMITHEREENS IN THE VOID. WAITING FOR SOMEONE TO CUT INTO THE HULL. WAITING FOR YOUR TURN TO STORM THE BREACH. ANTICIPATION CAN HURT AS MUCH AS THE ENEMY.'

- Armsman Otwin Sao, Battlefleet Loki

SPEC OPS

On pages 47-50 and 61-65, you will find Spec Ops rules for **IMPERIAL NAVY BREACHER** and **FARSTALKER KINBAND** 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 66-73, you will find all the rules for Killzone: Gallowdark and its supplement, detailing the terrain features it includes and all the relevant traits that 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 78-81 you will find instructions and a Killzone Key for setting up terrain in your missions.

GALLOWDARK EXPEDITION

On pages 102-107, you will find a new expansion for a Spec Ops campaign in which kill teams explore a section of the *Gallowdark* and fight over salvage, resources and knowledge.

MISSION PACKS

On pages 82-101 and 108-117, you will find a Shadow Operations and Critical Operations mission pack respectively. These mission packs each include nine exciting new missions for your games of Warhammer 40,000: Kill Team. They can be used with any mission sequence, meaning they are suitable for any of the three ways to play.

ARCHETYPE: SECURITY / SEEK AND DESTROY

IMPERIAL NAVY BREACHER KILL TEAM

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



OPERATIVES

- 1 **NAVIS SERGEANT-AT-ARMS** operative equipped with the following:
 - Navis shotgun; Navis hatchetOr one option from each of the following:
 - Bolt pistol or heirloom autopistol
 - Chainsword or power weapon
- 11 **IMPERIAL NAVY BREACHER** operatives selected from the following list:
 - **NAVIS ARMSMAN**
 - **NAVIS AXEJACK**
 - **NAVIS C.A.T. UNIT**
 - **NAVIS ENDURANT**
 - **NAVIS GHEISTSKULL**
 - **NAVIS GRENADE**
 - **NAVIS GUNNER** equipped with one of the following options:
 - Navis las-volley (max one per kill team); gun butt
 - Meltagun (max one per kill team); gun butt
 - Plasma gun (max one per kill team); gun butt
 - **NAVIS HATCHCUTTER**
 - **NAVIS SURVEYOR**
 - **NAVIS VOID-JAMMER**

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

Your kill team can only include a **NAVIS GHEISTSKULL** operative if it also includes a **NAVIS VOID-JAMMER** operative, and it can only include a **NAVIS C.A.T. UNIT** operative if it also includes a **NAVIS SURVEYOR** operative.

TAC OPS

IMPERIAL NAVY BREACHER

If your faction is **IMPERIAL NAVY BREACHER**, you can use the Imperial Navy Breacher Tac Ops listed below, as specified in the mission sequence.

STORM TARGET

Imperial Navy Breacher - Faction Tac Op 1



Reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent selects one objective marker. It cannot be an objective marker that can be permanently removed from the killzone, but it can be an objective marker that can be carried.

- At the end of any Turning Point, if friendly operatives are controlling that objective marker, you score 1VP.
- At the end of the battle, if friendly operatives are controlling that objective marker, you score 1VP.

INTO THE BREACH

Imperial Navy Breacher - Faction Tac Op 2

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

- If one or more friendly **IMPERIAL NAVY BREACHER** operatives (excluding **NAVIS GHEISTSKULL** and **NAVIS C.A.T. UNIT** operatives) are within  of your opponent's killzone edge, you score 1VP.
- If two or more friendly **IMPERIAL NAVY BREACHER** operatives (excluding **NAVIS GHEISTSKULL** and **NAVIS C.A.T. UNIT** operatives) are within  of your opponent's killzone edge, you score 1VP.

COUNTERACT

Imperial Navy Breacher - Faction Tac Op 3

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

- If you use the Breach and Clear ability (pg 37), and during that Group Activation, one friendly operative incapacitates an enemy operative, and the other friendly operative incapacitates an enemy operative or controls an objective marker at the end of that Group Activation that friendly operatives did not control at the start of it, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.



ABILITIES

Below, you will find common abilities of the **IMPERIAL NAVY BREACHER** kill team.

BREACH AND CLEAR

Methodical, professional and well-drilled, Imperial Navy Breachers work as a unit to breach and clear the corridors and chambers of enemy voidcraft, space hulks, orbital stations and more.

Once per Turning Point, when a friendly **IMPERIAL NAVY BREACHER** operative is activated, you can use this ability. If you do so:

- Select one other ready friendly **IMPERIAL NAVY BREACHER** operative Visible to and within ■ of that operative that is eligible to be activated.
- Until the end of the Turning Point, those operatives are treated as having a Group Activation characteristic of 2.
- When the first operative's activation ends, you must select the second operative (even if it is not of the same type) to fulfil the Group Activation requirements.

VOID ARMOUR

The armour worn by Imperial Navy Armsmen is void-sealed, meaning that they can fight in zero gravity and zero-atmosphere conditions. Being completely encased in protective armour makes the Armsmen much less vulnerable to explosive blasts and flaming torrents.


- This operative is unaffected by the Splash critical hit rule unless it is the target of the shooting attack.
- Each time a shooting attack is made against this operative, if the ranged weapon has the Blast X or Torrent X special rule, or makes a shooting attack against each operative within range of a specified point (e.g. Detonate, page 45), in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice (or up to two of your defence dice if this operative has the **NAVIS GRENAДИER** keyword).




STRATEGIC PLOYS

If your faction is **IMPERIAL NAVY BREACHER**, you can use the following Strategic Ploys during a game.


ATTACK ORDER 1CP

Place one of your Attack Order tokens anywhere in the killzone. Each time a friendly **IMPERIAL NAVY BREACHER** operative fights in combat or makes a shooting attack while within  of that token, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2). At the end of the Turning Point, remove that Attack Order token. You cannot use this Strategic Ploy in the same Turning Point in which you use the Defence Order Strategic Ploy.

DEFENCE ORDER 1CP

Place one of your Defence Order tokens anywhere in the killzone. Each time a shooting attack is made against a friendly **IMPERIAL NAVY BREACHER** operative that is within  of that token, in the Roll Defence Dice step of that shooting attack, you can re-roll any or all of your defence dice results of one result (e.g. results of 2). At the end of the Turning Point, remove that Defence Order token. You cannot use this Strategic Ploy in the same Turning Point in which you use the Attack Order Strategic Ploy.

CLOSE ASSAULT 1CP

Until the end of the Turning Point, each time a friendly **IMPERIAL NAVY BREACHER** operative fights in combat or makes a shooting attack against a target within  of it, in the Roll Attack Dice step of that combat or shooting attack, if you retain two or more successful hits, you can retain one of your failed hits as a successful normal hit instead.

BRACE FOR COUNTER-ATTACK 1CP

Until the end of the Turning Point, each time an enemy operative fights in combat or makes a shooting attack against a friendly **IMPERIAL NAVY BREACHER** operative that has not performed a **Charge**, **Fall Back** or **Normal Move** action during this Turning Point, subtract 1 from both Damage characteristics of weapons that enemy operative is equipped with for that combat or shooting attack (to a minimum of 2).


TACTICAL PLOYS

If your faction is **IMPERIAL NAVY BREACHER**, you can use the following Tactical Ploys during a game.

OVERWHELM TARGET 1CP

Use this Tactical Ploy when you use the Breach and Clear ability (pg 37). Select one of those friendly **IMPERIAL NAVY BREACHER** operatives. Add 1 to its APL.

BLITZ 1CP

Use this Tactical Ploy when a friendly **IMPERIAL NAVY BREACHER** operative performs a **Fight** or **Shoot** action against a target within  of it. In the Roll Attack Dice step of that combat or shooting attack, before rolling your attack dice:

- If it is the first friendly operative to be activated this Turning Point, you can retain one attack dice as a critical hit without rolling it.
- If it is the first friendly operative to perform either of those actions this Turning Point, you can retain one attack dice as a successful normal hit without rolling it.

LOCK IT DOWN 1CP

Use this Tactical Ploy when a friendly **IMPERIAL NAVY BREACHER** operative is activated. Select one objective marker. Until the end of the battle, when determining control of that objective marker, treat that operative's APL as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour (see the Kill Team Core Book). You can only use this Tactical Ploy for each friendly operative once.

CALM HEAD 1CP

Use this Tactical Ploy when a friendly **IMPERIAL NAVY BREACHER** operative is activated. Until the end of the battle, you can ignore any or all modifiers to that operative's Movement characteristic and to the Ballistic Skill and Weapon Skill characteristics of the weapons it is equipped with.

NAVIS SERGEANT-AT-ARMS

As disciplined fighters, often with years of experience at the mast, the leaders of Imperial Navy Breacher squads are as skilled in close-quarter fighting as they are in devising battle-winning tactics on the move.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⊗ Bolt pistol	4	3+	3/4	Rng ●	-
⊗ Heirloom autopistol	4	3+	2/3	Rng ●, Balanced, Lethal 5+	-
⊗ Navis shotgun <i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>					
- Close range	4	2+	3/3	Rng ●	-
- Long range	4	4+	1/2	-	-
⊗ Chainsword	4	3+	4/5	Ceaseless	-
⊗ Navis hatchet	3	3+	3/4	-	-
⊗ Power weapon	4	3+	4/6	Lethal 5+	-

ABILITIES

Void Armour (pg 37)

Command Breach: At the start of the first Strategy phase, select the Attack Order or Defence Order Strategic Ploy (pg 38). Until the end of the battle, while this operative is in the killzone, you can use that Strategic Ploy without spending any Command points.

IMPERIAL NAVY BREACHER ●, IMPERIUM, LEADER, NAVIS, SERGEANT-AT-ARMS



NAVIS ARMSMAN

Well-trained, well-drilled and well-equipped, the Armsmen of Imperial Navy Breacher kill teams are formidable troops in the close confines of ship-to-ship combat. Any foe they cannot blast aside with their powerful shotguns they hack down with vicious blows from their hatchets.



M	APL	GA
3 ●	2	2
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⊗ Navis shotgun <i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>					
- Close range	4	3+	3/3	Rng ●	-
- Long range	4	5+	1/2	-	-
⊗ Navis hatchet	3	4+	3/4	-	-

ABILITIES

Void Armour (pg 37)

UNIQUE ACTIONS

IMPERIAL NAVY BREACHER ●, IMPERIUM, NAVIS, ARMSMAN



NAVIS AXEJACK

Sometimes, the only solution to a problem faced by Imperial Navy Breachers is a heavy, two-handed axe. The Axejacks who carry these weapons can not only smash through blocked doorways obstacles, they are also formidable fighters who hack apart any enemy in their way.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
Autopistol	4	4+	2/3	Rng ●	-
Power weapon	4	3+	4/6	Lethal 5+	-

ABILITIES

Void Armour (pg 37)

Emboldened: If this operative performs a **Charge** action, it is emboldened until the end of the Turning Point. While this operative is emboldened, each time it would lose a wound, roll one D6: on a 5+, that wound is not lost.

UNIQUE ACTIONS

Wade In (2AP): Perform a free **Charge** action with this operative. Then perform a free **Fight** action with this operative. If this operative performs both actions, its power weapon gains the **Reap 2** critical hit rule for that combat.

IMPERIAL NAVY BREACHERS ●, IMPERIUM, NAVIS, AXEJACK



NAVIS C.A.T. UNIT

Cyber-Altered Task Units are tracked reconnaissance vehicles that have served the Imperium for millennia. Fitted with pict-recording equipment and frequency scanning augurs, they can be remotely operated to provide vital tactical information for their kill team.



M	APL	GA
4 ●	1	1
DF	SV	W
2	5+	5

ABILITIES

Support Unit: This operative cannot:

- Perform any actions other than **Dash**, **Fall Back**, **Normal Move** or **Pass**.
- Climb, jump or traverse.
- Make shooting attacks, fight in combat (do not select a weapon or roll any attack dice for it) or provide combat support.
- Be equipped with equipment or carry anything.

Recon: In the Scouting step, after resolving your selection, you can perform a free **Dash** action with this operative if it is wholly within your drop zone.

Machine:

- When drawing a Visibility line from this operative, draw it from any part of the miniature.
- This operative cannot earn (or lose) experience points and automatically passes Casualty tests.
- This operative's APL cannot be modified.
- This operative can perform the **Fall Back** action for one less action point (to a minimum of 1AP).

IMPERIAL NAVY BREACHERS ●, IMPERIUM, NAVIS, C.A.T. UNIT

NAVIS ENDURANT

Only the biggest Armsmen in a squad become known as Endurants. To them falls the task of carrying an Endurant shield and heavy shotgun while either taking point or guarding the rear of the squad. Their sheer bulk makes them highly intimidating to their enemies.



M	APL	GA
2 ●	2	1
DF	SV	W
3	2+	10

NAME	A	BS/WS	D	SR	!
🔫 Navis heavy shotgun <i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>					
- Close range	4	3+	3/3	Rng 📍, Relentless	-
- Long range	4	5+	1/2	Relentless	-
⚔️ Shield bash	3	4+	1/1	Brutal, Shield*	-

ABILITIES

Void Armour (pg 37)

Breachwall: Each time another friendly **IMPERIAL NAVY BREACHER** operative finishes an action in which it moved and ended that move with its base touching this operative's, if this operative has an Engage order and is not already shielding a friendly operative, it can shield that friendly operative until their bases are no longer touching or this operative no longer has an Engage order. While a friendly operative is shielded, it is not in an enemy operative's Line of Sight if a Cover line drawn to it crosses this operative's base, unless the enemy operative is on a Vantage Point.

***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

Disengage (1AP): Perform a free **Fall Back** action with this operative.

IMPERIAL NAVY BREACHER, IMPERIUM, NAVIS, ENDURANT



NAVIS GHEISTSKULL

These servo-skulls are often made from the heads of former Imperial Navy Breachers. As a result, they are often named 'Dead Man's Revenge' or regarded as the perished soldier's 'Last Laugh' for their ability to detonate and kill all around them in a final act of defiance towards to the enemy.



M	APL	GA
4 ●	1	1
DF	SV	W
2	5+	5

ABILITIES

Support Unit: This operative cannot:

- Perform any actions other than **Boost**, **Dash**, **Fall Back**, **Normal Move** or **Pass**.
- Make shooting attacks, fight in combat (do not select a weapon or roll any attack dice for it) or provide combat support.
- Be equipped with equipment or carry anything.

Machine:

- This operative cannot earn (or lose) experience points and automatically passes Casualty tests.
- This operative's APL cannot be modified.
- This operative can perform the **Fall Back** action for one less action point (to a minimum of 1AP).

UNIQUE ACTIONS

Boost (1AP): Select a point in the killzone that is Visible to this operative (treat that point as an intended target). Perform a free **Normal Move** action with this operative, moving in a single straight line with an unlimited Movement. It must finish that move within ▲ of the selected point. This operative can only perform this action once, and cannot perform it during the first Turning Point.

IMPERIAL NAVY BREACHER, IMPERIUM, FLY, NAVIS, GHEISTSKULL

NAVIS GRENAДИER

It is the life of an Imperial Navy Breacher to become very accustomed to explosions. Even more so for the Grenadiers. These Armsmen carry demolition charges designed to crack through bulkheads and sealed doors, enabling their squadmates to keep moving and reach their objectives.



M **APL** **GA**

3 ● 2 1

DF **SV** **W**

3 4+ 7

NAME	A	BS/WS	D	SR	!
⚡ Demolition charge	4	3+	4/6	Rng 2 ●, Blast ●, AP1, Indirect, Limited	-
⚡ Navis shotgun <i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>				Rng ◆	-
- Close range	4	3+	3/3	-	-
- Long range	4	5+	1/2	-	-
✂ Navis hatchet	3	4+	3/4	-	-

ABILITIES

Void Armour (pg 37)

Grenadier: This operative is equipped with frag, krak and stun grenades (pg 46) and they do not cost any equipment points. Those grenades that have the Limited special rule can be selected for this operative's use twice, instead of once.

UNIQUE ACTIONS

IMPERIAL NAVY BREACHER ●, IMPERIUM, NAVIS, GRENAДИER



NAVIS GUNNER

The largest troops in the squad who don't fulfil the role of Endurants carry their squad's heaviest ranged weapons. A las-volley unleashes devastating salvos, the searing heat of a meltagun shot burns through a reinforced bulkhead, and even heavily-armoured enemies cannot withstand a plasma gun.



M **APL** **GA**

3 ● 2 1

DF **SV** **W**

3 4+ 8

NAME	A	BS/WS	D	SR	!
⚡ Navis las-volley	6	4+	3/4	Fusillade, Heavy, Relentless	-
⚡ Meltagun	4	4+	6/3	Rng ◆, AP2	MW4
⚡ Plasma gun <i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>					
- Standard	4	4+	5/6	AP1	-
- Supercharge	4	4+	5/6	AP2, Hot	-
✂ Gun butt	3	4+	2/3	-	-

ABILITIES

Void Armour (pg 37)

UNIQUE ACTIONS

IMPERIAL NAVY BREACHER ●, IMPERIUM, NAVIS, GUNNER



NAVIS HATCHCUTTER

It is vital for Imperial Navy Breachers to be able to move through enemy ships quickly to reach their objectives. Hatchcutters can not only cut through barricades with their chainfists and plasma torches, they can use the latter to seal shut paths the foe might otherwise use.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
☉ Autopistol	4	4+	2/3	Rng ●	-
✕ Chainfist	4	4+	5/6	Brutal	Rending

ABILITIES

Void Armour (pg 37)

Hatchcutter: Each time this operative would perform the **Operate Hatch** action (pg 68), no more than one action point needs to be subtracted.

UNIQUE ACTIONS

Weld Shut (1AP): This operative can perform this action while within ▲ of a closed Hatchway. Until it is opened, that Hatchway is welded shut. While a Hatchway is welded shut, operatives must subtract 1 additional action point to perform the **Operate Hatch**

UNIQUE ACTIONS

action (pg 68) on that Hatchway. This operative cannot perform this action while within Engagement Range of an enemy operative.

Breach Point (1AP): Place your Breach Point token so it is within ▲ of this operative and a terrain feature no more than ▲ thick. Friendly **IMPERIAL NAVY BREACHER** ● operatives can move through parts of that terrain feature that are no more than ▲ thick as if they were not there, so long as they do so within ▲ of that token.

IMPERIAL NAVY BREACHER ●, **IMPERIUM**, **NAVIS**, **HATCHCUTTER**



NAVIS SURVEYOR

Knowing what is around a corner can mean life or death for Imperial Navy Breachers. By using a C.A.T. unit, which is capable of navigating narrow tunnels and holes, a Surveyor can investigate and prepare their squad for what might be ahead.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
🔫 Navis shotgun <i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>					
- Close range	4	3+	3/3	Rng 🔴	-
- Long range	4	5+	1/2	-	-
✂️ Navis hatchet	3	4+	3/4	-	-

ABILITIES

Void Armour (pg 37)

UNIQUE ACTIONS

Wayfind (1AP): Select one friendly **IMPERIAL NAVY BREACHER** operative within 🔴 of either this operative or a friendly **NAVIS C.A.T. UNIT** operative. Add 1 to its APL. This operative cannot perform this action while within Engagement Range of an enemy operative.

Surveillance (1AP): Place your Surveillance token within 🔴 of a friendly **NAVIS C.A.T. UNIT** operative. Until the end of the Turning Point, while an enemy operative is Visible to a friendly **NAVIS C.A.T. UNIT** operative and within 🔵 of that token, that enemy operative is under surveillance. Each time a friendly **IMPERIAL NAVY BREACHER** operative makes a shooting attack, enemy operatives under surveillance are treated as having an Engage order for that shooting attack. This operative cannot perform this action while within Engagement Range of an enemy operative or if a friendly **NAVIS C.A.T. UNIT** operative is not in the killzone.



NAVIS VOID-JAMMER

It falls to the Void-jammers in an Imperial Navy Breacher kill team to operate gheistskulls – servo-skulls fitted with an explosive device and an electro-magnetic pulse emitter. These devices can move quickly, fly through the air and navigate terrain far too dense for the Armsmen in order to reach the foe.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
☉ Gheistskull detonator	4	3+	2/3	Detonate*, EMP*, Silent	-
☉ Navis shotgun <i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>					
- Close range	4	3+	3/3	Rng ●	-
- Long range	4	5+	1/2	-	-
✕ Navis hatchet	3	4+	3/4	-	-

ABILITIES

Void Armour (pg 37)

***Detonate:** Each time this operative performs a **Shoot** action with this weapon, make a shooting attack against each operative within ● of a friendly **NAVIS GHEISTSKULL** operative (they are all valid targets). After all of those shooting attacks have been made, that friendly **NAVIS GHEISTSKULL** operative is incapacitated. This operative cannot make a shooting attack with this weapon by performing an **Overwatch** action or if a friendly **NAVIS GHEISTSKULL** operative is not in the killzone.

***EMP:** Each time a friendly operative makes a shooting attack with this weapon, this weapon has the Lethal X special rule for that shooting attack. X is the target's unmodified Save characteristic.

UNIQUE ACTIONS

Interference Pulse (1AP): Select one enemy operative Visible to and within ● of a friendly **NAVIS GHEISTSKULL** operative. Roll one D6, adding 1 to the result if that enemy operative is in that friendly **NAVIS GHEISTSKULL** operative's Line of Sight. On a 3+, subtract 1 from that enemy operative's APL. This operative cannot perform this action while within Engagement Range of an enemy operative or if a friendly **NAVIS GHEISTSKULL** operative is not in the killzone.



EQUIPMENT

IMPERIAL NAVY BREACHERS 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.

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 [2EP]

The operative can perform the following action during the battle:

STUN 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.

REBREATHER [1EP]

The operative gains the following ability for the battle:

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

SLUGS [1EP]

Operative equipped with a Navis shotgun only. In the Set Up Operatives step, select a type of ammunition for this operative to have loaded into its Navis shotgun for the battle: cartridges or slugs. If it has loaded cartridges, it uses either profile of its Navis shotgun as normal. If it has loaded slugs, it can only use the long range profile of its Navis shotgun, but add 1 to both Damage characteristics of that profile and improve its Ballistic Skill characteristic by 1 for that operative.

The operative can perform the following action during the battle:

LOAD SHOTGUN 1AP

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

STIMM [1EP]

Add 1 to this operative's Wounds characteristic for the battle.

SYSTEM OVERRIDE DEVICE+ [2EP]

The operative gains the following ability for the battle:

System Override Device: In the Scouting step, after resolving your selection, you can open one Hatchway. If both players have this or a similar ability, the Defender resolves this ability first.

IMPERIAL NAVY BREACHER SPEC OPS RULES


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

BATTLE HONOURS

Each time an **IMPERIAL NAVY BREACHER** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Imperial Navy Breacher 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).



IMPERIAL NAVY BREACHER SPECIALIST

D6	Battle Honour
1	Gutsy: This operative always treats the Close Assault Strategic Ploy (pg 38) as having been used.
2	Assured: Each time a shooting attack is made against this operative, if this operative is within range of an objective marker or one of your Tac Ops tokens, or is carrying an objective marker or one of your Tac Ops tokens, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, you can retain one as a successful normal save without rolling it.
3	Deckhand: Each time this operative performs the Operate Hatch action (pg 68), roll one D6: on a 3+, the action point subtracted to perform that action is refunded.
4	Bruiser: Each time this operative fights in combat, if it is the active operative, its melee weapons have the Brutal special rule for that combat.
5	Scrapper: Improve the Weapon Skill characteristic of melee weapons this operative is equipped with by 1 (to a maximum of 2+).
6	Gallant: Each time this operative fights in combat or makes a shooting attack, if it is within  of your opponent's drop zone or killzone edge, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll one of your attack dice.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **IMPERIAL NAVY BREACHER**, 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. RELIC CUTLASS [1EP]

NAVIS SERGEANT-AT-ARMS operative only. Select a power weapon the operative is equipped with. That weapon gains the Balanced special rule for the battle.

2. NAVIS CUIRASS [2EP]

NAVIS SERGEANT-AT-ARMS operative only. The operative gains the following ability for the battle:




Navis Cuirass: Each time an enemy operative fights in combat or makes a shooting attack against this operative, subtract -1 from both Damage characteristics of weapons that enemy operative is equipped with for that combat or shooting attack (to a minimum of 2). This is not cumulative with the Brace for Counter-Attack Strategic Ploy (pg 38).

3. ENHANCED ENERGY CELL [2EP]

NAVIS GUNNER operative only. Select a Navis las-volley the operative is equipped with. That weapon gains the Rending special rule for the battle.

4. REMOTE ACCESS DEVICE [2EP]

The operative gains the following ability for the battle:

Remote Access Device: This operative can perform the **Operate Hatch** action (pg 68) while within  of a Hatchway's access point (instead of ), and can do so even if that Hatchway is open and an enemy operative is within  of its access point. An operative cannot use this ability and the Deckhand Battle Honour (pg 47) and/or Hatchcutter (pg 43) ability at the same time.

5. AUSPICATOR [3EP]

The operative gains the following ability for the battle:

Auspicator: Once per Turning Point, during this operative's activation, it can perform a mission action for one less action point (to a minimum of OAP).

6. AUTO-MEDICAE UNIT [1EP]

After the battle, in the Update Dataslates step, if this operative was not incapacitated during the battle, you can re-roll one Casualty test.

STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **IMPERIAL NAVY BREACHER**, 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.

COLOURS

The kill team display their accolades and heritage for their operatives to see, inspiring new recruits and imparting responsibility on the experienced to bond the unit and propagate its accomplishments.

After the battle, in the Update Dataslates step, from the friendly **IMPERIAL NAVY BREACHER** operatives that were selected for deployment and did not fail a Casualty test, the operative with the lowest experience points earns 1XP (if more than one operative would qualify for this, select one of them to earn 1XP). You can only add this strategic asset to your base of operations if your dataslate includes at least one operative of Veteran rank or higher.

VOID AUGUR

Augurs on their ship regularly provide the kill team with data to help them conduct their missions successfully, from enemy troop dispositions to potential obstacles.

At the start of the battle, secretly make a note of a specific Turning Point other than the first (e.g. the third Turning Point). When rolling off to determine initiative for that Turning Point, you roll one additional D6 and discard one of your results.

EXPANDED SUPPLY BAY

The kill team has expanded a storage bay in their base, acquired a mobile supply transport or established a hidden cache full of useful equipment.

While your base of operations has this strategic asset, the following items of **IMPERIAL NAVY BREACHER** equipment (pg 46) are treated as being in your stash in unlimited quantities:

- Frag grenade
- Stun grenade
- Rebreather
- Slugs
- Stimm

REQUISITIONS

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

REINFORCEMENTS 1RP

Freshly trained troops join the kill team, bolstering their ranks for the missions to come.

Purchase this Requisition before or after a game. Add two **NAVIS ARMSMAN** operatives to your dataslate.

MISSION CRITICAL 1RP

With much at stake, the kill team use all manner of stimm cocktails and chem-breathers to suppress the pain of their injuries and stave off exhaustion in order to complete their objectives.

Purchase this Requisition before a game. During the next battle, friendly **IMPERIAL NAVY BREACHER** operatives ignore the effects of any Battle Scars they have. After that battle, roll one D6 for each friendly **IMPERIAL NAVY BREACHER** operative that failed a Casualty test: on a 4+, that test is passed instead (that operative can earn no more than 3XP from that battle).

HERO IN THE RANKS 1RP

Breachleads are highly regarded by their squadmates, their bravery and physical prowess motivating them to achieve victory.

Purchase this Requisition when a friendly **NAVIS ENDURANT** or **NAVIS GUNNER** operative gains a rank. You can select a number of friendly **IMPERIAL NAVY BREACHER** operatives on your dataslate (excluding **NAVIS ENDURANT** and **NAVIS GUNNER** operatives) up to the number of ranks that **NAVIS ENDURANT** or **NAVIS GUNNER** operative has multiplied by two; each selected operative earns 1XP. For example, if a **NAVIS ENDURANT** operative gains the Ace rank, up to six friendly **IMPERIAL NAVY BREACHER** operatives (excluding **NAVIS ENDURANT** and **NAVIS GUNNER** operatives) could each earn 1XP.

SPEC OPS

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



BREACH, CLEAR AND SECURE

When assaulting a ship, momentum is everything. The kill team must breach enemy positions, clear rooms and corridors and secure their objectives quickly to give the foe as little time to react as possible.

OPERATION 1: RAPID PUSH

With a point of ingress secured, the kill team begin a series of offensives in quick succession before the enemy can mount an effective defence.

Complete five games in which you scored victory points from the 'Counteract', 'Into the Breach' and/or 'Storm Target' Tac Op.

OPERATION 2: SECURE BREACH

Deep within enemy territory, and with opposing forces in disarray, the kill team move to secure their primary objective.

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

COMMENDATION

- You gain one Requisition point.
- You can distribute up to 5XP across the 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 a 'Purge Order' Spec Op.

SCORCHED DECK

The kill team's commanders have deployed the squad with the task of destroying or sabotaging anything of value onboard an enemy ship. They must use their experience, self-sufficiency and adaptability to cause as much damage to valuable targets as possible before withdrawing.

OPERATION 1: DISCERN AND DESTROY

The kill team must identify key targets as they see fit and neutralise them.

Complete five games in which you scored victory points from the 'Execution', 'Headhunter', 'Rob and Ransack' and/or 'Rout' Tac Ops, and scored victory points for at least three of those Tac Ops across those five games.

OPERATION 2: CALL FOR EXTRACTION

Having wreaked havoc and caused immense damage, the kill team withdraw, their mission accomplished.

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 a 'Demolition' Spec Op.

ARCHETYPE: RECON / SEEK AND DESTROY

FARSTALKER KINBAND KILL TEAM

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

OPERATIVES

- ▶ 1 **KROOT KILL-BROKER** operative equipped with one of the following options:
 - Kroot rifle; blade
 - Pulse carbine; blade
 - Pulse rifle; blade
- ▶ 10 **FARSTALKER KINBAND** operatives selected from the following list:
 - **KROOT BOW-HUNTER**
 - **KROOT COLD-BLOOD**
 - **KROOT CUT-SKIN**
 - **KROOT HEAVY GUNNER** equipped with one of the following options:
 - Dvorgite skinner; blade
 - Londaxi tribalest; blade
 - **KROOT HOUND**
 - **KROOT LONG-SIGHT**
 - **KROOT PISTOLIER**
 - **KROOT STALKER**
 - **KROOT TRACKER**
 - **KROOT WARRIOR** equipped with one of the following options:
 - Kroot rifle; blade
 - Kroot scattergun; blade

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

ABILITY

Below, you will find a common ability of the **FARSTALKER KINBAND** kill team.

ROGUE

The Kroot of Farstalker Kinbands are experienced raiders, infiltrators and scouts. They have mastered the art of using local terrain to their best advantage, concealing themselves before launching ambushes.

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, you can do one of the following:

- Retain one additional dice as a successful normal save as a result of Cover.
- Retain one dice as a successful critical save instead of a normal save as a result of Cover.



TAC OPS

FARSTALKER KINBAND

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FARSTALKER KINBAND • TAC OPS

If your faction is **FARSTALKER KINBAND**, you can use the Farstalker Kinband Tac Ops listed below, as specified in the mission sequence.

BUTCHER

Farstalker Kinband - Faction Tac Op 1

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 Meat tokens underneath the operative as close as possible to the centre of its base. The **Pick Up** action can be performed upon your Meat tokens by friendly **FARSTALKER KINBAND** operatives, even if they are carrying another objective marker or token.

- At the end of the battle, if the total number of your Meat tokens that friendly operatives control is equal to or more than a quarter of the number of enemy operatives selected for deployment, you score 1VP.
- At the end of the battle, if the total number of your Meat tokens that friendly operatives control is equal to or more than half of the number of enemy operatives selected for deployment, you score 1VP.

BALANCE THE BOOKS

Farstalker Kinband - Faction Tac Op 2

You can reveal this Tac Op when you score maximum victory points from another Tac Op.

- If you score maximum victory points from a Tac Op, and no more than half of your operatives have been incapacitated when you do so, you score 1VP.
- If you score maximum victory points from another Tac Op, and no more than half of your operatives have been incapacitated when you do so, you score 1VP.

BOUNTY HUNTERS

Farstalker Kinband - Faction Tac Op 3

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent selects one of their operatives.

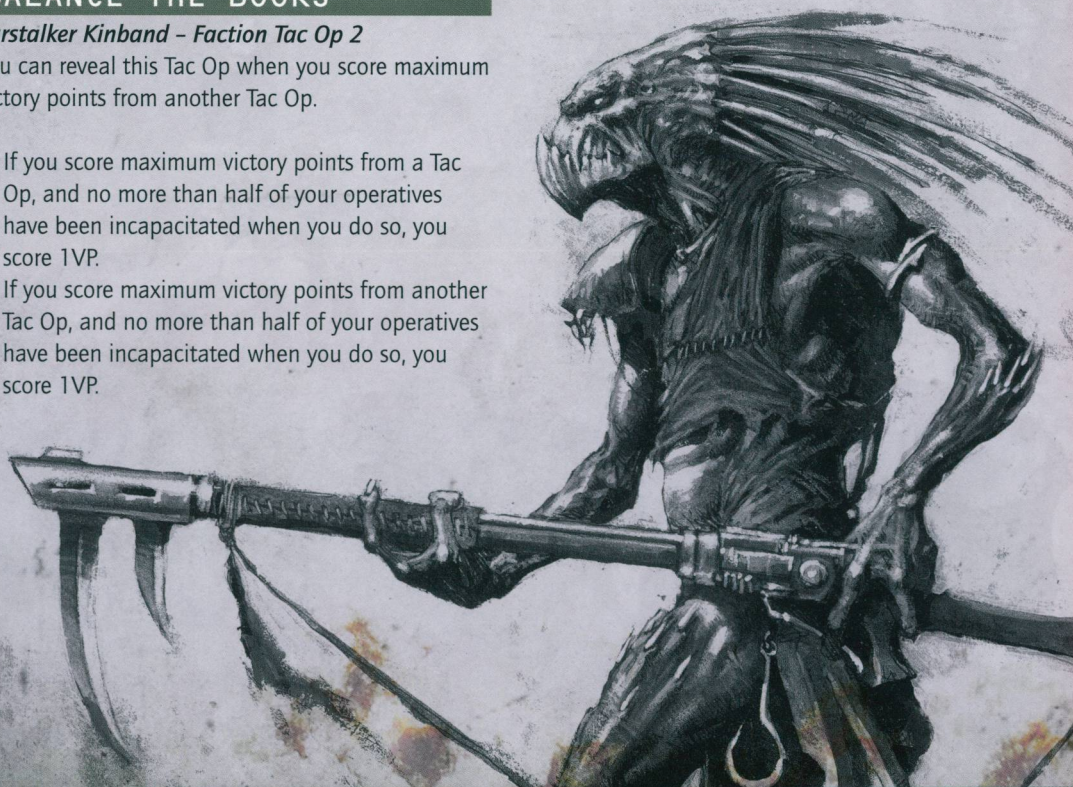
- If that enemy operative is incapacitated, you score 1VP and place your Bounty token underneath the operative as close as possible to the centre of its base.
- If a friendly operative performs the **Confirm Hit** action, you score 1VP.

Friendly operatives can perform the following mission action:

CONFIRM HIT

1AP

An operative can perform this action while within of your Bounty token and not within Engagement Range of an enemy operative. Remove your Bounty token.




STRATEGIC PLOYS

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

CUT-THROATS 1CP

Until the end of the Turning Point, add 1 to the Attacks characteristic of melee weapons friendly **FARSTALKER KINBAND** operatives are equipped with (to a maximum of 4).

FARSTALK 1CP

Immediately change the order of up to three friendly **FARSTALKER KINBAND** operatives that are more than  from enemy operatives.


PREY 1CP

Until the end of the Turning Point, friendly **FARSTALKER KINBAND** operatives gain the following ability:

Prey: Each time this operative is activated, you can use this ability. If you do so, until the end of the Turning Point, ranged weapons this operative is equipped with (excluding quill grenades, page 60) gain the Balanced and Heavy special rules.

BOUND 1CP

Until the end of the Turning Point, friendly **FARSTALKER KINBAND** operatives:

- Ignore the first distance of  they travel each time they climb, drop or traverse.
- Automatically pass jump tests.

TACTICAL PLOYS

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

MERCENARY CONTRACT 1CP

Use this Tactical Ploy in the Select Tac Ops step, when building your Tac Ops deck. Instead of adding one card to your deck from your selected archetype, you can add one from an archetype you did not choose (you must still have a six-card deck).

SLIP AWAY 1CP

Use this Tactical Ploy when a friendly **FARSTALKER KINBAND** 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 OAP).

POACH 1CP

Use this Tactical Ploy when a friendly **FARSTALKER KINBAND** operative is activated. Until the end of its activation, that operative only needs to be within the required range of an objective marker or token to perform mission actions and the **Pick Up** action associated with that objective marker (they do not need to control it). In addition, they can do so while within Engagement Range of an enemy operative.

VENGEANCE FOR THE KINBAND 1CP

Use this Tactical Ploy when a friendly **FARSTALKER KINBAND** operative is incapacitated by an enemy operative. Until the end of the battle, each time another friendly **FARSTALKER KINBAND** 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. You cannot use this Tactical Ploy in the battle again until that enemy operative is incapacitated.

'THE GALAXY IS EVER-CHANGING, NEW DANGERS ALWAYS THERE. YET THE KROOT LIVE. WE SURVIVE. HOW? BECAUSE WE ADAPT FASTER THAN THE GALAXY. BECAUSE WE TAKE FROM IT THAT WHICH WILL MAKE ALL OF US STRONGER. NOTHING MATTERS TO US BESIDES THE KROOT. KIN COME FIRST. WE CARE LITTLE FOR OTHERS - NEITHER THEIR JUDGEMENT OR THEIR MORALS. WE CONSUME THE DEAD BECAUSE IT MAKES US STRONGER. WE FIGHT FOR OTHERS BECAUSE THEIR PAYMENTS MAKE US POWERFUL. WHILE MANY RACES DECLINE AND ROT AND WITHER, KROOT ARE GROWING STRONGER. THAT IS HOW WE SURVIVE.'

- Byahk'tcha Drr'rr, Kroot Cold-blood

KROOT KILL-BROKER

Farstalker Kinbands are led by Kill-brokers. These Kroot are not only expert tacticians and skilled fighters, but also able negotiators, ensuring their kin receive just rewards for their services.



M **APL** **GA**

3 ● 2 1

DF **SV** **W**

3 5+ 9

NAME	A	BS/WS	D	SR	!
☉ Kroot rifle	4	3+	3/4	-	-
☉ Pulse carbine	4	4+	4/4	-	-
☉ Pulse rifle	4	4+	4/5	-	-
✕ Blade	3	2+	3/4	-	-


ABILITIES


Rogue (pg 51)

Call The Kill: Once in each Strategy phase, when it is your turn to use a Strategic Ploy or pass, you can select one enemy operative Visible to this operative instead. Until the end of the Turning Point, each time a friendly **FARSTALKER KINBAND** 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, before rolling your attack dice, you can retain one as a successful normal hit without rolling it.

UNIQUE ACTIONS

Photon Grenade (1AP): Select one enemy operative Visible to this operative. Roll one D6, subtracting 1 from the result as follows:

- If that enemy operative is not in this operative's Line of Sight.
- If that enemy operative is more than  from this operative.

On a 2+, until the end of the Turning Point, subtract  from that enemy operative's Movement characteristic and it cannot perform **Dash** actions. This operative can only perform this action once, only if it is equipped with a pulse carbine and cannot perform this action while within Engagement Range of an enemy operative.

FARSTALKER KINBAND, LEADER, KROOT, KILL-BROKER



KROOT BOW-HUNTER

The accelerator bows wielded by these Kroot are distinctive weapons, with a Kroot rifle at their core. When fired, the bow's curves crackle with energy, charging the loaded arrow's head. Effects on struck enemies vary depending on the material the arrowhead is made from.



M **APL** **GA**

3 ● 2 1

DF **SV** **W**

3 5+ 8

NAME	A	BS/WS	D	SR	!
☉ Accelerator bow	<i>Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:</i>				
- Fused arrow	4	4+	4/5	AP1	-
- Glide arrow	4	4+	3/4	Silent	-
- Voltaic arrow	4	4+	3/2	-	Splash 2
✕ Blade	3	3+	3/4	-	-

ABILITIES

Rogue (pg 51)

UNIQUE ACTIONS

Energize (1AP): Until the end of the activation, all profiles of the accelerator bow this operative is equipped with gain the Lethal 5+ special rule. This operative cannot perform this action while within Engagement Range of an enemy operative.

FARSTALKER KINBAND, KROOT, BOW-HUNTER



KROOT COLD-BLOOD

Cold-bloods have fought as mercenaries for many years indeed. They have seen and experienced much, and little inspires fear in them. The knowledge they have gained makes them adept with different ammunition types, selecting the optimum shot for each kill they wish to make.



M	APL	GA
3 ●	2	1
DF	SV	W
3	5+	9

NAME	A	BS/WS	D	SR	!
☉ Kroot rifle	4	3+	3/4	-	-
✕ Blade	3	3+	3/4	-	-

ABILITIES

Rogue (pg 51)

Hardy: Each time this operative fights in combat or a shooting attack is made against it, in the Resolve Successful Hits step of that combat or shooting attack, each time an attack dice would inflict critical damage on this operative, you can choose for that attack dice to inflict normal damage instead.

Well Stocked: This operative is equipped with piercing shot and toxin shot (pg 60) and they do not cost any equipment points for this operative. Those weapons can be selected for this operative's use twice, instead of once.

UNIQUE ACTIONS

FARSTALKER KINBAND ●, KROOT, COLD-BLOOD



KROOT CUT-SKIN

These Kroot have fully embraced close-combat fighting. Swift and ferocious, Cut-skins launch a flurry of savage blows against their foes, giving the enemy no opportunity to strike back before they are cut down.



M	APL	GA
3 ●	2	1
DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
✕ Cut-skin's blades	4	3+	3/4	Balanced, Lethal 5+	-

ABILITIES

Rogue (pg 51)

Vicious Duellist: Each time this operative fights in combat, in the Roll Attack Dice step of that combat, for each attack dice your opponent discards, the enemy operative in that combat suffers 1 mortal wound.

UNIQUE ACTIONS

Savage Assault (1AP): Perform a free **Fight** action with this operative. After completing that action's fight sequence, if this operative or the target have not been incapacitated, fight in combat with this operative against the same target using the same weapon again.

FARSTALKER KINBAND ●, KROOT, CUT-SKIN



KROOT HEAVY GUNNER

Kroot will fight for or against almost any race in the galaxy. In the process they are paid with – or steal – exotic weapons such as Dvorgite skinners, which charge biological material to create a searing stream of energy, or Londaxi tribalests – anti-armour weapons that fire solid shots at high speeds.



M	APL	GA
3 ●	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
☉ Dvorgite skinner	6	2+	2/3	Rng ●, AP2, Cumbersome*, Torrent ●	-
☉ Londaxi tribalest	5	4+	4/4	AP1, Cumbersome*	Rending
✕ Blade	3	3+	3/4	-	-

ABILITIES

Rogue (pg 51)

***Cumbersome**: An operative cannot move more than 3● in the same activation in which it performs a **Shoot** action with this ranged weapon.

UNIQUE ACTIONS

FARSTALKER KINBAND●, KROOT, HEAVY GUNNER



KROOT HOUND

Fast, nimble, ferocious and incredibly loyal to their Kroot masters, Kroot Hounds are natural companions to the Farstalker Kinbands. These beasts can steal into narrow passageways, recover objects and rip foes apart with their beaked jaws.



M	APL	GA
4 ●	2	2

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
✕ Ripping fangs	4	3+	3/4	-	Rending

ABILITIES

Rogue (pg 51)

Beast: This operative cannot perform mission actions and cannot be equipped with equipment.

Bad-tempered: Each time an enemy operative performs a **Fight** action, if this operative is a valid target, you can select this operative as the target instead. Each time an enemy operative finishes a **Charge** action within Engagement Range of another friendly FARSTALKER KINBAND● operative within ■ of this operative, if this operative is not within Engagement Range of an enemy operative, this operative can perform a free **Charge** action, but must finish that move within Engagement Range of that enemy operative.

UNIQUE ACTIONS

Gather (1AP): Perform a free **Dash**, **Fall Back** or **Normal Move** action with this operative. At any point during that move, you can perform the **Pick Up** action for free with this operative, and any remaining increments of movement can be used after it does so.

FARSTALKER KINBAND●, KROOT, HOUND



KROOT LONG-SIGHT

The finest shots in Farstalker Kinbands, Long-sights carry long-barrelled Kroot hunting rifles. They will gladly conceal themselves in position for days at a time to make the perfect shot. Few in their sights ever live to tell the tale.



M **APL** **GA**

3 ● 2 1

DF **SV** **W**

3 5+ 8

NAME	A	BS/WS	D	SR	!
☉ Kroot hunting rifle	4	3+	3/3	Heavy	MW3
✕ Blade	3	3+	3/4	-	-

ABILITIES

Rogue (pg 51)

UNIQUE ACTIONS

Long-sight (1AP): Until the end of the activation:

- The Kroot hunting rifle this operative is equipped with gains the Lethal 5+ and Silent special rules.
- If this operative makes a shooting attack with the Kroot hunting rifle it is equipped with, enemy operatives are not Obscured for that shooting attack.

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

FARSTALKER KINBAND ☉, KROOT, LONG-SIGHT



KROOT PISTOLIER

Cool under pressure and comfortable fighting close to the enemy, Kroot Pistoliers are dexterous and quick-thinking fighters. Once in optimum range, they unleash a fusillade from their pistols that is almost impossible to escape.



M **APL** **GA**

3 ● 2 1

DF **SV** **W**

3 5+ 8

NAME	A	BS/WS	D	SR	!
☉ Dual Kroot pistols	4	4+	3/4	Rng ◆, Balanced, Lethal 5+	-
✕ Blade	3	3+	3/4	-	-

ABILITIES

Rogue (pg 51)

Quick draw: Once per Turning Point, when this operative is selected as the target of a shooting attack, if this operative is ready, you can interrupt that action to perform a free **Shoot** action with this operative with the dual Kroot pistols it is equipped with against that enemy operative (that enemy operative must be a valid target). If that enemy operative is not incapacitated or revived as a result, finish its shooting attack.

UNIQUE ACTIONS

Gunslinger Salvo (1AP): Perform a free **Shoot** action with this operative with the dual Kroot pistols it is equipped with. After that shooting attack, you can make another shooting attack with the dual Kroot pistols this operative is equipped with. This operative cannot perform this action if it has a Conceal order or while within Engagement Range of an enemy operative. It cannot perform a **Charge**, **Fall Back** or **Normal Move** action in the same activation in which it performs this action.

FARSTALKER KINBAND ☉, KROOT, PISTOLIER



KROOT STALKER

Even among Kroot, these warriors are particularly able infiltrators and hunters. They possess an almost preternatural understanding of terrain and the art of concealment, able to get extremely close to an enemy before moving in for the kill.



M	APL	GA
3 ●	2	1
DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
☉ Kroot scattergun	4	3+	3/3	Rng	-
✕ Stalker's blade	3	3+	3/4	Balanced	Rending

ABILITIES

Rogue (pg 51)

Stalker: This operative can perform a **Charge** action if it has a Conceal order.

UNIQUE ACTIONS

Stealth Attack (2AP): This operative can perform this action if it has a Conceal order, is within of a terrain feature and not within Engagement Range of an enemy operative.

- Perform a free **Charge** action with this operative, but do not exceed its Movement characteristic (i.e. do not add).
- Perform a free **Fight** action with this operative.
- In the Resolve Successful Hits step of that combat, the first time you resolve one of your successful hits, you can immediately resolve another of your successful hits.

FARSTALKER KINBAND , KROOT, STALKER



KROOT TRACKER

These Kroot share a very strong personal bond with their Pech'ra – a bird that hails from Pech itself. The two work in a synchronised manner to aid their Kinband. The Pech'ra can not only distract enemies, but also warn the Kroot of the foe's presence.



M	APL	GA
3 ●	2	1
DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
☉ Kroot rifle	4	4+	3/4	-	-
✕ Blade	3	3+	3/4	-	-

ABILITIES

Rogue (pg 51)

Pech'ra: The first time this operative is activated during the battle, place your Pech'ra token within horizontally and any distance vertically of this operative. Each time this operative is activated thereafter, you can move your Pech'ra token up to horizontally and up to any distance vertically. If this operative is incapacitated and removed from the killzone, remove your Pech'ra token.

UNIQUE ACTIONS

Marked for the Hunt (1AP): Select one enemy operative. Until the end of the Turning Point, while that enemy operative is within horizontally and any distance vertically of your Pech'ra token, it is marked for the hunt. Until the end of the Turning Point, each time a friendly FARSTALKER KINBAND operative within horizontally and any distance vertically of your Pech'ra token makes a shooting attack against an enemy operative marked for the hunt, that enemy operative cannot use Light terrain as Cover for that shooting attack. This operative cannot perform this action while within of an enemy operative.

From the Eye Above (1AP): Select one friendly operative Visible to and within of this operative. Add 1 to its APL. This operative cannot perform this action while within of an enemy operative.

FARSTALKER KINBAND , KROOT, TRACKER



KROOT WARRIOR

Kroot Warriors are fierce fighters, expert hunters and relentless trackers. Those of Farstalker Kindreds have spent many years as mercenaries, gaining much experience in war as well as consuming genetic material for the betterment of their kind's future.



M	APL	GA
3 ●	2	2

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
☉ Kroot rifle	4	4+	3/4	-	-
☉ Kroot scattergun	4	3+	3/3	Rng ●	-
✕ Blade	3	3+	3/4	-	-

ABILITIES

Rogue (pg 51)

UNIQUE ACTIONS

FARSTALKER KINBAND ●, KROOT, WARRIOR



EQUIPMENT

FARSTALKER KINBANDS 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.

QUILL GRENADE [2EP]

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

Name	A	BS	D
Quill grenade	4	3+	2/3

Special Rules

Rng , Blast , Indirect, Limited

PIERCING SHOT [2EP]

Operative equipped with a Kroot rifle, Kroot pistol or dual Kroot pistols only. The operative is equipped with the following ranged weapon for the battle (its BS characteristic is the same as the Kroot rifle or Kroot pistol the operative is equipped with):

Name	A	BS	D
Piercing shot	4	*	3/4

Special Rules

AP1, Limited

TOXIN SHOT [2EP]

Operative equipped with a Kroot rifle, Kroot pistol or dual Kroot pistols only. The operative is equipped with the following ranged weapon for the battle (its BS characteristic is the same as the Kroot rifle or Kroot pistol the operative is equipped with):

Name	A	BS	D
Toxin shot	4	*	2/2

Special Rules

Lethal 5+, Limited

!

Stun

MEAT [3EP]

The operative gains the following ability for the battle:

Meat: Once during the battle, when this operative is activated, you can use this ability. If you do so, this operative regains D3+1 lost wounds.

TROPHY [4EP]

The operative gains the following ability for the battle:

Trophy: Once during the battle, when this operative is activated, you can use this ability. If you do so, add 1 to this operative's APL. Each Turning Point, only one friendly operative can use this ability.

RITUAL BLADE+ [2EP]

KROOT KILL-BROKER operative only. Instead of its blade, the operative is equipped with the following melee weapon for the battle:


Name	A	WS	D
Ritual blade	3	2+	4/5

KROOT PISTOL [1EP]

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

Name	A	BS	D
Kroot pistol	4	4+	3/4

Special Rules

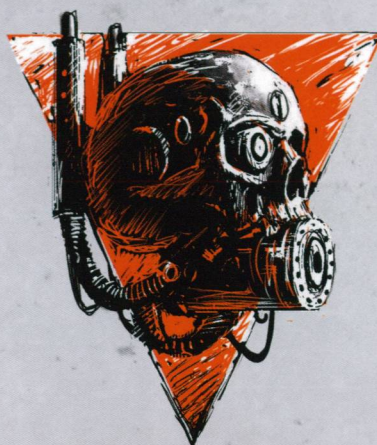
Rng 

FARSTALKER KINBAND SPEC OPS RULES

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

BATTLE HONOURS

Each time a **FARSTALKER KINBAND** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Farstalker Kinband 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).



FARSTALKER KINBAND SPECIALIST

D6	Battle Honour
1	Savage: Add 1 to the Attacks characteristic of melee weapons this operative is equipped with (to a maximum of 4).
2	Eye on the Mark: Each time this operative makes a shooting attack during its activation, if it has not yet moved during that activation, ranged weapons it is equipped with (excluding quill grenades, page 60) gain the No Cover special rule for that shooting attack.
3	Trapper: This operative can perform a Charge action if it has a Conceal order.
4	Wiry: Each time this operative makes any kind of move, it can move around, across and over other operatives (and their bases) as if they were not there, but must finish its move following all requirements specified by that move, and cannot finish its move on top of other operatives (or their bases).
5	Leathery Physiology: Each time this operative would lose a wound as a result of an attack dice that inflicts 4 damage or less, roll one D6: on a 6, that wound is not lost.
6	Clandestine: If this operative has a Conceal order and is in Cover provided by Light terrain, enemy operatives cannot treat it as being on an Engage order as a result of a Vantage Point.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **FARSTALKER KINBANDS**, 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. KINBLADE [3EP]

Kroot Kill-Broker operative only. Instead of its blade, the operative is equipped with the following melee weapon for the battle:

Name	A	WS	D
Kinblade	3	2+	4/5

Special Rules

Balanced

!

Rending

2. KNARLOC HIDE [2EP]

The operative gains the following ability for the battle:

Knarloc Hide: Each time an enemy operative fights in combat with or makes a shooting attack against this operative, subtract 1 from both Damage characteristics of weapons that enemy operative is equipped with for that combat or shooting attack (to a minimum of 2).

3. KROOTHAWK TOTEM [3EP]

The operative gains the following ability for the battle:

Kroothawk Totem: Once per battle, after rolling off to determine initiative, this operative can use this ability. If it does so, you can re-roll your dice.

4. ANCIENT FLINTLOCK [2EP]

Select one Kroot pistol, Kroot rifle, Kroot Scattergun or dual Kroot pistols the operative is equipped with. It gains the Lethal 5+ special rule for the battle.

5. KIN TOTEM [2EP]

The operative gains the following ability for the battle:

Kin Totem: While a friendly **FARSTALKER KINBANDS** operative is Visible to and within of this operative, it is not treated as being injured (only ignore the modifier to its Movement characteristic as a result of being injured if it is activated within of this operative).

6. WINDMARK [1EP]

The operative gains the following ability for the battle:

Windmark: Add ▲ to this operative's Movement characteristic for the battle.

'WE TRAVEL FAR FROM PECH AND THE OTHER ENCLAVES. FOR YEARS AND YEARS. SOME NEVER SEE THE HOME WORLD, BORN ON THE SPHERES AND DYING ON THE SPHERES. YET, OUR TIES TO OUR BIRTH-PLANET HAVE NEVER LOOSENED. WE PRESERVE THE OLD WAYS NO MATTER HOW LONG WE HAVE SPENT AMONG THE STARS, FIGHTING BATTLES FOR OUR EMPLOYERS. WE KROOT ARE OUR TRADITIONS AND WAYS. ABANDONING THEM NEARLY DOOMED US AT THE HANDS OF THE GREENSKINS BEFORE. WE HAVE ADAPTED AND LEARNED, AS WE ALWAYS DO. WE WILL NOT FORGET THE LESSONS. WE WILL HONOUR THE SPIRITS OF THE ANCESTORS ALWAYS. WE WILL TELL THE OLD STORIES, MAKE THE OLD DANCES AND RECITE THE OLD VERSES. UPON THIS FOUNDATION OF STONE DO WE GROW AND CONTINUALLY ADAPT.'

- Chok'ya Rhekk, Kroot Shaper

STRATEGIC ASSETS

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

SPOILS SAFE

On their many varied missions, Farstalker Kinbands acquire all manner of resources, equipment and materials that may be of use to the wider kindred and the rest of their species. They keep this secure at all times, and draw upon it when required for battle.

In the Strategy phase of the first Turning Point, add 1 additional Command point to your pool.

WEAPON WORKBENCH

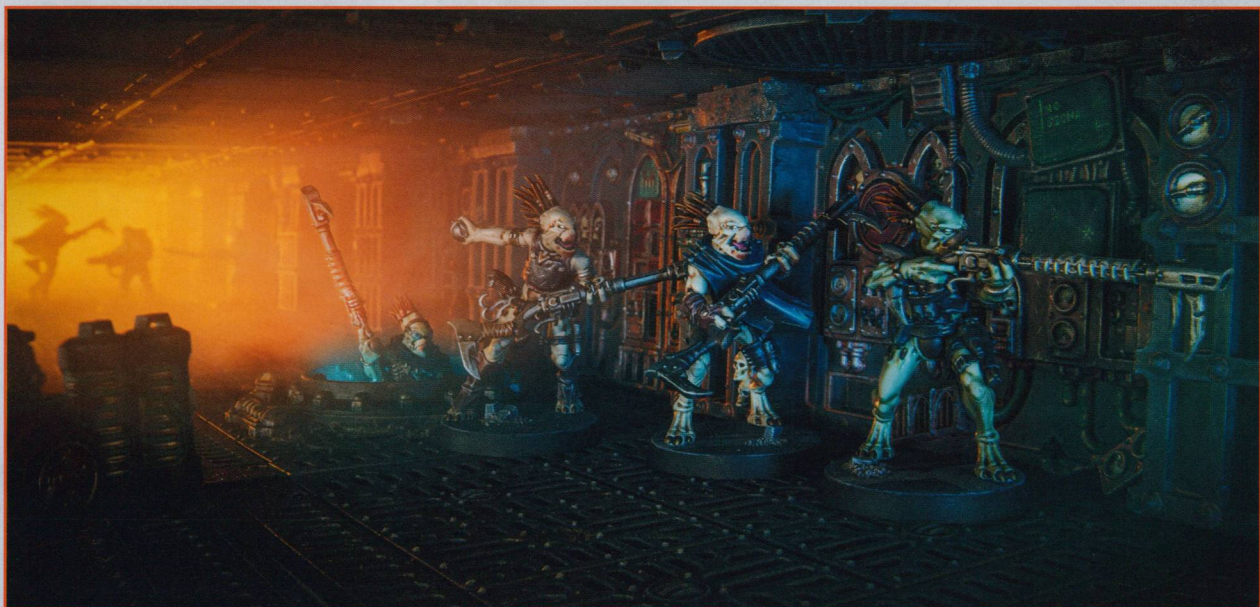
Kroot of Farstalker Kinbands spend much time customising their weapons to make them more effective in battle, as well as personalising them with spiritually significant trinkets and tokens.

While your base of operations has this strategic asset, all ranged weapons rare equipment items from the Kill Team Core Book, page 105, are treated as being in your stash. However Kroot pistols, Kroot rifles and Kroot scatterguns are the only ranged weapons that can be upgraded as a result of this. Note that ranged weapons rare equipment items added to your stash in the usual manner do not have this restriction.

MEAT LOCKER

Food is of the utmost importance to the Kroot – not just for sustenance but also for the genetic material it contains that might be of great evolutionary value to their kind. As a result, anything they do not consume immediately they store securely.

Each time a Recovery test is taken for a friendly **FARSTALKER KINBAND** operative, if it was not incapacitated during that battle, treat it as being Rested for one additional game.



REQUISITIONS

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

NEGOTIATE

1RP

The Kroot's leaders have become adept at negotiating employment contracts that yield considerable rewards.

Purchase this Requisition when you receive a commendation (e.g. for completing all of a Spec Op's operations). Select one of that commendation's bullet points, then select a bullet point from a different commendation your kill team could have access to (it cannot be the same reward as another bullet point from your received commendation and it cannot be one in which you gain Requisition points). Gain the rewards of the second selected bullet point instead of the first.

HONOURABLE OFFERING

1RP

When a Kroot is maimed or dies, Kroot can eat their flesh so that their memories and knowledge are retained for following generations. In desperate times, should a Kroot be so injured or sick that they slow down their kin, their fellows will put them out of their misery and consume their flesh also.

Purchase this Requisition when a friendly **FARSTALKER KINBAND** operative of Veteran rank or higher is removed from your dataslate or gains the Critical Impairment Battle Scar (see the Kill Team Core Book). You can select a number of other friendly **FARSTALKER KINBAND** operatives on your dataslate up to the number of ranks that operative has/had multiplied by two; each selected operative earns 1XP. For example, if a **FARSTALKER KINBAND** operative of Veteran rank gains the Critical Impairment Battle Scar, up to four other friendly **FARSTALKER KINBAND** operatives could each earn 1XP.

If you purchased this Requisition when a friendly **FARSTALKER KINBAND** operative gained the Critical Impairment Battle Scar, that Battle Scar can only be removed as a result of a passed Recovery Test result of 6 (a bionic replacement must be sought instead!). Each friendly **FARSTALKER KINBAND** operative can only provide experience points to other friendly operatives from this Requisition once (if they do so, make a note of it on their narrative datacard).

DEBT OWED

1RP

The Kroot of Farstalker Kinbands have an extremely close bond. Those who harm one of their number can expect payback, with interest.

Purchase this Requisition when a friendly **FARSTALKER KINBAND** operative fails a Casualty test. Make a note of the Faction keyword of the enemy operative that incapacitated that operative; that faction owes you a debt. Each time you play a game against a faction that owes you a debt, you gain the following benefit for the battle: the Balanced special rule allows you to re-roll up to two of your attack dice (instead of one) during that game.

If you win a game against a faction that owes you a debt, the debt is no longer owed to you and the benefit ends. Alternatively, after the battle, after taking Casualty tests in the Update Dataslates step, you can choose for the debt to be no longer owed to you, in which case the benefit ends and all operatives that did not fail an Out of Action test suffer the Cerebral Affliction Battle Scar (see the Kill Team Core Book). You can only have one debt owed to you at once.

SPEC OPS

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



KIN, FIRST AND FOREMOST

The Kroot of the Farstalker Kinband always have each other's backs, through thick and thin. Though they are mercenaries - dangerous work indeed - they will do everything they can to keep each other alive.

OPERATION 1: FIGHT FOR POSTERITY

With each completed contract, the Farstalker Kinband acquire more experience, knowledge and resources for the future of their race.

Complete five games in which you scored victory points from the 'Balance the Books' and/or 'Butcher' Tac Op, or five games in which you scored victory points from two or more Security Tac Ops.

OPERATION 2: SWIFT REPRISAL

To attack one of the Kinband is to attack all.

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

COMMENDATION

- You gain one Requisition point.
- You can distribute up to 5XP across the operatives on your dataslate.
- 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 a 'Secure District' Spec Op.

GUNS FOR HIRE

Farstalker Kinbands make their living as pirates, mercenaries and bounty hunters, offering out their skills to almost any willing to pay the right price.

OPERATION 1: HIT JOBS

Contracted for a series of hits, the team must eliminate targets designated by their employer.

Complete five games in which you scored victory points from the 'Bounty Hunters', 'Execution' and/or 'Headhunter' Tac Op.

OPERATION 2: DISCRETIONARY BONUS

Ever resourceful, the Kinband see no reason not to extract additional rewards for their efforts. Battlefields are sources of both material and genetic wealth for the Kroot, being littered with weapons and flesh few would notice the disappearance of.

Complete a game in which you scored victory points from the 'Retrieval' and/or 'Rob and Ransack' Tac Op.

COMMENDATION

- You gain three Requisition points.
- 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.

KILLZONE: GALLOWDARK

Killzone: Gallowdark is a killzone played on a 607mm by 704mm area that uses the Close Quarters rules (pg 71-73). 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.

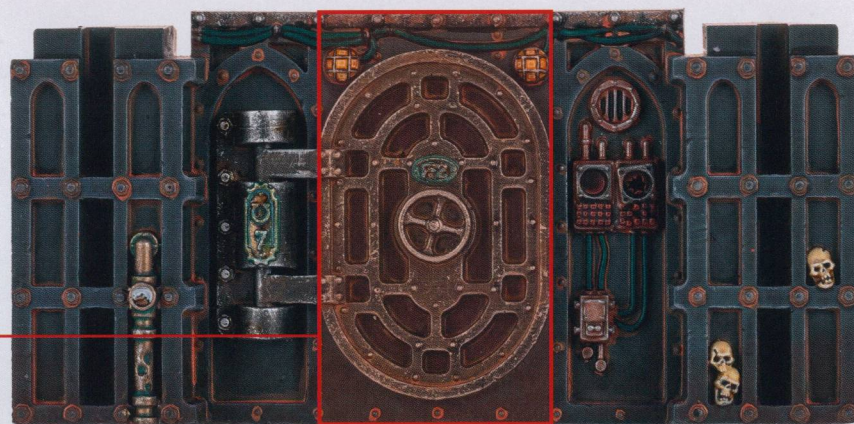
66

KILLZONE: GALLOWDARK • TERRAIN RULES

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 68-69.

Hatchway

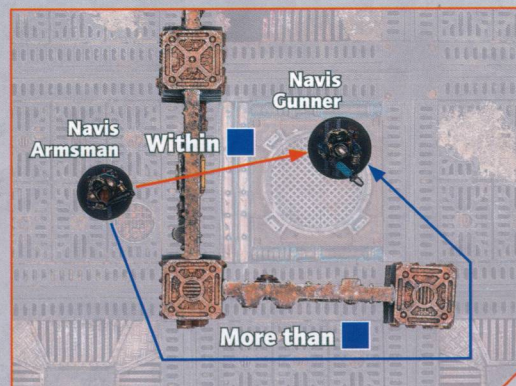


Wall:

- Operatives cannot move over or through Wall terrain regardless of any other rules, other than as a result of the Accessible trait (pg 68).
- Visibility lines cannot be drawn over or through Wall terrain.
- An operative is never a valid target if every Cover line drawn to it crosses Wall terrain.
- Range cannot be measured over or through Wall terrain; you must measure around it using the shortest possible route (as shown in the diagram below).
- In order for Wall terrain to provide Cover or be Obscuring, a Cover line must cross a corner or end of that terrain feature (as shown in the diagrams opposite).

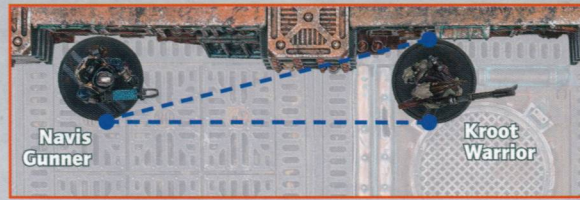
WALL: RANGE EXAMPLE

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

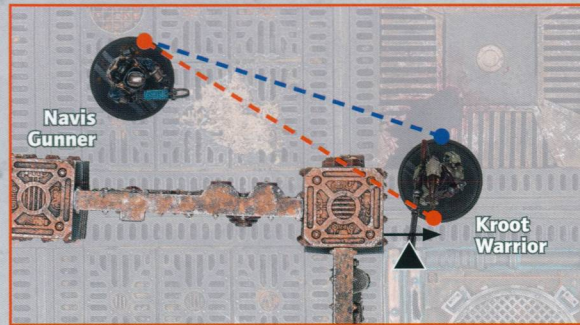


WALL: COVER EXAMPLE

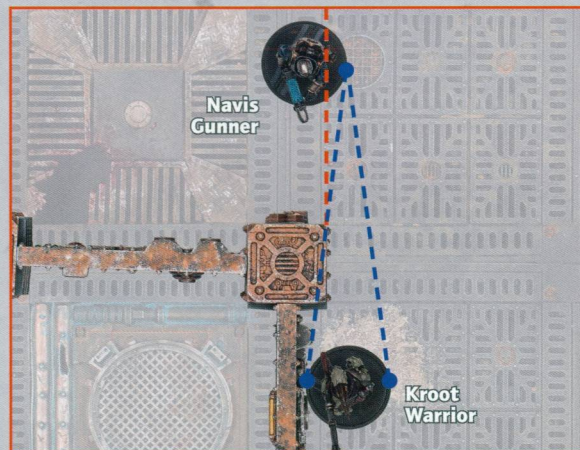
A Cover line does not cross a corner or end of the Wall, therefore the Kroot Warrior is not in Cover. Note that minor parts of the Wall that protrude do not make a corner or end alone; it must be the main structure of the Wall that turns a corner or ends, as shown in the diagrams below.



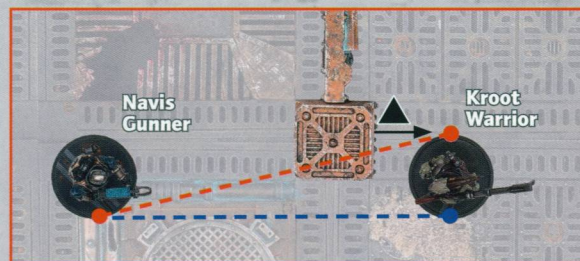
A Cover line crosses a corner of the Wall, therefore the Kroot Warrior is in Cover.



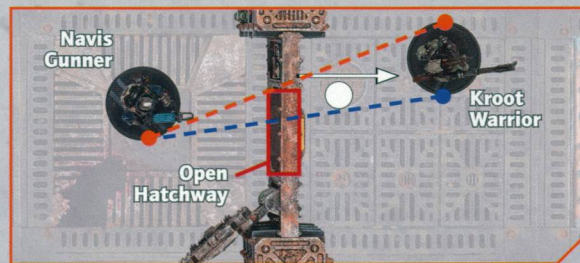
A Cover line does not cross a corner of the Wall, as the Navis Gunner has passed the corner of the Wall, therefore the Kroot Warrior is not in Cover. Note that if the Navis Gunner was wholly on the left side of the orange line, the Kroot Warrior would be in Cover.



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



A Cover line crosses an end of the Wall (note that the open Hatchway does not have the Wall trait). The Kroot Warrior is more than 1 inch from the point at which the Cover line crosses the Wall, therefore the Kroot Warrior is Obscured.



HATCHWAY

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

CLOSED HATCHWAY



Access Point and Hatch

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 66) 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



Hatch

Access Point

Open

While a Hatchway is open:

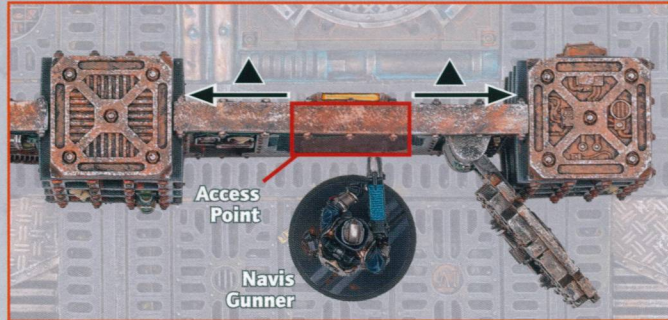
- Its hatch must be fully open (it cannot be ajar).
- Its access point has the Accessible trait.
- Its hatch has the Wall trait (pg 66).

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

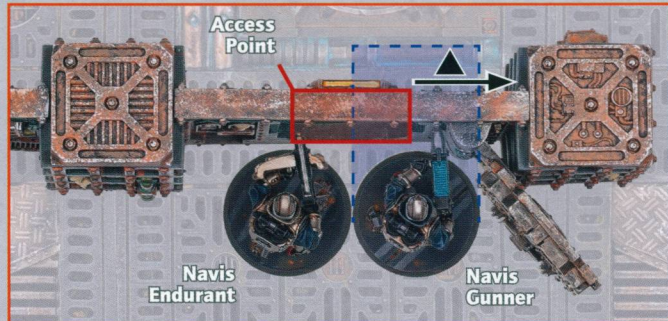
Designer's Note: *An open Hatchway's access point does not provide Cover, nor is it Obscuring. The Walls either side of the access point, or its hatch, must be used for this instead.*

HATCHWAY: ACCESSIBLE EXAMPLE

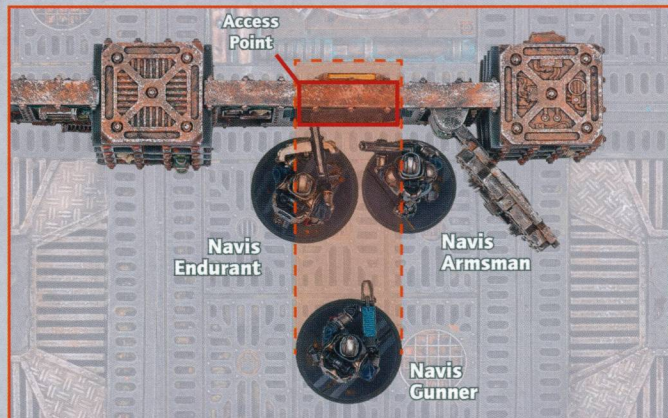
The Navis Gunner's base is wider than the open Hatchway's access point. It can move through the Wall terrain up to ▲ either side of the open access point so long as a part of its base moves through the open Hatchway's access point.



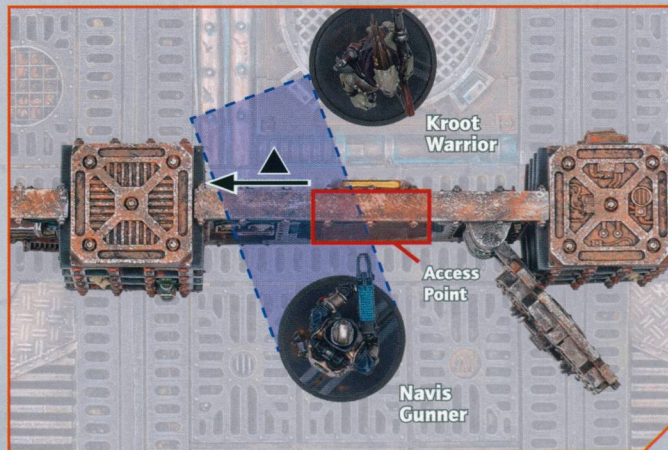
Another friendly operative is potentially impeding the Navis Gunner. It can move through the Wall terrain up to ▲ to the right of the open Hatchway's access point so long as a part of its base moves through that access point and does not move through the impeding operative.



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



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

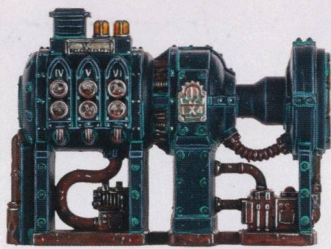


KILLZONE: INTO THE DARK

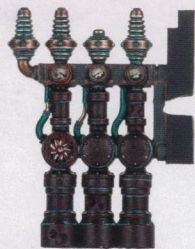
Killzone: Into the Dark is a supplement to Killzone: Gallowdark. It is a condensed, cramped environment that kill teams must navigate, and represents the operatives' first steps aboard the *Gallowdark*.

ANCIENT APPARATUS

Ancient Apparatus terrain features are further categorised below. They have the Heavy and Traversable traits.



Dynamo



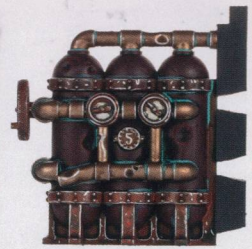
Power Panel



Pipes



Control Panel

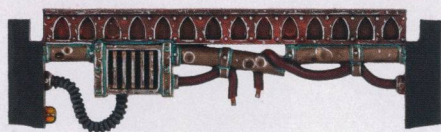


Tanks

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

PIPES

Overhead Pipe terrain features have the Insignificant trait. Broken Pipe terrain features have the Light and Traversable traits.



Overhead Pipe



Broken Pipe

GALLOWDARK BARRICADES

Gallowdark barricades are variant barricades designed to fit with the theme of space hulks. They are normal barricades for all rules purposes, meaning they have the Light and Traversable traits.



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.

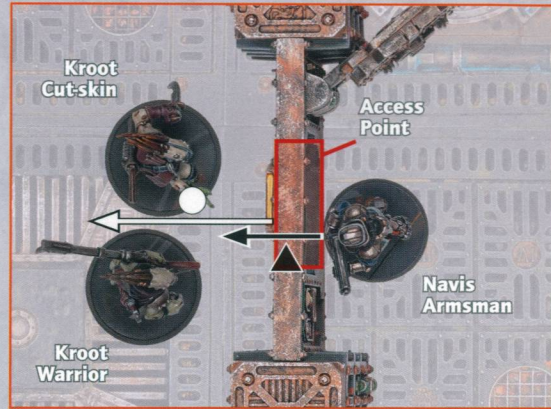
HATCHWAY FIGHT

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 Navis Armsman 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 Navis Armsman performs a **Hatchway Fight** action to fight in combat against one of them.

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KILLZONE: INTO THE DARK • CLOSE QUARTERS RULES

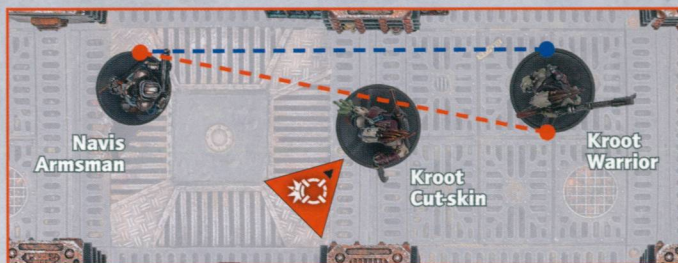


ADDITIONAL RULES

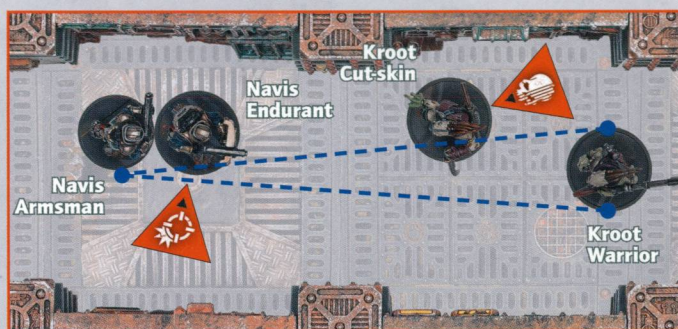
CONDENSED ENVIRONMENT

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 Navis Armsman is making a shooting attack against the Kroot Warrior. As a Cover line crosses the Kroot Cut-skin (which has an Engage order) one less attack dice is rolled.



The Navis Armsman is making a shooting attack against the Kroot Warrior. A Cover line crosses the friendly Navis Endurant (which has an Engage order), but as its base is touching the Navis Armsman, it is ignored. A Cover line also crosses the Kroot Cut-skin, 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 needed 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 needed cards from any one other archetype).

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.

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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.

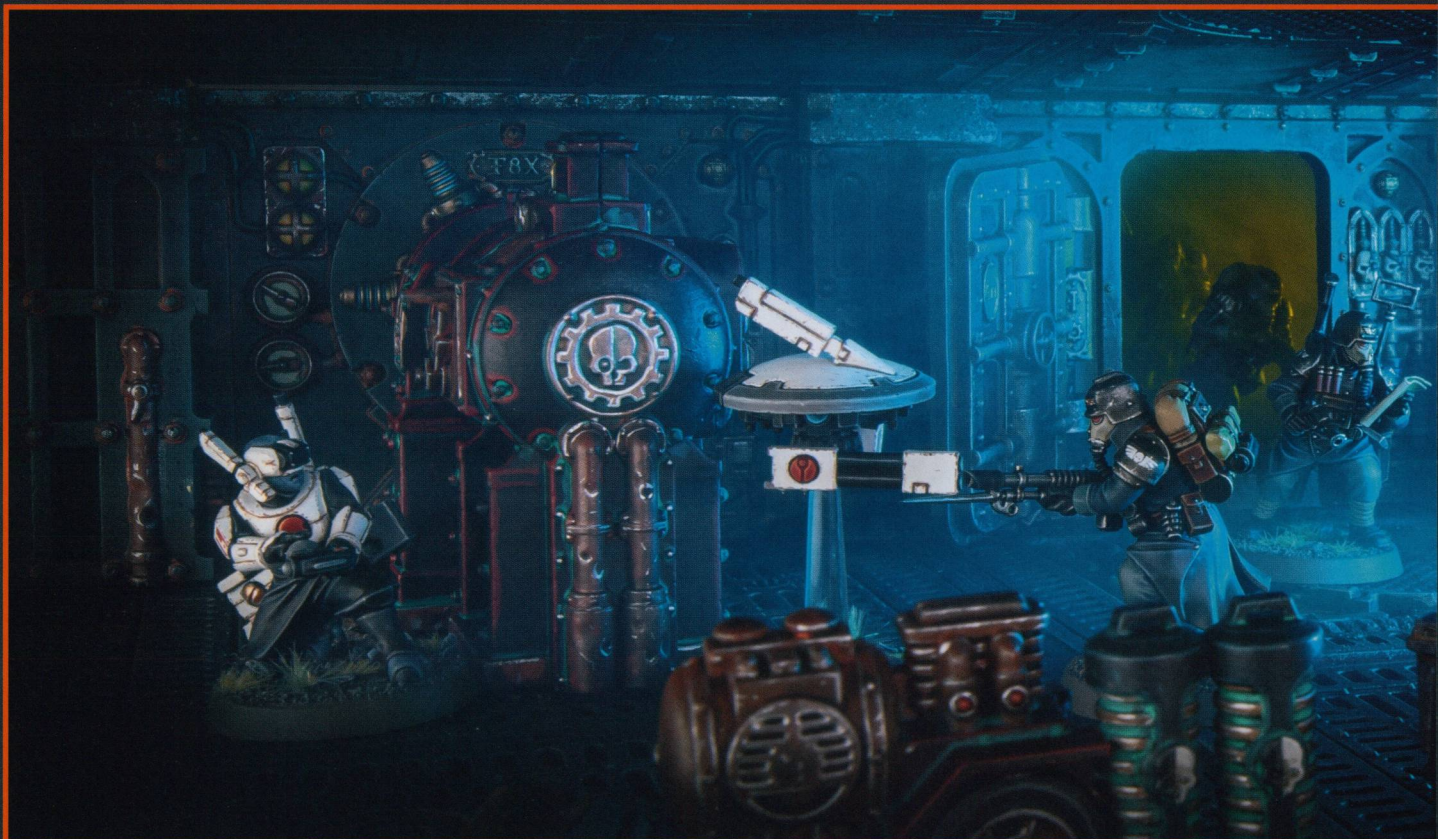
When these forces encounter each other, the result is rarely something other than bloodshed. Within the *Gallowdark*, it is kill or be killed. For many denizens, slaughter is their only goal. Those with other aims have little choice but to follow suit, eliminating scores of foes in order to be successful. 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 Sergeant



Legionary Anointed





Veteran Guardsman Trooper

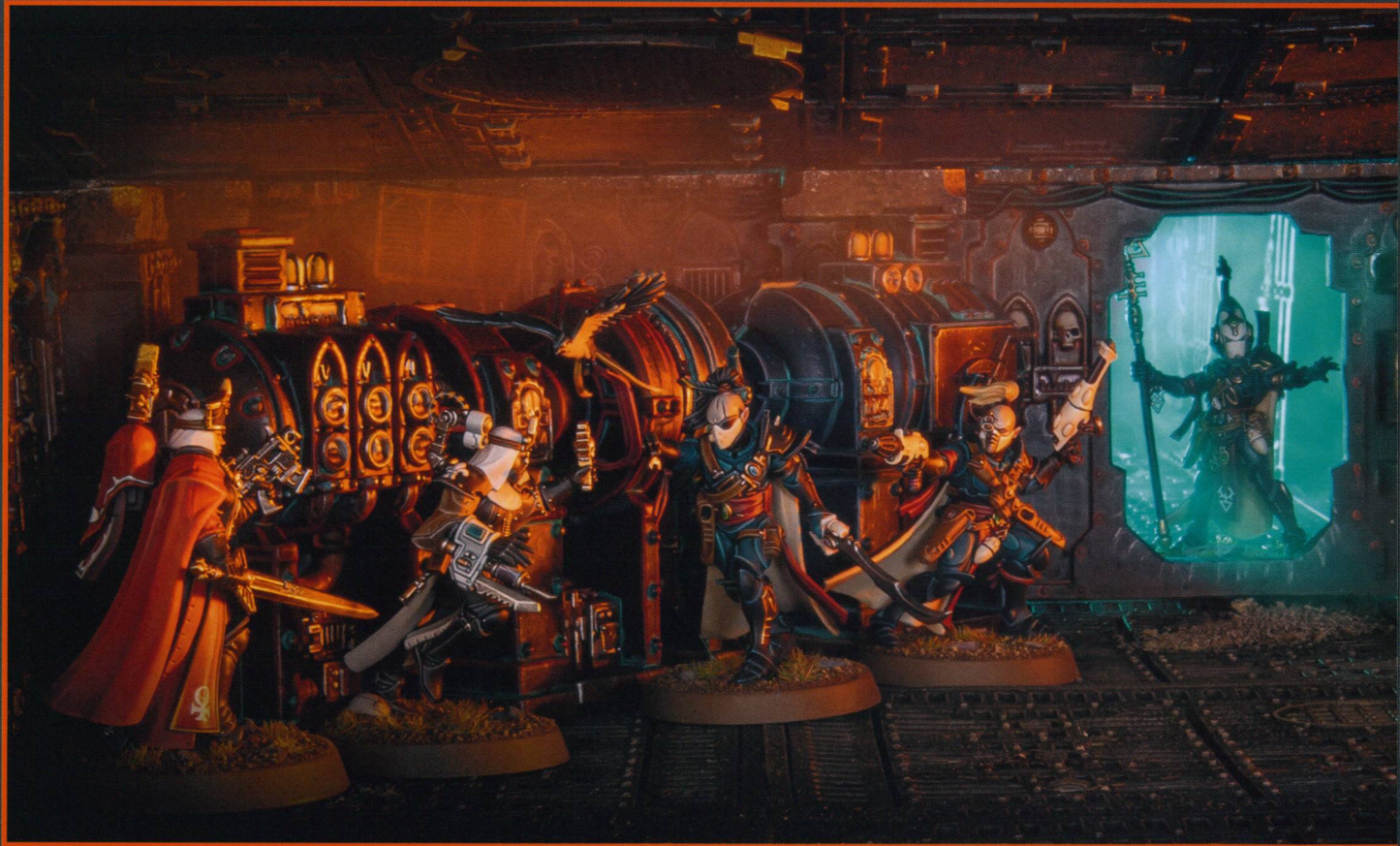
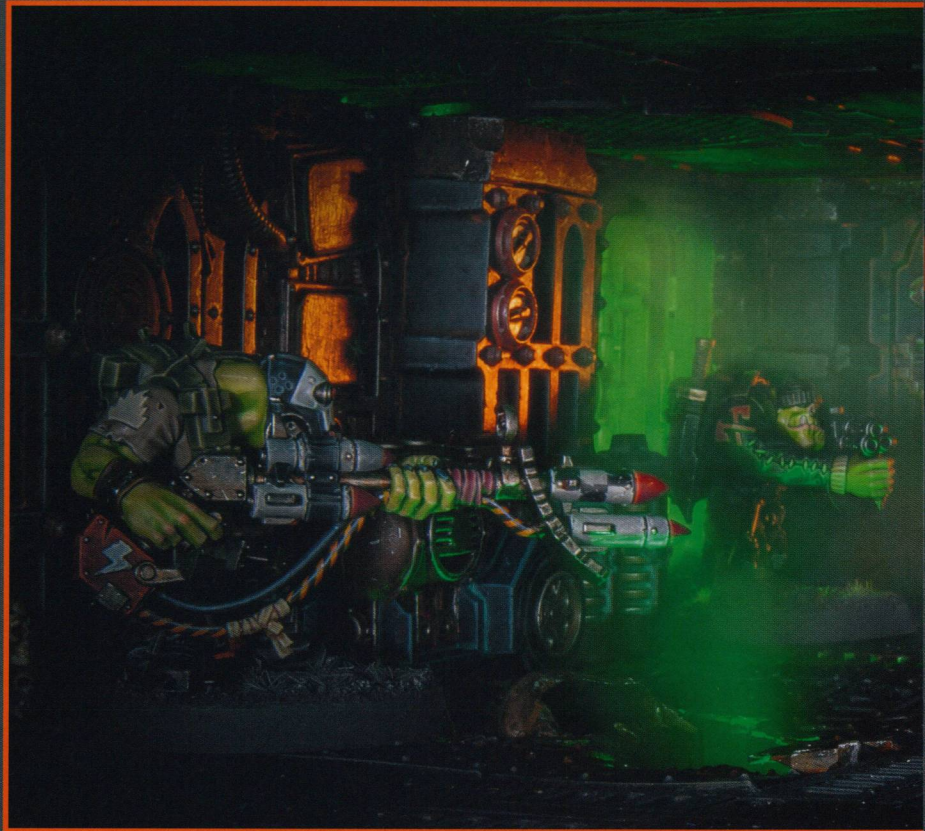
Pathfinder Shas'ui



Kommando Nob



Blooded Traitor Gunner





Corsair Voidscarred Kurnite Hunter

Novitiate Duellist

SETTING UP TERRAIN

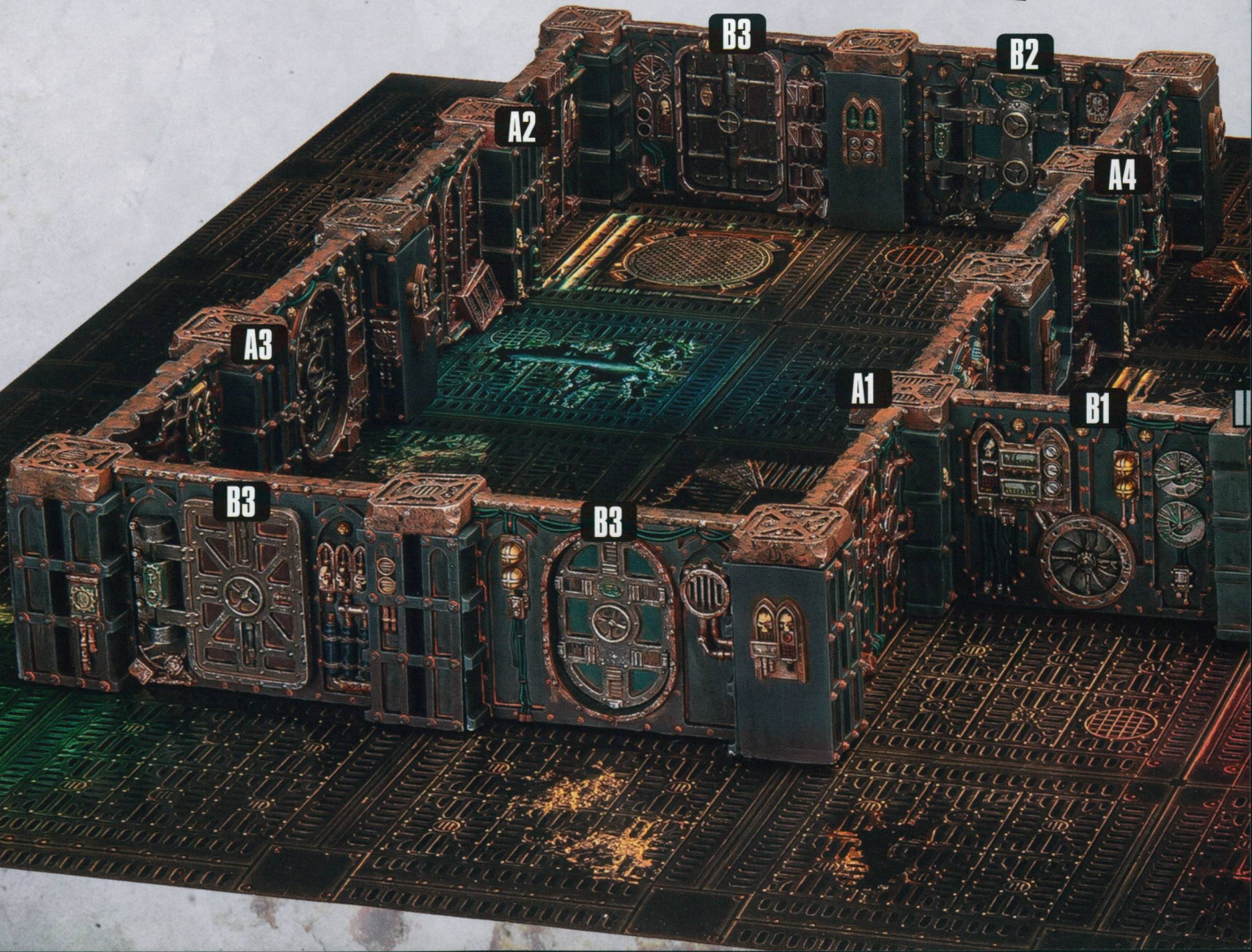
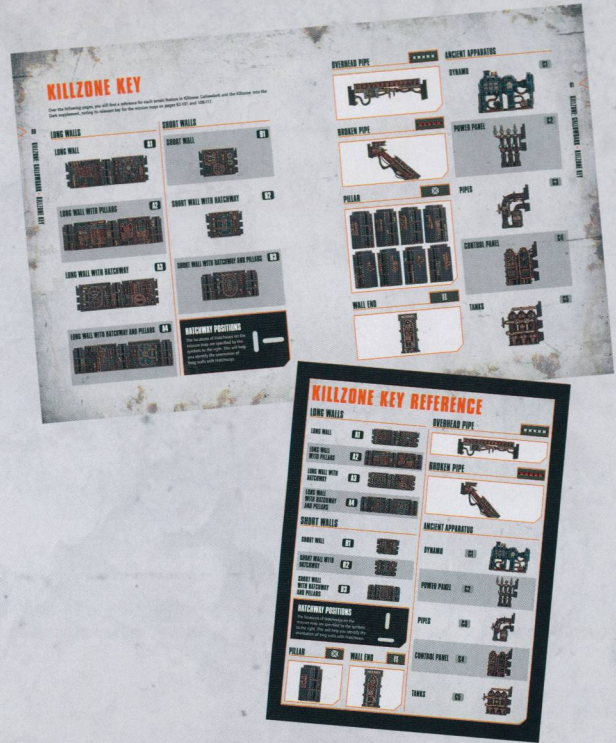
78

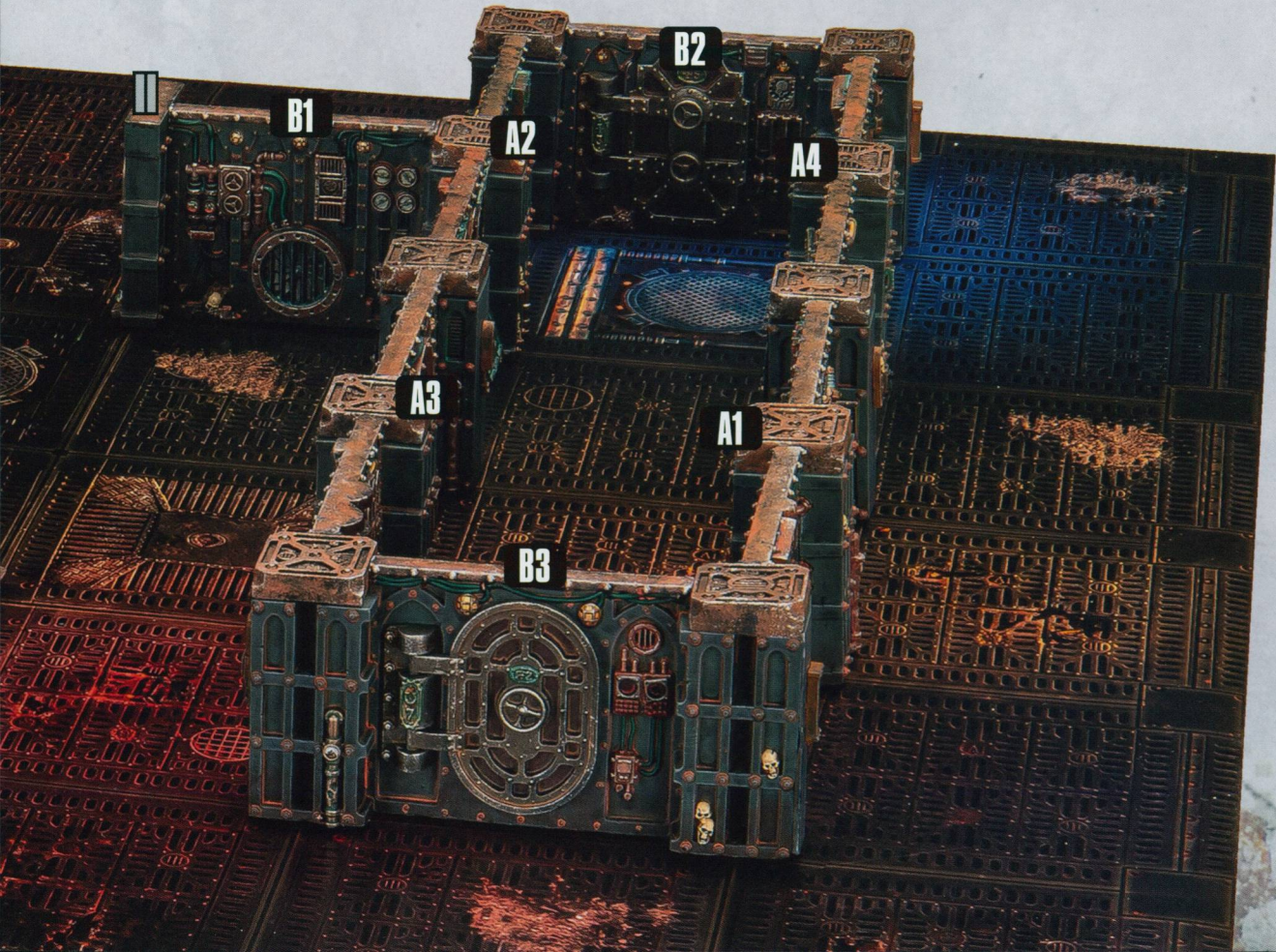
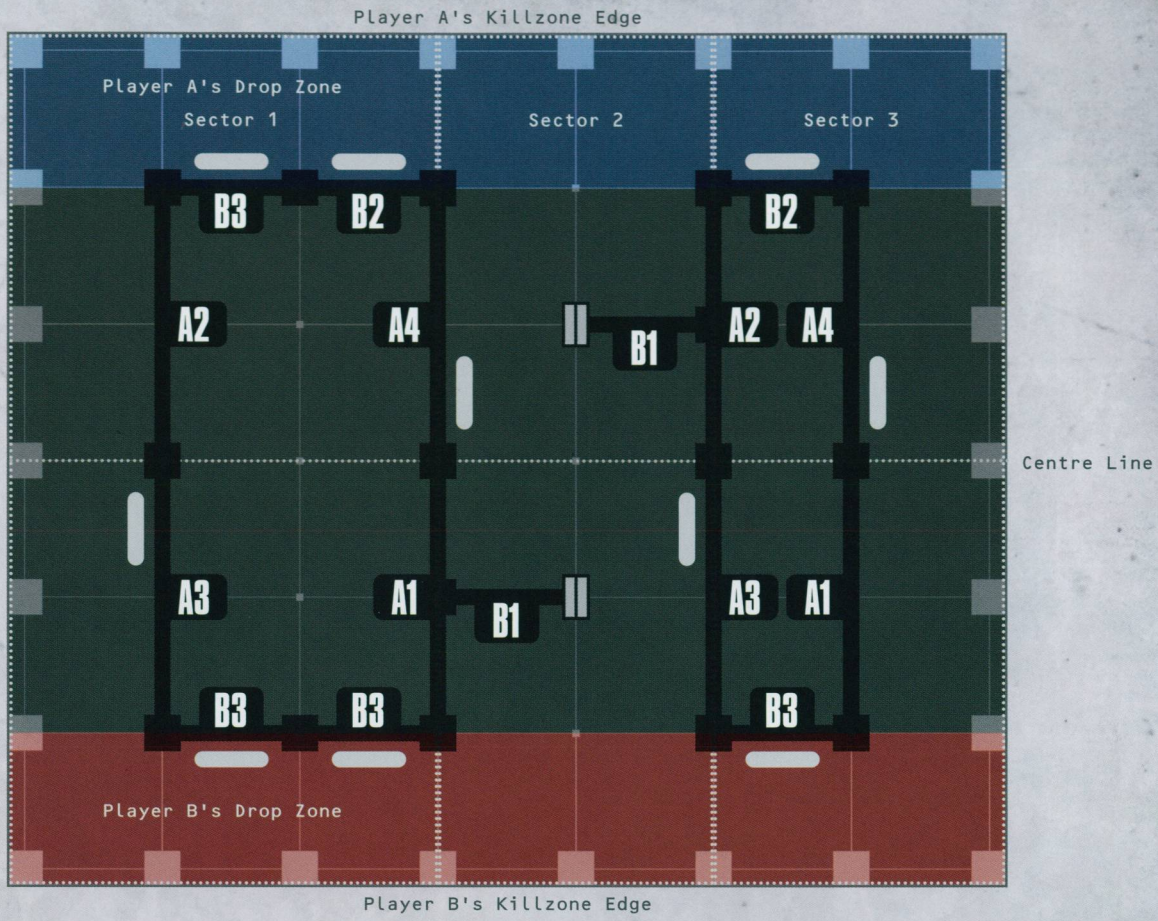
KILLZONE: GALLOWDARK • SETTING UP TERRAIN

Killzone: Gallowdark (and the Killzone: Into The Dark 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 82-101 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 80-81 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 80-81. We have also included a key inside the back cover for quick and easy reference.





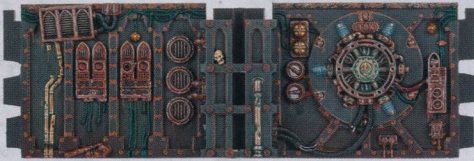
KILLZONE KEY

Over the following pages, you will find a reference for each terrain feature in Killzone: Gallowdark and the Killzone: Into the Dark supplement, noting its relevant key for the mission maps on pages 82-101 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

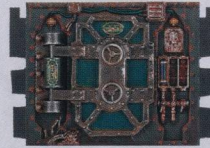
SHORT WALL

B1



SHORT WALL WITH HATCHWAY

B2



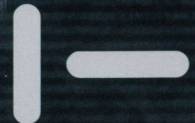
SHORT WALL WITH HATCHWAY AND PILLARS

B3

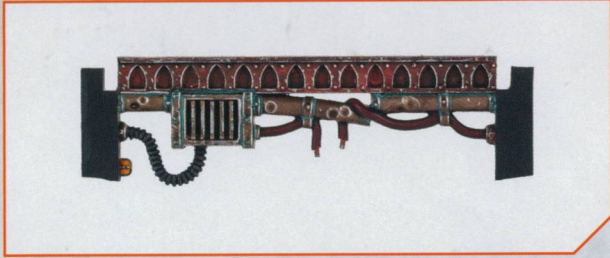


HATCHWAY POSITIONS

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.



OVERHEAD PIPE



BROKEN PIPE



PILLAR



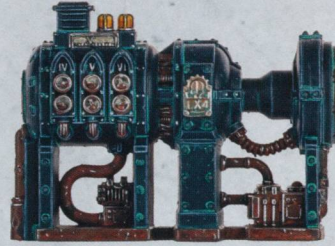
WALL END



ANCIENT APPARATUS

DYNAMO

C1



POWER PANEL

C2



PIPES

C3



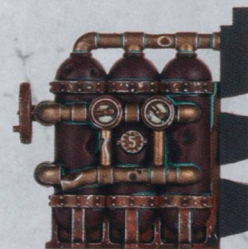
CONTROL PANEL

C4



TANKS

C5



SHADOW OPERATIONS: INTO THE DARK MISSION PACK

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SHADOW OPERATIONS: INTO THE DARK MISSION PACK

On pages 84-101, you will find nine missions from the Shadow Operations: Into the Dark mission pack. These are missions themed around early expeditions into the *Gallowdark*. They contain a mixture of symmetric and asymmetric mission rules and mission objectives. In the case of the latter, this means that the Attacker and Defender will have different goals to achieve and different strategies to achieve them. The missions increase in detail, with the first three missions being the most simple and straightforward, the second three missions requiring more thought and consideration, and the final three missions being the most detailed with the most unusual mission rules.

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 immerse you in the story of your operatives as they explore and understand the *Gallowdark*, with a particular mind to rewarding players who use these missions as part of a Spec Ops campaign. Therefore, they are especially suited to narrative play.

The missions use Killzone: Gallowdark, and Killzone: Into the Dark to supplement it. The location of terrain features are specified using a key system, as described on page 78.

To randomly determine a Shadow Operations: Into the Dark 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.

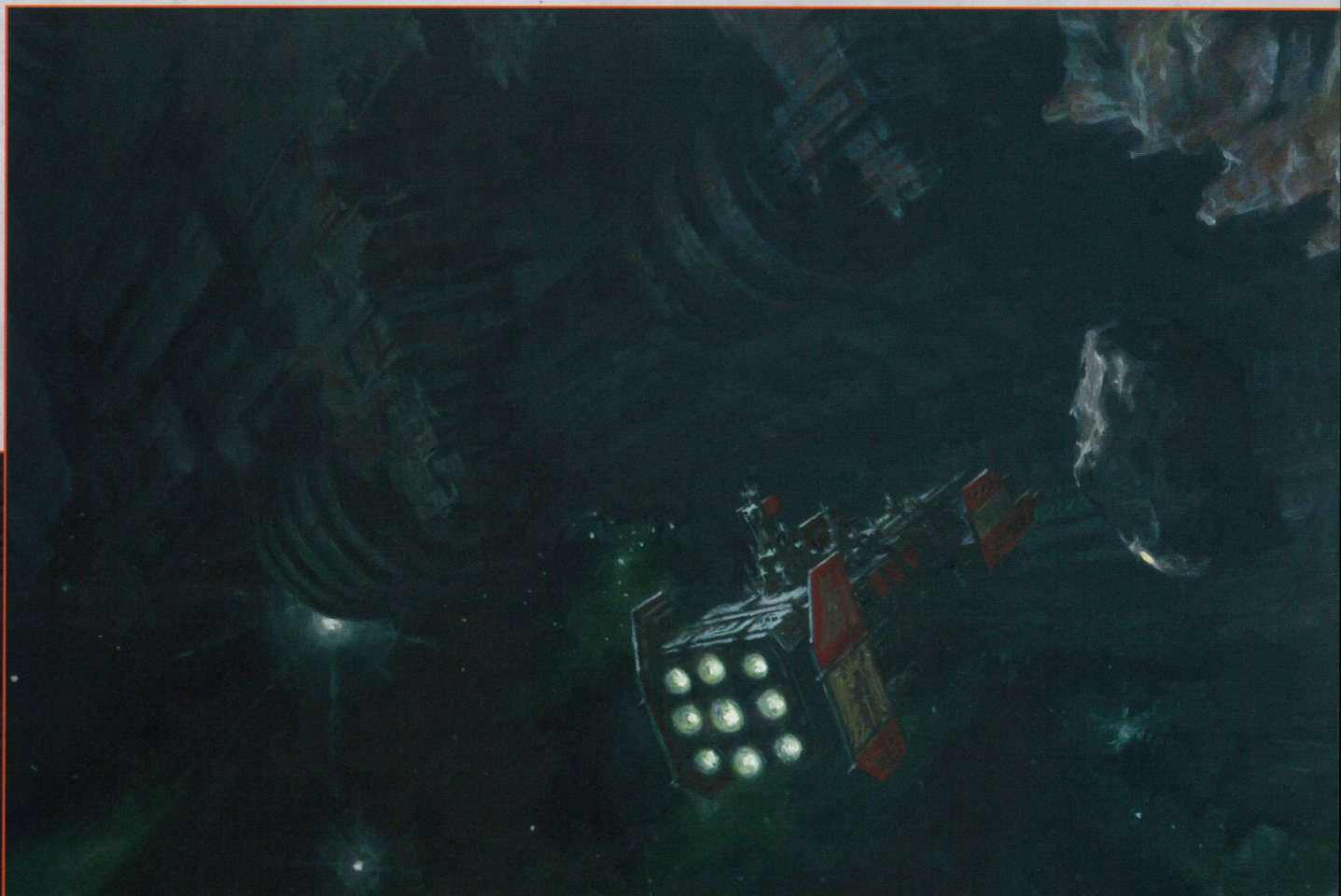


TABLE 1		TABLE 2		TABLE 3	
D3	Mission	D3	Mission	D3	Mission
1	Reinforced Chamber	1	Desperate Raid	1	Power Overload
2	Airlocked	2	Deadly Hangar	2	Pursue and Secure
3	Subsidence	3	Maze Breakout	3	Contact Lost

As the missions are set within the early stages of *Gallowdark* exploration, kill teams are operating with very little intelligence of their environment, so are route finding on the move and adapting as necessary. All missions from this mission pack have the following mission rule:

Expeditionary Teams: Players do not complete the Set Up Barricades step. Note that they can, however, set up barricades by other means, e.g. the Fortify option in the Scouting step.

'THE EMPEROR WILL JUDGE YOUR SINS - AFTER THE OFFICER OF THE WATCH IS FINISHED WITH YOU!'
 - Popular naval saying



MISSION 1.1

REINFORCED CHAMBER

The kill teams have discovered a hidden chamber with reinforced walls that is easily defensible. If they can get the power on and secure the area, it can provide a safe haven within the Gallowdark.

MISSION RULES

Secure the Area: Friendly operatives control a sector if the total APL characteristic of friendly operatives wholly within that sector is greater than that of enemy operatives wholly within that sector.

Restart: Each of the following Ancient Apparatus terrain features begin the battle dormant:

- Control panel
- Power panel
- Tanks

Operatives can perform the following mission action:

POWER UP

1AP

An operative can perform this action if it controls a dormant terrain feature. That terrain feature is no longer dormant.

MISSION OBJECTIVE

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

At the end of the battle, for each sector 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:

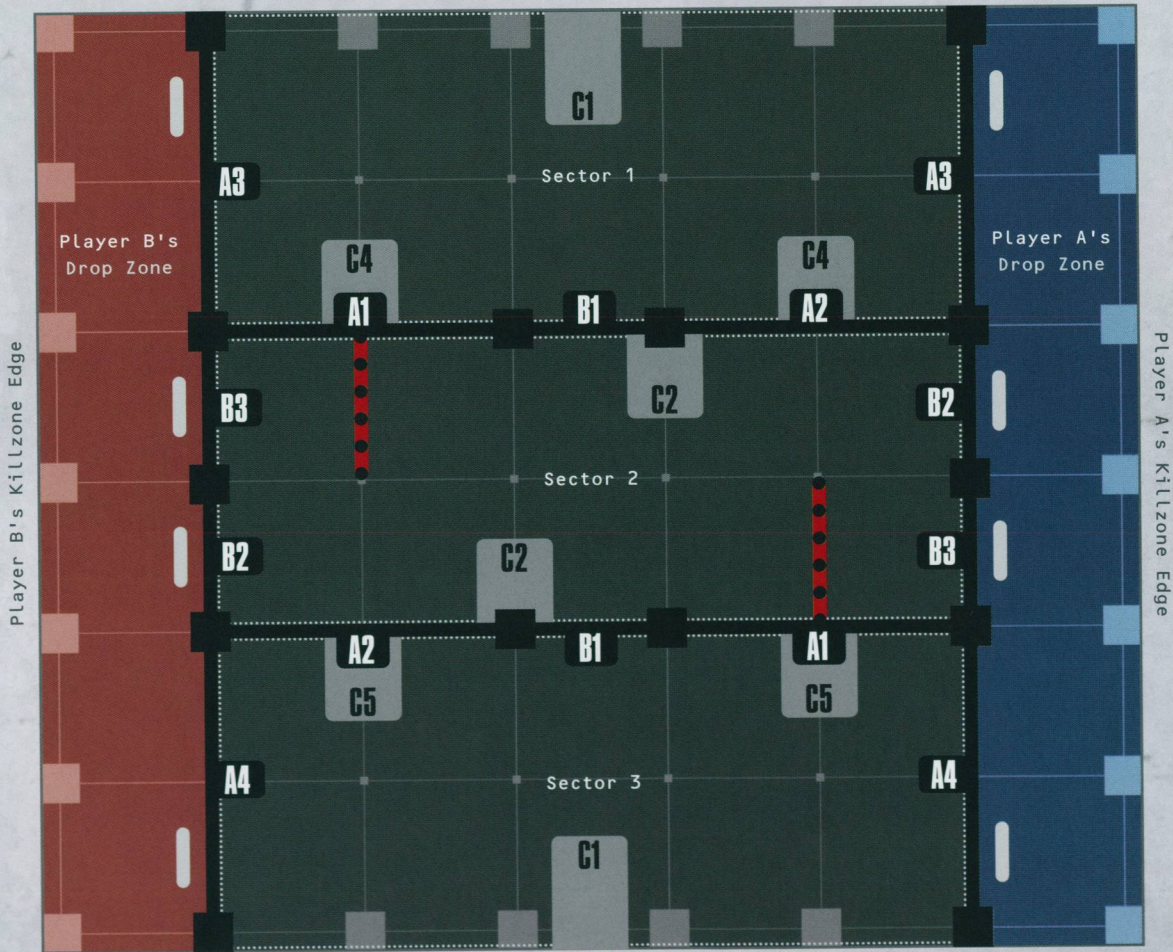
MISSION BONUS

After the battle, in the Update Dataslates step, for each sector you controlled at the end of the battle, you can re-roll one Casualty or Recovery test.

SPEC OPS BONUS

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

For the key to this map, see pages 80-81, or the inside back cover.



MISSION 1.2

AIRLOCKED

Some areas of the Gallowdark have little to no breathable atmosphere, and kill teams must be able to function in and navigate through these environments to survive. When an opportunity to refill their portable tanks with breathable air becomes available, kill teams will fight to the death for this most precious of resources.

MISSION RULES

Automated Airlock: Each player can only set up a maximum of one third of their kill team (rounding to the nearest whole number, to a maximum of four operatives) within their drop zone in the airlock. All of their other operatives must be set up wholly within their drop zone and not within the airlock. Players cannot use any rules that allow their operatives to be set up elsewhere. In addition, the Hatchways labelled 'locked' cannot be opened.

Operatives can perform the following mission action:

SIPHON OXYGEN 1/2AP

An operative can perform this action while it controls a Tanks or Pipes Ancient Apparatus terrain feature that has not been siphoned during this Turning Point. If it does so, that terrain feature has been siphoned this Turning Point. If the terrain feature is Tanks, this action costs 1AP; if the terrain feature is Pipes, this action costs 2AP.

MISSION OBJECTIVE

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



SPEC OPS CAMPAIGN

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

MISSION BONUS

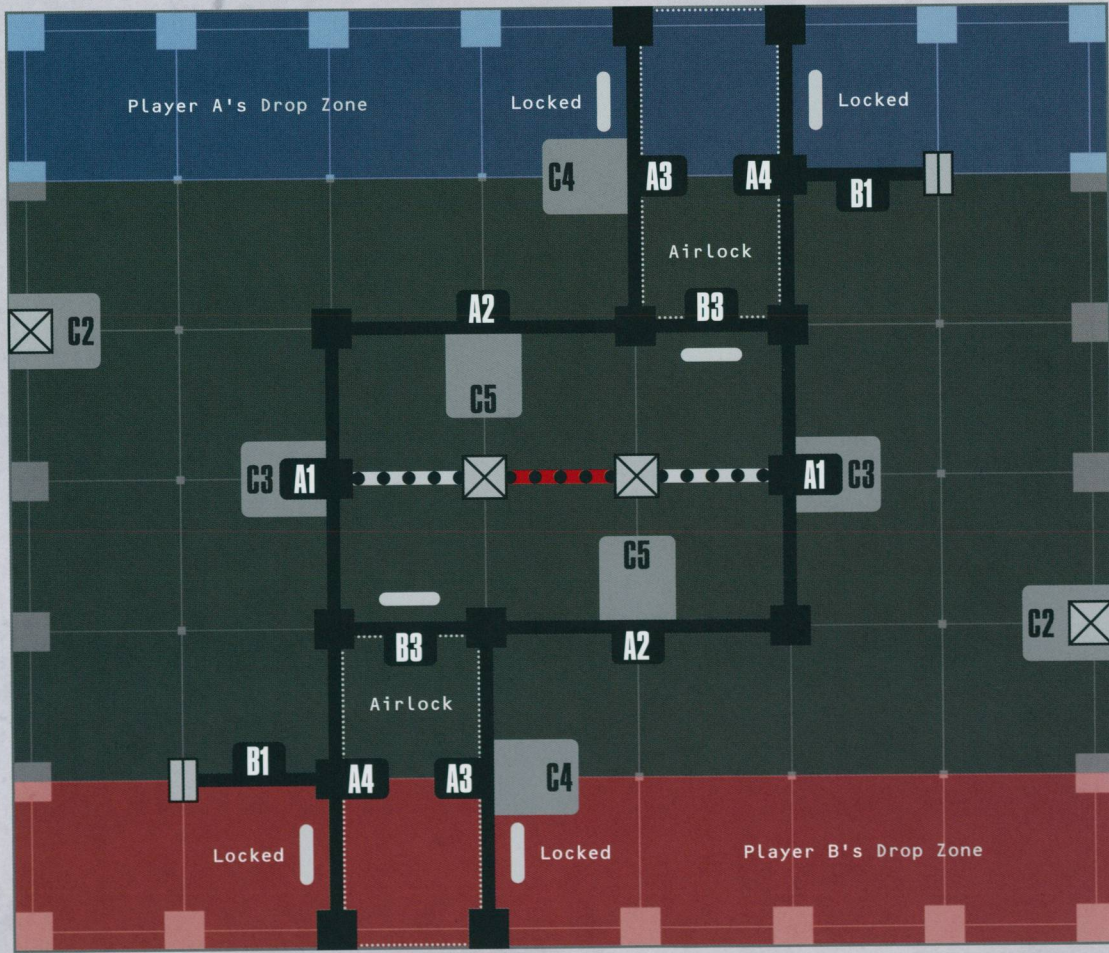
At the end of the battle, if you scored 9 or more victory points from the mission objective, you gain 1 Requisition point.

SPEC OPS BONUS

Copious Supply: 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 80-81, or the inside back cover.

Player A's Killzone Edge



MISSION 1.3

SUBSIDENCE

The subsidence of a ship within the Gallowdark has opened up a new passage within the hulk. A section closed off for centuries is now ripe for raiding. Two kill teams rush for the new territory, intent on securing the passage.

MISSION RULES

Subsidence: Each time an operative performs a **Dash** action, so long as it finishes the move closer to the killzone edge labelled 'subsidence', it can move an additional ▲ for that action.

Unstable Position: Each time an operative performs an action in which it moves during its activation, if it does not finish that move within ▲ of a terrain feature, roll one D6: on a 1-3, that operative is treated as being injured until the end of its activation, regardless of any rules that say it cannot be injured.

MISSION OBJECTIVE

At the end of the battle:

- For each Alpha objective marker friendly operatives control, you score 4VPs.
- For each non-Alpha objective marker 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:

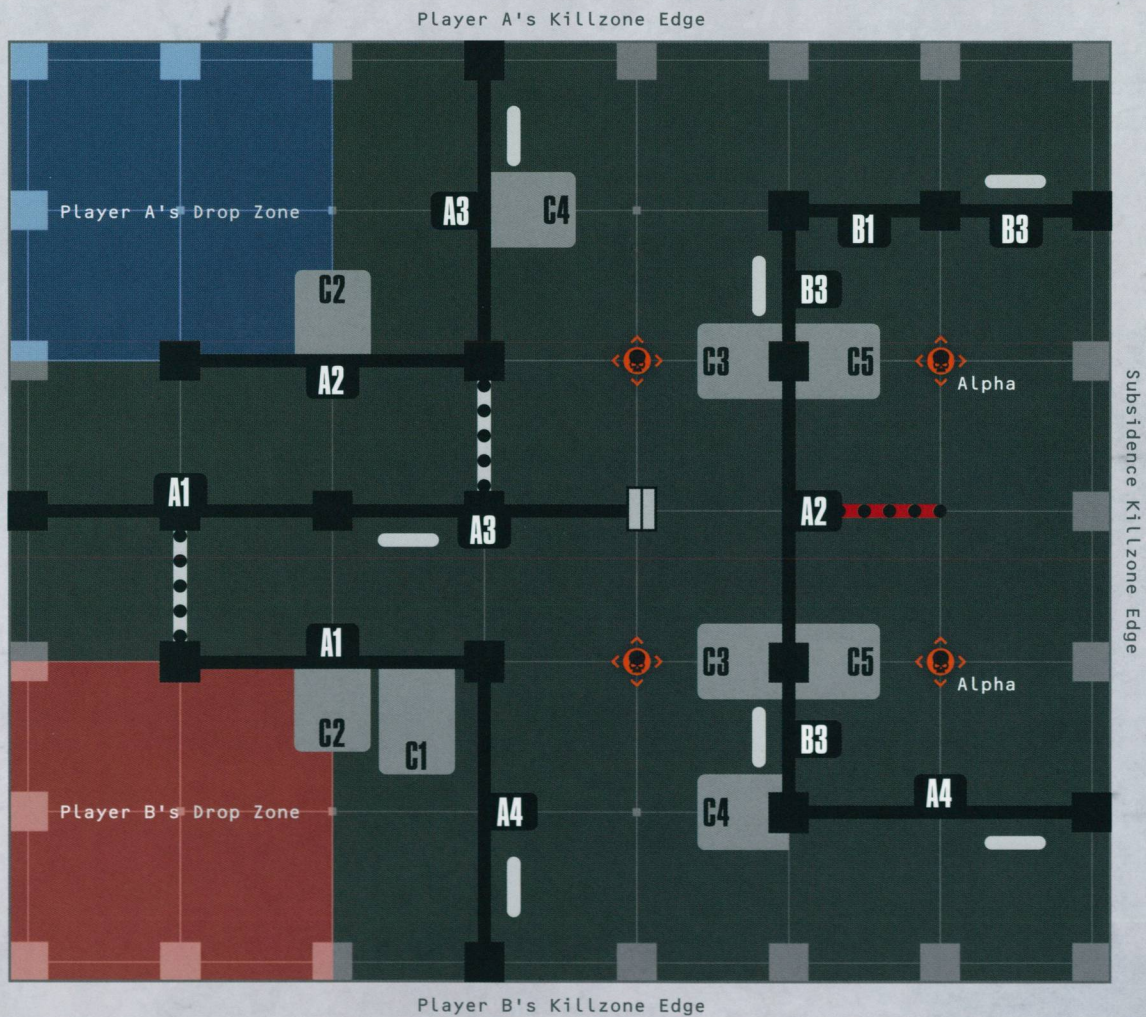
MISSION BONUS

At the end of the battle, if you scored 10 or more victory points from the mission objective, you gain 1 Requisition point.

SPEC OPS BONUS

Access Secured: 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 80-81, or the inside back cover.



MISSION 2.1

DESPERATE RAID

One kill team is running low on a valuable resource. They must conduct a dangerous raid into enemy territory to steal as much from the foe as they can.

MISSION RULES

Pipeline: Ancient Apparatus terrain features below are Pipeline terrain features. They have two statuses: on and off. They begin the battle with the status specified below.

- Dynamo: on
- Pipes: on
- Control Panel: off

Operatives can perform the following mission action:

OPERATE PIPELINE 1AP

An operative can perform this action while it controls a Pipeline terrain feature. Each time a friendly operative performs this action, select for the status of that terrain feature to be on or off.

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

SIPHON RESOURCE 1AP

An operative can perform this action while it controls a Tanks Ancient Apparatus terrain feature that has not been siphoned during this Turning Point. If it does so, that terrain feature has been siphoned this Turning Point. An operative cannot perform this action if any of the Pipeline terrain features are off.

MISSION OBJECTIVE

Keep a tally of how many times the **Siphon Resource** action is performed during the battle. At the end of the battle, each player scores victory points as follows:

Siphon Resource tally	Attacker's VPs	Defender's VPs
0	0	12
1	2	10
2	4	8
3	6	7
4	8	6
5	9	5
6	10	3
7	11	1
8	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

At the end of the battle, if you are the Attacker and scored 9 or more victory points from the mission objective, you gain 1 Requisition point.

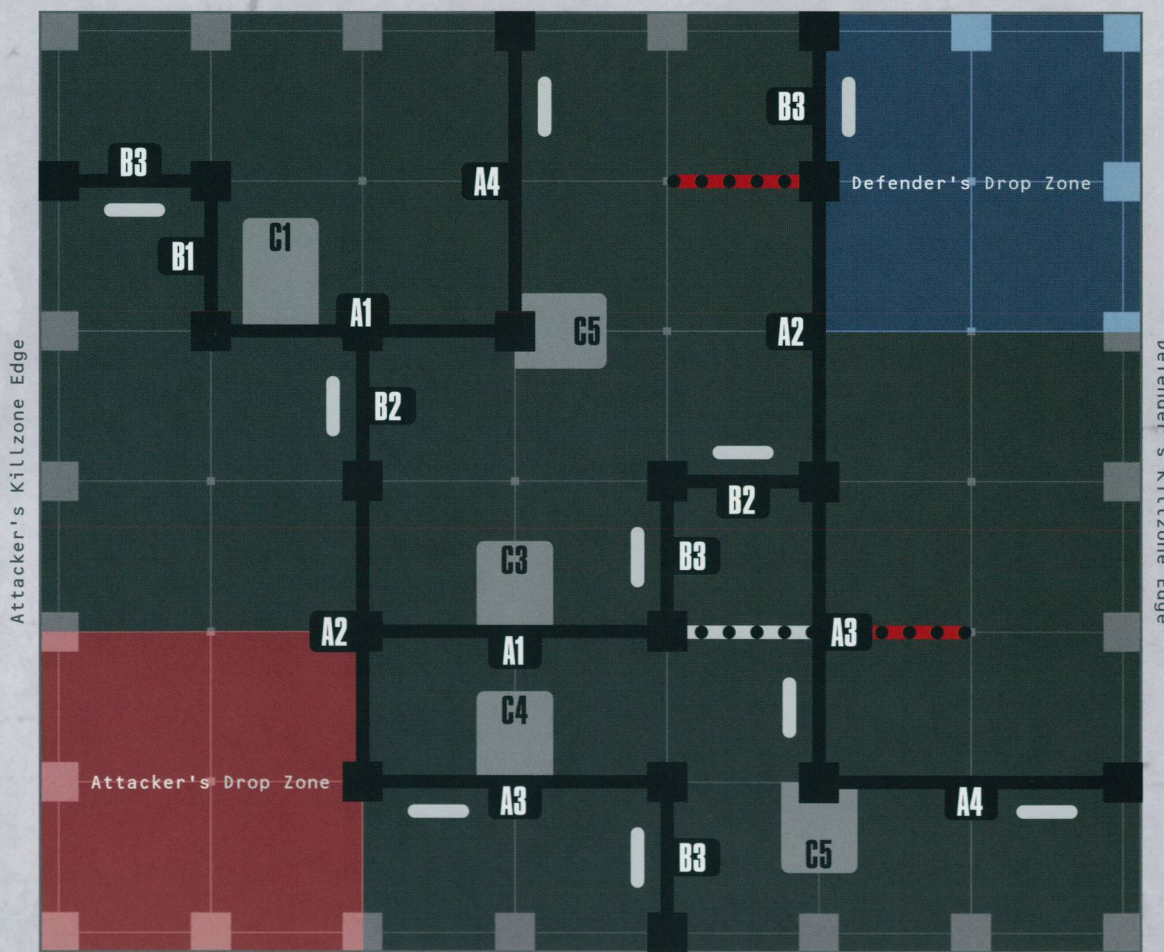
At the end of the battle, if you are the Defender and scored 8 or more victory points from the mission objective, you can distribute up to 4XP across the friendly operatives selected for deployment.

SPEC OPS BONUS

Bountiful Raid: 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.

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

For the key to this map, see pages 80-81, or the inside back cover.



MISSION 2.2

DEADLY HANGAR

A hangar has been discovered that may contain salvageable energy cells. There is much risk in attempting to recover them, however, for they are housed within the floor, and operatives will be exposed in the open when attempting to inspect and extract them. Cut the power and the hangar will be in darkness, granting operatives cover.

MISSION RULES

Operatives can perform the following mission actions:

INSPECT ENERGY CELL 1AP

An operative can perform this action while within ▲ of an objective marker it controls that is not active. Roll one D6, rolling one additional D6 for each objective marker that has been removed as defective: if no results are a 6, remove that objective marker as defective; if any results are a 6, that objective marker becomes active. The **Pick Up** action can be performed upon active objective markers.

OPERATE LIGHTS 1AP

An operative can perform this action while it controls a Control Panel Ancient Apparatus terrain feature.

Each time a friendly operative performs this action, select for the status of the lights to be on or off.

While the lights are off, operatives wholly within the hangar (the inner area of the killzone enclosed by Wall terrain features) that are more than ■ from the active operative are in Cover.

MISSION OBJECTIVE

Each time a friendly operative performs the **Inspect Energy Cell** mission action, if that objective marker becomes active during that action, you score 1VP.

At the end of the battle, for each active objective marker friendly operatives control, you score 3VPs.



SPEC OPS CAMPAIGN

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

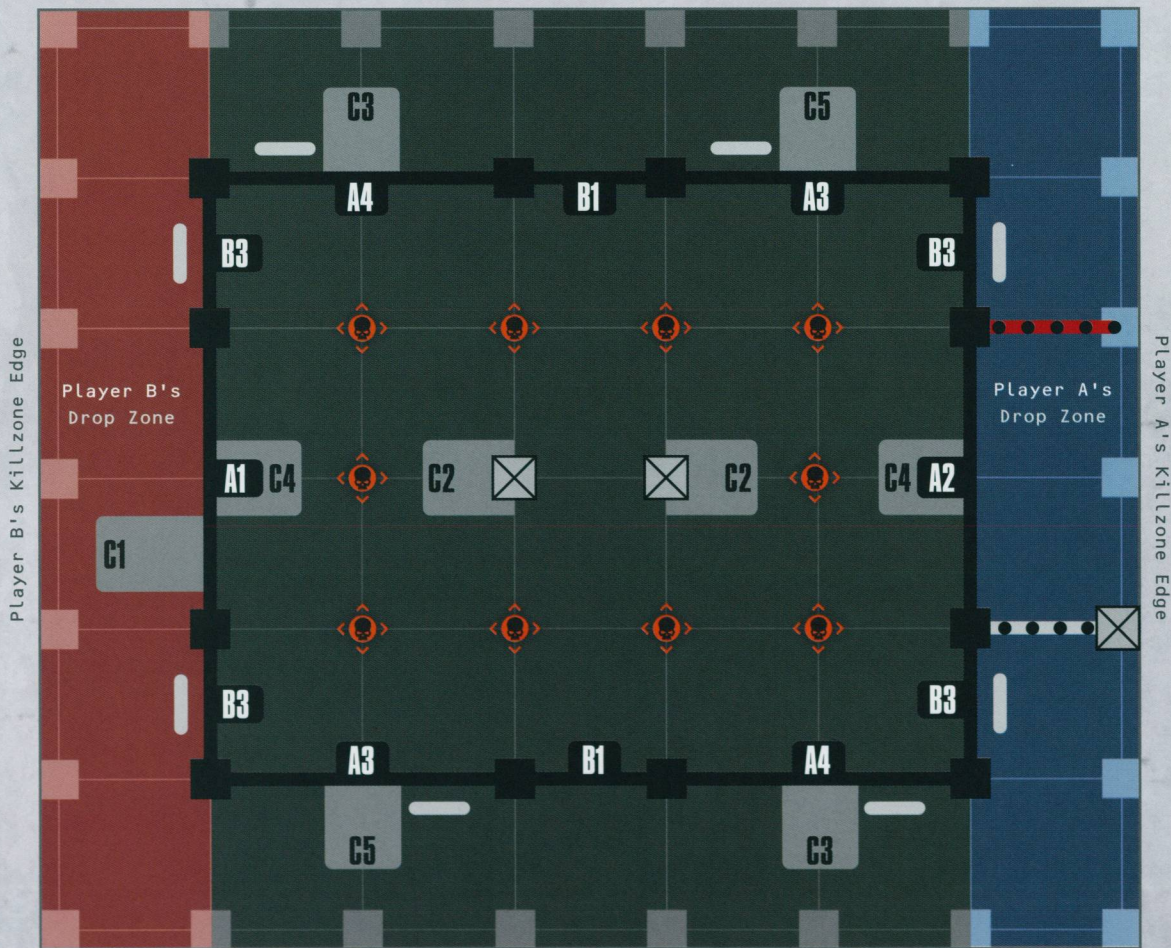
MISSION BONUS

At the end of the battle, if friendly operatives are carrying two or more active objective markers, you gain 1 Requisition point.

SPEC OPS BONUS

Salvaged Energy Cells: 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 80-81, or the inside back cover.



MISSION 2.3

MAZE BREAKOUT

An excursion into the Gallowdark has gone bad. Now cut off, the kill team must find a new way back to base. A route has been proposed, but requires navigation through tight corridors, piled debris and nests of industrial equipment. They must fight their way through.

MISSION RULES

Desperation: The battle does not end after four Turning Points. Instead, the battle ends at the end of a Turning Point in which there are none of the Attacker's operatives in the killzone or a player concedes.

Breakout: If an operative the Attacker controls performs an action in which they move, and ends that action within \odot of the Defender's killzone edge and not within Engagement Range of an enemy operative, the Attacker can remove that operative from the killzone. That operative has escaped.

MISSION OBJECTIVE

At the end of the battle, determine the percentage of the Attacker's kill team selected for deployment that

escaped (rounding down to the nearest percentage grade) and consult the table below to determine how many victory points each player scores.

% Grade	Attacker's VPs	Defender's VPs
0% or Attacker concedes	0	12
20%	3	9
40%	6	6
60%	9	3
80% or Defender concedes	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

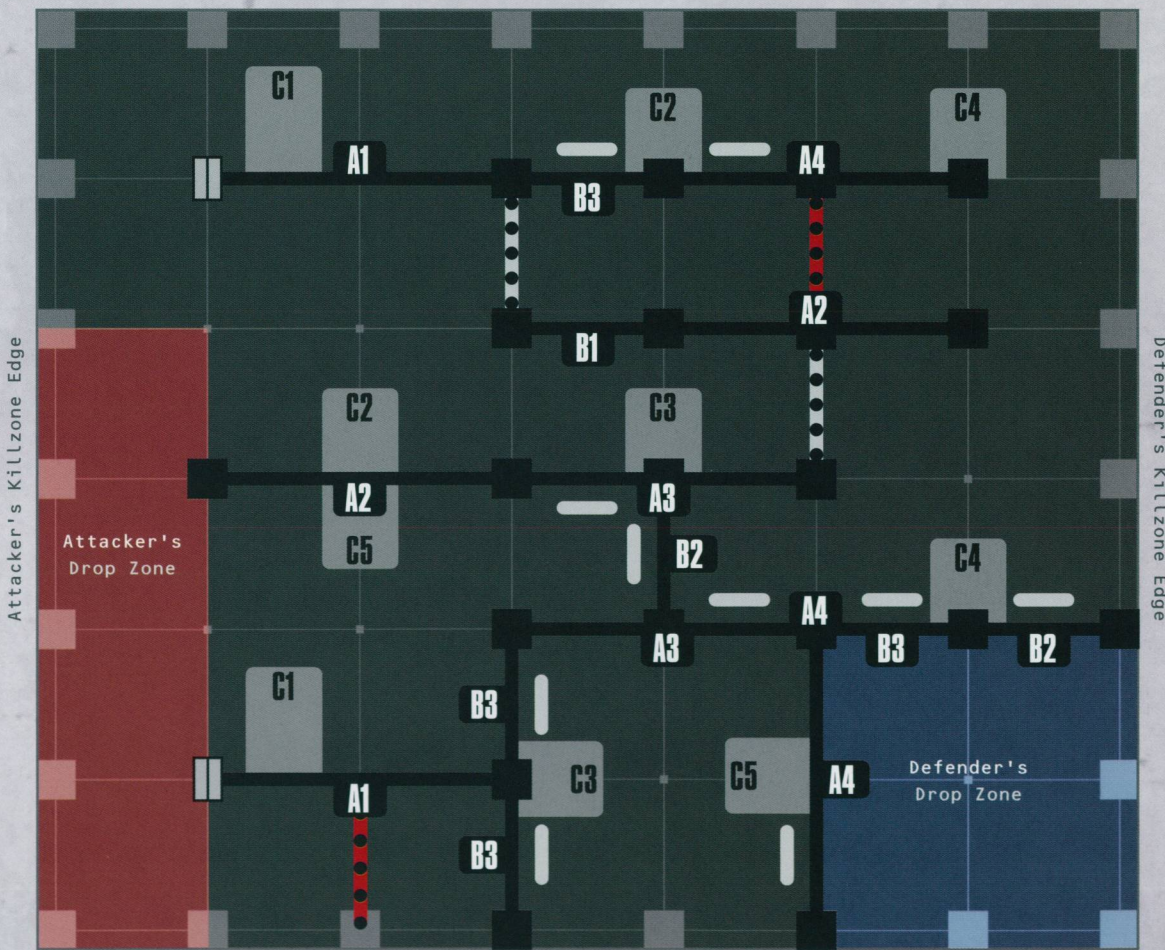
At the end of the battle, if you scored 9 or more victory points from the mission objective, friendly operatives pass all Casualty tests from this battle.

SPEC OPS BONUS

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

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

For the key to this map, see pages 80-81, or the inside back cover.



MISSION 3.1

POWER OVERLOAD

A kill team has restarted the power in this area and is using the energy sparingly for their operations. The machinery is old, however; overloading it will cause irreparable damage and stall the enemy's activities.

MISSION RULES

Guards: In the Set Up Operatives step, the Defender can set up one quarter of their kill team (rounding down, to a maximum of three operatives) as guards. All of their other operatives must be set up wholly within their drop zone (they cannot use any rules that allow them to be set up elsewhere).

When setting up a guard, the Defender must set it up with an Engage or Conceal order within \odot of an Alpha terrain feature another guard is not within \odot of. During the battle, until an enemy operative is Visible to a guard, a guard cannot move through a Hatchway.

Overloaded Apparatus: Ancient Apparatus terrain features begin the battle with the stable status.

Operatives can perform the following mission action:

OPERATE APPARATUS 1AP

An operative can perform this action if it controls an Ancient Apparatus terrain feature. Each time a friendly operative performs this action, select for the status of that terrain feature to be overloaded or stable.

MISSION OBJECTIVE

At the end of the battle:

- For each Ancient Apparatus Alpha terrain feature that is overloaded, the Attacker scores 3VP.
- For each Ancient Apparatus non-Alpha terrain feature that is overloaded, the Attacker scores 1VP.
- For each Ancient Apparatus Alpha terrain feature that is stable, the Defender scores 3VP.
- For each Ancient Apparatus non-Alpha terrain feature that is stable, the Defender scores 1VP.



SPEC OPS CAMPAIGN

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

MISSION BONUS

At the end of the battle, if you are the Attacker and every Alpha terrain feature is overloaded, you can distribute up to 3XP across the friendly operatives selected for deployment.

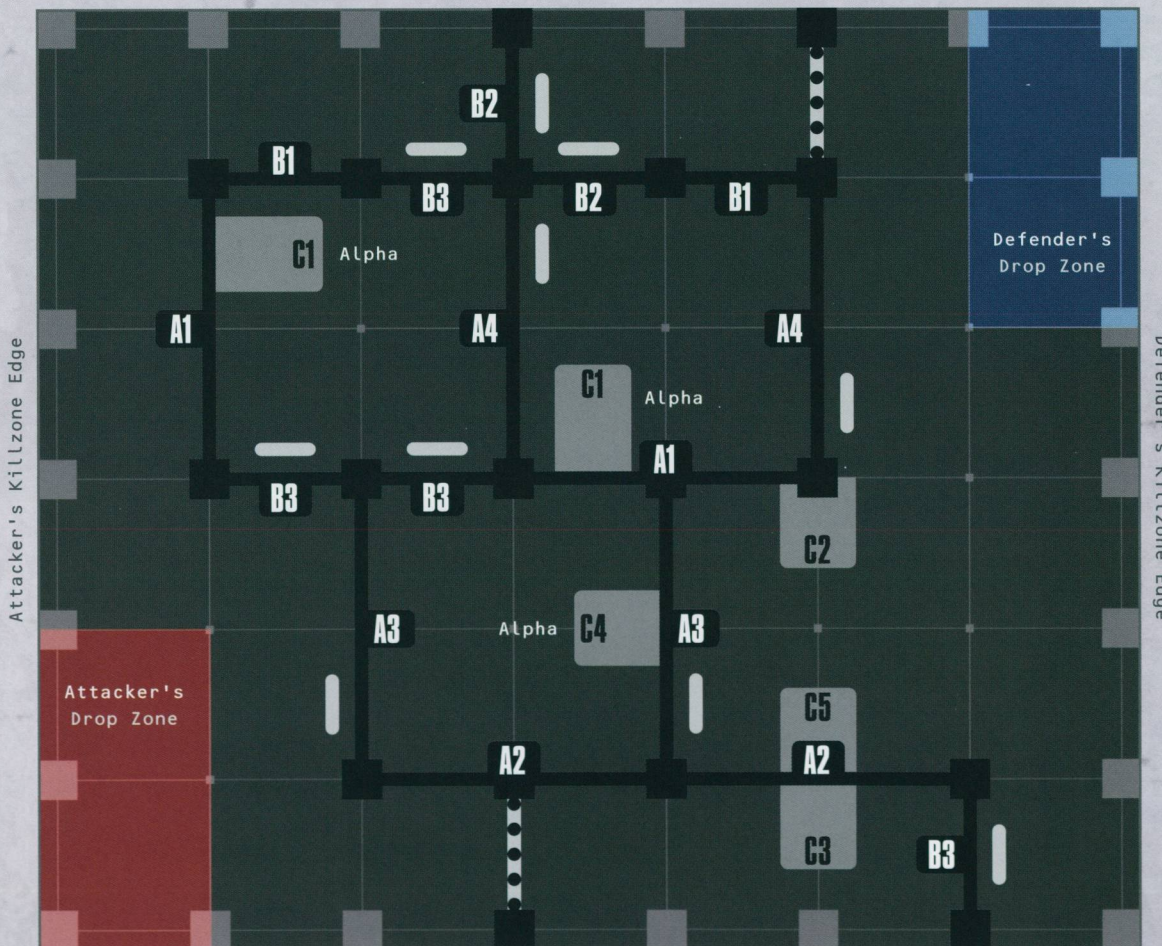
At the end of the battle, if you are the Defender and every Alpha terrain feature is stable, you can distribute up to 3XP across the friendly operatives selected for deployment.

SPEC OPS BONUS

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

Plans Protected: If you are the Defender, 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 80-81, or the inside back cover.



MISSION 3.2

PURSUE AND SECURE

A kill team is in pursuit of an enemy courier carrying a valuable item. Unable to outrun the pursuers, the courier only has enough time to stash the item in a hidden location and call for help. The kill team must find and secure the item, while the courier must prevent it from falling into enemy hands.

MISSION RULES

Courier: The players do not complete the Set Up Operatives and Scouting steps. Instead, the Defender completes the Courier step – a prologue to the battle in which their courier must hide the item.

In the Courier step, the Defender sets up one operative anywhere in the killzone with a Conceal order. They then roll three D6 (keep re-rolling dice results of 1 until a different result is generated) and add the results together; the total is the number of action points their courier has for that step. They can perform the following actions, and can perform them more than once:

- **Normal Move**
- **Operate Hatch** (pg 68)
- **Pass**

The Defender performs actions with their courier until they have used all their action points. At any point during the Courier step, if the courier performs a **Pass** action while it controls an Ancient Apparatus terrain feature, they can secretly hide the item in that terrain feature (if it could be more than one terrain feature, you must select one for the item to hide in). If they do so, the Defender must secretly make a note of that terrain feature. Note that this means the Defender does not have to reveal which terrain feature the item is hidden in, and it's best if their courier performs the **Pass** action at other terrain features so the Attacker can't be sure where the item is hidden. If the Defender does not hide the item, the Attacker selects one Ancient Apparatus terrain feature for the item to be hidden in. After the courier has used all of their action points, the Courier step ends.

Pursuit: The Attacker has the initiative for the first Turning Point. During the first Turning Point, operatives can be activated as normal, even if they are not within the killzone (unless they are incapacitated).

When an operative is activated, it must be given an Engage or Conceal order and must perform an action to move into the killzone measured from their killzone edge. The courier must have a Conceal order, however, and is activated as normal. Any operatives who are not in the killzone by the end of the first Turning Point are incapacitated.

Secure Item: The Attacker's operatives can perform the **Pick Up** action while they control an Ancient Apparatus terrain feature. If they do so, the Defender must reveal if that terrain feature is the location of the hidden item. If it is, the item becomes an objective marker and the operative who performed the **Pick Up** action is now carrying it.

MISSION OBJECTIVE

At the end of the battle, if the item has not become an objective marker during the battle, the Defender scores 12VPs. Otherwise, at the end of the battle:

The Attacker scores victory points as follows:

- If the courier is incapacitated, you score 2VPs.
- If friendly operatives control the objective marker, you score 6VPs.
- If a friendly operative is carrying the objective marker, you score 2VPs.
- If a friendly operative is carrying the objective marker and is not within ■ of an enemy operative, you score 2VPs.

The Defender scores victory points as follows:

- If the courier is not incapacitated, you score 2VPs.
- If no one controls the objective marker, you score 2VPs.
- If friendly operatives control the objective marker, you score 6VPs.
- If the courier controls the objective marker, 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

At the end of the battle, if you are the Attacker and a friendly operative is carrying the objective marker, that operative earns up to 4XP.

At the end of the battle, if you are the Defender and the courier controls the objective marker, that operative earns up to 4XP.

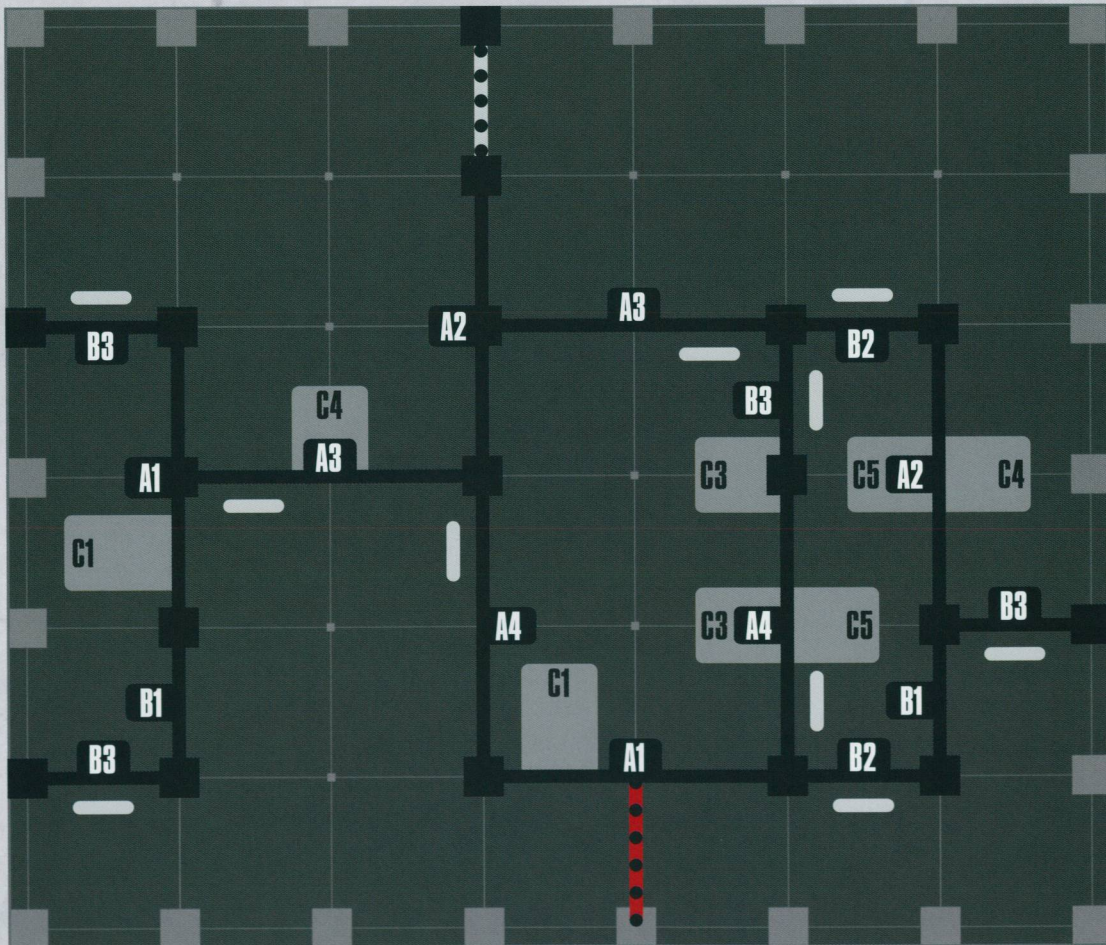
SPEC OPS BONUS

Item Recovered: If you are the Attacker, 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.

Item 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.

For the key to this map, see pages 80-81, or the inside back cover.

Defender's Killzone Edge



Attacker's Killzone Edge

CONTACT LOST

All contact has been lost with an ally bearing valuable intelligence back to base. Investigate their last known whereabouts and recover the information as first priority.

MISSION RULES

Lurking Enemies: In the Set Up Operatives step, the Attacker sets up their operatives first. Players cannot use any rules that allow their operatives to be set up in a location outside of their drop zone.

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

INVESTIGATE

1AP

An operative can perform this action while it controls an objective marker that is not intel. Roll one D6, adding 2 to the result for each objective marker that has been removed from the killzone. On a 1-4, remove that objective marker from the killzone. On a 5+, that objective marker becomes intel; remove all other objective markers from the killzone. The **Pick Up** action can now be performed by the Attacker's operatives upon the intel objective marker.

MISSION OBJECTIVE

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

Attacker:

- If the intel objective marker has been determined, you score 3VPs.
- If friendly operatives control the intel objective marker, you score 3VPs.
- If a friendly operative is carrying the intel objective marker, you score 3VPs.
- If a friendly operative is carrying the intel objective marker and is not Visible to enemy operatives, you score 3VPs.

Defender:

- If the intel objective marker has not been determined, you score 12VPs.
- If the intel objective marker is not being carried by an operative the Attacker controls, you score 3VPs.
- If a friendly operative is within 2○ of the intel objective marker, or within 2○ of an enemy operative carrying the intel objective marker, you score 3VPs.
- If you control the intel objective marker, you score 3VPs.

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 the Attacker and a friendly operative is carrying the intel objective marker, you gain 1 Requisition point.

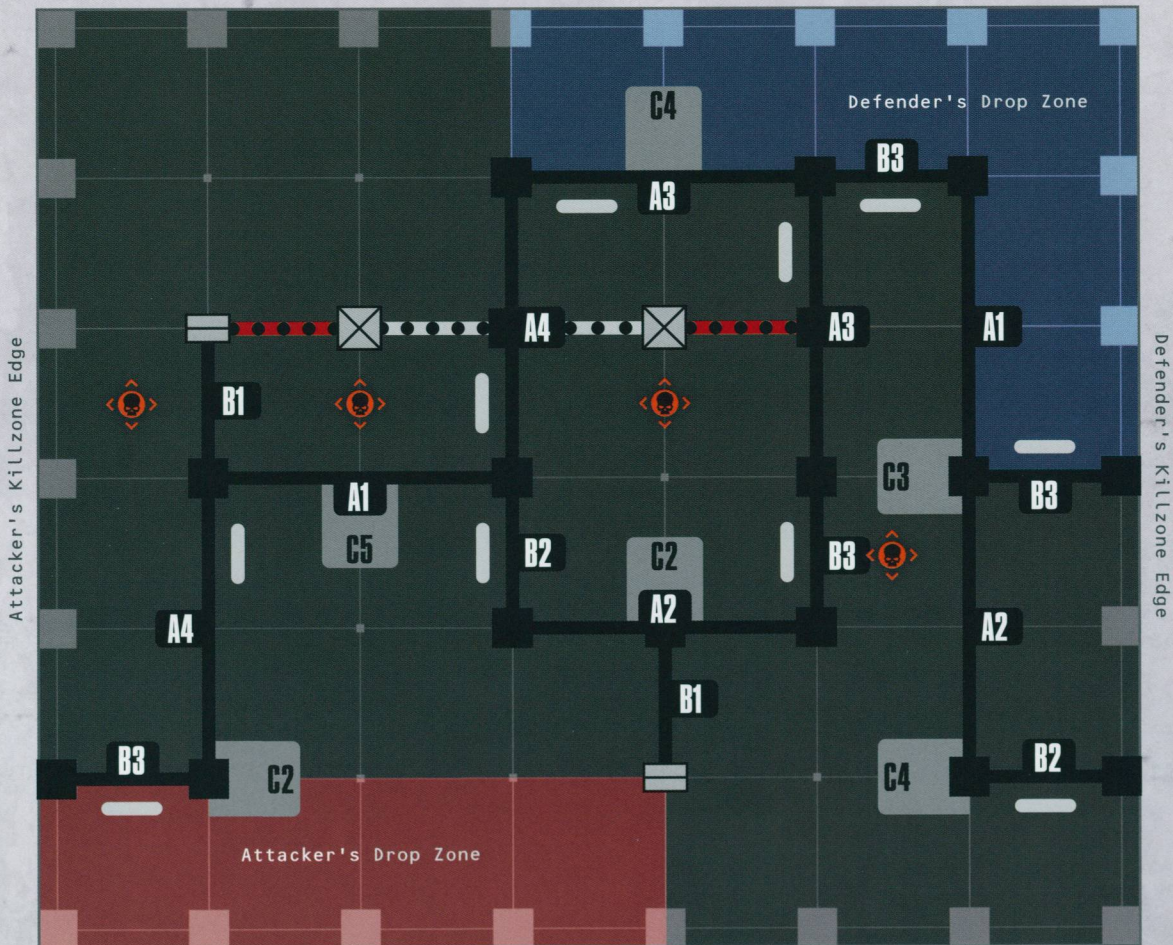
At the end of the battle, if the intel objective marker has not been determined, or if you win the battle and half or less of your operatives have been incapacitated, you can distribute up to 4XP across the friendly operatives selected for deployment.

SPEC OPS BONUS

Intel Received: If you are the Attacker, 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.

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

For the key to this map, see pages 80-81, or the inside back cover.



GALLOWDARK EXPEDITION

To claim the potential treasures and relics within a space hulk, a kill team must be prepared to fight unknown horrors. It must endure inhospitable environments where decks can collapse underfoot, passageways can be crushed in hulk-quakes and cave-ins are common. To keep going, a kill team must be resourceful enough to make best use of the tools it can salvage, the resources it can gather and the knowledge it can acquire. It is impossible to fully prepare for the hardships one endures on an expedition into a space hulk, but for those who survive, the rewards can be huge.

A Gallowdark expedition is an expansion to a Spec Ops campaign. It involves a group of players getting together with a kill team each and playing a series of linked games. Their kill teams will be exploring a section of the *Gallowdark* space hulk, earning points in three different categories that determine the victor and the spoils at the end of the expedition.

Players can participate in a Gallowdark expedition with their kill team instead of conducting a Spec Op (they should make a note of 'Gallowdark expedition' in the Spec Ops log of their dataslate). If their kill team is currently assigned to a Spec Op, they must abort it to participate in the expedition. A Gallowdark expedition is considered a Spec Op for the purposes of faction Spec Ops rules (i.e. pages 47-50 and 61-65).

CAMPAIGN MASTER

A Gallowdark expedition is best run with a Campaign Master. This is a heroic individual who takes on the mobilisation and organisation of the expedition so that the other players can focus on playing games. A Campaign Master is a privileged position that offers a degree of leadership to the individual who takes on the role. Its primary purpose is to facilitate a smooth and enjoyable experience for all players involved. A Campaign Master can indeed play in the expedition, but in larger expeditions that include a multitude of players, it may be best if they solely oversee the expedition rather than play in it.

Over the following pages we will refer to the Campaign Master and how they can go about organising a Gallowdark expedition. On pages 106-107, you will also find Campaign Master's Edicts, which are useful tools and rules ideas that the Campaign Master can use to add further excitement to an expedition. These are by no means essential, however. If this is the first expedition for many of the players, or they would otherwise prefer to keep things as simple as possible, then Campaign Master's Edicts are not necessary for a Gallowdark expedition.

EXPEDITION LENGTH

Before the expedition begins, the Campaign Master should determine its length. It is split into three stages, and they should decide the length of time allocated to each stage and the total number of games that can be played in that stage. Once either of those conditions have been met, that stage ends. Once the third stage ends, the expedition ends.

An expedition can be a long and expansive experience where each stage takes place over a month, with many battles fought, objectives secured and heroes (or villains) forged. Equally, it can be a short and focused expedition played over a weekend, with each stage consisting of just one game representing the key moments of the expedition. Ultimately, the Campaign Master should determine an expedition length that best suits the gaming group taking part, thinking about how regularly they can meet and how many games they are likely to play. As a guide, if each member of your group will usually play a couple of games in one evening each week, we recommended each stage of the expedition lasts as follows:

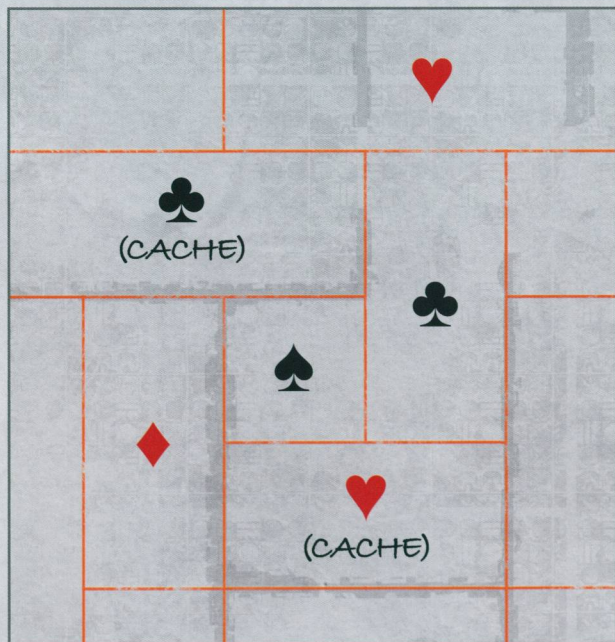
- Length of time: 2 weeks
- Total number of games: equal to twice the number of players

A Gallowdark expedition works best if each player plays an equal number of games, giving everyone an equal chance to achieve victory. Therefore, the Campaign Master has a few options concerning how players are matched up for games. They can leave the players to arrange games themselves, with challenges thrown down and honour at stake. This is perhaps the simplest way of arranging the games, and lets the expedition progress naturally with plenty of friendly rivalries to go with it! Alternatively, they can introduce more structure to ensure everyone gets an equal amount of games. This can be done by scheduling match-ups in each stage, and works particularly well if the group meets at a regular time, e.g. at a games night or gaming club.

GENERATING THE HULK

A Gallowdark expedition would be incomplete without a section of the *Gallowdark* to explore, for within its time-worn halls lay all manner of spoils ready to be secured. The Campaign Master constructs a section of the *Gallowdark* by using a deck of standard 52 playing cards. These cards are location cards, and represent different locations of the *Gallowdark* waiting to be explored. The Campaign Master shuffles the cards and draws a number of them at random – without looking at the results – to create a Gallowdark deck. The number of cards in the deck should be equal to the total number of games to be played in the whole expedition (as determined by expedition length opposite, usually the number of games in a stage multiplied by 3). For example, if they decided the number of games in each stage would be 8, they would deal 24 cards into the deck.

The Gallowdark deck then stays with the Campaign Master – they will be using it to generate different locations for the kill teams to explore. Each time a Gallowdark expedition game is arranged, the Campaign Master draws a location card from the Gallowdark deck, assigns it to a free location of their choice on a Gallowdark expedition map (pg 105) and informs the players of the result for their game (drawn location cards remain for the duration of the expedition).



MATERIAL POINTS

In a Gallowdark expedition, the kill teams will be attempting to secure three different materials: Salvage, Knowledge and Resources. This is expressed as points, the total of which will determine commendations and the overall victor(s) at the end of the expedition.

Each time a game is arranged, the Campaign Master will inform the players of the location card for their game. At the end of that game:

- All players in that game gain 2 points of that location card's material, or 1 point of the material from any existing ♣, ♠ or ♦ location card on the map.
- The winner of that game gains 2 points of that location card's material, or 1 point of the material from any existing ♣, ♠ or ♦ location card on the map.

The location cards and their material are as follows:

♣ Salvage

Ammunition, weapons, medical equipment, machinery etc.

♠ Knowledge

Investigation, study, survey, examination etc.

♦ Resources

Fuel, promethium, plasma, food, water etc.

♥ Wild

This is not a material. Each time a player would gain material from this location, they assign the points in full to a material of their choice instead (i.e. Salvage, Knowledge or Resources).

It is the player's responsibility to inform the Campaign Master of any material points they gain, and the Campaign Master's responsibility to record it. So that one player isn't unfairly penalised for circumstances beyond their control (e.g. if their opponent does not show), the Campaign Master can award material points at their discretion. In the aforementioned example, they would draw the location card and follow the relevant steps as if that player had played and won that game.

CACHES

Jack, Queen, King and Ace location cards are cache cards. Each time a cache card is drawn, the players in that game compare their points of each material. If one player has less than the other in two or more materials, they gain one additional Requisition point for completing that game. While the opposing kill team was securing material in a previous game, they secured easy pickings from the cache!

COMMENDATIONS

At the end of each expedition stage (including the final stage), each player that gained one or more material points in that stage selects one commendation from the list below:

- You gain one Requisition point.
- You can add one item of rare equipment to your stash.
- You can increase your asset capacity by one.
- You can distribute up to 5XP across the operatives on your dataslate.
- You can remove up to one Battle Scar from each friendly operative.

At the end of the expedition, compare each player's total points for each material to determine the winner of each victor category below:

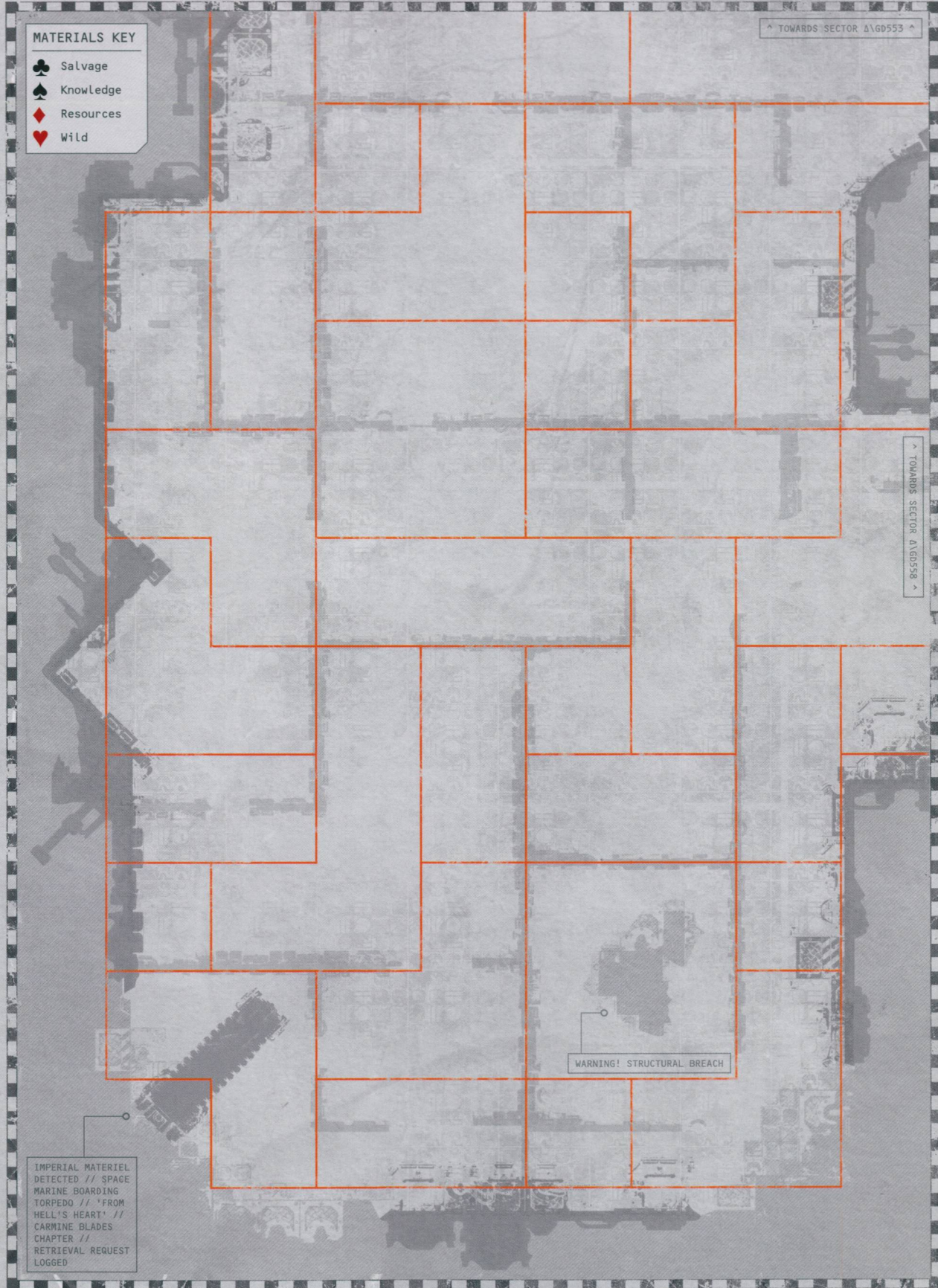
- **Scavenger:** The player with the most Salvage points.
- **Researcher:** The player with the most Knowledge points.
- **Prospector:** the player with the most Resources points.

The winner of each victor category can select one commendation from above (they cannot select the same commendation more than once per stage). If players are tied in a victor category, the winner of that category is the tied player with the highest number of material points overall. If that is still a tie, the subsequently tied players are the winners of that category.



GALLOWDARK EXPEDITION MAP

OPERATIONAL MAP REF: AE|405
GALLOWDARK SECTOR Δ\GD557




CAMPAIGN MASTER'S EDICTS

Campaign Master's Edicts are tools the Campaign Master has at their disposal to add further depth to a Gallowdark expedition. They can use these at their discretion if it is appropriate for their gaming group.

TWISTS

Twists are additional rules effects that can be used in expedition games. They add another tactical layer to games and can capture certain narrative circumstances. A Campaign Master can introduce twists to games in a variety of ways. For example, they could specify their use in certain games, perhaps specifying the mission too, for a curated narrative experience. Alternatively, they could introduce a twist to each expedition stage, with players using that twist for all of their games during that stage. A Campaign Master can use the twists below, either as written, or to inspire twists of their own creation.

Low Light




- During each Turning Point, the first time each operative makes a shooting attack, it gains a Light token until the end of the Turning Point.
- For an operative to be Visible, it must have a Light token or be within  of the active operative.

Corroded Hatchways


Until it is opened for the first time, each Hatchway (pg 68) is corroded. While a Hatchway is corroded, each time an operative performs the **Operate Hatch** action, roll one D6:

- On a 1-3, an additional action point must be subtracted to open that Hatchway. If you do not open that Hatchway, the action point(s) subtracted for that action so far is not refunded.
- On a 4+, open that Hatchway as normal.

Thin Atmosphere


- Operatives cannot perform **Dash** actions.
- Operatives cannot move more than their Movement characteristic for **Charge** actions.
- Subtract  from the Rng of ranged weapons that have both the Rng X and Torrent X special rules e.g. Rng  becomes Rng 2 .

Disturbed Machine Spirits

In the Ready Operatives step of each Turning Point, roll one D6 for each open Hatchway, rolling one additional D6 if there are no operatives within  of that Hatchway:


- If any result is a 4+, close that Hatchway.
- If any result is a 6, until the end of the battle, that Hatchway is locked. Each time an operative would perform the **Operate Hatch** action to open a locked Hatchway, one additional action point must be subtracted.

Unstable Structure

- Subtract  from the Movement characteristic of operatives.
- In the Ready Operatives step of the second Turning Point, roll one D6: on a 1-4, repeat this process in the subsequent Turning Point; on a 5+, the structure subsides (note that the structure can only subside once).
- If the structure subsides, roll one D6 for each operative: if the result is greater than their unmodified APL, subtract 1 from their APL.

STRATEGIC EXPLORATION

Strategic Exploration adds an additional layer to a Gallowdark expedition, as the location and numerical value of each location card has an impact. Each time a game is arranged, the players must first roll off to determine the Attacker and Defender for that mission. The Campaign Master then determines the location card for that game, and the Defender assigns it to a free location of their choice on the Gallowdark map that is adjacent (above, below, left or right, but not diagonal) to an existing location card. If it is the first game of the expedition, place the card in the centre of the map.

Each location card can provide no more of its specified material points than its numerical value during an expedition. For example, an 8  location card has no more than 8 points of Salvage material available during an expedition. When a cache card is drawn (Jack, Queen, King and Ace cards),

the Campaign Master rolls one D6 and adds 5 to the result; the total is the numerical value of that location. Each time a player would gain a point of material from a location, deduct it from that location's total; once the total reaches zero, that location becomes exhausted and no more material can be gained from it. Note that, although Wild cards provide points to a material of the player's choice, the numerical value is still a limit for that location.

At the end of each game, players alternate choosing where to gain all their points from, starting with the winner. This follows the same rules as specified on page 103, except that '1 point of the material from any existing ♣, ♠ or ♦ location card on the map' must be an adjacent location card (above, below, left or right, but not diagonal). Players then alternate gaining points, one point at a time, starting with the winner (if the winner chooses two different locations, they choose which they gain points from first). Note this means locations with low material points can become exhausted before a player, or both players, would get their due amount of material points from that location; in such circumstances, those points are lost.

For example, both players complete a game in a 3♦ location. The winner chooses to gain 2 points from that ♦ location and 1 point from an adjacent ♣ location with material points remaining, and chooses to gain points from the ♦ location first. The loser chooses to gain 2 points from that ♦ location. The winner gains 2 Resource points and 1 Salvage point; the loser only gains 1 Resource point; that ♦ location is exhausted.

If a Campaign Master decides to use Strategic Exploration, the location and numerical value of location cards are critical, therefore they must keep an up-to-date record and regularly communicate with the players.

EXTRA COMMENDATIONS

In an expedition that includes a large number of players, the Campaign Master can award additional commendations (from page 104) at their discretion. For example, they could allow the winner of each victor category (i.e. the Scavenger, the Researcher and the Prospector) to select one additional commendation.

The Campaign Master can then determine the runner-up categories, which can be won by any

player that did not win a victor category. The runner-up categories are as follows:

- **Warlord:** The player who won the most games during the expedition.
- **Architect:** The player who scored the most victory points from Security Tac Ops during the expedition.
- **Spy:** The player who scored the most victory points from Infiltration Tac Ops during the expedition.
- **Scout:** The player who scored the most victory points from Recon Tac Ops during the expedition.
- **Headhunter:** The player who scored the most victory points from Seek and Destroy Tac Ops during the expedition.
- **Paragon:** The player who scored the most victory points from their faction's Tac Ops during the expedition.

The winner of each runner-up category can select one commendation as before (remember, they cannot select the same commendation more than once per stage). If players are tied in a runner-up category, the winner of that category is the tied player with the highest number of material points overall. If that is still a tie, the subsequently tied players are the winners of that category.

Note that if a Campaign Master decides to use runner-up categories, it is the players' responsibility to inform the Campaign Master after each game of their result and the victory points scored from each Tac Op category, and the Campaign Master's responsibility to record it.



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: Into the Dark, page 70). The location of terrain features are specified using a key system, as described on page 78.

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



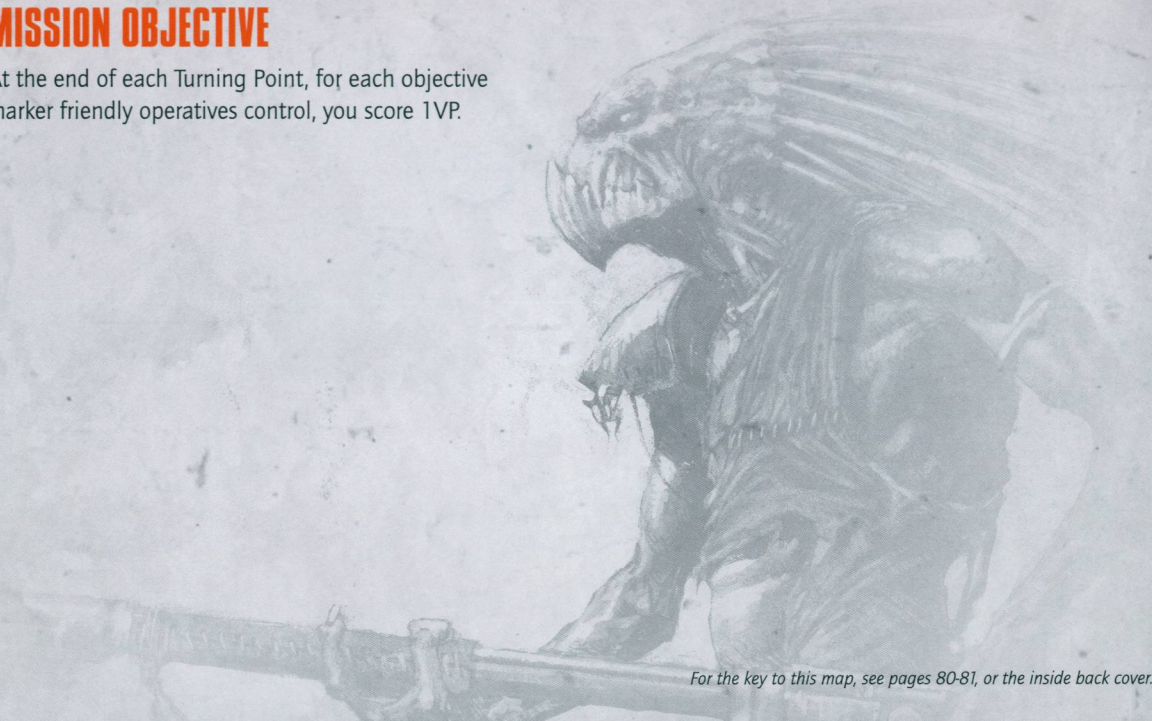
MISSION 1.1

COMMAND STATION CONTROL

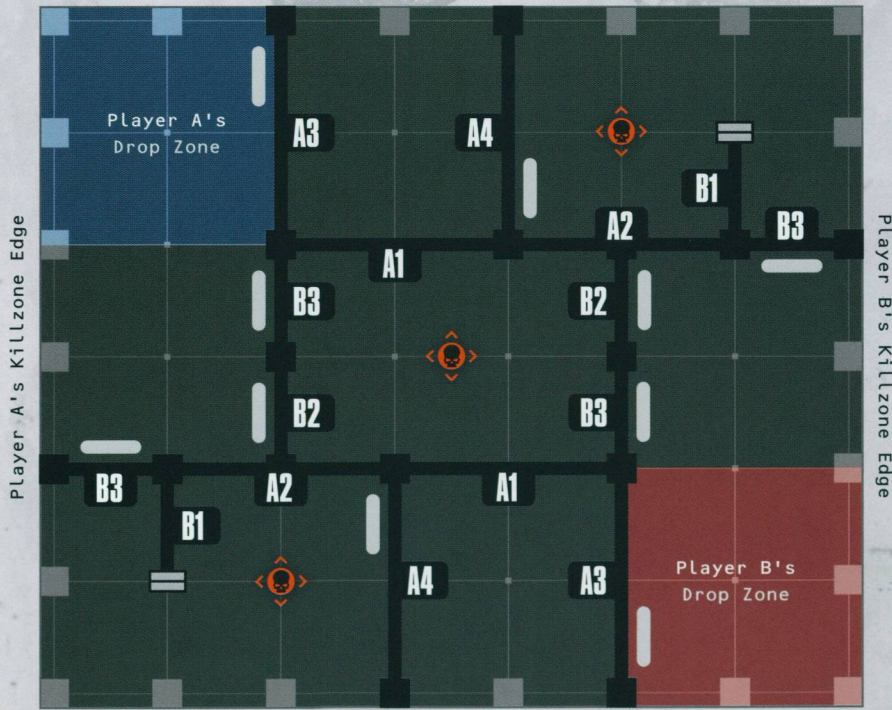
A key command station has been discovered. Capturing it will allow a kill team to engage various systems across the region, putting them in a commanding position and giving them a significant strategic advantage to dominate this part of the space hulk.

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 80-81, 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.

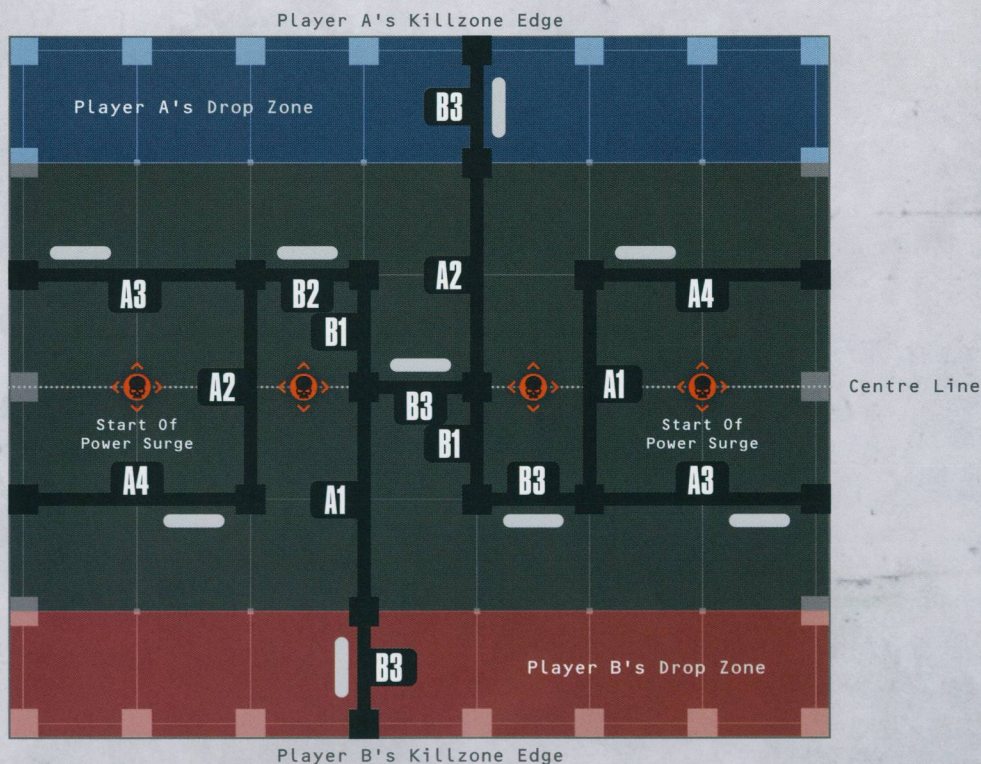
MISSION OBJECTIVE

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 80-81, 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

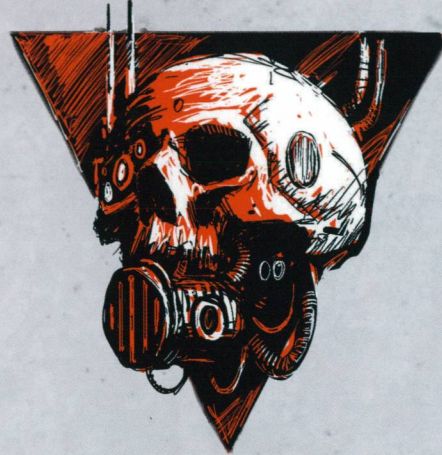
Secure Supplies: The **Pick Up** action can be performed upon objective markers. While an operative is carrying an objective marker, it cannot perform **Dash** actions.

MISSION OBJECTIVE

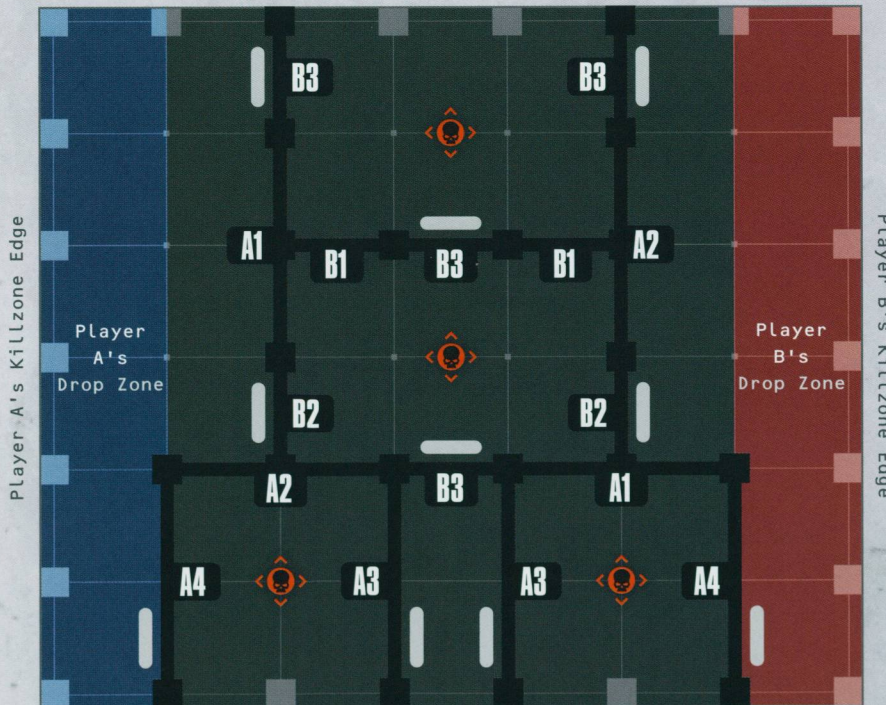
The first time a **Pick Up** action is performed upon each objective marker, that operative's player scores 1VP.

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 80-81, 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.

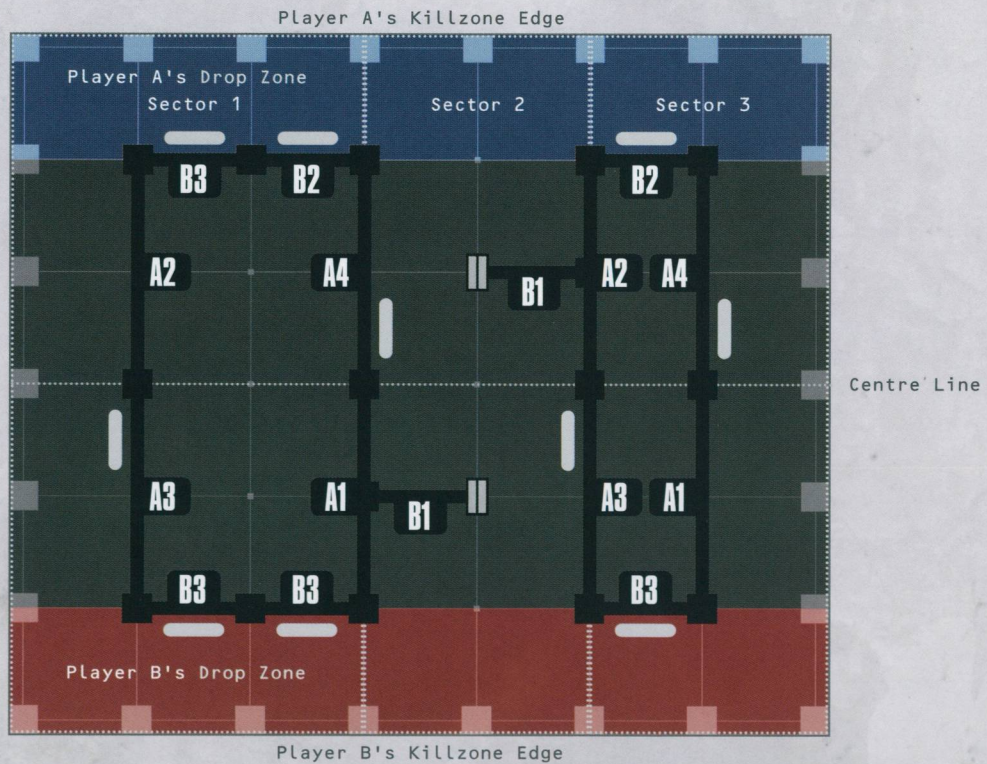
MISSION OBJECTIVE

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 80-81, or the inside back cover.



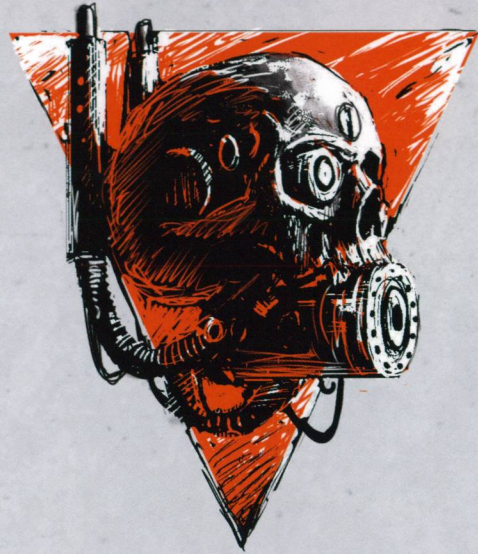
MISSION 2.2 FULL-SCALE ATTACK

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.

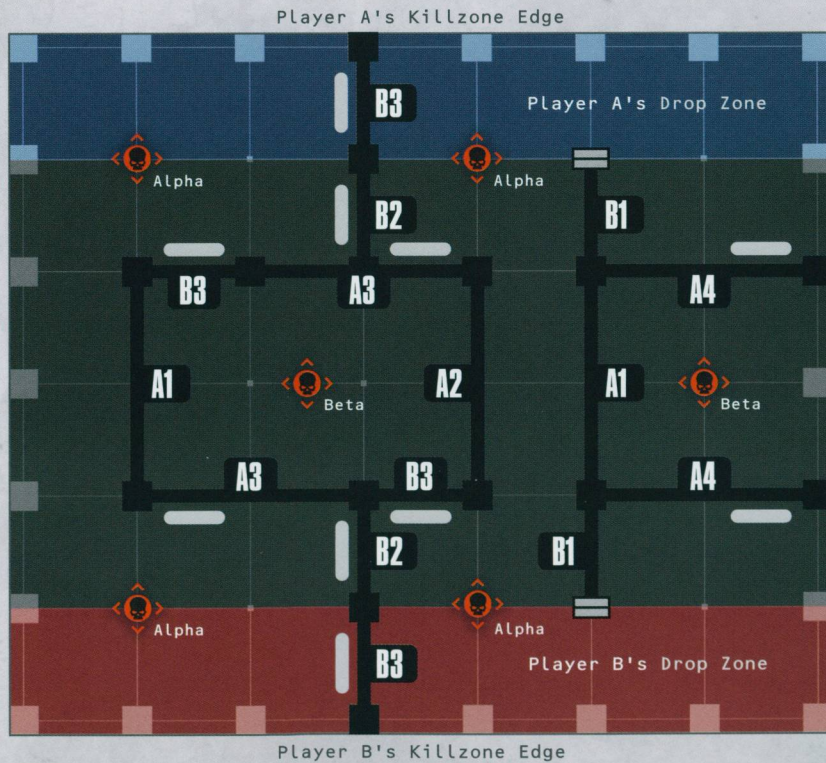
MISSION OBJECTIVE

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 80-81, 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.

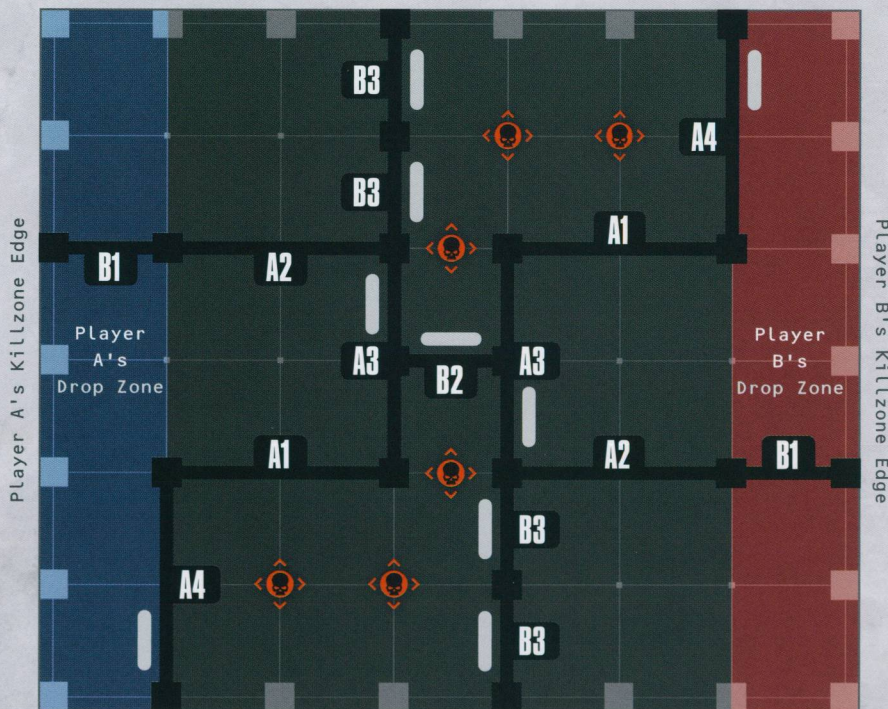
MISSION OBJECTIVE

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 80-81, 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.

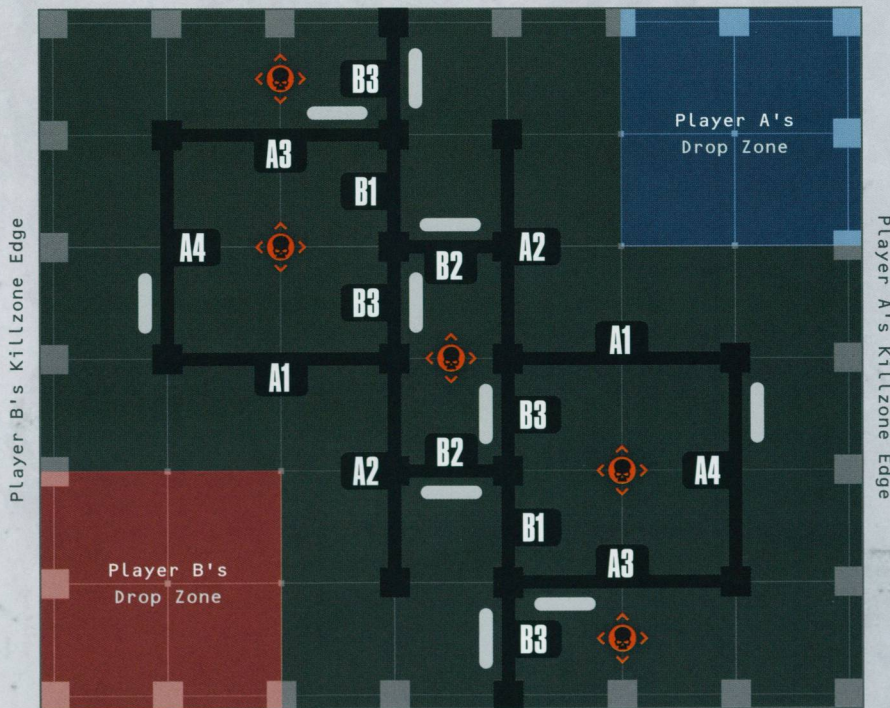
MISSION OBJECTIVE

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).

'TWISTS AND TURNS, QUAKES AND CAVE-INS. THE HULK IS EVER CHANGING. NO ROUTE CAN BE TAKEN MORE THAN THRICE. WHAT BETTER PLACE TO GIVE THE LORD OF FATE THE WORSHIP IT IS DUE? TO WEAVE ITS GIFTS AND UNLEASH THEM UPON THE IGNORANT, THE NAIVE AND THE REJECTORS OF THE NINE?'

- Helgis Noife, Cult of the Oculus-Ennead

For the key to this map, see pages 80-81, 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

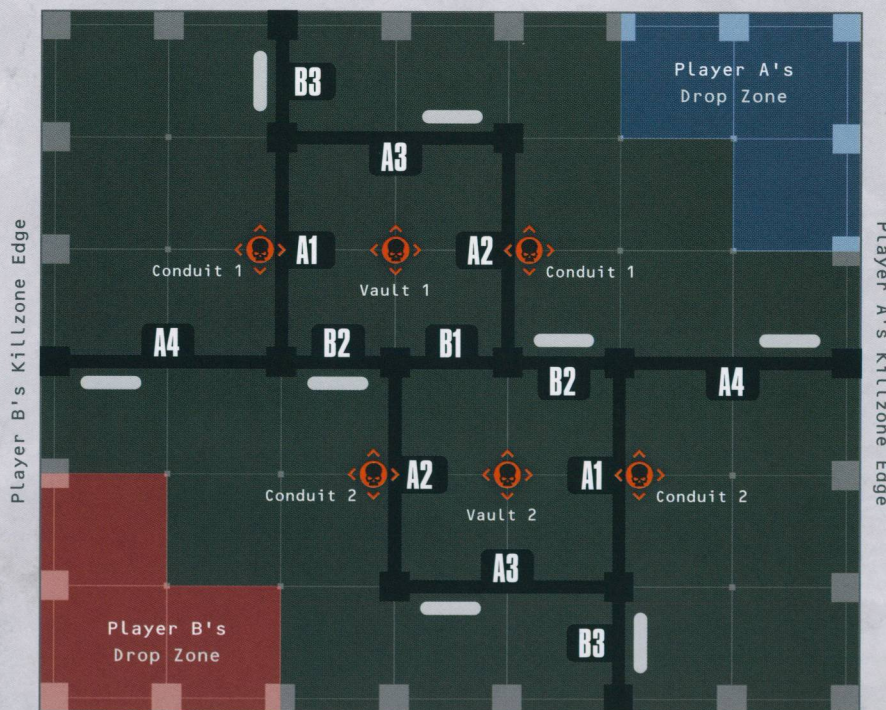
An operative can perform this action while within ▲ of a Conduit objective marker it controls. Remove that objective marker from the killzone.

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 80-81, 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

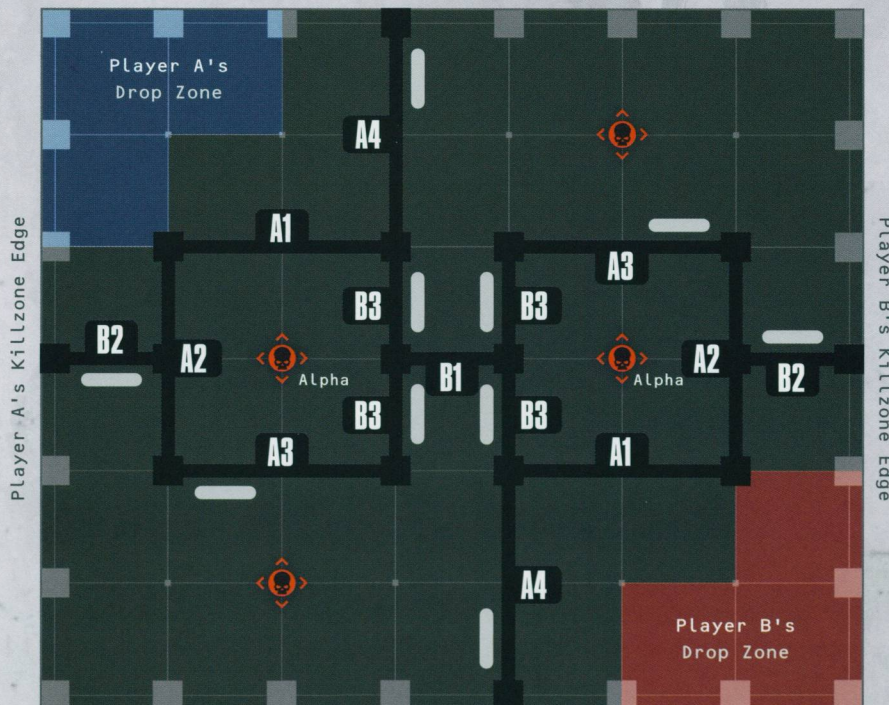
An operative can perform this action while within ▲ of an objective marker it controls that has not been looted during this Turning Point. If it does so, that objective marker has been looted this Turning Point.

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 80-81, or the inside back cover.



IMPERIAL NAVY BREACHERS - NARRATIVE DATASLATE

Kill Team Name

Player Name

Faction Keyword

Selectable Keyword

Base of Operations

Requisition Points

Asset Capacity

Spec Ops Log:

Stash

Strategic Assets

History

Notes

Quirks

FARSTALKER KINBAND - NARRATIVE DATASLATE

.....
KILL TEAM NAME

.....
PLAYER NAME

.....
FACTION KEYWORD

.....
SELECTABLE KEYWORD

.....
BASE OF OPERATIONS

REQUISITION POINTS

SPEC OPS LOG:

ASSET CAPACITY

STASH

STRATEGIC ASSETS

HISTORY

QUIRKS

NOTES

NARRATIVE DATACARD

Operative

Rested Tally

Experience Points

Operative Type

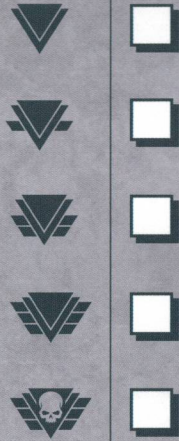
Specialism



Battle Honours

Battle Scars

Notes



NARRATIVE DATACARD

OPERATIVE

RESTED TALLY

EXPERIENCE POINTS

OPERATIVE TYPE

SPECIALISM



BATTLE HONOURS

BATTLE SCARS

NOTES



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

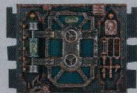
SHORT WALL

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



OVERHEAD PIPE



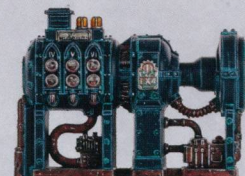
BROKEN PIPE



ANCIENT APPARATUS

DYNAMO

C1



POWER PANEL

C2



PIPES

C3



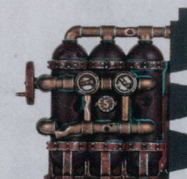
CONTROL PANEL

C4



TANKS

C5





THE GALLOWDARK HAS EMERGED IN REALSPACE. IT IS A PLACE OF PLUNDER. IT IS A PLACE OF DEATH.

FROM OUT OF MADNESS HAS IT COME.

After thousands of years in the warp, the space hulk *Gallowdark* has emerged in realspace on the edge of the Nemesys Sector. The size of a moon, its mass is made up of thousands of voidships belonging to countless races, and therefore holds enormous wealth for those courageous – or indeed foolhardy – enough to explore it.

Mercenary Kroot were the first to arrive, aboard the Warsphere *Rak Varoyaw*. They hoped they could take their pick of the plunder before any others could reach the *Gallowdark*. They were wrong. War Group Alpha-VII of Battlefleet Nemesys of the Imperial Navy soon appeared and drove the Kroot Warsphere away before the xenos vessel could evacuate all of its warriors from the space hulk. Elite Imperial Navy Armsmen stormed the *Gallowdark*, but little did they know the Kroot would be far from the only danger they encountered...

Inside you will find:

- A host of lore regarding space hulks, the *Gallowdark* and the escalating conflict aboard it between its denizens and plunderers.
- Background on the disciplined Armsmen of the Imperial Navy, the mercenary Kroot and the kill teams they send into battle.
- Rules for fielding kill teams of Kroot Farstalker Kinbands and Imperial Navy Breachers, including datacards and a host of other rules for each of these new kill teams. You will also find mission rules for fighting in close quarters using the new modular *Gallowdark* killzone, which will transform your games of kill team, along with 18 missions and a narrative campaign.
- Stunning miniatures photography showcasing the incredible Imperial Navy Breachers and Kroot Farstalker Kinband miniatures kits, and more.



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