WARHAMMER 40,000

KILL TEAM



SHADOWVAULTS



KILL TEAM: SHADOWVAULTS

The *Gallowdark* is in realspace. The first interlopers are aboard, with more to come, and they have barely scratched the surface. Myriad horrors lie within. Forces stir, aware they are no longer in the warp. Change brings with it the potential for opportunity and misfortune. All now strive to ensure they grasp the former, and their enemies find the latter. The *Gallowdark*, a place of terrible threat, grows more dangerous still.

CONTENTS

Introduction 3

SHADOWVAULTS 4

Space Hulks 5
The *Gallowdark* 6
The Ark of Hamanet 8
The Astra Militarum 10
The Kasrkin 10
Kasrkin Kill Teams 12
Squad Pavlo 14
Showcase 18
Names and Demeanours 20
The Necrons 22
Circles of the Crypteks 23
Hierotek Circle Kill Teams 24
A Galaxy of Opportunity 26
Showcase 30
Names and Demeanours 32

THE RULES 34

Kasrkin Kill Team 35
Tac Ops 36
Ability 37
Strategic Ploys 38
Tactical Ploys 38
Datacards 39
Kasrkin Sergeant 39
Kasrkin Combat Medic 39
Kasrkin Demo-trooper 40
Kasrkin Gunner 41
Kasrkin Recon-trooper 41
Kasrkin Sharpshooter 42
Kasrkin Trooper 42
Kasrkin Vox-trooper 43
Equipment 44
Kasrkin Spec Ops Rules 45
Battle Honours 45
Rare Equipment 46
Strategic Assets 47
Requisitions 48
Spec Ops 48
Hierotek Circle Kill Team 51
Tac Ops 52
Abilities 53
Strategic Ploys 54
Tactical Ploys 54
Datacards 55
Chronomancer 55
Psychomancer 56
Technomancer 57
Plasmacyte Accelerator 58
Plasmacyte Reanimator 58
Apprentek 59
Deathmark 59
Immortal Despotek 60
Immortal Guardian 60
Equipment 61
Hierotek Circle Spec Ops Rules 62
Battle Honours 62
Rare Equipment 63
Strategic Assets 64
Requisitions 65
Spec Ops 65

KILLZONES 68

Killzone: Gallowdark 68
Killzone: Shadowvaults 72
Close Quarters 75
Showcase 78
Setting Up Terrain 82
Killzone Key 84

MISSION PACKS 86

Shadow Operations:
Shadowvaults Mission Pack 86
Infiltration 88
Mission 1.1: Deadly Juncture 90
Mission 1.2: Passageway of Death 92
Mission 1.3: Uncover Riches 94
Mission 2.1: Demolition Run 96
Mission 2.2: Storm the Vault 98
Mission 2.3: Hold Out 100
Mission 3.1: Secure Base 102
Mission 3.2: Covert Attack 104
Mission 3.3: Lightning Raid 106
Critical Operations:
Gallowdark Mission Pack 108
Mission 1.1: Command Station Control 109
Mission 1.2: Power Surge 110
Mission 1.3: Supply Raid 111
Mission 2.1: Junction Assault 112
Mission 2.2: Full-scale Attack 113
Mission 2.3: Mysterious Signature 114
Mission 3.1: Forge Stronghold 115
Mission 3.2: Vault Plunder 116
Mission 3.3: Exposed Trove 117

DATASLATES AND DATACARDS 118

Kasrkin Dataslate 118
Hierotek Circle Dataslate 119
Kasrkin Datacard 120
Hierotek Circle Datacard 120

PRODUCED BY THE WARHAMMER STUDIO

With thanks to First Claw for their additional playtesting services.

Kill Team: Shadowvaults © Copyright Games Workshop Limited 2022. Kill Team: Shadowvaults, GW, Games Workshop, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

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

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

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

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

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

WARHAMMER.COM

INTRODUCTION

Welcome to *Kill Team: Shadowvaults*. This volume is the second in this season of Kill Team, in which elite squads hailing from many of the galaxy's warring factions explore, fight and experience countless dangers aboard the vast 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...

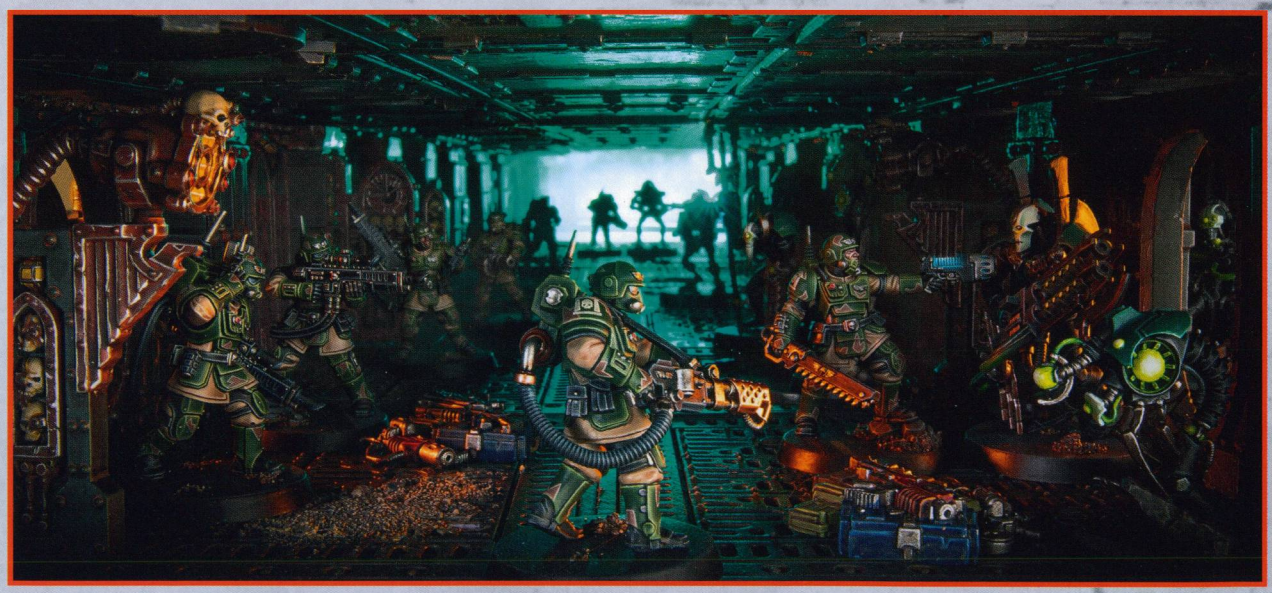
When a space hulk emerges from the warp, armed forces near and far respond. To some, space hulks represent dire threats to be tracked, purged or destroyed. To others, they are potential sources of vast wealth and power, for space hulks are conglomerations of thousands of ships melded in the warp over millennia. They are often packed full of arcane technological treasures, millennia old and crafted by myriad races. Space hulks are rarely found devoid of life, however – fell monsters and warp spirits make them their home, as well as the unfortunate surviving crew of some of the ships that make up its mass.

This book explores what space hulks are, the threat they present 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. It drew the attention of many factions and races, groups of which found more living souls already on board, and this book will go into detail on two of them: the elite Cadian Kasrkin of the Astra Militarum and the Hierotek Circles of the calculating and sinister Necrons.

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 Cadian Kasrkin and the Necron Hierotek Circles. There is plenty more rules content besides this, including nine Shadow Ops missions, nine Critical Ops missions, killzone rules and mission rules for killzone infiltration, sentry turrets and breaching vaults.

Also included are tables to help you generate names for your operatives and kill teams, as well as to help you develop their unique quirks and background. These tools give you a fantastic way to begin your kill team's story and 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 action-packed illustrations and stunning photography. See the highly detailed Cadian Kasrkin and Necron Hierotek Circle 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. Additionally, the evocative artwork in this book – depicting the merciless Necrons, the courageous Kasrkin and the grim and harsh nature of the *Gallowdark* – serves as wonderful inspiration for your collections and the narrative 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

Countless thousands of spacecraft, built by hundreds of different species going back millions of years, make up the colossal monstrosity that is the *Gallowdark* – a space hulk the size of a moon. Its history is long, winding and mysterious. Even an army of the most determined scholars, with unlimited access to the archives, libraries and datastacks of the Imperium, would fail to fully collate its tale.

During the course of its long existence, the *Gallowdark* has been inhabited by creatures organic and inorganic from a thousand races or more. They have come, gone, been trapped or wiped out, managed to escape or vanished within the shifting strata. They have formed alliances, constructed settlements, woven nests, worshipped their gods and waged many wars. As a result, the souls of millions of dead haunt the hulk's corridors and caverns, bitter, angry and twisted from countless years of exposure to the warp.

As its inhabitants have changed over time, so has the *Gallowdark* itself. While in the warp, new ships have been continually pressed into its morass, along with asteroids and the carcasses of void predators. Vast chunks of the superstructure have broken off, left to linger in the void or course through the warp to eventually form the basis of new space hulks or merge with others. Over time, ships have been broken down and broken apart. Hulk-quakes, rupturing power cores and the turbulent battering of warp currents all contribute to this, but on occasion the wars between the inhabitants have been so apocalyptic that they themselves have changed the nature of the hulk.

In the age of the Imperium, the *Gallowdark* has emerged from and re-entered the warp multiple times. On each reappearance it has been all but unrecognisable from last, and it has earned many names from many factions. During the Great Crusade, a force from the 5th Legion of the Space Marines named it *Ender of Hordes*, while The Aeldari of Lugganath Craftworld called it the *Bringer of Heavy Tears Everflowing*. Later, to a force of Iron Warriors Heretic Astartes, the *Gallowdark* was known as the *Harrowing of Idibris*, and on different occasions it has been known to the Imperium as the *Abominant*, the *Fate of Revelation* and *00-GZ-Ω7*. After four thousand years in the warp, the *Gallowdark* has emerged into realspace once again, this time in the wilderness region bordering the Nemesys Sector of the Imperium. This event has drawn the eyes of many opportunists, and they have raced to intercept the space hulk.

The Kroot warsphere *Rak Varoyaw* was among the first to arrive at the *Gallowdark*. After having spent many years traversing the stars, its people were all hardened explorers, hunters and mercenaries. They had endured many hardships and claimed much wealth. Boarding the *Gallowdark* was one more opportunity to further increase their material gains as well as their genetic diversity, for the Kroot are a race that can rapidly absorb and take on beneficial genetic traits of creatures whose flesh they consume. The hunting parties of the *Rak Varoyaw* intended for the boarding of the *Gallowdark* to be their final task before returning to the Kroot home world of Pech, but they were unsuccessful in completing this venture before forces of the Imperium arrived in the form of War Group Alpha-VII of Battlefleet Nemesys.

'THIS PLACE WE CALL HOME . . . IT IS MORE THAN AN ENTANGLEMENT OF LOST SHIPS, WELDED TOGETHER BY THE GLORIOUS ENERGIES OF THE EMPYREAN. IT IS A CREATURE AS ALIVE AS EACH OF US. IT BREATHES, SATIATING ITSELF ON THE FLOWING TIDES OF THE IMMATERIUM AS MYTHICAL CARCHARADAE DREW IN WATER WHEN THEY PROWLED THE DEEP. WHEN WE FEEL IT SHAKE, WHEN WE HEAR IT GROAN, WE KNOW ITS ANGER, ITS HUNGER, ITS PAIN AND ITS HATRED. IT IS A LIVING CREATION OF THE DARK POWERS, FOREVER WORTHY OF OUR VENERATION. HEAP YOUR PRAISES UPON IT, BROTHERS AND SISTERS!'

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

It was Admiral Armenius Philo XVI, commander of this force, who named the space hulk the *Gallowdark*. Initially, Philo's mission was to investigate an anomalous warp rupture. When he saw that what had emerged was a space hulk, his mission parameters changed immediately. Such a discovery could be of immense value, not only to the Imperium, but Admiral Philo's career. When it was discovered that the Kroot had arrived first, he did his duty, ordering the attack against their warsphere. The outgunned Kroot were forced to withdraw, but could not evacuate all of their number from the *Gallowdark* before they had to make their escape. With the xenos craft gone, Admiral Philo ordered his ships' Armsmen to board the space hulk. However, the elite naval soldiery that entered the *Gallowdark* had little idea of what they were walking into...

THE ABANDONED AND THE DAMNED

The *Gallowdark* is home to Humans, aliens, heretics, pirates, exiles, mutants and many others. There are mutant rodents, deformed arachnid predators and monsters that hail from forgotten times that defy categorisation. There are even strange sentiences, unnatural entities and tortured machine spirits that are countless millennia old. For all this, the worshippers of the Dark Gods exceed all others in number and power. Unbeknownst to the Kroot and Imperial Navy troops, the *Gallowdark*'s denizens were learning they were no longer in the warp, and so their activity surged. This was a time of renewed danger and opportunity for all – they could escape, see what new prey came their way, or use the distraction of the space hulk's new circumstances to make gains over other inhabitants. The status quo had changed. Many aboard the *Gallowdark* prioritised sourcing weapons and ammunition over other necessities. Furious clashes raged over armouries, weapon caches and vaults as Chaos worshippers, Humans still loyal to the Emperor and many others sought to significantly enlarge their armament stocks. Though all already had weapons, the bloody clashes were fought by many simply to stop rivals from claiming new equipment that could tip balances of power in their favour.

THE DEPTHS, THE ABYSS

The *Gallowdark* is a labyrinth of twisting corridors, caverns, ductways, chambers, armouries and crevasses. It has its own atmosphere pockets and multiple unnatural ecosystems. It has rivers and oceans of toxic waste and leaking fuels, and literal mountains of wreckage. In some areas gravity behaves in bizarre, random ways. In others, psykers find their powers reduced to nil or enhanced tenfold. As such, 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.

Much of the *Gallowdark* is abandoned or inaccessible to most of its denizens, home only to vermin, bones, daemons and the tormented ghosts of the restless dead. Many of these places are nameless and all but forgotten, or mentioned only in whispers by the superstitious for fear of bringing the wrath of evil forces upon them. There are, however, places of habitation, where the luckless occupiers of the *Gallowdark* have somehow managed to survive the terrors of life aboard a space hulk. This existence is harder than anything even the most oppressed of an Imperial world could contemplate. Mutation is commonplace, psychic outbreaks kill hundreds and the machine spirits of almost every mechanism have been tainted and corrupted by the empyrean. Raiders of every stripe can attack at any time, sudden localised rad-storms occur frequently, and in mere moments a hulk-quake can send hundreds of tons of debris down onto helpless settlements and reduce them to rubble.

The Skitterducts are a network of tunnels, ductways and tubes. Some are as wide as grand processionals, others are a squeeze for rats. Here, only hideous mutants and vicious vermin dwell, drinking black, coagulated water and consuming the flesh of the dead. Virtually all of the mutant population worship the Dark Gods, beseeching their deities to grant them more 'gifts', and for the blessings they need to tear apart those of neighbouring clans. Naval Armsmen reached the Skitterducts after boarding, effectively kicking a hornets' nest. Their arrival disturbed the long-isolated mutant populations, who rose up in a terrible frenzy. Brutal, close-quarters fighting followed, and mutant viscera flowed in rivers. Clan after clan encroached on each other's territory, either in the hope of finding battle or fleeing it. This great and sudden upheaval disturbed a clutch of hibernating Genestealers, who went on to slaughter all they came across.

The settlement of Ironshanty is a place of relative peace, though almost entirely out of luck and faith on the part of its original Human inhabitants. Their colony ship was pressed into the *Gallowdark* after being lost in the warp, and over time necessity has resulted in the population – now many generations descended from the original colonists – compromising on Imperial standards. Fragile notions of right and wrong barely survive. Tribal gangs rule with an iron fist, and are open to living alongside and bartering with different xenos. Those who are seen to 'upset the Emperor's peace' are corrected in their ways by the brutish lords, who have acquired many weapons in exchange for the 'sanctuary' they offer. As a result, Ironshanty has become a kind of neutral zone for warrior bands, refugees and mercenaries. In exchange, fighters protect the town from attacks. Since the *Gallowdark*'s return to realspace, greenskin assaults have been incessant, directed by frothing Weirdboyz. Many of Ironshanty's inhabitants fear the settlement will not survive and – in their desperation – the gangs are emptying their coffers to pay mercenaries. More people are praying to more gods, and it is only a matter of time before irreversible corruption takes a deep hold within Ironshanty.

Lamentation Falls is a formidably steep series of embankments that encrust the back of a vertically aligned Aeldari vessel, just as foothills lead to a mountain. It has been used as a place of execution by many scavenger tribes and heathen clans for generations, who throw traitors and foes over the edge to their doom. Some daring individuals attempt to scale Lamentation Falls, hoping to find access to the Aeldari ship to see what treasures lie within. Few ever return. When the *Gallowdark* emerged from the warp, vast quantities of debris were shaken free, exposing huge areas for exploration as well as revealing access points to the Aeldari vessel itself. In the rush for weapons and relics, many groups breached the ship, and now fight each other and the dwellers within for whatever they can find.

THE ARK OF HAMANET

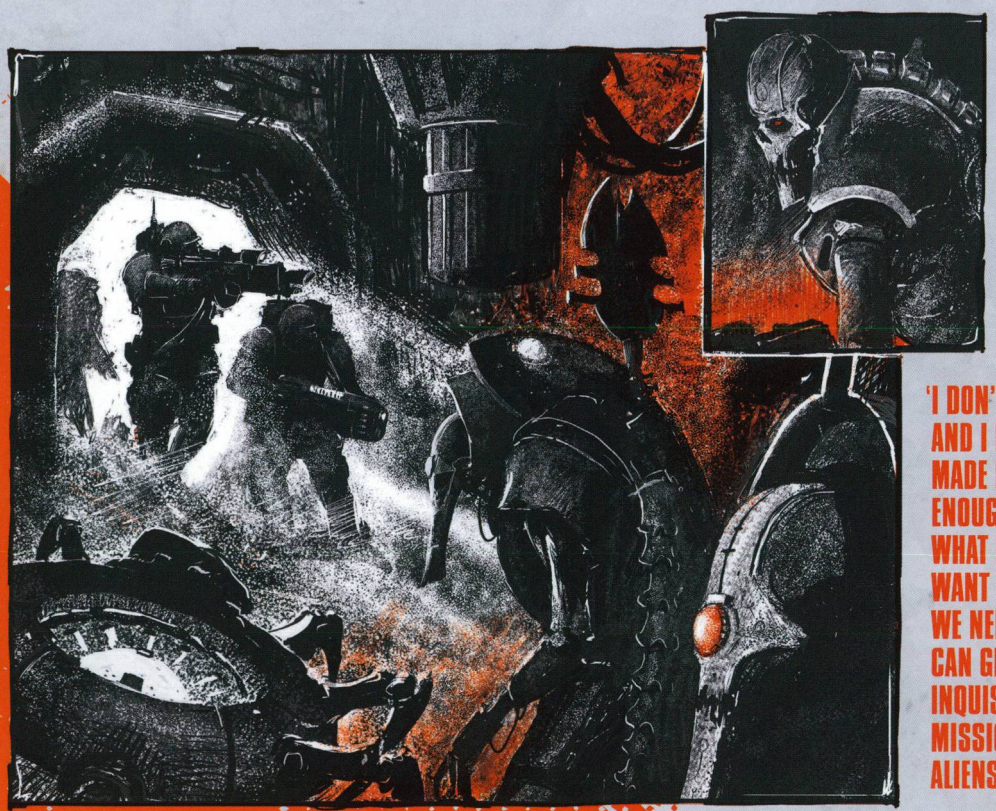
Millennia ago, the Ordo Xenos Inquisitor Iyaklyta Rehnis learned of an alien artefact that had been stolen from a xenos burial world. She had no idea of its true function, purpose or capabilities, but she believed that it would at last provide evidence to her fellow Inquisitors that her theories regarding an alien race more powerful than the Imperium were correct.

For decades, Inquisitor Rehnis had been dismissed by her peers for her radical claims. She believed that, millions of years ago, a xenos race bestrode the stars that exceeded even the Imperium in its power, and once fought the Aeldari for dominance. She also believed that some of them remained alive, after investigating rumours of skeletal assassins. All Rehnis had to reinforce her theories was a broken stone tablet, depicting fragmented words in Aeldari script. Anyone she showed it to said it was surely little more than xenos mythology. Convinced otherwise, despite her detractors, Rehnis endlessly endeavoured to prove her theories right, and was finally told of an artefact from a Kroot contact that had the potential to be the very evidence she needed.

It cost her enough armaments to equip a small army, but the Kroot provided her with picts that indicated the object was made of what appeared to be a glistening obsidian. Veins ran along the cuboid's sides, throbbing with dull, green light. Some of them formed symbols which were strikingly similar to those on the ancient Aeldari tablet. After handing over yet more weapons to discover the artefact's location, Rehnis used her Inquisitorial authority to requisition the entire Cadian 15th Kasrkin Regiment – elite, disciplined and well-equipped troops – to acquire it.

The artefact was being kept in an asteroid-based pirate colony in the Kutullos System of the Neviec Sector. Inquisitor Rehnis ordered the entire place torn apart. After weeks of fighting and combing every nook and cranny of the colony for her quarry, Rehnis held the artefact in her hands. Finally, she had what she needed, the proof to vindicate her theories. Both relieved and determined, she left the devastated asteroid. Rehnis, however, would never live to see her critics proven wrong.

Her ship, still loaded with hundreds of Kasrkin, never reached its destination – the spacebound Ordo Xenos research station of Longwatch. The vessel was lost in the warp. Iyaklyta Rehnis' name was scratched out of the Ordo Xenos' rolls of active agents, and was soon all but forgotten. For war-plagued



'I DON'T KNOW WHAT THIS THING IS, AND I DON'T CARE EITHER. IT'S BEEN MADE BY THE XENOS, AND THAT IS ENOUGH TO SPIT ON IT AND WORSE. WHAT I AM SURE OF IS THAT THEY WANT IT, WHICH IS ALL THE REASON WE NEED TO KEEP IT FROM THEM. IF WE CAN GET IT OUT OF HERE AND TO THE INQUISITORS, WE CAN CONSIDER OUR MISSION FULFILLED AND SPITE THE ALIENS AT THE SAME TIME. FOR CADIA!'

- Kasrkin Sergeant Irla Pavlo

Cadia, even the loss of elite troops such as the Kasrkin was merely a part of daily life. The 15th were removed from the list of deployed regiments, their number awarded to a newly raised regiment and their colours borne aloft by other troops.

The Imperium never learned what Inquisitor Rehnis found, nor did it know that not every soul aboard the Inquisitor's ship was slain. Though the vessel was eventually torn apart, and much of it was flooded with beasts of the immaterium, some souls survived. They hid in sanctified chambers, warded safes, and even the ship Navigator's shielded sanctum. Eventually, the fragments of their ship were drawn into the lumpen mass of a space hulk that would later be named the *Gallowdark*. Though millennia had passed since Rehnis' ship was lost, time in the warp does not function in the same manner as in realspace, so when the *Gallowdark* emerged near the Nemesys Sector, some of those Kasrkin who had survived the destruction of Rehnis' vessel still lived, appearing to have aged no more than a few years.

When it became clear that the *Gallowdark* was no longer in the warp, the few surviving Kasrkin knew it was their time to escape. Most were scattered, with little idea that any others of their number still lived. One such small group was the Kasrkin squad led by Sergeant Irla Pavlo, from the 15th Kasrkin regiment. If they were to make a break for the outside edge of the space hulk – where they might be able to find a way off – they would need to source as much equipment as possible. After many days of searching, the squad finally found an Imperial armoury that had not already been picked clean, or whose equipment had not rotted away. It was here that Kasrkin Nils Ogan found a strange, obsidian-like artefact with green beads of light pulsing along veins threaded across its surface. Pavlo recognised it. She thought it had been lost. It was the object Rehnis sought out, that had once belonged to an alien race the Inquisitor called the 'Nekkroni', according to attempted translations of ancient Aeldari text.

It was at that moment Ogan was struck by a bolt of searing green energy that seemed to shoot out of the dark, the colour matching identically with that of the light on the alien artefact. Killed instantly, Ogan crumpled to the floor in pieces, as if cut apart in a thousand places at once. Pavlo had enough presence of mind to grab the artefact and run. Though she had understood the Nekkroni to be extinct, Pavlo could not help but wonder if that notion was wrong...

ANCIENT HUNTERS

The artefact rediscovered by Pavlo's squad was an Ark of Hamanet. It had been taken – alongside several others – from a Necron tomb world millenia ago. All belonged to the ambitious Necrons of the small Tsarakura Dynasty, and were creations of Technomancer Hamanet the Relentless himself.

Crucial to the correct awakening of one of his Dynasty's tomb worlds – Tsaremok – Hamanet and his Hierotek Circle now sought to recover them. The Necrons had travelled far and encountered numerous dead ends. Ruthless and indomitable, Hamanet had no intention of letting the galaxy's vermin run off with his property, least of all technology so vital to the ongoing plans of his dynasty. So far, Hamanet had secured all of the missing Arks bar this one. So close to achieving his goal, his patience was running thin.

The tomb world of Tsaremok was the resting place of millions of Necron soldiers and Canoptek constructs. Most crucially of all to the Tsarakura Dynasty, no civilisation now dwelled upon it. It was a world where, when properly awakened, there would be no need for conflict to recover and incorporate it into their growing empire. However, without the Arks of Hamanet, the dynasty's Cryptek council – the Concord of Technokracy – decreed the world could not be stirred to life. An incorrect awakening would be too dangerous. Hamanet sat on the council and was a key proponent of the pronouncement. He assured his colleagues he would return all of the missing Arks, slaying any creatures of the lesser races who dared interfere.

'OUR TIME HAS COME. THIS IS TRUTH. WE HAVE BEEN PATIENT LONG ENOUGH. OUR ENEMIES ARE MANY AND WE ARE FEW, BUT OUR GOALS ARE HIGHER THAN ANY OTHER'S. THE GALAXY ITSELF IS TOO SMALL FOR US. BEFORE LONG, TSARAKURA WILL BE A NAME HELD IN AWE AND FEAR ACROSS THE STARS.'

- Hamanet the Relentless

Hamanet knew his place at the very highest tables of the ever-politicking council would be assured if he was successful, so finding the last Ark upon a space hulk had been a frustrating complication. Even for one of his prodigious skill and intelligence, navigating such a monstrous construct was time-consuming and unpredictable. Improvisation was required. A team of Humans discovering his property by accident was just one more difficulty to overcome. Hamanet supposed that, if nothing else, it would make his story all the more entertaining and impressive to those he called his colleagues on the Technokracy.

A game of cat and mouse followed. The hardened, elite soldiers of the Kasrkin had spent much time on the *Gallowdark*. They knew its many quirks intimately and could use them to their advantage. Hamanet had the element of surprise, superior technology and an ancient genius. The battle for the final Ark of Hamanet had begun.

THE KASRKIN

The Kasrkin are the elite shock assault troops of the Cadian Astra Militarum forces. Extensively trained and superbly equipped, they are equal or superior to any unaugmented Human soldiery serving in the Imperium's armies. Each could lead squads or platoons of other troops. Their courage, discipline and performance are all in excess of regular Imperial soldiers, and to them falls the duty of carrying out some of the toughest missions. The Kasrkin go where few others are able.

All Kasrkin originally hailed from the world of Cadia, yet that planet is no more, destroyed by the malice of Abbadon the Despoiler. A fortress world, it was the first line of Imperial defence against the numberless heretics, traitors, mutants and renegades that poured out from the Eye of Terror. Until the emergence of the Great Rift, the Eye of Terror was the single largest warp storm in the galaxy. For ten thousand years, Cadia and its people held back the terrors of that place. It was said that the planet was so heavily militarised that its people were taught how to field-strip and shoot a lasgun before they could even read.

The Astra Militarum regiments of Cadia – known as Cadian Shock Troopers – were and are renowned for their discipline, marksmanship and stoic sense of self-sacrifice. Such is their skill and success record that they have earned much renown throughout the Imperium, with many worlds emulating their training and traditions. This reputation of excellence held by even Cadia's standard troops says much of the quality of the Kasrkin.

Kasrkin are honourable, well-drilled and proficient killers, and know instinctively what to do in virtually any combat situation. Their lives are unremitting regimen of study, prayer, physical exercise and specialist training – that is when they are not deployed on missions, fighting the foes of Mankind. Combined, this system has honed their bodies, minds and souls in such a way as to make them reach the peaks of Human performance.

To complement their superior training, Kasrkin are very well armed and armoured. Their fully enclosed carapace armour suits consist of rigid arma-plas and reinforced ceramite plates, and they wield sophisticated hot-shot laser weapons that are more potent than the standard lasgun. The increased power from such a weapon is ideally suited to the role of the Kasrkin, enabling them to scythe down hordes of lightly armoured foes as easily as they obliterate heavier targets. These weapons require reinforced barrels, thermal-cooling cells and gyro-stabilised power packs. Though this makes them difficult to maintain, Kasrkin are trained to look after and even rebuild them if necessary.

The Kasrkin also have access to a wide range of special weapons they can pick from for a given mission, including plasma guns, flamers, grenade launchers and meltaguns. In addition to their primary armaments, Kasrkin carry a great deal of additional wargear. Each soldier has a respirator, enabling them to fight even in toxic conditions, micro-beads to ensure every Kasrkin can remain in close contact with their squadmates, and sound and flash suppressors for their weapons to conduct lethal operations with optimum stealth.

A LEGACY OF EXCELLENCE

Though Cadia has fallen, billions of Cadian troops – including many millions of Kasrkin – were deployed in war zones throughout the galaxy. They live still, continuing the ways of their birth world. The fall of Cadia itself inspired a thousand

'WHAT CAN'T THOSE SOLDIERS DO? I'VE SEEN THEM TURN THE TIDE OF LOSING BATTLES A DOZEN TIMES OVER, AGAINST GREENSKINS, TYRANIDS AND TRAITORS. WITH LITTLE MORE THAN A STOIC NOD THEY TOOK ON SUICIDAL MISSIONS, AND SOMEHOW RETURNED TO BASE. I NEVER ASKED HOW THEY GOT THOSE DONE, AND THEY NEVER VOLUNTEERED THE INFORMATION THEMSELVES. HARDLY A DAY GOES BY WHEN I DON'T THANK THE EMPEROR FOR GRANTING THEM TO US, AND DON'T WISH THAT I WAS ONE OF THEM.'

- General Reeve Tarsk III, commander of the Cadian 88th Shock Troopers Regiment

and one reactions amongst the Kasrkin. The hatred all shared for the forces of the Arch-enemy has grown even deeper, but a wide mixture of other feelings and thoughts are held by the Kasrkin who still live: resentment towards those who fought on Cadia and failed, those who did not go to Cadia's aid when the world needed it most, and even themselves for not being present.

Some see their world's fall as somehow a personal failure on their part, even if deployed light years away at the time it happened. They have either become ultra-zealous, seeking forgiveness from the Emperor, or thrown themselves even harder into every exercise and mission. However, not all feel the burden of the loss upon themselves. Such Kasrkin are still as defiant and determined as ever, but as far as they are concerned, the planet broke 'before the Guard did'. In their eyes, so long as a Cadian draws breath against the Emperor's foes, Cadia stands.

Before Cadia's fall, Kasrkin were typically recruited in one of two ways. Some Cadians showed such prospects in their initial training that they were reassigned to the Kasrkin, but the majority of the rest were hardened veterans – soldiers who had proven themselves on multiple battlefields. New recruits to the Kasrkin still come from Cadian Shock Trooper regiments, though since Cadia's fall, an increasing number hail from worlds beyond Cadia. These soldiers have much to prove to their Cadian-born comrades, many of whom see them as lesser troops for not having gone through the rigours of Cadian life. It is a point of immense pride for non-natives to earn the Caducades Sea Eagle tattoo – a seabird native to Cadia – which is ritually applied to the neck of every Cadian-born Kasrkin upon their induction to the ranks, and not given lightly to external recruits.



KASRKIN KILL TEAMS

Kasrkin are usually deployed as close-knit companies or squads, attached to larger Astra Militarum formations. They are a precision instrument for senior commanders to bring success to strategies over a wide battlefront. It is not uncommon for a handful of kill teams to be the only Kasrkin present in a war zone.

Kasrkin are taught to perform covert operations, spearhead assaults into fortified positions and storm key installations. They can deploy ahead of the rest of an army – infiltrating behind enemy lines like ghosts to launch pinpoint ambushes – storm into the fray in armoured transports, rappel from dropships or arrive by grav-chute from aircraft into the midst of the enemy. There are few scenarios in which they are not all expertly trained, and whether their commanders require new intelligence, an enemy assassinated, a bunker line rushed, a vital piece of infrastructure destroyed or even honour guards for high-value individuals and installations, they can rely on the Kasrkin to complete the task.

These elite troops have proven time and time again that they can hold positions against forces many times their own number using cunning, teamwork and veteran skill. They are equally as capable when storming highly defended enemy points. When the Kasrkin attack, they do so with formidable efficiency and precision. Though the squad sergeant is very much in overall command, they know that each member of their squad is a seasoned warrior more than capable of seeing the Emperor's will done without oversight. Their Kasrkin are skilled and experienced enough to adapt to new and unexpected situations as and when they arise, as well as improvise tools and strategies.



Kasrkin kill teams are bonded by faith, hard training and harder missions over extended periods of time. Their sense of humour is typically coarse, and they will often share in-jokes, forged by a shared life of immense stress, hardship and pain.

KILL TEAM HEKTOR

The Kasrkin of this kill team are Cadian in blood and spirit. They fought on Kasr Holn and Kasr Partox in the Cadian System, as well as Cadia itself during the 13th Black Crusade, and were among the final Kasrkin units to be evacuated from their doomed world. Each of the squad's members bears the personal burden of believing that they failed and, had they fought harder, Cadia might still stand.

Before serving within the Cadian System, Kill Team Hektor fought with distinction on war-plagued Armageddon. Over time they became highly-skilled greenskin fighters, learning their craft from the planet's Ork Hunters and practising them against Kommandos in the planet's deserts and underhives. Such was their reputation that the squad was given a collective citation from the commander of an Ork Hunter regiment – a rare act of recognition. After Cadia's fall, the kill team's Ork-fighting skills were put to use once again in the conflagration that was the War of Beasts on the industrial hive world of Vigilus. The greenskins soon learned to fear Kill Team Hektor's skills with flamers and grenade launchers.

'THAT EAGLE ON YOUR NECK, YOU DON'T EARN THAT ONCE, YOU EARN THAT EVERY DAY – ON EVERY EXERCISE AND EVERY MISSION. OUR ENEMIES MUST FEAR US LIKE THE PREY OF THE SEA EAGLE FEARED ITS HUNTER. FOR THAT TO HAPPEN WE HAVE TO BE PERFECT. WE GET EVERYTHING RIGHT FIRST TIME. EVERY DRILL, EVERY SHOT, EVERY MANOEUVRE.'

- Kasrkin Sergeant Arvand Kolm

KILL TEAM NYSKA

Successive wars have resulted in Kill Team Nyska being made up of survivors from many squads brought together to maintain a full strength formation. The world of Prosan in the Cadian System has numerous hostile environments, which have made the planet highly suited for training soldiers to fight in toxic environments. The Kasrkin of Kill Team Nyska spent many months there finely honing their skills in this area, a training that was sorely tested during a number of campaigns against the daemons and worshippers of Nurgle – the Chaos Plague God.

On the fortress world of Kelthorn, Kill Team Nyska infiltrated deep within cultist-held territory, negotiating their way around lakes of noxious waste and scaling corroded gantries. Once through, they assassinated a bloated, pustule-coated priest who crafted terrible poisons from her hideous laboratory. Then, on the forge world of Konor, Kill Team Nyska's training and endurance saw them outlast many other Astra Militarum kill teams to plant melta mines and destroy a corrupted foundry producing rot-infected shells.

KILL TEAM VANCE

The Kasrkin of this kill team have gained much experience fighting the T'au and the many xenos races that stand as their allies. Sergeant Vance is sure his kill team have slain aliens from a dozen or more species, their hot-shot las having burned its way through the leathery hide of Kroot, the gelatinous forms of the Galg and the weak spots between the chitinous plates of the Vespids. The Kasrkin of Kill Team Vance are without doubt highly-adaptable xenos killers with much experience of encountering new foes and having to discover and exploit their vulnerabilities.

Kill Team Vance has earned a strong reputation amongst Imperial commanders battling alien threats in the Chalnath Expanse, where they have put their xenos-hunting talents to great use. They have tracked down and wiped out a Genestealer Cultist cell before its members could rig a vital transit-bridge with explosives, and have also successfully rescued members of Astra Militarum general staff who had been captured by a combined T'au and Kroot infiltration force. Kill Team Vance have even successfully assassinated a T'au Ethereal, undermining enemy morale across a continent.

KILL TEAM HASEED

Not one member of Kill Team Haseed is Cadian-born. During ferocious fighting around the Eye of Terror, the squad has suffered gruesome losses upon Vigilus and within the Nachmund Gauntlet. Every Cadian in Sergeant Haseed's squad has been killed and replaced by soldiers from other worlds. Haseed herself hails from the desert world of Tallarn, and under her command are soldiers from planets including Vigilus, Sangua Terra, Cthonol, Dieper III, Tekarn and Yamnin. The squad is under much scrutiny from others in their company, who still retain a core of Cadian-born Kasrkin and resent the idea of non-Cadians wearing the uniform.

So far, Kill Team Haseed has not been found wanting. During the siege of the Chaos Knight world of Dharrovar, they slipped inside a heretical stronghold and slaughtered Idolators, preventing a number of Chaos Knights from being repaired. They have also killed countless heretics in the Nachmund Gauntlet, while running missions against the forces of Chaos.

SQUAD PAVLO

The 5th Squad of the Cadian 15th Kasrkin Regiment's 11th Company, these Kasrkin are highly trained veterans. Extremely professional and skilled, they have been proven on the battlefield a dozen times, and all have been recognised by their superiors for their valour and selfless deeds during their careers.

IMPERIAL MERITS

There is a near infinite variety of awards and honours that soldiers of the Astra Militarum can be awarded with. Some are given for taking part in specific campaigns, others in recognition of acts of bravery, exemplary conduct, inspiring leadership or battlefield achievements. Should higher command see fit, entire units can be awarded with special citations in recognition of their actions. The soldiers of Squad Pavlo have many dozens of commendations between them. Those described to the right have been awarded at various times to every member of the squad. Other awards are held by only a few, or just one of the Kasrkin – these include the Administratum Medal, awarded by the Administratum to soldiers who have protected individuals and property of the organisation, and the Triple Skull, a decoration given to soldiers belonging to units who have suffered sixty-six percent losses or more in a single action.

Eagle Ordinary

Awarded for acts of bravery that aren't considered 'extraordinary'. Recipients jokingly consider themselves 'boring heroes' for still being alive after their feat.



Order of the Scarlet Wing

Awarded for being wounded in battle where there has been an airborne assault. Common amongst Kasrkin, veteran troops consider receiving this medal as 'getting their wings'.



Order of the Eagle's Claw

Awarded to Cadian soldiers who have made planetfall in the most dangerous landing zones and triumphed. Recipients are typically well respected by Imperial Navy personnel.



KASRKIN SERGEANT

IRLA PAVLO

Irla Pavlo had never sought promotion to the rank of sergeant. She had seen enough action and enough death to never expect to live long enough to earn it. The burden of responsibility – trying to lead her squad through the *Gallowdark* – is something Pavlo has felt very heavily upon her shoulders. Maintaining morale despite being in constant mortal danger, and without any real hope or purpose, has taken its toll on her. With the *Gallowdark* emerging from the warp, Pavlo's spirits have been rejuvenated. Now there is a chance, however slim, that she and her troops can escape. The determination and strength that has won her so many awards has finally returned.

COMMENDATIONS

The Winged Skull is awarded for inspirational leadership that leads to righteous victory. The Ward of Cadia is one of the bastion world's highest awards, recognising extraordinary courage and intrepidity in the face of overwhelming odds. Recipients receive the title of 'Warden' or 'Bearer of the Ward'. Pavlo received both for the same event. During the Battle of the Seolan Heights on Cadia, she led a number of Cadians in a daring attack against a traitor-held Leviathan-class transport after seeing a hole in its flank. Pavlo charged it herself, leading the way. In a campaign of incredible momentum she fought her way to the vehicle's command bridge and killed all the traitors in her path. In addition, she fed recovered intelligence straight to Cadian command, which proved of immense military value.



Ward of Cadia



Winged Skull



Administratum Medal

KASRKIN GUNNER

FERIK TOMAS

No matter the danger, no matter the apparent hopelessness of any given situation, Ferik Tomas maintains a cheerful demeanour. He can find the smallest pleasure in the darkest moments, which is helped greatly by his love of hard challenges and pushing his body to its absolute limits. Tomas is especially well-suited to being a grenade launcher carrier – few things please him more than causing large explosions and achieving violent kills.

COMMENDATIONS

The Steel Aquila is an award often referred to as the 'lunatic's eagle'. It is awarded to soldiers who, in the face of great danger, triumphed over the foe and returned fit for service. Only the most violent and impressive feats will earn it. To receive his, Tomas stormed a traitor bunker line on his own, launching grenades into firing slits with unerring accuracy to knock them out. After silencing them, he then attacked a number of dug-in enemy tanks, throwing grenades into exhaust vents or beneath track guards.



Steel Aquila



Kasr Sonnen Tower – Campaign Medal

KASRKIN VOX-TROOPER

DIRC SONNEN

Though on the *Gallowdark* Squad Pavlo has no high command to be in contact with, Dirc Sonnen spends as much time as possible attempting to contact other Kasrkin who might still live from Inquisitor Rehnis' expedition. Over time he has saved the squad on numerous occasions after hacking enemy communications, helping them to avoid ambushes or plan ambushes of their own. More recently, he has managed to tap into snippets of Naval Armsmen comms.

COMMENDATIONS

The Order of the Angelis Sonus is awarded to vox operators whose calm under pressure helps to coordinate resupply missions and reinforcements that turn the tide of a losing battle. In the Battle of the Seolan Heights, Cadian forces were taken completely by surprise by an allied regiment that turned against them. Sonnen was praised by the then Lord Castellan, Kyser Stone, for the superb intelligence reports he fed to senior officers and pilots bringing in emergency troops and supplies.



Order of the Angelis Sonus



Seolan Heights Leaf – Campaign Medal

'IT WOULD NOT SURPRISE ME IF YOU COULD BUILD A MILLION BATTLE TANKS WITH THE AMOUNT OF METAL USED TO DECORATE THE KASRKIN OVER THE MILLENNIA WITH THEIR MEDALS. PROBABLY MORE, SUCH IS THEIR COLLECTIVE HEROISM AND SUCCESS. THEY WOULD PROBABLY SEE THE RESOURCES BETTER USED THAT WAY, SUCH IS THEIR DEVOTION TO THE IMPERIUM.'

- General Hortin Dekker, Cadian 728th Shock Troopers Regiment



KASRKIN GUNNER

ARENDZE WILLEM

Pavlo's squad found Willem alone and wounded, the last survivor of her squad from the 4th Company. Separated from her group, she had been constantly seeking aid through her vox, and was eventually heard by Dirc Sonnen. By the time Squad Pavlo reached her, they found her surrounded by corpses of heretical cultists, her hot-shot volley gun practically glowing with heat. Since then she has been a formidable member of the squad.

COMMENDATIONS

The Medallion Crimson is an award given to those who have done their duties despite suffering mortal wounds. During fighting on Kasr Holn in the Cadian System, Willem suffered from horrendous burns when her Chimera was struck by a krak missile during an attack on a traitor line. She barely escaped and, despite being still on fire, climbed on the vehicle's wreckage and fired her volley gun to provide essential cover to her comrades, helping to ensure victory.



Medallion Crimson



Kasr Holn Tower – Campaign Medal

KASRKIN SHARPSHOOTER

SIEN VESKER

Very little seems to bother Sien Vesker, who can keep her cool in the tensest of situations. This serves her very well in her role of Sharpshooter, especially combined with her marksman skills. She has made a number of kill shots after waiting until the very last second, with enemies bearing down on her, before pulling the trigger. Vesker works very closely with Gorla Gryf, the squad's Recon-trooper, flanking enemies and marking targets.

COMMENDATIONS

Vesker has been awarded the Marksman's Skull twice – a medal given for particularly impressive or important kill shots. The first she received during the Haetes II campaign. Striking the wheel of a speeding Ork wagon, she caused the vehicle to crash, leading to a chain reaction as others behind and around it swerved to avoid the wreckage and crashed themselves. This action prevented multiple companies from the Cadian 412th Regiment from being overrun.



Marksman's Skull



Haetes II Star – Campaign Medal

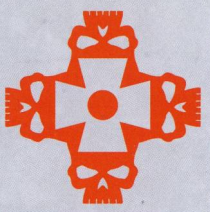
KASRKIN COMBAT MEDIC

ROUZ MORTENS

Few of Pavlo's Squad has seen as much death up close as Rouz Mortens. With his medicae training limited to battlefield first aid, Mortens has been forced to tend to wounded he has no chance of saving due to minimal equipment and no hope of escape from the *Gallowdark*. A sullen, quiet figure, he has been driven to bitterness after taking the responsibility for so many of his comrades' deaths upon himself.

COMMENDATIONS

Mortens has earned twenty-three Crimson Skulls, an award given to soldiers who have saved the lives of wounded comrades in the midst of combat. The number should be higher, but he has declined more because there are so many soldiers he has been unable to save. Mortens resents his Triple Skull, earned for his actions in the Seolan Heights. He not only sees it as a symbol of his failure, but also as a reminder of the treachery an allied regiment showed there.



Crimson Skull



Triple Skull

'TRAIN. BRIEF. ACTION. DEBRIEF. TRAIN. THAT IS OUR LIFE. THAT IS WHAT IT MEANS TO BE KASRKIN.'

- Kasrkin Sergeant Irla Pavlo

Kasrkin Sergeant Pavlo dropped to the floor and rested the back of her helmet against the bulkhead. She panted, her lungs screaming for the air her rebreather system only filtered in slowly. She and her squad had barely made it through the hole rent in the armoury wall before Echter caved it in with an almighty detonation. Next to her, Sonnen lifted off his helmet and vomited from the strain of running.

The metal-skins had attacked from nowhere. Pavlo and her Kasrkin had barely escaped, and without a few timely shots from Tomas' grenade launcher, they might not have made it. Pavlo still had the xenos object in her hand. Though it appeared to be made of dense stone, it was so light its weight was almost imperceptible. She was sure the xenos had been after it. It all fitted. They resembled everything Inquisitor Rehnis had ever said about the mysterious ancient xenos race she was desperate to prove existed. And the way they targeted Ogan, the one who had found the object...

The Kasrkin was now dead. Yet another brave Cadian slain on this Emperor-forsaken hulk. Pavlo dismissed the thought. She would mourn the dead when she and her troops had escaped this place.

'Any sign of the xenos?' Pavlo asked.

'No, Sergeant,' said Sonnen. 'I've managed to get into the feed of some of the area's security pict-skulls. Machine spirits needed a little coaxing.'

'That doesn't mean anything,' said Mortens. 'There was no sign of any xenos when they killed Ogan.'

'You're right,' Pavlo said, after a few seconds' pause. 'Let's get moving. I'll take point. Plan is the same. Make for the surface, if that's even the right word.'

The squad moved in silence, each Kasrkin's position covered by another. They checked every corner and found good cover as they navigated piles of debris and corridors. Pavlo was proud. Despite terrifying, exhausting years on this space hulk, none let it overcome their training.

There had been no sign of the xenos for fifteen minutes, as measured by her visor feed. Not that it mattered much. There had been times on the space hulk when it had somehow run backwards. Pavlo checked a corner at a junction. She saw a sentry turret fitted with a multi-laser, but all of these they had come across so far had been inert. This one, however, opened fire. *Emperor damn it!* thought Pavlo.

'Cover!' she roared, as hails of laser bolts shot across her path. The turret controlled the junction. The Kasrkin were pinned. The only way to get past the sentry gun was to destroy or disable it.

'Shouldn't an Imperial gun be on our side?' asked Tomas. Pavlo ignored him. She looked for options. There had to be some way around it. Tomas leaned past her and launched a pair of grenades around the corner, but the turret kept firing. Then, Pavlo saw a vent above them.

'Gryf, get up there, see if you can outflank it. We'll give you a boost.'

Without a word, Mortens and Vesker stood below the vent, ready. Gryf ran up to them, jumped onto their outstretched hands and reached for the grating. She yanked it off, threw it to the ground and clambered in. Thirty seconds later, the firing stopped. Pavlo thanked the Emperor, the Kasrkin must have hacked it somehow.

'Good work,' she voxed to Gryf. Without a further word, the squad continued to advance down the debris-strewn corridor to a door ahead. It was locked. Echter stepped forward and prepared a charge to blast a hole through it. The others moved to take up defensive positions. Pavlo did the same.

It was then the skeletal-looking metal-skins appeared, materialising as if from thin air. One had a single eye and long rifle. With it came a much bulkier warrior clutching a huge cannon. Both their eyes and weapons pulsed with the same green energy as the alien artefact. The Kasrkin opened fire and the metal-skins wasted no time in responding. Soon bolts of green energy crashed against the squad's cover, the xenos' deadly technology eating away at it with every blindingly bright blast.

'Vance is down,' reported Willem.

'Throne!' shouted Pavlo. She fired a long burst. More of the metal-skins had appeared, and they were getting closer.

'I'm working on something. I need time,' said Gryf.

The other Kasrkin upped their fire. Pavlo could feel her cover crumbling and hear the xenos' metal feet clanking forward. Then, there was a new sound – rapid-firing las striking metal. It wasn't any of the Kasrkin, it was the sentry gun. Gryf had taken control of it. Pavlo laughed, and poured more fire into the xenos.

KASRKIN

All Kasrkin are issued with military fatigues and carapace armour. Whilst there is a 'standard' camouflage pattern, which was historically designed to fit within the forests of Cadia, Kasrkin can be issued with uniforms and armour plates better suited for different environments, whether that be dense cityscapes, scorching deserts or frozen tundras.

Most Kasrkin can expect to receive training in how to survive and fight in myriad locations. Even if necessity dictates they deploy to a war zone with terrain they have not received specific training around, it is quite likely that in their years of previous service they would have experienced combat in that kind of environment. Even if they have not, those who succeed in becoming Kasrkin almost always have the sheer grit, determination and robustness to not only stay alive, but be highly effective soldiers no matter where they are ordered to fight, and can be relied upon to look out for their fellow comrades.



Kasrkin Sergeant with power weapon and bolt pistol



Kasrkin Sergeant with chainsword and plasma pistol











Kasrkin Gunner with flamer



Kasrkin Vox-trooper



Kasrkin Gunner with plasma gun



Kasrkin Trooper



Kasrkin Sharpshooter



Kasrkin Recon-trooper



Kasrkin Gunner with grenade launcher



Kasrkin Combat Medic



Kasrkin Demo-trooper



Kasrkin Gunner with meltagun

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Kasrkin operatives, 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 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 Kasrkin, you can roll a D66 and consult the table 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	KASRKIN NAME
11	Jens
12	Karsk
13	Otwin
14	Hekler
15	Reeve
16	Pavlo
21	Hektor
22	Ogan
23	Thenmann
24	Kyser
25	Erlen
26	Raphe
31	Creed
32	Ackerman
33	Mattias
34	Mortens
35	Dansk
36	Feodor
41	Tomas
42	Kolson
43	Vance
44	Pask
45	Niems
46	Gryf
51	Willem
52	Sonnen
53	Echter
54	Farestein
55	Dekker
56	Graf
61	Arvans
62	Viers
63	Kolm
64	Bask
65	Vesker
66	Henker

KILL TEAM NAMES

The vast majority of Kasrkin kill teams are known by their squad designation number, which represents where they sit within the organisational hierarchy of their companies – for example, Squad 3, 5th Squad or Squad IV. Others, while likely having an official designation, may be named according to their sergeant, like Squad Dekker or Squad Feodor. To generate a name for your sergeant, and thus your kill team, roll on the Operative Names Generator to the left, pick a favourite from the list of options or make up a new name of your choice. Kasrkin squads and kill teams may acquire nicknames amongst the wider company because of the reputation they have earned, e.g. Kolson's Diehards, Reeve's Yompers or Dansk's Raiders. Some become the chosen weapon of a commander who always selects them for the most important missions, later becoming known by such nicknames as The Colonel's Blade, Pask's Chosen or Thenmann's Firsts.

SQUAD QUIRK

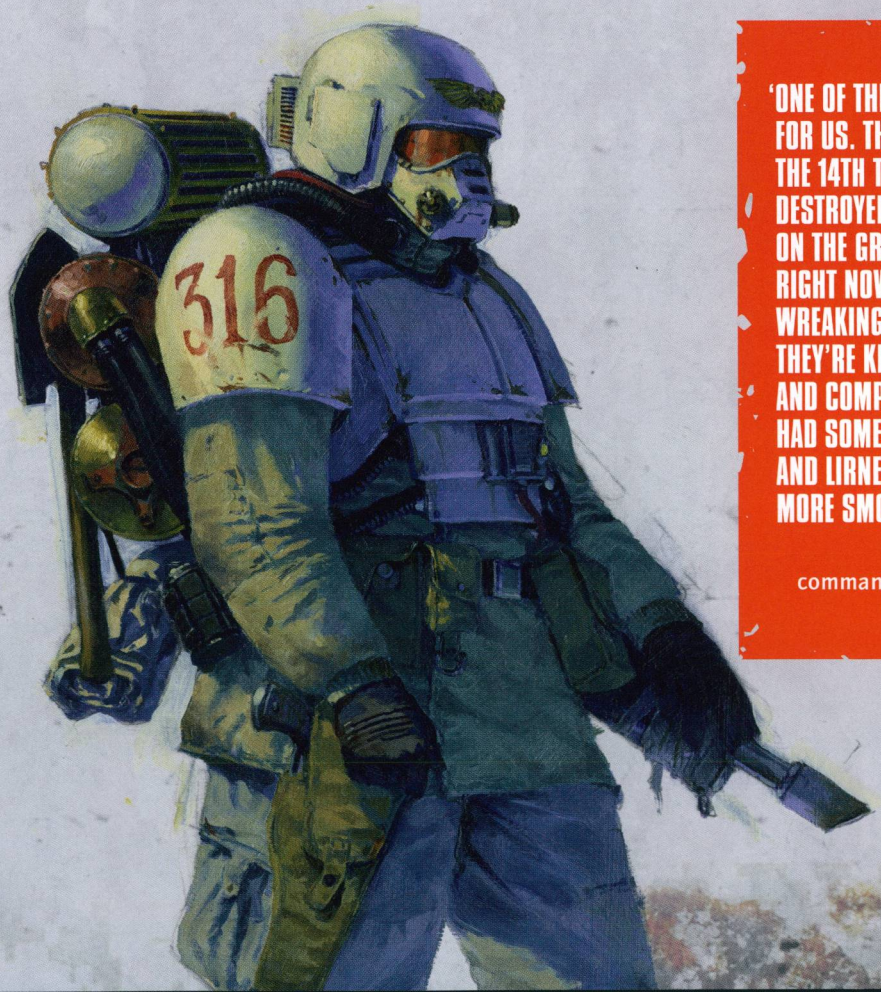
D6	TRAIT
1	**Parade Ground Drilled:** These Kasrkin maintain high standards of discipline and efficiency at all times, their equipment and uniforms in perfect condition.
2	**Survivors of Cadia:** These Kasrkin fought on Cadia until its fall. The defeat brings much shame to them, yet grants them determination to never fail in such a way again.
3	**Faithful:** These Kasrkin possess an unshakeable faith in the Emperor, bordering on fanatical zealotry.
4	**A Cut Above the Rest:** This kill team contains elite fighting troops, among the best in all the Imperium. These Kasrkin know it, disdaining most other soldiers.
5	**Iron-hard Killers:** The Kasrkin of this kill team can truthfully claim to have killed Heretic Astartes, and are held in awe by their fellows for this achievement.
6	**Diehards:** Stubborn to the last, these Kasrkin don't yield unless given no other choice. Many foes putting this to the test haven't survived to tell the tale.

BACKGROUND

D6	WAR STORY
1	**Elite Guards:** This kill team have served as the bodyguards to senior ranking Astra Militarum officers.
2	**Hardened Veterans:** These Kasrkin have fought and bled on battlefields uncounted. Highly experienced, little phases them while at war.
3	**Forward Ops Experts:** The Kasrkin of this kill team are highly trained for rapid movement, close-quarters combat and reconnaissance operations far beyond their own front lines.
4	**Whiteshield Corps:** These Kasrkin came up through the Cadian Whiteshield Corps together, forming an extremely tight bond over many years of tough training.
5	**Cadian Through and Through:** Every Kasrkin in this squad is a Cadian by birth. They have no time for soldiers not hailing from their world joining Cadian regiments, whether through a sense of superiority or not wanting the burden of their failure to save their world to be taken on by any other.
6	**Sappers:** These Kasrkin have earned a reputation as bunker busters and siege warfare experts, bravely storming enemy positions to force breaches in walls and shatter strongpoints.

BASE OF OPERATIONS

D6	LOCATION
1	**Chimeras:** This kill team has a number of personal Chimeras rigged for all the squad's needs, including conducting long-distance operations far from Imperial lines.
2	**Valkyries:** This Kasrkin kill team has an open-ended requisition to make use of Valkyries, sanctioned by a patron officer. Their Aeronautica crew have become comrades in arms to the kill team, prepping their craft to respond at a moment's notice to deliver and extract the Kasrkin from mission to mission.
3	**Under the Stars:** These Kasrkin carry everything they need with them, relying on Cadian strength and will. They never stay in one place for long, establishing only rough camps before moving on.
4	**Barracks:** This kill team's barracks has been outfitted to suit the needs of a Kasrkin squad who perform all manner of dangerous missions against varying targets.
5	**Forward Operating Base:** These Kasrkin have established a forward operating base miles from friendly positions. From here they can strike at the enemy and then return to a place of relative safety.
6	**Wild Lair:** Whether a hidden cave, well-camouflaged forest grove, underground bunker or ruined sanctuary, this kill team have established a hidden base of operations far from their own front lines.



'ONE OF THEIR SQUADS OPENED THE HARGLE PASS FOR US. THREE MORE RESCUED THAT COMPANY OF THE 14TH TRAPPED ON HILL 338. A COUPLE MORE DESTROYED EIGHTY-THREE GREENSKIN AIRCRAFT ON THE GROUND AT ONE OF THE XENOS' BASES. RIGHT NOW, I'VE GOT ABOUT TWO DOZEN TEAMS WREAKING HAVOC ACROSS THE BATTLEFRONT. THEY'RE KILLING ORKS, FEEDING US INTELLIGENCE AND COMPLETING EVERY TASK. WERE THAT I ALWAYS HAD SOME OF THESE TROOPS TO HAND. THE TARNIS AND LIRNEL III CAMPAIGNS WOULD HAVE GONE MUCH MORE SMOOTHLY.'

- General Mattias Ackerman, commander of the Cadian Shock Troopers III Corps



'IT IS A COMMON OCCURRENCE, FOR THE LARGE TO UNDERESTIMATE THE SMALL. THEY BELIEVE THEY HAVE ALL THE ADVANTAGES, ALL THE POWER. NO MATTER HOW OFTEN IN HISTORY HUBRIS AND COMPLACENCY HAVE TOPPLED THE GREAT AND MIGHTY, NONE EVER LEARN THE LESSON. THAT, ULTIMATELY, IS A GOOD THING. IT IS WHERE THEY FEEL THERE IS NO NEED TO WATCH, NO NEED TO GUARD, THAT WE CHOOSE TO OPERATE. IN THEIR BLIND SPOTS WE FIND THEIR WEAKNESSES, GATHER OUR STRENGTH AND TURN DISADVANTAGE INTO ADVANTAGE. WHEN IT IS THEIR TURN TO FALL, IT WILL BE BY OUR HAND, AND THE MORE OBLIVIOUS TO THEIR DOOM THEY ARE, THE SWEETER OUR VICTORY IS.'

- Hamanet the Relentless, Reaper of the Hojorma System, the Great Awakener

CIRCLES OF THE CRYPTEKS

The Necrons are more ancient than most of Humanity can begin to contemplate. Once beings of flesh and blood, now they are soulless creatures with android bodies made of living metal, thanks to a pact enacted long ago with hungering gods. In the distant past they ruled huge swathes of the galaxy, until the losses of their relentless war forced them to retreat to stasis-crypts deep beneath the surfaces of their worlds. Now, millions of years later, they have emerged, legions marching to reclaim their long-lost empires and slaughter the lesser races that inhabit the stars.

The mighty armies of the Necron dynasties are led by their Overlords and phaerons, but individuals known as Crypteks guide and advise these powerful individuals. Crypteks are ruthless, politicking Necrons of immeasurable intelligence and incredible esoteric powers. They build and maintain the eldritch technologies of their kind. To the uninformed, their abilities resemble some manner of cosmic sorcery. Crypteks use arcane sciences to harness the fundamental forces of the universe and bind them to their will.

Though few Crypteks have official power in the hierarchy of their dynasty, they possess enormous influence. A minority of Necron Overlords care how exactly the technology of their tomb worlds and fleets work, the rest care only that it does. Therein lies the power of the Crypteks – only a relative handful of Necrons have the knowledge to seriously challenge them. Most recognise that, without a Cryptek's aid, reconquering their old empires would be impossible.

As with all Necrons, millions of years in stasis have altered the minds of many Crypteks. Whilst most have retained some level of their shrewd, forward-thinking nature, the process has rendered some completely insane. A Cryptek might be obsessed with collecting alien artefacts or living creatures for study, or even just display. Some are highly paranoid, seeing rivals eager to kill them and claim their knowledge everywhere.

Each Cryptek belongs to one of the many schools of techno-arcane science practiced by their kind, specialising solely in a single discipline to the exclusion of all else. These include the Chronomancers – known also as the Harbingers of Eternity – who are masters of temporal energies. With their powers they can weaponise the very flow of time by slowing or completely freezing their enemies. Technomancers – considered the Harbingers of Advancement – have incredible abilities to augment and repair Necron systems and technologies. They unleash eldritch energies that see their shattered foot soldiers rise to fight again. Psychomancers – regarded as Harbingers of Despair – are supreme masters of manipulation and psychological warfare. They can rip the mortal fears from the fleshy minds of their foes before unleashing them as digi-corporeal phantasms that send even the staunchest soldiers reeling back in terror.

Ambitious and ever acquisitive, Crypteks readily gather so-called 'Circles' of android underlings in order to further their immortal agendas. Some Crypteks seek to seize potent technologies from within the fortified vaults of their foes, employing their eldritch powers and unquestioning underlings to overcome whatever defences lie in their path. To many Crypteks, the species of other races are little more than vermin requiring extermination, but some seek to turn them into test subjects, snatching away the screaming foot soldiers of their enemies for gruesome experimentation. Others see the battlefield itself as a laboratory, trialling and tweaking bizarre-but-deadly innovations, even as weapons let fly all around them and soldiers dash in and out of cover.

'IT WAS ONCE CONSIDERED WISE AMONG OUR ANCESTORS TO BE GRATEFUL FOR MORTALITY. THE CLAIM WAS THAT IT MADE LIFE SWEETER, THAT IT GAVE EVERY MOMENT GREATER VALUE, FOR ONCE EACH WAS GONE IT WAS GONE FOREVER. I HAVE TASTED MORTALITY, AND NOW MY LIFE IS ETERNAL. ALLOW ME TO SAY THIS: THEY. WERE. WRONG.'

- Hamanet the Relentless, the Exalted, the Illuminated

Though they may not need an army, Crypteks will require a small, elite selection of hand-picked individuals curated for their various skills and attributes. These include the sinister Deathmark snipers, the heavy infantry of the Immortals, the Canoptek support units called Plasmacytes and assistant Apprenteks. The last of these were once Crypteks-in-training, many of them no less prodigal than their genius masters. Though Apprenteks still retain parts of their personalities from their former lives, they are now the programmed thralls of their lords. Many Crypteks – in their flesh-life – overthrew their masters, so all are eager to suppress the will to rebel in their own acolytes. Despite an Apprentek's individual talents and abilities, each is but a tool to a Cryptek. A valuable one, but a tool nonetheless, to be used until spent.

HIEROTEK CIRCLE KILL TEAMS

All Necrons belong to a dynasty – a royal house of the ancient Necrontyr – of which there are many hundreds with their own territories in the galaxy. When the Necrons were flesh and blood, allegiance to a dynasty was through family, tradition and oaths. Now it is entrenched through conquest and android engrams.



THE TSARAKURA DYNASTY

Hamanet the Relentless belongs to the small but highly ambitious Tsarakura Dynasty. The territory of this ancient house lies to the galactic west, between the realms of the Ogdobekh, Sarnekh and Thokt Dynasties, all of which are much larger and more powerful. Though it is ever a risk that the Tsarakurans will be subsumed into one of their larger neighbours, or find themselves the subject of a proxy war between them, it is the ambition of the Tsarakuran Overlords to conquer all three. Unfortunately, these same Overlords have no idea that what they believe to be their total control over their own dynasty is nothing more than a veneer.

What the Overlords consider to be their iron will is instead that of their Crypteks – or more specifically, a grouping of the most senior Crypteks known as the Concord of Technokracy. The Overlords are the unwitting tools and puppets of their advisors thanks to the Crypteks' machinations and technology. By chance, many of the dynasty's Crypteks – including Hamanet the Relentless – awoke from the Great Sleep before their dynasty's Overlords and phaerons. By manipulating the technologies of their masters' stasis crypts, the Crypteks were able to impose total, yet totally hidden, control over them.

Even the Overlords of other dynasties are unaware of this state of affairs. It is important that they remain so, for ancient custom and tradition mean that other dynasties could never accept the overt rule of one of their fellow houses by Crypteks. The Tsarakura Dynasty would no longer benefit from the ancient Triarchal codes of honourable conduct and concords of non-aggression established in ancient days. Of course, the Crypteks of the Tsarakura Dynasty care not for these codes, except for those elements which protect them. There are no strategies – no matter how underhanded – that the Crypteks will not exploit in the service of their aims.

With their smaller forces and lesser resources, Crypteks of the Tsarakura Dynasty will often deploy kill team-sized forces. They steal technology from rival dynasties, deploy infiltrating Deathmark snipers in droves and play politics in such a way as to keep other dynasties in a state of tension – if not outright conflict – with each other. The Tsarakurans frame rivals, blame others for actions they did not commit and feign ignorance of events whenever it suits them. Their relatively small size ensures that they are often underestimated, but while other dynasties bicker, the Tsarakurans are conducting missions and setting up operating bases across the galaxy.

Hierotek Circles of the Tsarakura Dynasty, as well as other small units, are constantly at work to increase the dynasty's power, as well as undermine that of their rivals. While they often achieve this through theft, murder or sabotage, they may well volunteer their services to their rivals, presenting themselves as friends and allies. In so doing, they win valuable information, a strong negotiating position or a temporary alliance against a larger threat.

'HAIL! HAMANET THE RELENTLESS! SCOURGE OF THE STARS OF BAEIDAE! ARCHITECT OF THE GREAT TEMPLE OF ASOPHETH! ANNIHILATOR OF THE WRETCHED LEIR'TET! FOUNDER OF THE TECHNOKRACY! CREATOR OF THE SECOND WAY! HE WHO IS KNOWN AS THE RELENTLESS, THE EXALTED, THE MAGNIFICENT, THE ILLUMINATED, THE GREAT AWAKENER!'

– First Cant of Hamanet the Relentless' introduction, to be declared at the outset of every Technokracy gathering.

Hierotek Circles of the Tsarakura Dynasty have helped to stoke the reaving Necron fleets of the world of Zapannec into attacking the Ogdobekh, Sarnekh and Thokt Dynasties. They have conducted raids into the Echoing Coil, where the Crypteks of the Mephrit Dynasty construct some of the most dangerous weapons in the galaxy, and have also made expeditions close to the Eye of Terror. So racked is this area with disorder that they can move almost freely, uncovering and plundering ancient troves of lore and sites of ritual significance.

HAMANET THE RELENTLESS

The artefact sought by the single-minded Hamanet aboard the *Gallowdark* is one of his own design, and is vital to ensuring that the Concord of Technokracy has complete control over the Overlords of the tomb world of Tsaremok. So far, they have stalled the world's awakening to buy time. Hamanet

is obsessed with growing the dynasty and removing the numerical disadvantage it has versus rivals. Successfully awakening another tomb world of the dynasty's holdings is essential to that.

Before the biotransference, Hamanet hated how warriors were casually thrown to their doom by the Overlords. This was not out of personal care for the soldiers, but rather a knowledge that such precious resources could be better expended another way. Hamanet spent much of his mortal life dedicated to developing technology to restore wounded soldiers to the front. He saw biotransference as the ultimate solution to this, and so fully embraced it. Since his transition into living metal, Hamanet has focused on technologies that can speed up the reanimation of the dynasty's android legions. He speaks often of efficiency, to the point that some of his fellows upon the Concord of Technokracy see him as pettily frugal.

At Hamanet's right hand is his Immortal Despotek, Thotep of the Eternal Gaze. Now a powerful warrior, once, Thotep was a street urchin, barely surviving in the underbelly of Necrontyr society. By chance, he was seen one day by Hamanet, who was impressed by the boy's tenacity, strength and resilience. He took him in and fed him, and in return asked for loyalty. Thotep has never failed him since.

Two Immortal Guardians typically join Hamanet, Oberek the Bloodied and Banatur the Executioner. Oberek is as much sadistic torturer as warrior, and millions of years in stasis has only emphasised her bloodthirst. Now, Hamanet keeps her on a tight leash, but once he loosens her mental restraints she inflicts terrible damage on the foe. Banatur is a disciplined soldier and merciless killer, who has always fully believed in his place within Necron society. Much to Hamanet's amusement, he is utterly convinced of the Overlords' decision making. He has no idea the Crypteks are truly in charge.

The Deathmark known only as the Lifetaker is Hamanet's precision tool. He has always been the Cryptek's eyes, ears and 'knife in the dark'. A being of incredible patience and strong memory, even for an android, he waits for days observing his quarry, learning their habits and routines. When he is ready, he uses his sublime marksmanship skills to end their existence.

Hamanet is assisted by the Apprentek he calls Xeoptar the Devoted. Once she was an aspiring Cryptek, but Hamanet has seen to it that her engrams render her under his complete control. This is not completely true, however. Somehow, she has found the smallest weakness in the suppression code binding her, and is slowly picking away at it, biding her time...



A GALAXY OF OPPORTUNITY

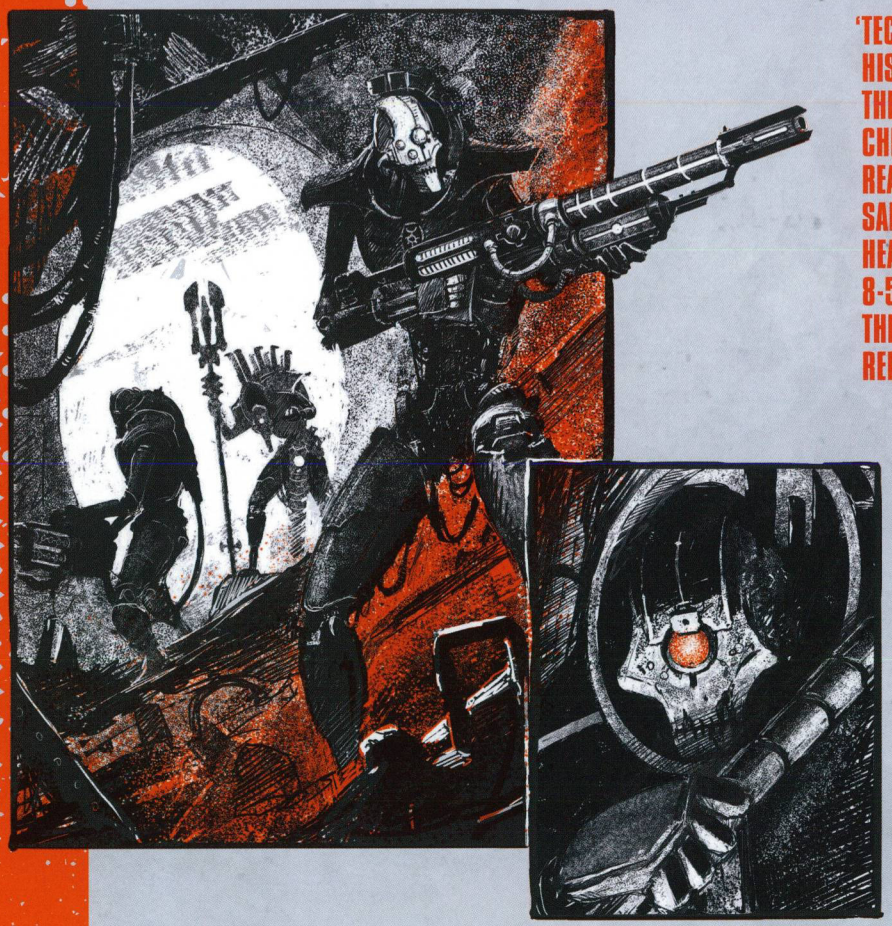
Hierotek Circles operate in secret throughout the stars, their Cryptek masters acting according to whims and plans few can understand besides others of their kind. Many conduct their missions so swiftly and effectively that none know they are there until it is far too late.

++ This is Governor Elexya Rhoudens, of the world Inlustris, addressing Magos Thusdorius Vladimius Tov of the forge world Obfikina.

The Potens Lux Magnifica... it has been rendered quiescent! Without warning! It powers everything on this entire world. It has worked for ten thousand years, without even the slightest blip in its function. Of course, my own people have never touched it – to do so has been forbidden since this world first had laws. Besides being a benefaction from the Emperor to sustain us, we have no idea what it is. It is as large as several mag-lev trains and, until this day, its many coils have undergone their blessed daily pilgrimages about the machine's core without fail.

We of course maintain reserve generatoria, but within weeks our production volumes are expected to drop by a third. And it gets worse. Tectonic activity is on the rise. Thousands are dead from quake-induced hab-collapses. Volcanic activity has closed one of our spaceports and several seaports. A tsunami has devastated multiple promethium-extractors in one of our oceans. We cannot help but fear it is all connected. Have we angered the Potens' machine spirit?

Magos, I beseech you. Help us. ++



'TECHNOARCHEOLOGOR RESTUS AND HIS ENTIRE TEAM HAVE MISSED THE LAST THREE SCHEDULED CHECK-INS. HE WAS SO CLOSE TO REACHING THE ANCIENT XENOS SANCTUARY. WE SHOULD HAVE HEARD SOMETHING BY NOW. ALPHA 8-511, TAKE YOUR SKITARII INTO THE RUINS. FIND RESTUS AND REPORT BACK TO ME.'

- Inquisitor Arnel Pthine, Ordo Xenos

Four times Enella came to me asking after my project on behalf of our mistress. Each time I told her I had a day remaining until the work needed to be completed, and to not interrupt me again. The Aeldari tablet required the most careful study to yield even the most fragmentary information. To have my concentration broken was frustrating.

Enella told me each time that she had not asked me yet, that this was the first time. I thought she lied. I am a scholar of repute, and have served the Mung family for decades. I knew my mind. I knew time could not repeat itself. I was wrong. It came for me, after the fourth time: a being of metal with a single eye and iron tentacles that flowed like water. It killed Enella with a gesture. She withered and aged before my eyes, becoming dust that filled the air and choked me. It took the tablet and I. That was a thousand years ago. I have not aged a day since. I am its prisoner for eternity.

'I HAVE DWELT ON THIS BLACKSTONE FORTRESS FOR MANY MONTHS. TRULY, IT IS A STRANGE PLACE. BUT SOMETHING HAS CHANGED. SEVERAL OF THE ARTEFACT PURVEYORS ARE FIGHTING, EACH CLAIMING THE OTHER BROKE PEACE TO STEAL FROM THEM. MANY OF MY XENOS CONTACTS ARE MISSING. I'M DOUBLING MY GUARD. I HOPE IT IS ENOUGH.'

- Rogue Trader Ashandir Rossum

++ Xenos? Here? In our midst? Pah!

There have been no aliens here since our glorious ancestors slaughtered the great orkoid invaders several centuries ago. I am directly descended from the great General Helmutt Architruss himself, the defeater of the greenskins. I know of what I speak.

What you are describing – these missing persons, thefts of certain objects from vaults and cathedra – all are serious, of course! I would be the first to admit so and will be the first to pull the lasgun trigger when those responsible are thrown up against a wall to pay for their crimes.

But that is all this is: crimes. Unfortunately, there are citizens who have the arrogance to believe they are above my laws. Find them. Stop talking of xenos. ++

Reni: 'Did you hear that?'

Ostlav: 'Hear what?'

-silence-

[Sound analysis complete, no anomalous noise detected in audio-record.]

Ostlav: 'You're making things up. We've been patrolling here for months and nothing ever happens. Calm down.'

Reni: 'I'm not!'

Ostlav: 'Just keep going. We don't have long. You can report your noise to the company commander when we get back. It'll be the most excitement he's had since we arrived.'

-sound of standard-issue Militarum boots crunching on stone floor, slight echoes detected-

[Audio-recording sped up, nothing of note for further fourteen-point-eight local minutes.]

Reni: 'You're probably right. It probably was nothing.'

Ostlav: 'I am, and it was.'

Reni: 'I wonder what that thing is we're supposed to be protecting here.'

Ostlav: 'No idea. As the priest says, "Blessed is the ignorant mind, for it is one most faithful to the Emperor." Knowledge is dangerous. Just-'

Reni: 'Just what?'

Ostlav: 'Shh!'

Ostlav [whispering]: 'Noise.'

[Sound analysis complete, no anomalous noise detected in audio-record.]

-audio recording breaks-

If Hamanet was still capable of sighing, he would have done so now. This task could have been simpler, but the lesser races had a habit of complicating matters.

On occasion, such challenges were a welcome distraction, a form of entertainment even. Biotransference and the Great Sleep had not erased Hamanet's capacity for boredom. Sometimes, the difficulties caused by the lesser races, when handled by the shrewd – as Hamanet most certainly was – could be turned into an advantage. This was not one of those scenarios. This was trouble. Trouble that needed resolving swiftly.

Such is what happens when the ignorant and the crude are left unchecked for too long, Hamanet thought.

The Arks had been taken from the tomb world Tsaremok. All of them. By whom it did not matter. Through guile, intelligence and ruthlessness, Hamanet had returned all but one into his custody. That one had somehow ended up deep within this space-born agglomeration of the lesser races' ships. He believed the Humans called it the *Gallowdark*.

Hamanet had travelled the galaxy. He had lowered himself to tread upon this hideous abomination of rock and 'technology' – if such wreckage even deserved the label. He had fought through scores of ugly, emaciated creatures, vermin and other wastes of breath, but did not find the Ark in an abandoned location as expected, awaiting him to recover it. Instead, some C'tan-cursed Humans had claimed it, and now sought to evade him.

Hamanet strode down a long corridor. Its design was clearly Human – characteristically brutal and plain, yet without any gain in efficiency for lack of aesthetic quality. With every step, Hamanet's staff of light tapped on the metal decking. The sound echoed around the narrow space, adding to the cacophony of groans and creaks made by the space hulk's warped superstructure.

A creature's mutated head emerged from a hole just before him, noses sniffing at the air. With a quick swing of his staff, keeping in time with the cadence of his steps, Hamanet pulverised it. A spray of dark blood splattered over the walls. He refused to allow his internal memory compositors to identify what the vermin was. If he had still been capable of spitting, he would have done so at that moment.

Filth, all of it, he thought. *Utter filth.*

Hamanet was following in the wake of his warriors, guiding them from afar while overseeing the strategic picture. The Humans were not entirely stupid; they were refusing to commit to battle, holding only when fleeing was not an option. They knew they could not win against him. Every few seconds there was a brief but intense flurry of gunfire as the Humans tried to hold off their pursuers and Hamanet's warriors fought back.

'Your eminence, Banatur and the Lifetaker have destroyed three-dozen sentry turrets across all eight projected routes we believe the Humans could take through the hulk,' said Xeoptar, his Apprentek.

Xeoptar walked behind him, alongside his two Plasmacytes. Not usually given to sentimentality, Hamanet had felt a strange inclination to name the Canoptek creatures. Thus, he called them Healermyte and Enhancer-helper. One he had designed to repair damage sustained by any in his Circle, the other to enhance his warriors' functions for a time if needed.

'And they have done so regardless of whether or not said turret appears to be functional?' Hamanet pressed.

'Indeed, your eminence.'

Of course the Humans had somehow managed to take control of the one functioning turret from a considerable distance. Of course it had been enough to blunt Hamanet's attack against them and cause enough damage and confusion for them to escape, just as the Technomancer had them in his grasp. Hamanet continued to be faced with more and more variables that could not be reasonably expected, and that only a mission aboard one of these abominable hulks could raise.

Hamanet would not let the Humans escape like that again.

Eight potential paths was too many. Hamanet had to narrow this number down and corral his enemies into a dead end fit for such vermin.

They all ultimately lead the same way, he thought. *To the surface. They want to escape and take my property with them. That will not happen.*

Hamanet analysed the eight routes even as he listened to his followers and the Humans exchange fire in the corridors ahead. In his mind's eye he assessed a three-dimensional grid, mapping much of the surrounding area of the hulk. Lines of throbbing emerald light showed the viable routes the Humans could take. They wound their way through a warren of ducts, corridors and tunnels, skirting blockages, dense pockets of radiation and impassable holes.

'There is no way for them to keep their bearings,' he said. 'They must only be navigating by avoiding the areas most corrupted by the energies of the immaterium. Not unwise, given their objective.' A general rule of space hulks was that the deeper one explored, the longer its constituent parts would have been part of the structure, and therefore the more likely it was to be corrupted by the energistic infinity known by lesser races as the warp.

'We can herd them,' he continued. 'The Lifetaker can take Banatur and ambush them. Force them to flee where we want them to. With Oberek and Thotep in pursuit, we can make it impossible for them to turn back. Yes, yes, this could work. We just require a place to drive them towards. A place from which there is no escape, where I can watch them be disintegrated for their crimes.'

Hamanet's mind's eye scanned over his internal cartologs. He calculated distances between different areas, factoring how long he could expect it to take for the Lifetaker to vanish into a pocket dimension and reappear elsewhere, alongside average Human response times to attack. Hamanet also assessed which locations contained terrain that best suited his assets for pinning the Humans down. Though there were hundreds or more variables in all of this, it took him less than a fraction of a second to find what he needed.

'There you are,' he said. A deep crevasse at the end of a narrow corridor meant that anyone who fell in would plunge to their deaths hundreds of yards below. Should the one carrying the Ark fall, that was within tolerable bounds. The Lifetaker could recover it with relative ease.

'It will take a little endeavour to herd the vermin where I want them, but nothing that cannot be overcome.'

'I have no doubt your plan will be as sublimely executed as it has been beautifully calculated,' said Xeoptar.

'Neither do I,' said Hamanet. He made a mental note to check Xeoptar's subroutines. The compliment she offered was barely acceptable for what he would soon be achieving. He expected better, because he deserved better.

'It is time,' said the Technomancer. He sent forth his will into the minds of his warriors.

'Oberek, Thotep, continue your pursuit. Where the Humans go, you go. Banatur, Lifetaker, you will attack the Humans at reference 8-7|9-4|1-2. Maintain your attack until Oberek and Thotep reach your positions. Then, relocate to reference 7-7|0-2|2-5. Drive them to the service tunnel. Once these tasks are done I shall provide further instruction.'

He elected to catch up with Oberek and Thotep to witness his plan enacted in person. This was not to galvanise or check up on them, for he knew that his agents – given plans of his own devising – could hardly fail. No, it was for the satisfaction of seeing his victory unfold. The two Immortal Guardians strode along corridors proudly, pouring gauss fire at the fleeing vermin and bathing the area in emerald light. Every now and again a Human would turn and ruby-red beads of laser light would strike the Immortals, gouging glowing furrows into their living metal bodies.

The Necrons' advance was stalled for a time when one of the Humans emerged from a side-corridor without warning. It hefted a heavier weapon than the others which spat more las. Thotep sustained enough damage that he fell out of step with Oberek, limping as he continued to fulfil his master's instructions. Hamanet motioned Healermyte forwards. This was little more than a stall.

Victory, and the final Ark, would soon be his.

HIEROTEK CIRCLES

Every Necron dynasty has its own colours – heirlooms linked to impossibly ancient households that can trace their history back into times of legend. Camouflage is not typically the way of the Necrons. The Overlords and Crypteks rarely cared for the legions of thralls at their command even when their race was living and breathing. Now that their armies are made of living metal and can be reanimated, many are even less concerned; their soldiery are not likely to suffer catastrophic damage and can endure far harsher conditions.

Many Necrons – being made of living metal – have bodies with the hue of rough iron, gleaming silver, worn bronze or polished gold. This is not the case for all, however. Some dynasties' colours demand their warriors march to war in regal blues, martial crimsons or august purples. For their enemies it makes little difference, for to see the Necrons is to glimpse death marching towards them.



Technomancer





Apprentek



Plasmacyte Reanimator



Plasmacyte Accelerator



Immortal Despotek with gauss blaster







Deathmarks



NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Hierotek Circle operatives, 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 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

The names on the table below can be used for any Cryptek, Apprentek, Immortal Despotek, Immortal Guardian or Deathmark. If you wish to randomly generate a name for one of your Necrons, 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	BEQUEATHED NAME
11	Ankhep
12	Tamonhak
13	Eknotath
14	Khotek
15	Thanatar
16	Amhut
21	Karok
22	Zan-Tep
23	Unakh
24	Khophec
25	Tzantath
26	Tahar
31	Imonekh
32	Trazat
33	Xeoptar
34	Hamanet
35	Oberek
36	Banatur
41	Ahmnok
42	Kophesh
43	Teznet
44	Odakhar
45	Kythok
46	Eknothet
51	Anubitar
52	Anokh
53	Thotep
54	Anhutek
55	Ikhatar
56	Thotmek
61	Ramatek
62	Homanat
63	Taknophet
64	Makhret
65	*(no first appellation)*
66	Zanatek

D66	MAGNIFICENT TITLE
11	the Unliving
12	the Gilded
13	the Great
14	the Exalted
15	the Loyal
16	the Cruel
21	the Storm's Eye
22	the Bloodied
23	the Mighty
24	the Relentless
25	the Unforgiving
26	the Merciless
31	the Glorious
32	the Devoted
33	the Victorious
34	the Destroyer
35	the Shrouded
36	the Flenser
41	the Unstoppable
42	the Beheader
43	the Impaler
44	the Magnificent
45	the Illuminated
46	the Executioner
51	the Phaeron's Hand
52	of the Eternal Gaze
53	the Gatekeeper
54	the All-seeing
55	the All-knowing
56	the Starwalker
61	the Starkiller
62	the Lifetaker
63	the Godbreaker
64	the Torchbearer
65	the Stormbringer
66	the Colossus

'THE LIVING METAL HAS ITS USES. IF A FOE IS PARTICULARLY OBSTINATE, I CAN WAIT A THOUSAND YEARS FOR THEIR EVENTUAL DECAY. WITH MY POWERS, HOWEVER, I CAN SEE HOW THEIR DEMISE TRANSPIRES, AND BRING IT ABOUT ALL THE MORE QUICKLY.'

- Chronomancer Ankhep the All-knowing



KILL TEAM NAME

To describe the average Cryptek as arrogant would be a considerable understatement. Thus, a great many Hierotek Circles are named for the Cryptek who leads them. To generate a name for your Cryptek, you can roll on the Operative Names Generator Table opposite, pick your favourite or make one up. To find a name for your kill team, roll on either of the tables below, pick your favourite, or invent one of your own choice.

D6	NAME
1	Cryptoretinue of [Name of Cryptek]
2	Cryptocoterie of [Name of Cryptek]
3	Circle of [Name of Cryptek]
4	Court of [Name of Cryptek]
5	Retinue of [Name of Cryptek]
6	Rivalpurge Phalanx of [Name of Cryptek]

D6	NAME
1	[Name of Cryptek]'s Acquisition Thralls
2	[Name of Cryptek]'s Select
3	[Name of Cryptek]'s Artefact Collection Phalanx
4	[Name of Cryptek]'s Assassination Phalanx
5	[Name of Cryptek]'s Chosen Circle
6	[Name of Cryptek]'s Glorifiers

SQUAD QUIRK

D6	GIFT OF AEONS
1	**Wreathed in Power:** Some artifice of the Crypteks ensures that these warriors' bodies crackle with a constant energised halo.
2	**Deadly Automata:** These warriors stalk into killzones without hesitation, single-mindedly focused on their objective and untroubled by the incoming fire of the foe.
3	**Dark Sentience:** These Necrons have retained more of their complex cerebral functions than many of their kind, able to reason, react and hate...
4	**Ether-flux:** These warriors have slipped slightly out of sync with time, and flicker in and out of reality like a mirage.
5	**Arrogant Hunters:** Rather than dismissing them as mere vermin, this kill team looks down upon the lesser races as game animals to be hunted.
6	**Deranged:** The Great Sleep has scrambled the mental engrams of these warriors, leaving them with a variety of tics and fleeting hallucinatory obsessions.

BACKGROUND

D6	ANCIENT ORIGINS
1	**Domination Force:** This kill team comprises those warriors who can best – and most violently – demonstrate the Necrons' utter superiority over the lesser races.
2	**The Phaeron's Chosen:** These elite hand-picked warriors are the finest agents of their phaeron.
3	**Harbingers:** This kill team is just the tip of the iceberg, the first encroaching force to reach a location and the spearhead for a far greater invasion.
4	**Antiquaries:** This kill team roams the galaxy seeking out rare artefacts, mysterious objects and even alien creatures which pique the curiosity of their Cryptek.
5	**Unscrupulous Assassins:** The Necrons of this kill team have no qualms about killing anyone or anything that gets in the way of their objective, and will use whatever means necessary to do so.
6	**Underhanded Schemers:** This kill team are operating under the radar, pursuing an entirely separate agenda to those who consider themselves superior.

BASE OF OPERATIONS

D6	LOCATION
1	**Between the Dimensions:** This kill team moves in and out of reality at will, regrouping for repairs and to secure what they have taken where no foe can ever find them.
2	**Great Pyramid:** Upon their tomb world, this kill team operates from their own pyramid – a large and imposing structure exhibiting their power to all.
3	**Ruined Enemy Temple:** Whether it be a local shrine or mighty basilica, to show their contempt for the gods and cultures of their weakling foes, this kill team operates from a ruined enemy temple.
4	**Personal Collection:** The Cryptek of this kill team keeps a wide variety of souvenirs, artefacts and examples of lesser species in a grand gallery for their own amusement, and it is here this kill team is based between missions.
5	**Beneath the Surface:** This kill team operates in maze-like crypts beneath the surface of their tomb world, far from prying eyes.
6	**Fast Starship:** The transport of choice for the Cryptek of this kill team is a heavily armed and fast voidship capable of independent operation for many years.

THE RULES

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

ARMY LISTS

On pages 35-44 and 51-61, you will find army lists for **KASRKIN** and **HIEROTEK CIRCLE** 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.

'SOME THINK OF WE KASRKIN AS STRONG BECAUSE THEY SEE US AS BEING UNAFFECTED BY THE HORRORS OF THE GALAXY, BECAUSE WE FIGHT ON DESPITE ALL THE DEATH AND DESTRUCTION. THAT SOMEHOW WE ARE SO TOUGH, COLD OR BOTH THAT WE ARE CAPABLE OF IGNORING IT. THIS IS NOT TRUE. WHAT WE EXPERIENCE WILL BE WITH US FOR AS LONG AS WE LIVE. OUR STRENGTH IS NOT IN IGNORING THE HORRORS – IT IS THE OPPOSITE. THE DEVASTATION WE WITNESS IS OUR FUEL TO FIGHT ON.'

- Kasrkin Captain Erlen Kyser

SPEC OPS

On pages 45-49 and 62-66, you will find Spec Ops rules for **KASRKIN** and **HIEROTEK CIRCLE** 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 68-77, 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 the deadly indoor environments such as a space hulk. On pages 82-85 you will find instructions and a Killzone Key for setting up terrain in your missions.

MISSION PACKS

On pages 86-107, you will find a new Shadow Operations mission pack, including nine exciting missions for your games of Warhammer 40,000: Kill Team. On pages 108-117, you will find the Critical Operations mission pack, containing the 9 core missions for Killzone: Gallowdark. Both of these mission packs can be used with any mission sequence, meaning they are suitable for any of the three ways to play.

ARCHETYPE: RECON / SECURITY / SEEK AND DESTROY

KASRKIN KILL TEAM

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



OPERATIVES

- 1 **KASRKIN SERGEANT** operative equipped with one of the following options:
  - Bolt pistol; power weapon
  - Hot-shot lasgun; gun butt
  - Hot-shot laspistol; power weapon
  - Plasma pistol; chainsword
- 9 KASRKIN operatives selected from the following list:
  - **KASRKIN COMBAT MEDIC**
  - **KASRKIN DEMO-TROOPER**
  - **KASRKIN GUNNER** equipped with a gun butt and flamer
  - **KASRKIN GUNNER** equipped with a gun butt and grenade launcher
  - **KASRKIN GUNNER** equipped with a gun butt and hot-shot volley gun
  - **KASRKIN GUNNER** equipped with a gun butt and meltagun
  - **KASRKIN GUNNER** equipped with a gun butt and plasma gun
  - **KASRKIN RECON-TROOPER**
  - **KASRKIN SHARPSHOOTER**
  - **KASRKIN TROOPER**
  - **KASRKIN VOX-TROOPER**

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

Your kill team can include no more than four **KASRKIN GUNNER** and **KASRKIN SHARPSHOOTER** operatives combined.

'WE ARE A TEAM, A FINELY HONED UNIT. EVERY SOLDIER HAS THEIR PART TO PLAY. EVERYONE AND EVERYTHING, HAS A PURPOSE. NO WEIGHT IS DEAD, NO ITEM OF EQUIPMENT OR MORSEL OF SUSTENANCE IS SUPERFLUOUS.'

- Kasrkin Sergeant Kolson Reeve

TAC OPS

KASRKIN

If your faction is **KASRKIN**, you can use the Kasrkin Tac Ops listed below, as specified in the mission sequence.

VITAL OBJECTIVE

Kasrkin – Faction Tac Op 1

Reveal this Tac Op in the Target Reveal step of any Turning Point after the first. If this Tac Op is revealed, at the end of the Target Reveal step of each Turning Point, select one objective marker that friendly operatives do not control to be your Vital objective marker until the start of the next Turning Point.

- At the end of any Turning Point, if friendly operatives control your Vital objective marker, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

STAND FAST

Kasrkin – Faction Tac Op 2

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

- At the end of any Turning Point, if friendly operatives control two or more objective markers, and friendly operatives control more objective markers than enemy operatives control, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

SECURE ZONE

Kasrkin – Faction Tac Op 3

You can reveal this Tac Op in the Target Reveal step of any Turning Point. If this Tac Op is revealed, at the end of the Target Reveal step of each Turning Point, place one of your Secure Zone tokens anywhere in the killzone that is more than ⬟ from your drop zone and within 2◯ horizontally of an enemy operative. At the start of the next Turning Point, remove that token.

- At the end of any Turning Point, if a friendly operative is within 2◯ horizontally of your Secure Zone token and no enemy operatives are within 2◯ horizontally of your Secure Zone token, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.



'I HAVE SEEN FEW IMPERIAL TROOPS WITH THE SAME LEVEL OF RUGGED DETERMINATION, TACTICAL EXCELLENCE, STRENGTH OF CHARACTER AND RESOLUTE FAITH AS THE KASRKIN.'

- Inquisitor Lown Merrdok of the Ordo Militarum

ABILITY

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

ELITE

Kasrkin are highly disciplined, physically and mentally robust and extremely well-trained. Experts in a wide array of wargear, they can march for long distances carrying heavy equipment and arrive at their destination ready to fight with furious determination.

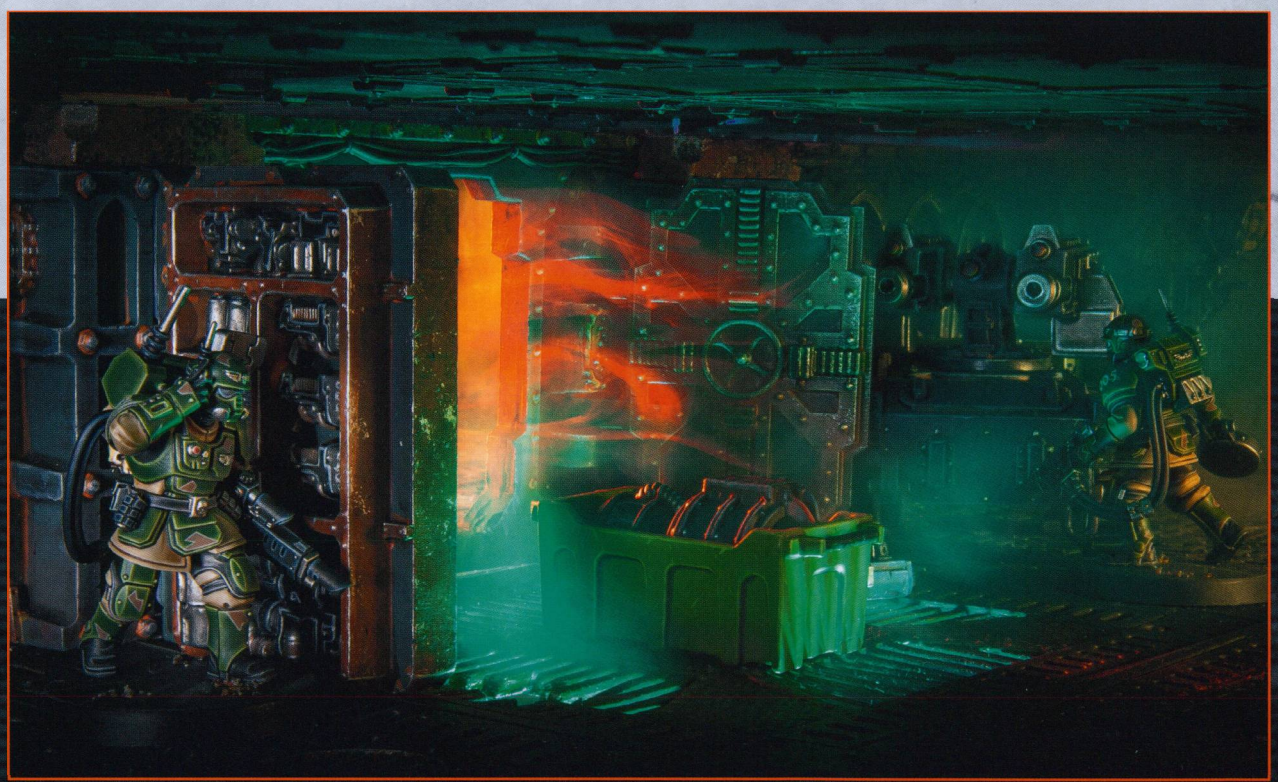
You start the battle with a pool of 10 Elite points. Each time a friendly **KASRKIN** operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, you can spend 1 or more of your Elite points to adjust one (and only one) of your dice. For each point you spend, add 1 to the dice result and reduce the number of Elite points in your pool by 1.

For example, a friendly **KASRKIN** operative makes a shooting attack. In the Roll Attack Dice step of that shooting attack, you roll four attack dice and the results are 1, 2, 4 and 6. You spend 2 Elite points to increase the result of one of your attack dice, modifying a 2 into a 4. Note that you cannot spend Elite points to modify more than one dice from the roll.



'WE HAVE THREE MINUTES TO STORM FOUR BUNKERS, KILL THE ESTIMATED THIRTY TO FORTY TRAITORS INSIDE AND BURN OR RECOVER EVERY SCRAP OF INTEL USABLE TO THE ENEMY, BEFORE THE MARAUDER SQUADRONS COME IN AND CARPET-BOMB THE WHOLE REGION. IT'S AN EASY ONE TODAY, GOOD FOR YOU GREENHORNS TO SEE HOW WE DO THINGS.'

- Kasrkin Sergeant Feodor Dansk



STRATEGIC PLOYS

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

ELIMINATION PATTERN 1CP

Until the end of the Turning Point, each time a friendly **KASRKIN** operative makes a shooting attack with a hot-shot weapon (excluding the Snipe profile) against a target that is not in Cover, that weapon gains the P1 critical hit rule for that shooting attack. A hot-shot weapon is a ranged weapon that includes 'hot-shot' in its name, e.g. hot-shot lasgun etc.

SAFEGUARD 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **KASRKIN** operative, if it is in Cover, you can re-roll any or all of your defence dice results of 1.

CLEARANCE SWEEP 1CP

Place one of your Clearance Sweep tokens anywhere in the killzone. Each time a shooting attack is made by a friendly **KASRKIN** operative within 2◯ horizontally of that token against a target within 2◯ horizontally of that token, in the Roll Attack Dice step of that shooting attack, you can spend 1 Elite point (pg 37) for free during that shooting attack (even if you don't have any in your pool). At the end of the Turning Point, remove that token.

REPOSITION 1CP

Select one friendly **KASRKIN** operative that is more than ■ from enemy operatives. That operative, and all other friendly **KASRKIN** operatives within ■ of that operative and more than ■ from enemy operatives, can immediately perform a free **Dash** action. You cannot use this Strategic Ploy during the first Turning Point.

TACTICAL PLOYS

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

COVER RETREAT 1CP

Use this Tactical Ploy when a friendly **KASRKIN** operative is activated. Until the end of that activation, while that operative is Visible to and within ⬟ of another friendly **KASRKIN** operative that is not within Engagement Range of an enemy operative, that activated **KASRKIN** operative can perform the **Fall Back** action for one less action point (to a minimum of 0AP).

NEUTRALISE TARGET 1CP

Use this Tactical Ploy after rolling attack dice for a shooting attack made by a friendly **KASRKIN** operative. If the target of that attack is not ready and either has an Engage order or is not in Cover, you can re-roll any or all of your attack dice for that shooting attack.

SEIZE THE INITIATIVE 1CP

Use this Tactical Ploy after rolling off to determine initiative. You can re-roll your dice.

FOR CADIA! 1CP

Use this Tactical Ploy when a friendly **KASRKIN** operative is activated. Until the end of the Turning Point:

- Add 1 to both Damage characteristics of a gun butt that operative is equipped with (if any).
- Each time that operative would lose a wound, roll one D6: on a 5+, that wound is not lost.

'THE MEANING OF VICTORY IS NOT TO MERELY DEFEAT YOUR ENEMY, BUT TO DESTROY HIM – TO COMPLETELY ERADICATE HIM FROM LIVING MEMORY, TO LEAVE NO REMNANT OF HIS ENDEAVOURS, TO CRUSH UTTERLY HIS ACHIEVEMENT AND REMOVE FROM ALL RECORD EVERY TRACE OF HIS EXISTENCE. FROM THAT DEFEAT NO ENEMY CAN EVER RECOVER. THAT IS THE MEANING OF VICTORY.'

- Lord Commander Solar Macharius

KASRKIN SERGEANT

Leaders of Kasrkin kill teams, sergeants are extremely skilled and experienced soldiers who lead from the front. They experience all the same hardships as those who follow them, and are unflappable figures of authority who know how to get the best out of their troops.



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 ⬟	-
⌖ Hot-shot lasgun	4	3+	3/4	-	-
⌖ Hot-shot laspistol	4	3+	3/4	Rng ⬟	-
⌖ Plasma pistol	*Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*				
- Standard	4	3+	5/6	Rng ⬟, AP1	-
- Supercharge	4	3+	5/6	Rng ⬟, AP2, Hot	-
⚔ Chainsword	4	3+	4/5	Ceaseless	-
⚔ Gun butt	3	3+	2/3	-	-
⚔ Power weapon	4	3+	4/6	Lethal 5+	-

ABILITIES

Leadership: In each Strategy phase, add 2 Elite points (pg 37) to your pool.

UNIQUE ACTIONS

-

KASRKIN, IMPERIUM, ASTRA MILITARUM, LEADER, KASRKIN SERGEANT

KASRKIN COMBAT MEDIC

Though the Kasrkin place great pride in being able to fight on, even if wounded, many kill teams include combat medics. These Kasrkin have additional training and equipment to treat the injured and return them to the fight as soon as possible.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⌖ Hot-shot lasgun	4	4+	3/4	-	-
⚔ Gun butt	3	4+	2/3	-	-

ABILITIES

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

UNIQUE ACTIONS

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

KASRKIN, IMPERIUM, ASTRA MILITARUM, MEDIC, KASRKIN COMBAT MEDIC

KASRKIN DEMO-TROOPER

Clad in heavier armour and carrying a devastating melta mine, these Kasrkin serve in a necessary but incredibly dangerous role. It is their job – often under enemy fire – to place, prepare and detonate a melta mine, blasting their way into an armoured bunker or through fortress walls.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⌖ Hot-shot laspistol	4	4+	3/4	Rng ⬟	-
⌖ Melta mine	4	2+	4/2	AP2, Proximity*	MW3
⚔ Gun butt	3	4+	2/3	-	-

ABILITIES

Blast Padding: Each time a shooting attack is made against this operative, if the ranged weapon has the Blast special rule, or makes a shooting attack against each operative within range of a specified point (e.g. melta mine), in the Roll Defence Dice step of that shooting attack, you can re-roll any or all of your defence dice. In addition, this operative is unaffected by the Splash X critical hit rule, unless it is selected as the target of the shooting attack.

***Proximity:** The first time an enemy operative moves within ○ of this operative's Melta Mine token, make a shooting attack against each operative within ○ of that token with this weapon (even if this operative is not in the killzone). When making those shooting attacks, those operatives are always valid targets and cannot be in Cover. At the end of those shooting attacks, remove that token. An operative cannot make a shooting attack with this weapon by any other means, or if its Melta Mine token is not in the killzone.

UNIQUE ACTIONS

Plant Melta Mine (1AP): Place your Melta Mine token within ▲ of this operative and more than ○ from enemy operatives. This operative can only perform this action once, and cannot perform this action while within Engagement Range of an enemy operative.

KASRKIN, IMPERIUM, ASTRA MILITARUM, KASRKIN DEMO-TROOPER

KASRKIN GUNNER

These specialists receive additional training in using a range of different weapons, whether they be flamers for burning foes from cover, hot-shot volley guns for scything through enemy heavy infantry, or meltaguns for burning into the toughest armour.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⌖ Flamer	5	2+	2/2	Rng ⬟, Torrent ○	-
⌖ Grenade launcher	*Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*				
- Frag	4	4+	2/4	Blast ○	-
- Krak	4	4+	4/5	AP1	-
⌖ Hot-shot volley gun	5	4+	3/4	Fusillade	P1
⌖ Meltagun	4	4+	6/3	Rng ⬟, AP2	MW4
⌖ Plasma gun	*Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*				
- Standard	4	4+	5/6	AP1	-
- Supercharge	4	4+	5/6	AP2, Hot	-
⚔ Gun butt	3	4+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

-

KASRKIN, IMPERIUM, ASTRA MILITARUM, KASRKIN GUNNER

KASRKIN RECON-TROOPER

With their advanced auspex systems, these Kasrkin are the eyes and ears of their kill teams. They can detect enemy troops and ambushes from significant distances, and can scan local terrain and analyse ambient sounds for dangers.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⌖ Hot-shot lasgun	4	4+	3/4	-	-
⚔ Gun butt	3	4+	2/3	-	-

ABILITIES

Reconnoitre Killzone: In the Scouting step, after resolving your selection, you can resolve an additional Recon option (even if you have already selected that option). Initiative is still determined by your original selection. If both players have this or a similar ability, the Defender resolves this ability first.

UNIQUE ACTIONS

Warden Auspex (1AP): Select one enemy operative. Until the end of the Turning Point, each time a friendly KASRKIN operative makes a shooting attack against that enemy operative, the ranged weapon that friendly operative is equipped with gains the No Cover special rule for that shooting attack, and that enemy operative is not treated as being in Cover for the specified Cover purposes of the Elimination Pattern Strategic Ploy and Neutralise Target Tactical Ploy (pg 38). This operative cannot perform this action while within Engagement Range of an enemy operative.

KASRKIN, IMPERIUM, ASTRA MILITARUM, KASRKIN RECON-TROOPER

KASRKIN SHARPSHOOTER

These patient, keen-eyed Kasrkin are skilled snipers. With their hot-shot marksman rifles they can kill key targets and provide covering fire for the rest of their kill team. Thanks to their camo cloaks, Sharpshooters can infiltrate contested areas and remain hidden for protracted periods.



M	APL	GA
3	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
Hot-shot marksman rifle	*Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*				
- Sharpshot	4	3+	3/4	-	-
- Snipe	4	2+	3/3	Heavy, Silent	MW3
Gun butt	3	4+	2/3	-	-

ABILITIES

Camo Cloak: 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, one additional dice can be retained as a successful normal save as a result of Cover.

UNIQUE ACTIONS

-

KASRKIN, IMPERIUM, ASTRA MILITARUM, KASRKIN SHARPSHOOTER

KASRKIN TROOPER

The rank and file of Kasrkin squads, these soldiers are consummate professionals. Many have seen action in the harshest of killzones and emerged victorious.



M	APL	GA
3	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
Hot-shot lasgun	4	4+	3/4	-	-
Gun butt	3	4+	2/3	-	-

ABILITIES

Elite Trooper: Each time this operative makes a shooting attack, you can spend 1 Elite point (pg 37) for free during that shooting attack (even if you don't have any in your pool).

UNIQUE ACTIONS

-

KASRKIN, IMPERIUM, ASTRA MILITARUM, KASRKIN TROOPER

KASRKIN VOX-TROOPER

Carrying advanced vox systems, these Kasrkin are their kill team's link with higher command. It is their job to relay orders and intelligence between senior officers and their comrades, all of whom wear their own vox-links for quick, intra-squad communication.



M	APL	GA
3	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
Hot-shot lasgun	4	4+	3/4	-	-
Gun butt	3	4+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

Battle Comms (1AP): Select one friendly **KASRKIN** operative in the killzone. Add 1 to its APL. This operative can perform this action twice during its activation, but cannot perform this action while within Engagement Range of an enemy operative.

KASRKIN, IMPERIUM, ASTRA MILITARUM, KASRKIN VOX-TROOPER



EQUIPMENT

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

FOREGRIP [1EP]

Operative equipped with a hot-shot lasgun only. The operative gains the following ability for the battle:

Foregrip: Each time this operative performs an **Overwatch** action, for that action's shooting attack, do not worsen the Ballistic Skill characteristic of a hot-shot lasgun it is equipped with as a result of performing an **Overwatch** action.

LONG-RANGE SCOPE [2EP]

Operative equipped with a hot-shot lasgun or hot-shot marksman rifle only. The hot-shot lasgun or hot-shot marksman rifle the operative is equipped with gains the following critical hit rule for the battle:

Long-range Scope: Each time a friendly operative makes a shooting attack with this weapon against a target more than ⬟ from it, in the Roll Attack Dice step of that shooting attack, if you retain any critical hits, this weapon gains the No Cover special rule for that shooting attack.

ADRENALINE SHOT [1EP]

The operative gains the following ability for the battle:

Adrenaline Shot: Once per battle, when this operative is activated, you can use this ability. If you do so, until the end of the activation, you can ignore any or all modifiers to this operative's APL and Movement characteristics.

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			

DECOY GRENADE [2EP]

The operative can perform the following action during the battle:

DECOY GRENADE 1AP

Select one point in the killzone within ⬟ of this operative. Roll one D6 for each operative within 2● of that point, subtracting 1 from the result if that operative is not Visible to this operative. On a 4+, until the end of the Turning Point, that operative cannot perform **Guard** (pg 75) or **Overwatch** actions (if they are already on guard, they are no longer on guard). This operative can only perform this action once, and cannot perform this action while within Engagement Range of an enemy operative.

STUN GRENADE [3EP]

The operative can perform the following action during the battle:

STUN GRENADE 1AP

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

KASRKIN SPEC OPS RULES

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

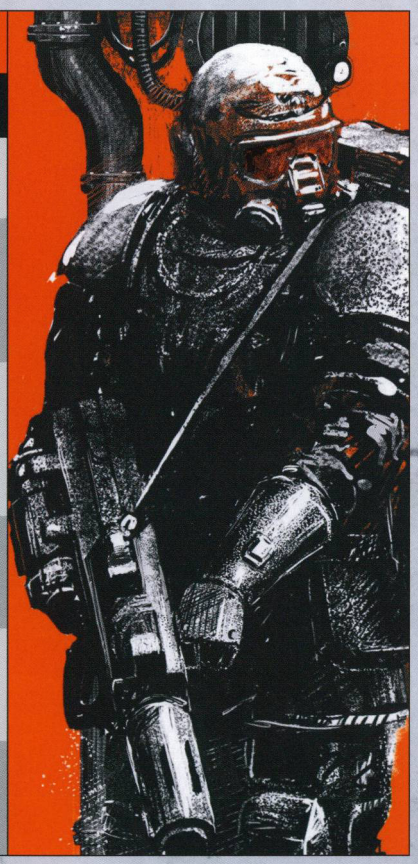
BATTLE HONOURS

Each time a **KASRKIN** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Kasrkin 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).



KASRKIN SPECIALIST

D6	Battle Honour
1	**War-hardened:** The first time an enemy operative is incapacitated by this operative in each battle, add 1 Elite point (pg 37) to your pool.
2	**Vengeful:** Each time this operative fights in combat or makes a shooting attack against an enemy operative that does not have the **IMPERIUM** keyword, before rolling your attack dice, you can retain one as a successful normal hit without rolling it.
3	**Resolute:** While this operative is carrying or within ◯ of an objective marker, each time a shooting attack is made against it, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.
4	**Kill shot:** Select one of the ranged weapons this operative is equipped with (if the weapon has more than one profile, select one of those profiles). Add 1 to its Critical Damage characteristic.
5	**Sharp Instincts:** Each time this operative makes a shooting attack, enemy operatives must be more than 2◯ (instead of ◯) from this operative to be in Cover.
6	**Independent Equipage:** Before the battle, when selecting equipment from your stash, you can select one item of equipment to equip this operative with for one less equipment point (to a minimum of 0EP).



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **KASRKIN**, 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. PLASTEEL ARMOUR ENHANCEMENT [1EP]

KASRKIN DEMO-TROOPER operative only. The operative gains the following ability for the battle:

Plasteel Armour Enhancement: Each time a shooting attack is made against this operative, in the Resolve Successful Hits step of that 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.

2. TACTICAL VOX-NET [3EP]

KASRKIN VOX-TROOPER operative only. The operative gains the following ability for the battle:

Tactical Vox-net: At the end of each Roll Attack Dice step, roll one D6 for each Elite point you spent in that step. On a 6, you gain 1 Elite point.

3. MEMENTO OF CADIA [4EP]

The operative gains the following ability for the battle:

Memento of Cadia: Once during the battle, when this operative is activated, you can use this ability. If you do so, until the end of its activation, this operative can perform two **Shoot** actions during its activation.

4. DIAGNOSTICATOR [2EP]

KASRKIN COMBAT MEDIC operative only. The operative gains the following ability for the battle:

Diagnosticator:

- Each time this operative performs the **Combat Stimms** action (pg 39), the friendly operative selected regains D3+3 lost wounds (instead of 2D3).
- After the battle, in the Update Dataslates step, if this operative was not incapacitated during the battle, you can re-roll two Casualty tests as a result of this **MEDIC** operative, rather than one.

5. EMPEROR'S LIGHT [3EP]

Operative equipped with a hot-shot lasgun only. The hot-shot lasgun the operative is equipped with gains the AP1 special rule for the battle.

6. KASRKIN SURVEYOR [2EP]

KASRKIN RECON-TROOPER operative only. The operative gains the following ability for the battle:

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

LOOK TO YOUR BATTLE GEAR AND IT WILL PROTECT YOU
- WE GUARD IT WITH OUR LIVES -
YOUR ARMOUR IS YOUR SOUL, AND YOUR SOUL'S DEDICATION ITS ARMOUR
- THE SOUL OF A WARRIOR IS THE SHIELD OF HUMANITY -
HONOUR THE CRAFT OF DEATH
- ONLY THE EMPEROR IS HIGHER IN OUR DEVOTION -
HONOUR THE BATTLE GEAR OF THE DEAD
- WE ASK ONLY TO SERVE -
- Part of the Warrior's Catechism of Worship

STRATEGIC ASSETS

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

MISSION COMMAND

As an elite combat unit, the Kasrkin are often free to determine their attack plans as appropriate. Their mission command is a trove of tactical data, intel and reconnaissance information.

You start each battle with D3 additional Elite points (pg 37).

FIELD RECOVERY UNIT

An automated medical field unit can swiftly diagnose and treat wounds, aiding the recovery of soldiers. In the event of serious injury, however, it is no replacement for prolonged professional care.

After the battle, in the Update Dataslates step, when making Recovery tests for friendly **KASRKIN** operatives, roll one additional D6 and select which D6 to use for that test. The first time a Recovery test is failed in that step, however, you cannot use this strategic asset again until the next game.

SHRINE TO LOST CADIA

A collection of memories, relics and mementos of their lost home world acts as a constant reminder of the Kasrkin's pain, shame and suffering, but equally inspires them to fight on and ignore their afflictions.

Friendly **KASRKIN** operatives can earn no more than 4XP from each battle as a result of a passed Casualty test (instead of 3XP). In addition, when determining Battle Scars for friendly **KASRKIN** operatives, they are treated as having one less Battle Scar for the purposes of modifying the dice result, and treat the Cerebral Affliction Battle Scar (see the Kill Team Core Book) as a passed Casualty test instead.



REQUISITIONS

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

ASSESS AND OPTIMISE 1RP

When the kill team is assigned to a new operation, they assess and optimise their operating parameters to maximise success.

Purchase this Requisition before a game, when your kill team is assigned to a Spec Op. You can immediately use the Asset Acquired and Equipment Drop Requisitions (see the Kill Team Core Book) once each without spending any additional Requisition points. You cannot use this Requisition again until your kill team is assigned to a new Spec Op.

DEEDS OF THE FALLEN 1RP

When a member of the kill team is slain, they are honoured by their fellow Kasrkin. The deeds of the fallen are recorded so the history of the Cadians can live on, even though their home is now gone.

Purchase this Requisition when a friendly **KASRKIN** operative gains a Battle Scar and is slain. Each other friendly **KASRKIN** operative on your dataslate earns 1XP.

ELITE COMPATRIOTS 2RP

Kasrkin units that have suffered significant casualties are often merged with other units to ensure that squads are at full strength. Though rivalries are common amongst such kill teams, when all is said and done they are all Kasrkin, and the mission always comes first.

Purchase this Requisition when you add a friendly **KASRKIN** operative to your dataslate. That operative earns 6XP.

'DEATH IS ALWAYS WITH US. IT IS A CONSTANT COMPANION, SOMETIMES CHOOSING TO BE FRIEND, SOMETIMES CHOOSING TO BE FOE. WE CANNOT CHANGE IT, OR DETERMINE WHICH. ALL WE CAN DO IS INFLUENCE IT. WE DO THAT THROUGH TRAINING, TRAINING AND TRAINING AGAIN.'

- Kasrkin Gryf Kolson

SPEC OPS

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



NEUTRALISE THREAT

A substantial enemy presence has developed in the sector, with regular offensives hampering Imperial efforts. The Kasrkin have been authorised to rapidly engage and neutralise the threat.

OPERATION 1: ENGAGE ON SIGHT

Destroy the enemy the moment they are encountered.

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

OPERATION 2: CRIPPLE BASE

The foe's movements have been subdued. The Kasrkin now advance to capture a key base of operations and rout their enemy entirely.

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 (this is not affected by a passed Casualty test).
- 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.

SPECIAL FORCES

As highly capable specialists, Kasrkin are able to operate at the very pinnacle of what is possible for an unaugmented Human. They have been called in to complete a complex operation with multiple elements.

OPERATION 1: ADVANCED WARFARE

The kill team must conduct a series of missions, succeeding in all lest the operation be a failure.

Complete at least six games and score victory points from every Tac Op of an archetype of your choosing.

COMMENDATION

- You gain two Requisition points.
- You can distribute up to 5XP across the operatives on your dataslate (this is not affected by a passed Casualty test).
- After the battle, all friendly operatives pass Casualty and Recovery tests.

SPEC OPS BONUS

None.







ARCHETYPE: RECON / SECURITY

HIEROTEK CIRCLE KILL TEAM

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

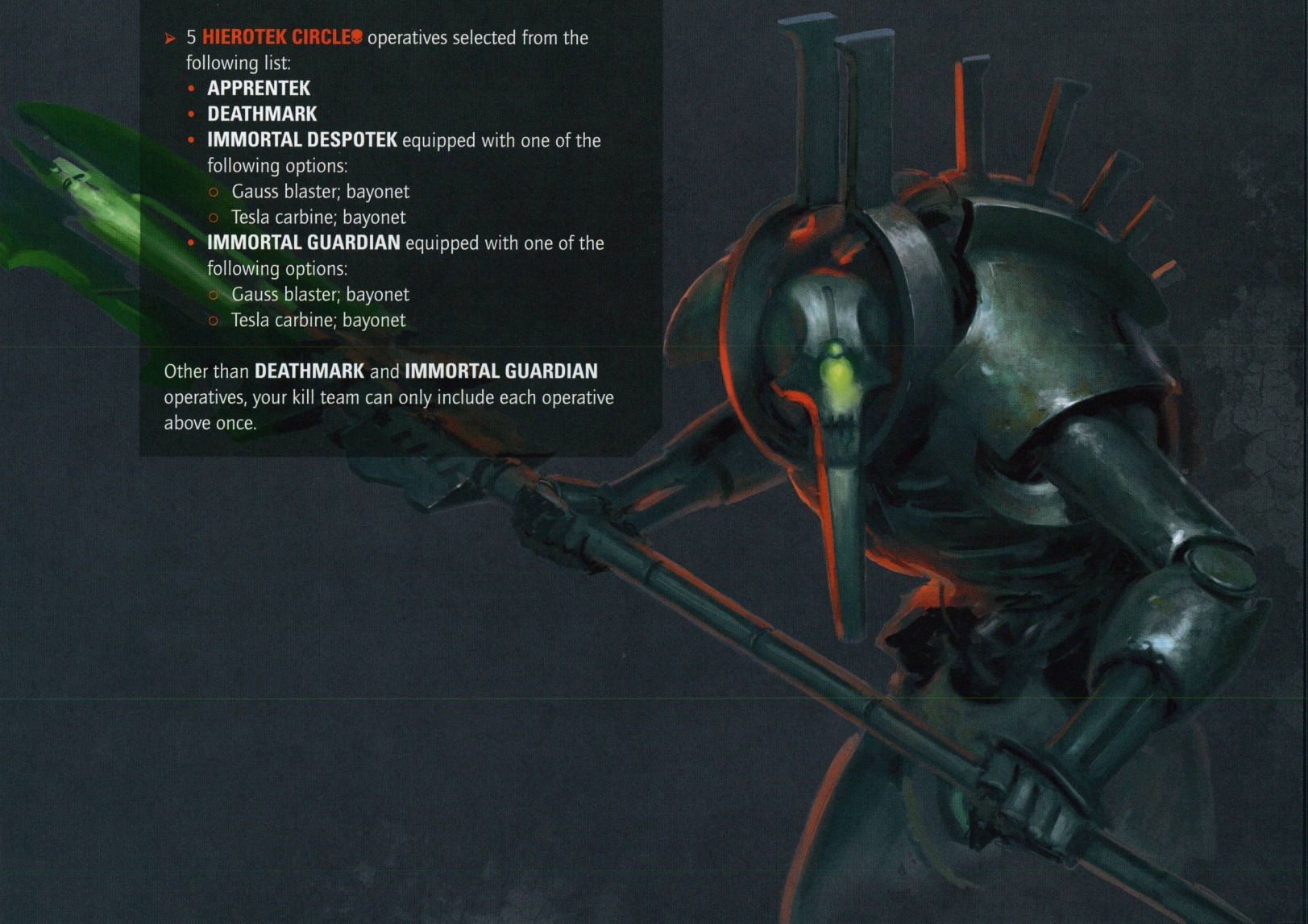
OPERATIVES

- 1 **CRYPTEK** operative selected from the following list:
  - **CHRONOMANCER** equipped with one of the following options:
    - Aeonstave
    - Entropic lance
  - **PSYCHOMANCER**
  - **TECHNOMANCER**
- 1 **PLASMACYTE ACCELERATOR** operative
- 1 **PLASMACYTE REANIMATOR** operative
- 5 **HIEROTEK CIRCLE** operatives selected from the following list:
  - **APPRENTEK**
  - **DEATHMARK**
  - **IMMORTAL DESPOTEK** equipped with one of the following options:
    - Gauss blaster; bayonet
    - Tesla carbine; bayonet
  - **IMMORTAL GUARDIAN** equipped with one of the following options:
    - Gauss blaster; bayonet
    - Tesla carbine; bayonet

Other than **DEATHMARK** and **IMMORTAL GUARDIAN** operatives, your kill team can only include each operative above once.

'EVERY MACHINE AND ENGINE IS MADE UP OF MANY CONSTITUENT PARTS, ALL OF WHICH ARE NECESSARY FOR IT TO FUNCTION. SOMETIMES, HOWEVER, COMPONENTS BREAK, OR CEASE TO WORK OPTIMALLY. WHEN THAT HAPPENS, THE WEAK ELEMENT MUST BE EXCISED AND REPLACED. ALL ARE EXPENDABLE IF NECESSARY, FOR THE FUNCTION OF THE WHOLE.'

- Hamanet the Relentless, the Magnificent, the Illuminated



TAC OPS

HIEROTEK CIRCLE

If your faction is **HIEROTEK CIRCLE**, you can use the Hierotek Circle Tac Ops listed below, as specified in the mission sequence.

UNYIELDING ANCIENTS

Hierotek – Faction Tac Op 1

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

- At the end of the battle, if three or more friendly **HIEROTEK CIRCLE** operatives (excluding **PLASMACYTE** operatives) are within ⬟ of the centre of the killzone and/or your opponent's drop zone, you score 1VP.
- If you achieved the first condition and one of those **HIEROTEK CIRCLE** operatives is a friendly **CRYPTEK** or **APPRENTEK** operative, you score 1VP.

UNEARTH ARTIFICE

Hierotek – Faction Tac Op 2

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Place one of your Artifice tokens anywhere in the killzone that is more than ⬟ from your drop zone and not on a terrain feature (unless it has the Insignificant trait). That token is earthed.

- At the end of any Turning Point before the fourth, if you control your unearthed Artifice token, you score 1VP.
- At the end of the battle, if you control your unearthed Artifice token, you score 1VP.

Friendly operatives can perform the following mission action:

UNEARTH ARTIFICE 2AP

An operative can perform this action while it controls your earthed Artifice token. That Artifice token is unearthed. An operative cannot perform this action while within Engagement Range of an enemy operative.

WORTHY OF STUDY

Hierotek – Faction Tac Op 3

Reveal this Tac Op in the Target Reveal step of the first or second Turning Point. Select two of your opponent's operatives; your opponent then selects one of them to be worthy of study. If that enemy operative is incapacitated, before it is removed from the killzone, place one of your Study tokens as close as possible to the centre of its base.

- At the end of any Turning Point, if friendly operatives control your Study token and a friendly **CRYPTEK** or **APPRENTEK** operative is within ⬟ of at least one of those friendly operatives, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.



ABILITIES

Below, you will find common abilities of the **HIEROTEK CIRCLE** kill team.

LIVING METAL

The Necrons' semi-sentient metal skin lets them heal mid-battle. Glowing grooves cut in the living armour are mended as the skin reforms, and enemy shots that have driven deep into the Necrons' skin are pushed out, leaving not a scratch.

In the Ready Operatives step of each Initiative phase, this operative regains up to 2 lost wounds (or up to 1 lost wound if it is a **PLASMACYTE** operative).

REANIMATION PROTOCOLS

Should a Necron be slain, its body becomes wreathed in an eerie glow. Crawling limbs reattach, sundered torsos and smashed skulls mend amidst emerald sparks and the Necron rises again. Those too catastrophically damaged to reform vanish instead, teleported away to their tombs for repair.

Certain rules can allow friendly **HIEROTEK CIRCLE** operatives to attempt reanimation (e.g. Reanimation Beam, page 58). The first time each friendly **HIEROTEK CIRCLE** operative is incapacitated, if it attempts reanimation, before removing that operative from the killzone, place one of your Reanimation tokens underneath the operative as close as possible to the centre of its base and leave its order token next to it. Note that the second time each friendly **HIEROTEK CIRCLE** operative is incapacitated, it cannot attempt reanimation.

In the Ready Operatives step of each Turning Point, after resolving the Living Metal ability, roll one D6 for each of your Reanimation tokens. On a 1-2, leave that Reanimation token in the killzone. On a 3+, an operative is successfully reanimated:

- Set up the operative that Reanimation token was placed for.
- It must be as close as possible to that Reanimation token and not within Engagement Range of enemy operatives.
- It has D3 wounds remaining.
- It has the order of its remaining order token.
- Remove that Reanimation token.

In narrative play, operatives that are successfully reanimated are not treated as being incapacitated for the purposes of Casualty tests unless they are incapacitated again during that battle.



STRATEGIC PLOYS

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

RELENTLESS ONSLAUGHT 1CP

Until the end of the Turning Point, each time a friendly **HIEROTEK CIRCLE** operative makes a shooting attack against a target within ⬟ of it, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice. This Strategic Ploy has no effect on shooting attacks made using the Magnification Conduit ability (e.g. on page 55).

INTRACTABLE MARCH 1CP

Until the end of the Turning Point, while a friendly **DEATHMARK** or **IMMORTAL** operative has an Engage order, add ◯ to its Movement characteristic.

UNDYING ANDROIDS 1CP

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

DIMENSIONAL CONCEALMENT 1CP

Until the end of the Turning Point, friendly **DEATHMARK** operatives can perform the following action:

DIMENSIONAL CONCEALMENT 1AP

Change this operative's order.

You can only use this Strategic Ploy once.

TACTICAL PLOYS

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

DIMENSIONAL TRANSLOCATION 1CP

Use this Tactical Ploy in the Set Up Operatives step, when you would set up operatives. Select one friendly **DEATHMARK** operative to be set up in a hyperspace dimension instead. In the Firefight phase of the first Turning Point, that operative is considered to be within the killzone for activation purposes and must be activated as normal. When it is, set it up with an order of your choice anywhere in the killzone that is more than ⬟ from the enemy drop zone and enemy operatives. That operative is treated as having performed a **Normal Move** action (subtract action points accordingly), then continue its activation as normal. You can only use this Tactical Ploy once.

LEECH POWER 1CP

Use this Tactical Ploy when a friendly **CRYPTEK** operative is activated. Select one other friendly **HIEROTEK CIRCLE** operative within 2◯ of that **CRYPTEK** operative. If that other friendly operative's APL is not negatively modified (in total after applying all modifiers), subtract 1 from its APL and add 1 to that **CRYPTEK** operative's APL.

CORTICAL SUBJUGATION 1CP

Use this Tactical Ploy when a friendly **CRYPTEK** operative is selected as the target of a shooting attack. Select one other friendly **HIEROTEK CIRCLE** operative that is Visible to and within ◯ of that friendly **CRYPTEK** operative and is not within Engagement Range of an enemy operative. Resolve that shooting attack against that other friendly operative instead (it is treated as a valid target).

COMMENCE REANIMATION 1CP

Use this Tactical Ploy when a friendly **HIEROTEK CIRCLE** operative is incapacitated for the first time during the battle. That operative attempts reanimation (pg 53).



CHRONOMANCER

With their aeonstaves and entropic lances, Chronomancers can slow down or speed up weaponised time. Wily manipulators of temporal energies, they can wither their foes to ancient dust with but a word or a gesture.

M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⌖ Aeonstave	5	4+	3/3	Blast ○, Lethal 5+	Stun
⌖ Entropic lance	4	4+	5/3	AP1	MW3
⚔ Aeonstave	3	4+	3/3	Lethal 5+	Stun
⚔ Entropic lance	3	4+	3/6	-	-

ABILITIES

Living Metal (pg 53)

Magnification Conduit: Each time this operative makes a shooting attack, if a friendly **APPRENTEK** operative has an Engage order and is Visible to this operative, in the Select Valid Target step of that shooting attack, you can treat that friendly **APPRENTEK** operative as the active operative for the purposes of determining Line of Sight. If you do so, in the Roll Attack Dice step of that shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).

Cryptek Actions: Cryptek actions are unique actions this operative can perform. When this operative is added to your roster or dataslate, it gains two Cryptek actions – select them from those opposite. This operative cannot gain the same Cryptek action more than once, and cannot perform a Cryptek action it has not gained. Make a note of the Cryptek actions this operative has gained on your roster or dataslate.

UNIQUE ACTIONS

Command (1AP): Select one friendly **DEATHMARK** or **IMMORTAL** operative Visible to and within ⬟ of either this operative or a friendly **IMMORTAL DESPOTEK** operative. That selected friendly operative can immediately perform a free **Fight**, **Overwatch**, 1AP **Pick Up** or 1AP mission action. This operative cannot perform this action while within Engagement Range of an enemy operative.

CRYPTEK ACTIONS

See Cryptek Actions ability opposite.

Timesplinter (1AP): Cryptek action. Select one friendly **HIEROTEK CIRCLE** operative Visible to and within ⬟ of this operative. Until the end of the Turning Point, that operative has an invulnerable save equal to its unmodified Save characteristic.

Countertemporal Nanomine (1AP): Cryptek action. Place one of your Countertemporal Nanomine tokens within ⬟ of this operative. Each time an enemy operative performs an action in which it moves, if it would move within ⬟ of that token, subtract ○ from the distance it can move during that action. At the start of the next Turning Point, remove that token.

Chronometron (1AP): Cryptek action. Select one friendly **HIEROTEK CIRCLE** operative Visible to and within ⬟ of this operative. Until the end of the Turning Point:

- Add ■ to that operative's Movement characteristic.
- Each time that operative would lose a wound, roll one D6: on a 5+, that wound is not lost.

HIEROTEK CIRCLE, NECRON, <DYNASTY>, FLY, LEADER, CRYPTEK, CHRONOMANCER

PSYCHOMANCER

Psychomancers study the science of fear. They are expert manipulators, conjuring phantasms and temporary hard-light constructs that trigger primal survival instincts in their victims' minds, or overload even the most advanced sensoria. No being is safe from the Psychomancer's art.



M	APL	GA
3 ○	3	1
DF	**SV**	**W**
3	3+	11

NAME	A	BS/WS	D	SR	!
⌖ Abyssal lance	5	4+	2/2	AP2, Blast ○	Splash 1
⚔ Abyssal lance	3	4+	2/3	-	Reap 3

ABILITIES

Living Metal (pg 53)

Magnification Conduit: Each time this operative makes a shooting attack, if a friendly **APPRENTEK** operative has an Engage order and is Visible to this operative, in the Select Valid Target step of that shooting attack, you can treat that friendly **APPRENTEK** operative as the active operative for the purposes of determining Line of Sight. If you do so, in the Roll Attack Dice step of that shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).

Cryptek Actions: Cryptek actions are unique actions this operative can perform. When this operative is added to your roster or dataslate, it gains two Cryptek actions – select them from those opposite. This operative cannot gain the same Cryptek action more than once, and cannot perform a Cryptek action it has not gained. Make a note of the Cryptek actions this operative has gained on your roster or dataslate.

UNIQUE ACTIONS

Command (1AP): Select one friendly **DEATHMARK** or **IMMORTAL** operative Visible to and within ⬟ of either this operative or a friendly **IMMORTAL DESPOTEK** operative. That selected friendly operative can immediately perform a free **Fight**, **Overwatch**, 1AP **Pick Up** or 1AP mission action. This operative cannot perform this action while within Engagement Range of an enemy operative.

CRYPTEK ACTIONS

See Cryptek Actions ability opposite.

Conjure Trauma (1AP): Cryptek action. Select one enemy operative Visible to this operative. Until the end of the Turning Point, that operative is treated as being injured, regardless of any rules that say it cannot be injured.

Nightmare Shroud (1AP): Cryptek action. Until the end of the Turning Point, each time an enemy operative within ⬟ of this operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, your opponent cannot re-roll their attack dice and cannot retain attack dice as critical hits (they must be retained as normal hits instead).

Harbinger of Despair (1AP): Cryptek action. Select a point in the killzone Visible to this operative (treat that point as an intended target) that a token can be placed flat upon, e.g. the floor of the killzone or a Vantage Point. Place one of your Despair tokens on that point. Each time an enemy operative would perform a mission action or the **Pick Up** action while within ○ of that token, one additional action point must be subtracted for that enemy operative to perform that action. In addition, when determining control of an objective marker that token is within ○ of, treat enemy operatives' total APL as being 1 less. Note that this is not a modifier. At the start of the next Turning Point, remove that token.

HIEROTEK CIRCLE, NECRON, <DYNASTY>, FLY, LEADER, CRYPTEK, PSYCHOMANCER

TECHNOMANCER

Master manipulators of technology of all kinds, Technomancers are particularly skilled at repairing downed Necrons and Canoptek constructs, or enhancing their abilities.



M	APL	GA
3	3	1

DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
Staff of light	6	4+	3/4	AP1	-
Staff of light	3	4+	3/5	Lethal 5+	-

ABILITIES

Living Metal (pg 53)

Magnification Conduit: Each time this operative makes a shooting attack, if a friendly **APPRENTEK** operative has an Engage order and is Visible to this operative, in the Select Valid Target step of that shooting attack, you can treat that friendly **APPRENTEK** operative as the active operative for the purposes of determining Line of Sight. If you do so, in the Roll Attack Dice step of that shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).

Cryptek Actions: Cryptek actions are unique actions this operative can perform. When this operative is added to your roster or dataslate, it gains two Cryptek actions – select them from those opposite. This operative cannot gain the same Cryptek action more than once, and cannot perform a Cryptek action it has not gained. Make a note of the Cryptek actions this operative has gained on your roster or dataslate.

UNIQUE ACTIONS

Command (1AP): Select one friendly **DEATHMARK** or **IMMORTAL** operative Visible to and within ⬟ of either this operative or a friendly **IMMORTAL DESPOTEK** operative. That selected friendly operative can immediately perform a free **Fight**, **Overwatch**, 1AP **Pick Up** or 1AP mission action. This operative cannot perform this action while within Engagement Range of an enemy operative.

CRYPTEK ACTIONS

See Cryptek Actions ability opposite.

Canoptek Repair (1AP): Cryptek action. Select one friendly HIEROTEK CIRCLE operative Visible to and within ■ of this operative. That friendly operative regains 2D3 lost wounds, or D3 lost wounds if it was successfully reanimated (pg 53) during this Turning Point.

Nanoscarab Repair Swarm (1AP): Cryptek action. Until the end of the Turning Point, friendly HIEROTEK CIRCLE operatives cannot be injured. In addition, in the Ready Operatives step of the next Turning Point, friendly HIEROTEK CIRCLE operatives regain up to 1 additional lost wound as a result of the Living Metal ability (pg 53) and are reanimated (pg 53) with 1 additional wound remaining.

Rites of Reanimation (1AP): Cryptek action. Until the end of the Turning Point, this operative gains the following ability:

Rites of Reanimation: Once in this Turning Point, when another friendly HIEROTEK CIRCLE operative would be incapacitated for the first time during the battle, if it is Visible to and within ⬟ of this operative, this operative can use this ability. If it does so, that friendly HIEROTEK CIRCLE operative attempts reanimation (pg 53).

HIEROTEK CIRCLE, NECRON, <DYNASTY>, FLY, MEDIC, LEADER, CRYPTEK, TECHNOMANCER

PLASMACYTE ACCELERATOR

It is the purpose of these Plasmacytes to enhance the mental processing capabilities of nearby Necrons and improve their operational efficiency.



M	APL	GA
3	2	1

DF	SV	W
2	5+	5

NAME	A	BS/WS	D	SR	!
Spark	4	4+	2/3	Rng	-
Claws	3	5+	1/2	-	-

ABILITIES

Living Metal (pg 53)

Scuttler:
- While this operative has a Conceal order, it is always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).
- This operative can perform the **Fall Back** action for one less action point (to a minimum of 0AP).
- This operative cannot be equipped with equipment.

UNIQUE ACTIONS

Accelerate (1AP): Select one friendly **DEATHMARK** or **IMMORTAL** operative Visible to and within ■ of this operative. Add 1 to its APL.

HIEROTEK CIRCLE, NECRON, <DYNASTY>, FLY, PLASMACYTE, ACCELERATOR

PLASMACYTE REANIMATOR

These Plasmacytes have been designed to ensure that nearby Necrons reanimate more quickly if they sustain serious damage, using their monomolecular proboscis to inject rapid-repair enabling fluids.



M	APL	GA
3	2	1

DF	SV	W
2	5+	5

NAME	A	BS/WS	D	SR	!
Spark	4	4+	2/3	Rng	-
Claws	3	5+	1/2	-	-

ABILITIES

Living Metal (pg 53)

Reanimation Beam: Once per Turning Point, when another friendly **HIEROTEK CIRCLE** operative would be incapacitated for the first time during the battle, if it is within ⬟ of this operative, this operative can use this ability. If it does so, subtract 1 from this operative's APL and that friendly **HIEROTEK CIRCLE** operative attempts reanimation (pg 53).

Scuttler:
- While this operative has a Conceal order, it is always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).
- This operative can perform the **Fall Back** action for one less action point (to a minimum of 0AP).
- This operative cannot be equipped with equipment.

HIEROTEK CIRCLE, NECRON, <DYNASTY>, FLY, MEDIC, PLASMACYTE, REANIMATOR

APPRENTEK

More than mere assistants to their Cryptek masters and mistresses, Apprenteks are conduits for their power. They and their staffs serve as nodes and focusing lenses for the Crypteks' abilities, who can even see through their eyes at will.



M	APL	GA
3 ○	2	1
DF	**SV**	**W**
3	3+	10

NAME	A	BS/WS	D	SR	!
⌖ Arcane conduit	4	4+	3/4	AP1	-
⚔ Arcane conduit	3	4+	3/5	-	-

ABILITIES

Living Metal (pg 53)

Magnification Conduit: Each time this operative makes a shooting attack, if a friendly **CRYPTEK** operative has an Engage order and is Visible to this operative, in the Select Valid Target step of that shooting attack, you can treat that friendly **CRYPTEK** operative as the active operative for the purposes of determining Line of Sight. If you do so, in the Roll Attack Dice step of that shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).

UNIQUE ACTIONS

Apprentek Assistance (1AP): Perform a free Cryptek action with this operative that a friendly **CRYPTEK** operative from your kill team has gained, but has not performed during this Turning Point (see your selected **CRYPTEK** operative's datacard). That Cryptek action cannot be performed by friendly operatives again during this Turning Point. This operative cannot perform this action while within Engagement Range of an enemy operative.

HIEROTEK CIRCLE, NECRON, <DYNASTY>, APPRENTEK

DEATHMARK

No target can evade the Deathmarks. Watching from dimensional oubliettes, these expert snipers track enemy movements, communications and even teleport signatures before striking. They do so in a blaze of synaptic disintegrator fire that shreds not only their victims' bodies, but also their very minds.



M	APL	GA
2 ○	2	1
DF	**SV**	**W**
3	3+	10

NAME	A	BS/WS	D	SR	!
⌖ Synaptic disintegrator	4	2+	4/4	AP1, Heavy	MW1
⚔ Fists	3	3+	3/4	-	-

ABILITIES

Living Metal (pg 53)

UNIQUE ACTIONS

-

HIEROTEK CIRCLE, NECRON, <DYNASTY>, DEATHMARK

IMMORTAL DESPOTEK

Senior-level Immortals, a Despotek serves as both a mouthpiece and an enforcer for their Cryptek in Hierotek Circles, as well as a strategic conduit. In addition to this, they are superb warriors in their own right.



M	APL	GA
2	2	1

DF	SV	W
3	3+	10

NAME	A	BS/WS	D	SR	!
Gauss blaster	4	3+	4/5	AP1	-
Tesla carbine	5	3+	3/3	-	Splash 1
Bayonet	4	3+	3/4	-	-

ABILITIES

Living Metal (pg 53)

UNIQUE ACTIONS

Demand (1AP): Select one friendly **DEATHMARK** or **IMMORTAL** operative Visible to and within ⬟ of this operative. Once during this Turning Point, when the selected friendly operative is fighting in combat, making a shooting attack or a shooting attack is being made against it, you can use the Command Re-roll Tactical Ploy (see the Kill Team Core Book) without spending any Command points.

HIEROTEK CIRCLE, NECRON, <DYNASTY>, IMMORTAL, DESPOTEK

IMMORTAL GUARDIAN

Immortal Guardians provide their masters with a powerful core of skilled soldiery. Retaining a level of individuality after biotransference, they can employ a number of strategies even without command, and their firepower makes them deadly in close or mid-range engagements.



M	APL	GA
2	2	1

DF	SV	W
3	3+	10

NAME	A	BS/WS	D	SR	!
Gauss blaster	4	3+	4/5	AP1	-
Tesla carbine	5	3+	3/3	-	Splash 1
Bayonet	4	3+	3/4	-	-

ABILITIES

Living Metal (pg 53)

UNIQUE ACTIONS

-

HIEROTEK CIRCLE, NECRON, <DYNASTY>, IMMORTAL, GUARDIAN

EQUIPMENT

HIEROTEK CIRCLE 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.

PHASE OCULARS [2EP]

DEATHMARK operative only. The operative can perform the following action during the battle:

PHASE OCULARS 1AP

Select one enemy operative. Until the end of the Turning Point, each time this operative makes a shooting attack with a synaptic disintegrator against that enemy operative, at the end of the Roll Attack Dice step of that shooting attack, if you did not retain any critical hits, you can change one of your retained successful normal hits to a critical hit instead (resolving the MWx critical hit rule accordingly).

HYPERPHASE BLADE [2EP]

IMMORTAL operative only. Select one bayonet the operative is equipped with. That weapon gains the Lethal 5+ special rule for the battle.

TESLA WEAVE [2EP]

The operative gains the following ability for the battle:

Tesla Weave: Each time an enemy operative finishes a **Charge** action within Engagement Range of this operative, roll three D6. For each result of 5+, that enemy operative suffers 1 mortal wound.

ARCSHOCK PROJECTOR [1EP]

IMMORTAL operative equipped with a tesla carbine only. The operative gains the following ability for the battle:

Arcshock Projector: Each time this operative makes a shooting attack with a tesla carbine, for that shooting attack, for the purposes of the Splash X critical hit rule, inflict mortal wounds on the target and each other operative Visible to and within ■ of it (instead of ●).

PHASE SHIFTER+ [3EP]

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

Phase Shifter: This operative has a 4+ invulnerable save.

DEVOURER NANOSCARABS [3EP]

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

Name	A	BS	D
Devourer nanoscarabs	4	3+	3/4
Special Rules			
Rng ⬟, Indirect, Lethal 5+, Limited			

QUANTUM REANIMYTES+ [3EP]

The operative gains the following ability for the battle:

Quantum Reanimytes: While a friendly **HIEROTEK CIRCLE** operative is within ■ of this operative, each time that operative would lose a wound as a result of a mortal wound, roll one D6: on a 4+, that wound is not lost.

'THE TECHNOLOGICAL ACHIEVEMENTS OF OUR KIND SO ECLIPSE THOSE OF THE VERMIN RACES THAT NOW INFEST THE STARS THAT, ON VERY RARE OCCASION, I WONDER WHAT TERROR THEY MUST FEEL WHEN WE WIPE THEIR FELLOWS FROM EXISTENCE? WHAT DESPAIR MUST CRAWL THROUGH THEIR MINDS WHEN THEY SEE THAT THEIR DOOM IS INEVITABLE? THEN I REMIND MYSELF THAT SUCH LESSER SPECIES CANNOT HAVE THE RANGE OF THOUGHT AND EMOTION TO EVEN REALISE WHAT IS HAPPENING TO THEM.'

- Psychomancer Amhut the Unstoppable

HIEROTEK SPEC OPS RULES

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

BATTLE HONOURS

Each time a **HIEROTEK CIRCLE** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Hierotek Circle Specialist table below. Alternatively, if the operative is a **CRYPTEK**, you can instead determine one from the Cryptek Specialist table below. You can either roll one D3 to randomly determine the Battle Honour from the appropriate table (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).

CRYPTEK SPECIALIST

D3	Battle Honour
1	**Controlling:** Each time this operative performs the **Command** action (e.g. on page 55), you can select one friendly **DEATHMARK** or **IMMORTAL** operative anywhere within the killzone (instead of Visible to and within ⬟).
2	**Ingenious:** This operative gains the remaining Cryptek action from its datacard.
3	**Collector:** In the Select Equipment step, you can equip this operative with one item of equipment for the battle without spending any equipment points.

HIEROTEK CIRCLE SPECIALIST

D3	Battle Honour
1	**Enduring:** If this operative was not reanimated during the Turning Point, it can regain up to D3 additional lost wounds as a result of the Living Metal ability (pg 53). If it does so, it cannot regain any lost wounds as a result of the **Canoptek Repair** action (pg 57) during the same Turning Point.
2	**Revenant:** Each time you roll one D6 for a Reanimation token placed for this operative, add 1 to the result. Each time this operative is successfully reanimated (pg 53), it has 3 wounds remaining (instead of D3).
3	**Unrelenting:** You can ignore any or all modifiers to this operative's APL and Movement characteristics and it is not affected by the Stun critical hit rule.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **HIEROTEK CIRCLE**, 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. PLASMA CRYSTAL [2EP]

Select one ranged weapon the operative is equipped with. That weapon gains the MW1 critical hit rule for the battle. If the weapon already has the MWx critical hit rule, increase the x by 1 (e.g. MW1 becomes MW2).

2. RESURRECTION BEAM [2EP]

CRYPTEK or **APPRENTEK** operative only. The operative gains the following ability for the battle:

Resurrection Beam: Once per Turning Point, before you would roll one D6 for one of your Reanimation tokens (pg 53), if that token is within ⬟ of this operative, you can treat the result as a 6 without rolling it.

3. TECH-TENDRILS [3EP]

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

Tech-tendrils:

- While an enemy operative is Visible to and within ◯ of this operative, subtract 1 from the Attacks characteristic of melee weapons that enemy operative is equipped with.
- Once per Turning Point, during this operative's activation, it can perform a mission action or the **Pick Up** action for one less action point (to a minimum of 0AP).

4. RAPID REANIMATRIX [1EP]

The operative gains the following ability for the battle:

Rapid Reanimatrix: After the battle, in the Update Dataslates step:

- If this operative was incapacitated during that battle, it automatically passes its Casualty test.
- If this operative has any Battle Scars, you can re-roll its Recovery test.

5. TEMPORIC ORB [3EP]

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

Temporic Orb: 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 or add 1 to the result.

6. HUNTER SCARAB [3EP]

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

Name	A	BS	D
Hunter scarab	5	3+	1/1
Special Rules			
Indirect, Limited, No Cover			
!			
MW1			

'THE PERFECT SHOT. IT IS ALL I STRIVE FOR. WHETHER IT PLUCKS THE HEAD FROM A FOE'S SHOULDERS, DETONATES THE FUEL CELLS OF A LUMBERING VEHICLE OF WAR OR BLINDS SOME LARGE BEAST, NOTHING IS AS SATISFYING. WITH A SINGLE SQUEEZE OF MY WEAPON'S FIRING SYSTEM I CAN TURN THE TIDE OF A WAR AGAINST THE ENEMY OR DRIVE HUGE ARMIES TO FLIGHT. I CAN ALSO SEND KILL TEAMS AND RECONNAISSANCE PARTIES INTO TOTAL DISARRAY, RUINING OUR ENEMIES' PLANS FOR GOOD.'

- Khopesh the All-seeing, Deathmark of the Novokh Dynasty

STRATEGIC ASSETS

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

REPAIR SCARABS

These small Canoptek creatures crawl all over the Necrons' base of operations, identifying the most minute of damage to repair or imperfections to resolve. They do the same with this kill team, ensuring any damage they have sustained is completely removed.

Once after each battle, before rolling a Recovery test for a friendly **HIEROTEK CIRCLE** operative, if that operative was Rested, you can automatically pass that Recovery test.

TESSERACT CUBE

This device uses dimensional technology to hold considerably more than its size suggests, becoming a vault for all manner of resources and artefacts the Hierotek Circle recovers.

Each time you complete a Spec Ops operation or expedition stage (e.g. Gallowdark expedition, *Kill Team: Into the Dark*), if you won a game during that operation or expedition stage, you gain 1 Requisition point.

DIMENSIONAL GATEWAY

The gateway is an interdimensional oubliette for the operatives to conduct their operations covertly. With it they can deploy swiftly and secretly without using vehicles or aircraft, almost completely undetected.

In the Set Up Operatives step, you can use the Dimensional Translocation Tactical Ploy (pg 54) without spending any Command points, and can select any friendly **HIEROTEK CIRCLE** operative for that Tactical Ploy (instead of just a **DEATHMARK** operative).



REQUISITIONS

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

FAVOURABLE ACQUISITION 1RP

Securing ancient relics and technology will further the research and goals of the Cryptek, and keep them one step ahead of their rivals and enemies.

Purchase this Requisition when you add an item of rare equipment to your stash, or when you increase your asset capacity by one. Select one friendly **CRYPTEK** or **APPRENTEK** operative to earn 2XP.

AMEND PROTOCOL 1RP

The Crypteks modify the codified behaviours of their semi-sentient Necron soldiery to better meet the requirements of the operation.

Purchase this Requisition before or after a game. Select one **DEATHMARK**, **IMMORTAL** or **PLASMACYTE** operative on your dataslate that has not been upgraded with the Proficient Operative Requisition (see the Kill Team Core Book). You can remove any number of its Battle Honours and redetermine them. If you remove all of that operative's Battle Honours, you can change its specialism before re-determining them.

ARCANE TREATMENT 1RP

As masters of esoteric sciences and technologies, the Crypteks have means of repair far beyond that of almost all other Necrons.

Purchase this Requisition after a game. Remove one Battle Scar from a **CRYPTEK** operative on your dataslate.

'THERE IS MUCH WORK TO BE COMPLETED. A GREAT DEAL HAS BEEN LOST IN THE MILLIONS OF YEARS SINCE WE WENT INTO THE GREAT SLEEP. SIGNIFICANT DAMAGE INFLICTED BY TIME, FOES AND VERMIN MUST BE UNDONE. THE GALAXY IS IN A STATE OF UPHEAVAL. THERE IS NO TIME TO WASTE.'

- Chronomancer Makhret the Truthseer

SPEC OPS

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



EXCAVATE NEXUS

The Cryptek of a Hierotek Circle seeks to excavate a long-dormant nexus, made up of ruined structures scattered in the area. A place of mystery, it surely holds much untapped potential and knowledge.

OPERATION 1: UNCOVER STRUCTURES

Myriad ancient ruins can be found throughout the area. In order to understand the nexus' full extent and capabilities, the Hierotek Circle must secure and restore each of them.

Complete five games in which you scored victory points from the 'Unearth Artifice', 'Triangulate' and/or 'Central Control' Tac Op.

OPERATION 2: REACTIVATE THE NEXUS

With the edifices of the ancients restored, the nexus can be reactivated, and its secrets revealed.

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

COMMENDATION

- You gain two Requisition points.
- You can select one **CRYPTEK** or **APPRENTEK** operative on your dataslate to gain up to 5XP. This is not affected by a passed Casualty test
- 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 'Perform Ritual' Spec Op.

FIELD STUDY

Their Cryptek's curiosities have led the Hierotek Circle into the field to study something of great importance and interest to their allies. Information must be gathered, samples collected and all must be transported to safety.

OPERATION 1: COLLECT DATA

Experimentation, calculation and assessment all yield useful data for a Cryptek, leading to intriguing new discoveries that help to further their aims.

Complete five games in which you scored victory points from the 'Worthy of Study', 'Retrieval' and/or 'Mark Target' Tac Op.

OPERATION 2: ACTIVATE DIMENSIONAL TRANSLOCATION

With the data gathered, the Hierotek Circle must activate a dimensional translocation point to return the results of their studies to their dynasty.

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

COMMENDATION

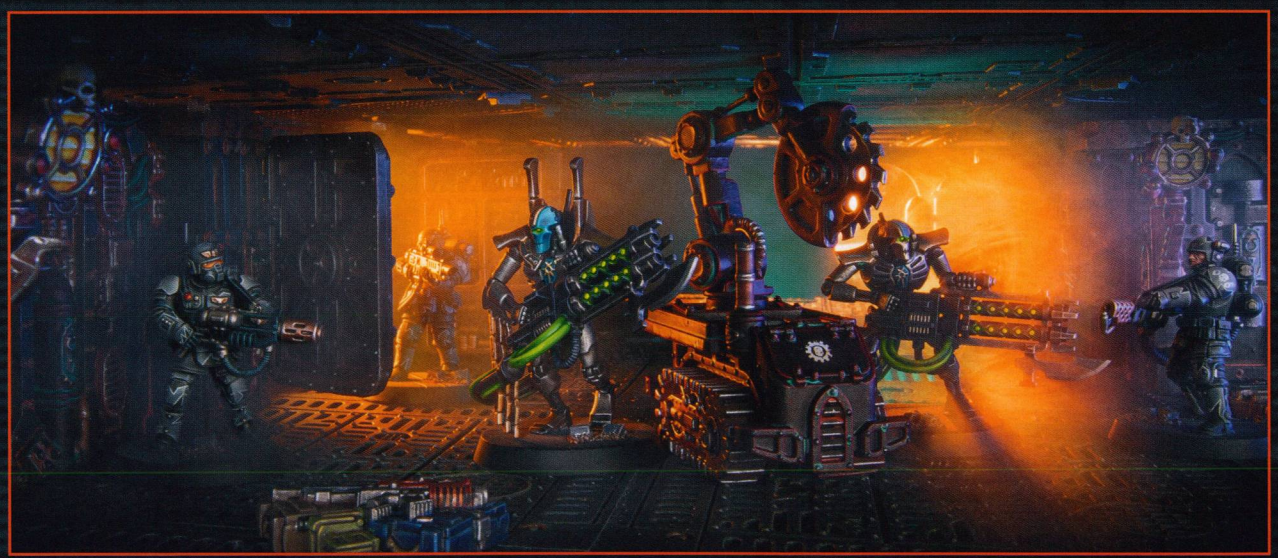
- You gain one Requisition point.
- You can distribute up to 5XP across the operatives on your dataslate (this is not affected by a passed Casualty test).
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

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





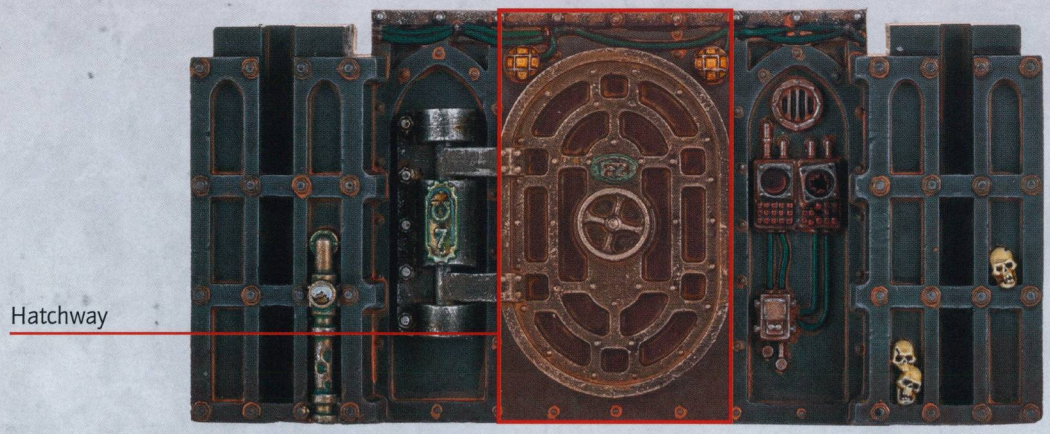


KILLZONE: GALLOWDARK

Killzone: Gallowdark is a killzone played on a 607mm by 704mm area that uses the Close Quarters rules (pg 75-77). It is an indoor killzone with Walls and Hatchways, creating tightly packed rooms and corridors. There are no Vantage Points in the killzone; rather, operatives must move carefully, battle over key fire lanes and time their forward pushes appropriately.

WALL

All parts of a Wall terrain feature have the Heavy and Wall traits. Some Walls include a Hatchway, which is a separate terrain feature explained on pages 70-71.

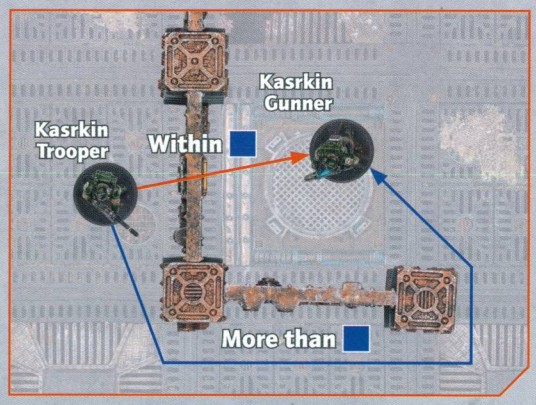


Wall:

- Operatives cannot move over or through Wall terrain regardless of any other rules, other than as a result of the Accessible trait (pg 70).
- 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).

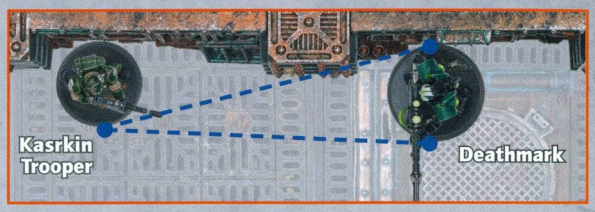
WALL: RANGE EXAMPLE

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

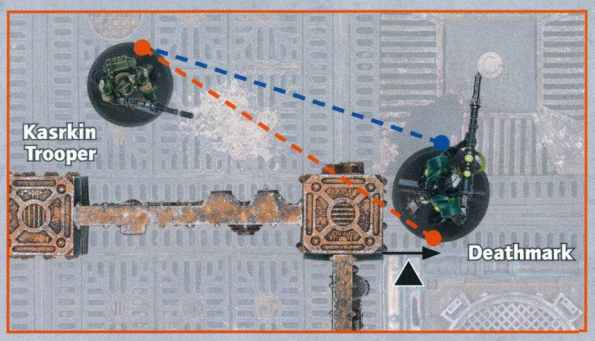


WALL: COVER EXAMPLE

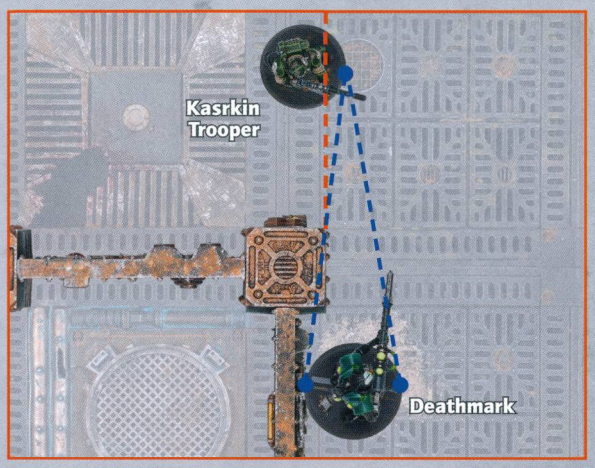
A Cover line does not cross a corner or end of the Wall, therefore the Deathmark is not in Cover. Note that minor parts of the Wall that protrude do not make a corner or end alone; it must be the main structure of the Wall that turns a corner or ends, as shown in the diagrams below.



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



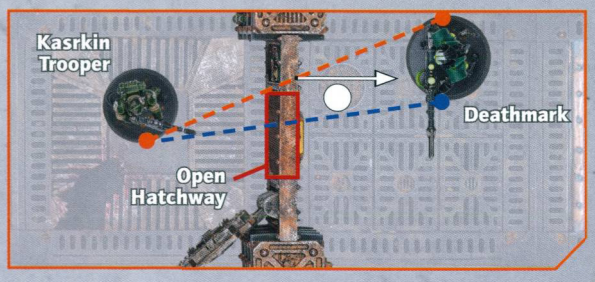
A Cover line does not cross a corner of the Wall, as the Kasrkin Trooper has passed the corner of the Wall, therefore the Deathmark is not in Cover. Note that if the Kasrkin Trooper was wholly on the left side of the orange line, the Deathmark would be in Cover.



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



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



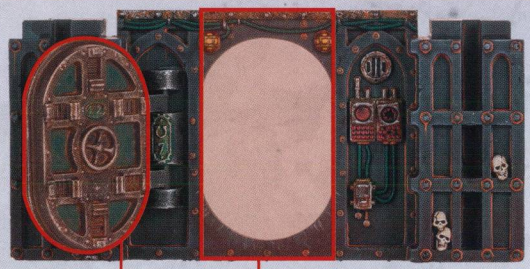
HATCHWAY

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

CLOSED HATCHWAY



OPEN HATCHWAY



Closed

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

- Its hatch must be fully within its access point.
- All parts of it have the Heavy and Wall (pg 68) traits.

OPERATE HATCH 1AP

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

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

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

Open

While a Hatchway is open:

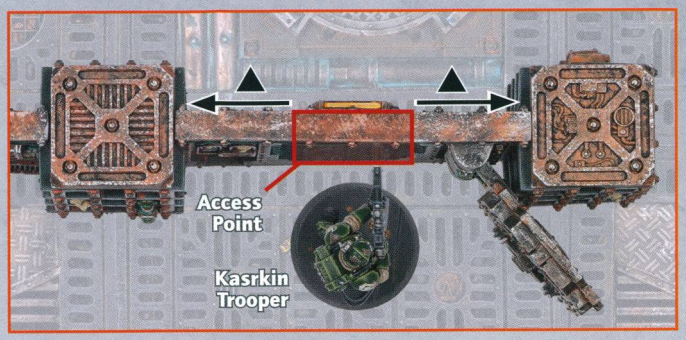
- Its hatch must be fully open (it cannot be ajar).
- Its access point has the Accessible trait.
- Its hatch has the Wall trait (pg 68).

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.

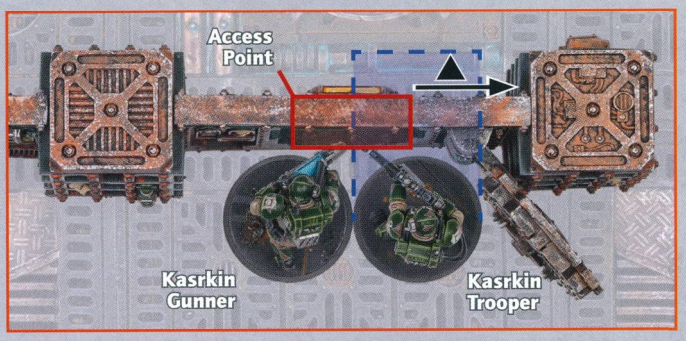
Designer's Note: *An open Hatchway's access point does not provide Cover, nor is it Obscuring. The Walls either side of the access point, or its hatch, must be used for this instead.*

HATCHWAY: ACCESSIBLE EXAMPLE

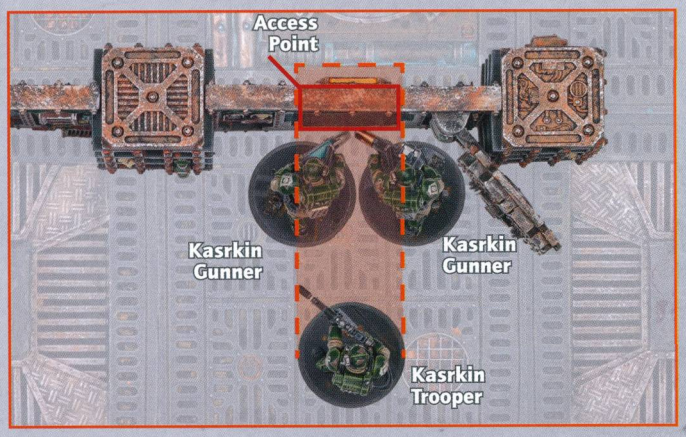
The Kasrkin Trooper's base is wider than the open Hatchway's access point. It can move through the Wall terrain up to ▲ either side of the open access point so long as a part of its base moves through the open Hatchway's access point.



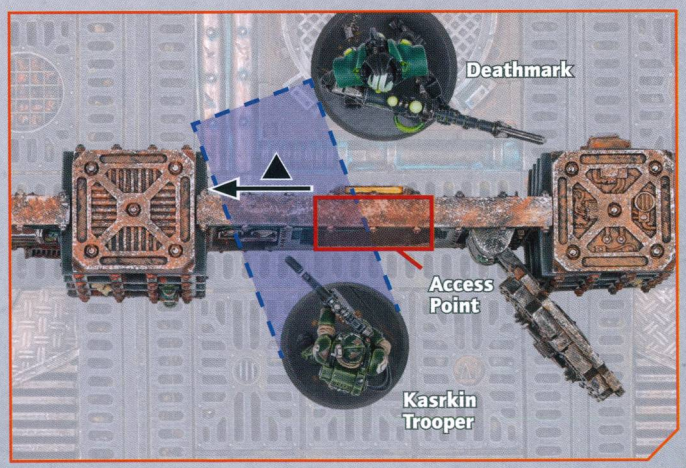
Another friendly operative is potentially impeding the Kasrkin Trooper. It can move through the Wall terrain up to ▲ to the right of the open Hatchway's access point so long as a part of its base moves through that access point and does not move through the impeding operative.



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



The Kasrkin Trooper wants to charge, but the Deathmark 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 Deathmark.



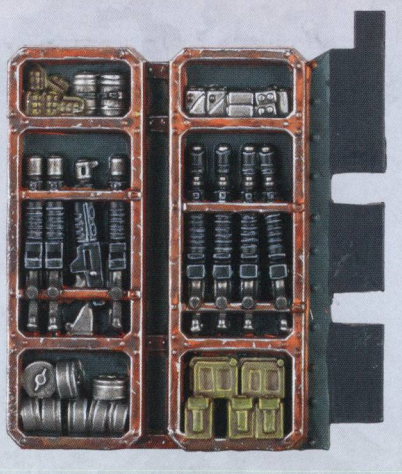
KILLZONE: SHADOWVAULTS

Killzone: Shadowvaults is a supplement to Killzone: Gallowdark. It includes various supplies and equipment associated with the vaults that exist aboard the *Gallowdark*, as well as threatening terrain critical to certain missions.

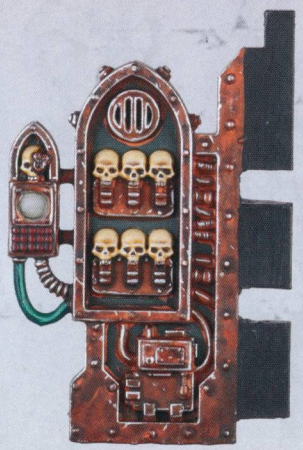
Some missions require operatives to control Shadowvault terrain features, and some will even specify certain types, e.g. Security Panel. In such missions, those terrain features are treated as objective markers, except that a friendly operative controls it while within ▲ of it and if the total APL characteristic of friendly operatives within ▲ of it is greater than that of enemy operatives within ▲ of it.

WEAPONS LOCKER, SECURITY PANEL AND CAMERA

Weapons Locker, Security Panel and Camera terrain features have the Heavy and Traversable traits.



Weapons Locker



Security Panel



Camera

SMALL EQUIPMENT PILE

A Small Equipment Pile terrain feature has the Light and Traversable traits.

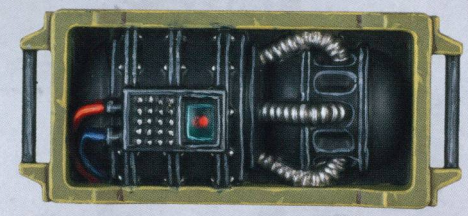




BOMB

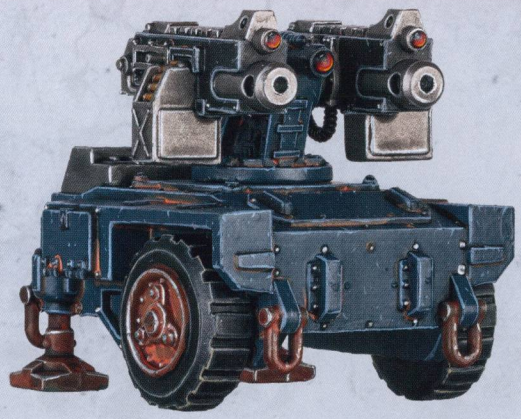
A Bomb terrain feature does not provide Cover, nor do operatives need to climb over it; they simply move over it as if it were not there, but cannot finish a move upon it. Bomb terrain features can provide additional rules that will be specified by the mission rules.

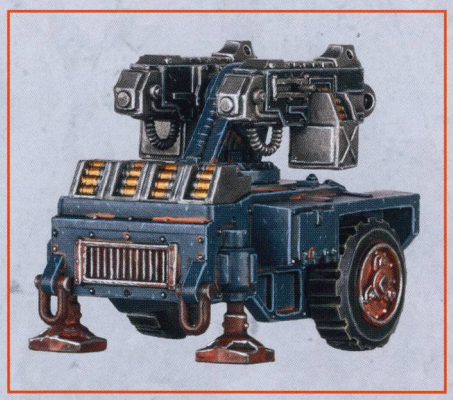




SENTRY TURRET

A Sentry Turret terrain feature has the Light and Traversable traits. It has two statuses: Operational and Dormant. While it is Dormant, it has no additional traits. While it is Operational, it has the Automated Fire trait. Unless otherwise specified, it begins the battle Operational.





Automated Fire: In the Firefight phase, at the end of each activation, if this terrain feature has cooled down and there is a valid target for it to make a shooting attack against, it will do so against the closest valid target using its twin heavy bolter. A valid target is the closest operative within this terrain feature's Line of Sight.

When determining Line of Sight from this terrain feature, treat it as the active operative and draw Cover and Visibility lines from any part of it. When selecting the closest valid target, if two operatives are equally close, the player who does not have the initiative selects which of those operatives is the target. When making a shooting attack with this terrain feature, the Defender's opponent is the Attacker.

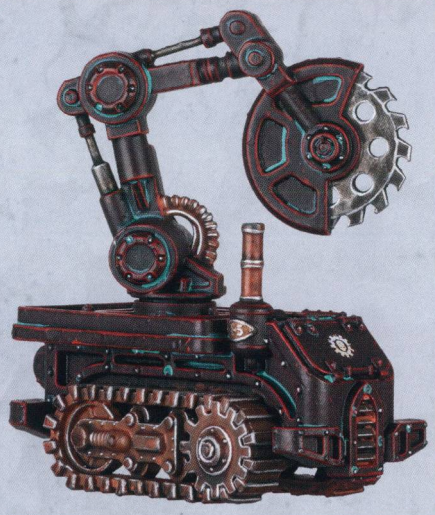
This terrain feature begins the battle cooled down. Each time after this terrain feature makes a shooting attack, it must cool down: roll two D6 and add the results together. The total result is the number of activations that must be completed until this terrain feature has cooled down.

Name	A	BS	D
Twin heavy bolter	5	5+	4/5

Special Rules	!
Relentless	P1

ROBOT

A Robot terrain feature has the Light and Traversable traits. It has two statuses: Operational and Dormant. While it is Dormant, it has no additional traits. While it is Operational, it has the Programming trait. Unless otherwise specified, it begins the battle Dormant.



Breacher Robot



Haulage Robot

Programming: This terrain feature is commanded by a player (the mission will specify which player commands it). Once during each Firefight phase, if it has not been activated this Turning Point, it can be activated by the commanding player instead of activating a ready friendly operative. It cannot have a Conceal order, and during its activation it can perform a free **Fall Back** or **Normal Move** action, but cannot climb, jump or traverse. Note that this means it does not generate action points as normal and does not have an APL characteristic.

The commanding player's opponent can treat this terrain feature as an enemy operative at any time. For example, they can charge it, fight it, shoot it, etc. Similarly they could decide not to treat it as an enemy operative. For example, they can perform a **Normal Move** action while within Engagement Range of it.

When making shooting attacks against this terrain feature, draw Cover lines to every part of the miniature, it has a Defence characteristic of 3 and a Save characteristic of 3+. If this terrain feature is selected as the target for combat, do not select a weapon or roll any attack dice for it.

This terrain feature has a Wounds characteristic of 15. If its wounds are reduced to 0 or less, its status is changed to Dormant.

Haulage Robot: In some missions, the robot will have a haulage role, carrying cargo such as loot or a bomb. The mission will specify the rules impact of this, but players should place suitable cargo on the robot to show its role.

Breacher Robot: In some missions, the robot will have a breaching role, using its breaching saw to cut through other terrain features. The mission will specify the rules impact of this (e.g. on page 98), but players should place the breaching saw on the robot to show its role.

CLOSE QUARTERS

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

ACTIONS

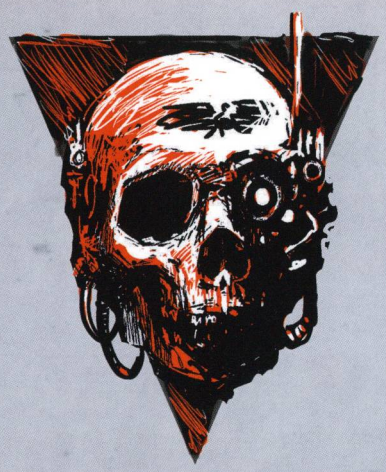
Operatives can perform the following actions:

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 perform 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.

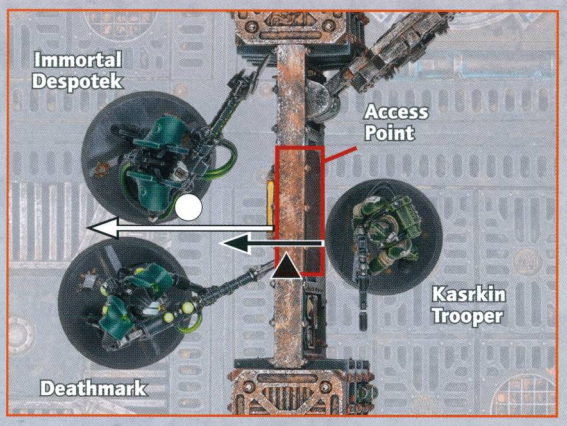
Note that it must be an enemy operative's normal activation that is interrupted; it cannot be after an enemy operative performs an action outside of their normal activation e.g. **Overwatch**. If an enemy operative has its activation interrupted by a guard attack, would be incapacitated and is subsequently 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 Kasrkin Trooper 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 Kasrkin Trooper performs a **Hatchway Fight** action to fight in combat against one of them.

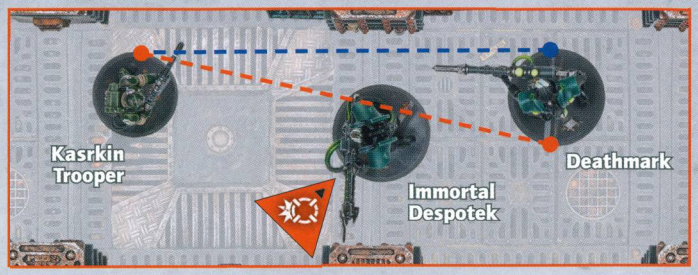


ADDITIONAL RULES

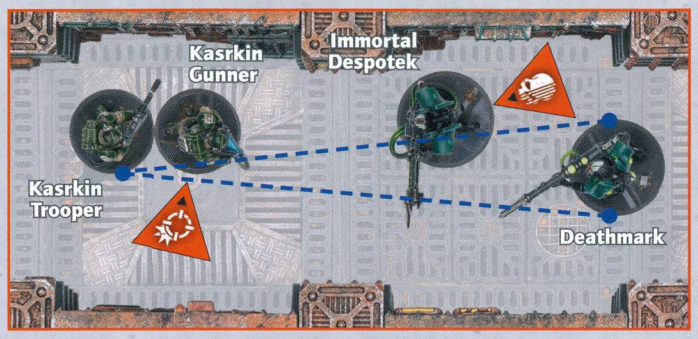
CONDENSED ENVIRONMENT

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

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



The Kasrkin Trooper is making a shooting attack against the Deathmark. As a Cover line crosses the Immortal Despotek (which has an Engage order) one less attack dice is rolled.



The Kasrkin Trooper is making a shooting attack against the Deathmark. A Cover line crosses the friendly Kasrkin Gunner (which has an Engage order), but as its base is touching the Kasrkin Gunner, it is ignored. A Cover line also crosses the Immortal Despotek, 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 the enemy drop zone.
- More than ◯ from access points.
- More than ◯ from other barricades.
- Not on a terrain feature (unless it has the Insignificant trait).

TAC OPS

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

KILL TEAMS OF THE GALLOWDARK

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

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

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



Legionary Chosen

Marksman Pathfinder











Phobos Strike Team Infiltrator Helix Adept



Corsair Voidscarred Starstorm Duellist



Novitiate Penitent



Kommando Slasha Boy











Blooded Traitor Chieftain



Veteran Guardsman Sergeant

SETTING UP TERRAIN

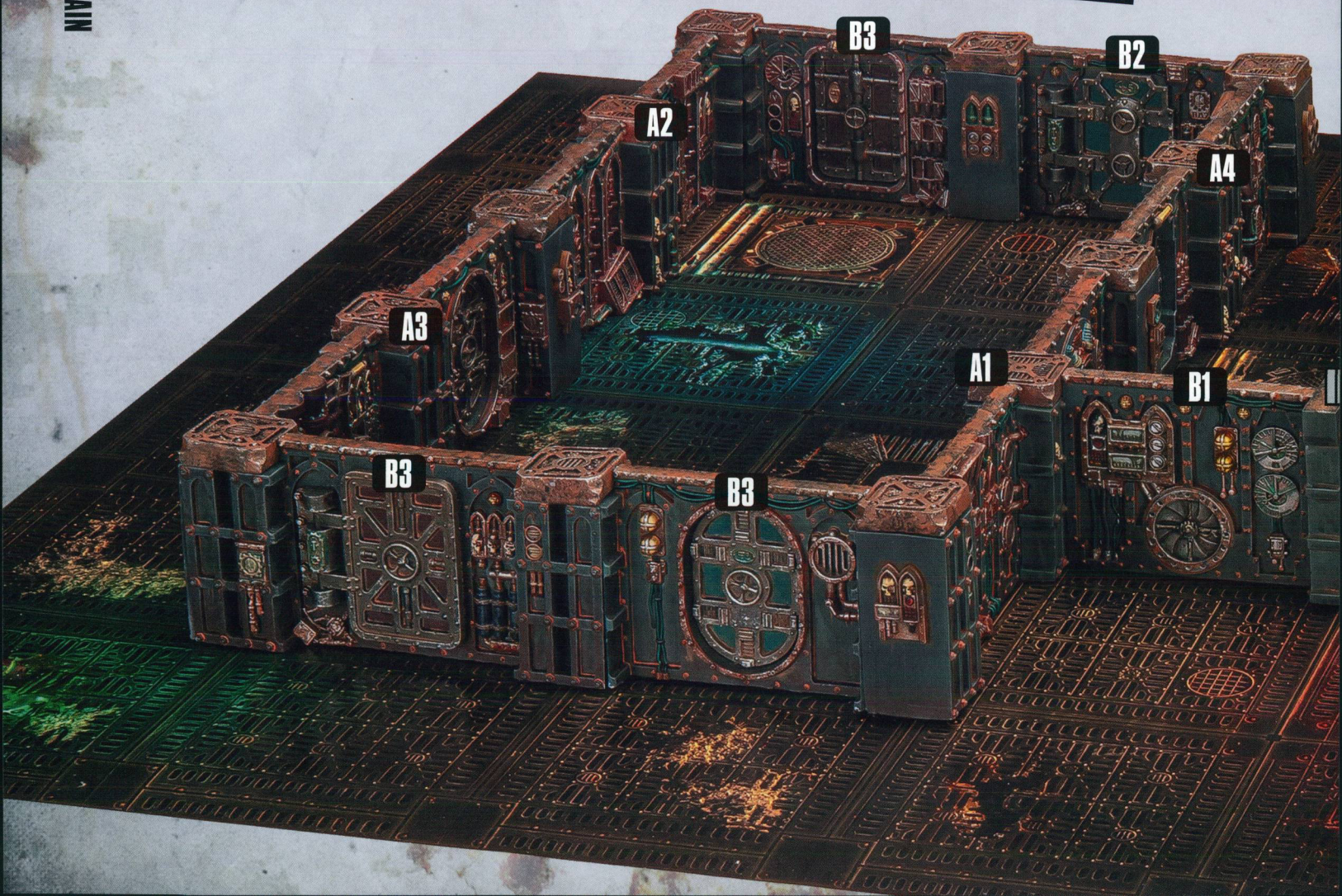
Killzone: Gallowdark (and the Killzone: Shadowvaults supplement) is a modular terrain set that allows you to construct a large variety of different killzones. The mission packs presented in this publication (pages 86-107 and 108-117) both use this killzone, and will specify the location of terrain features using a key and grid system. When setting up terrain features in such a killzone, use the key system on pages 84-85 to identify the relevant terrain feature, then place it in the specific location on the gameboard using its grid.

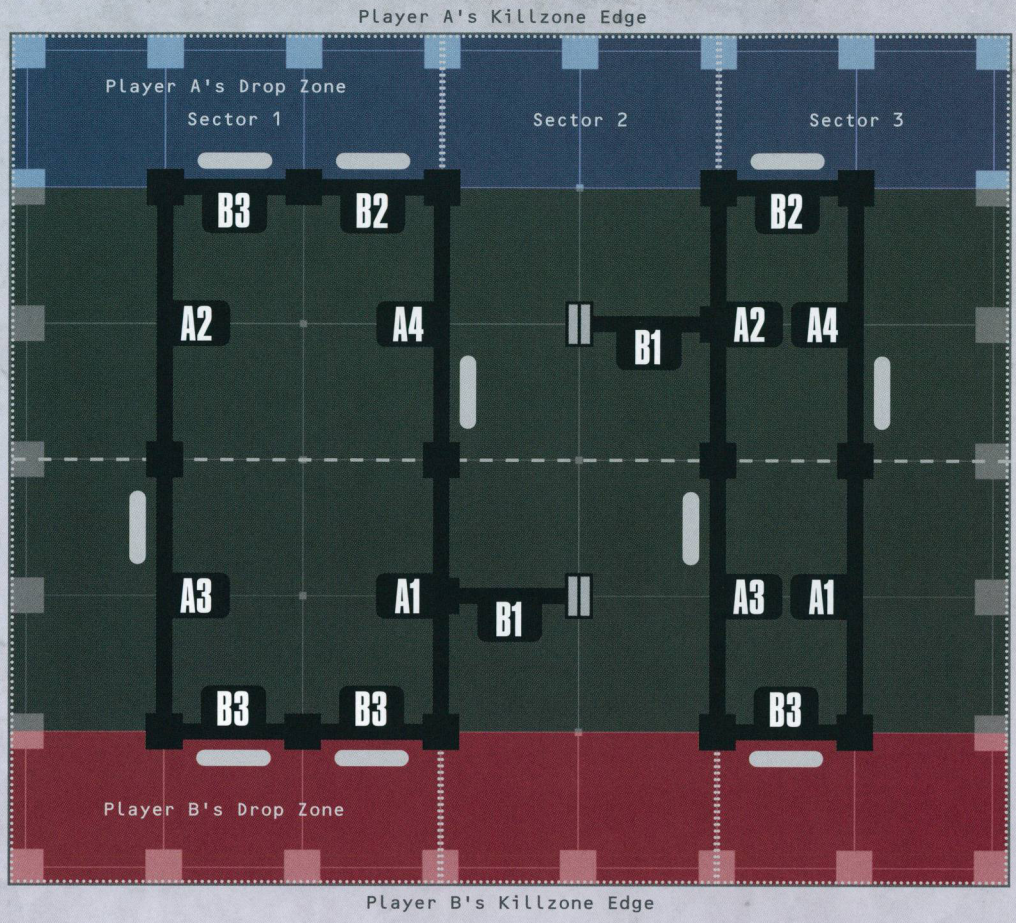
Shown on the following page is the mission map of a specific mission, as well as an example of that mission set up with its terrain features.

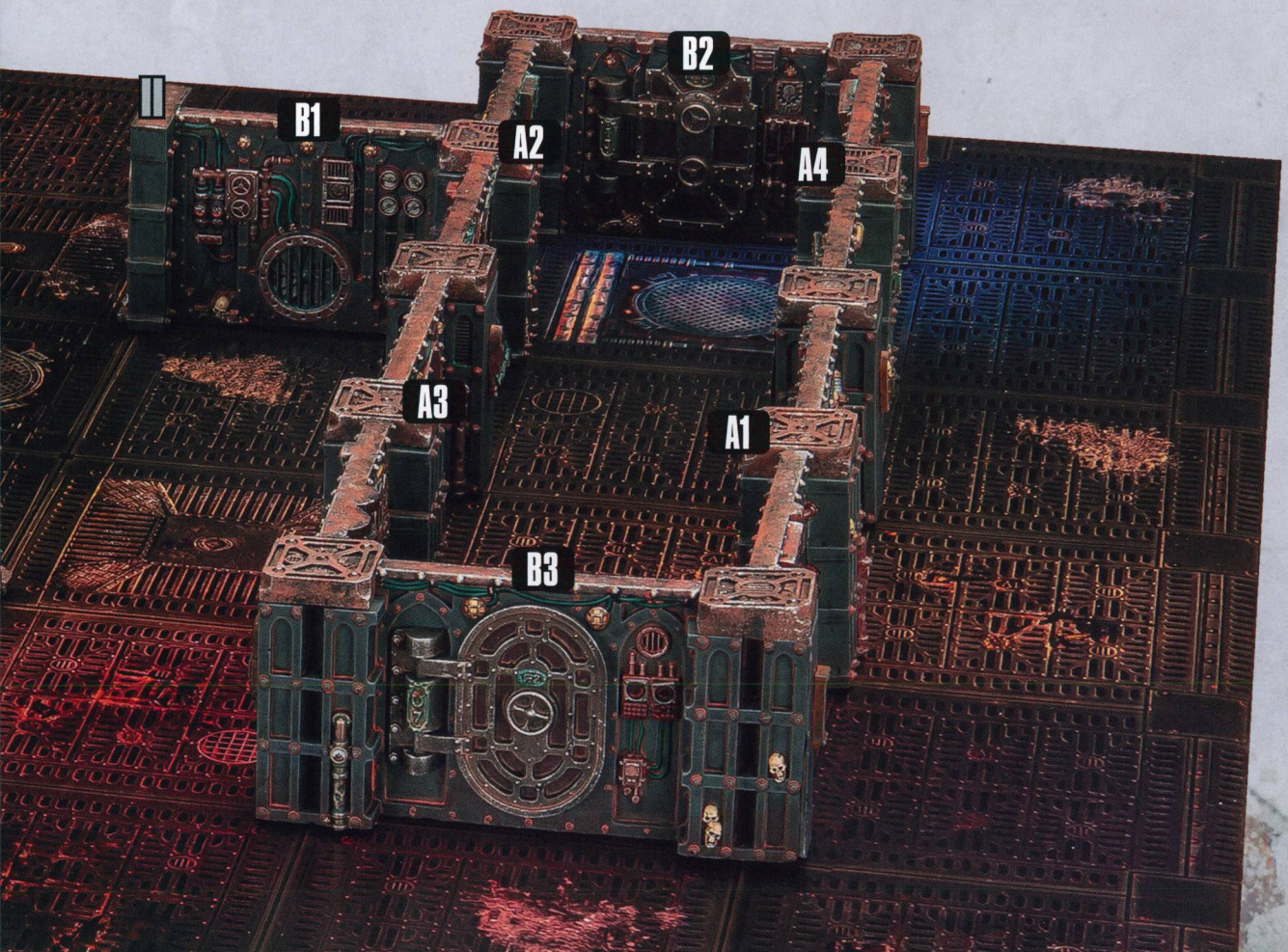
As a handy note, you can paint or write the relevant key on the bottom edge each terrain feature. This will help you set up terrain features without having to compare each terrain feature to the key on pages 84-85. We have also included a key on the back cover fold-out for quick and easy reference.








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


B2
B1
A2
A4
A3
A1
B3

KILLZONE KEY

Over the following pages, you will find a reference for each terrain feature in Killzone: Gallowdark and the Killzone: Shadowvaults supplement, noting its relevant key for the mission maps on pages 86-107 and 108-117.

LONG WALLS

LONG WALL — A1



LONG WALL WITH PILLARS — A2



LONG WALL WITH HATCHWAY — A3



LONG WALL WITH HATCHWAY AND PILLARS — A4

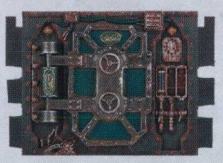


SHORT WALLS

SHORT WALL — B1



SHORT WALL WITH HATCHWAY — B2



SHORT WALL WITH HATCHWAY AND PILLARS — B3



HATCHWAY POSITIONS

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



PILLAR

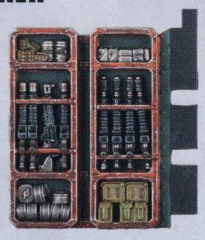


WALL END



SHADOWVAULTS TERRAIN

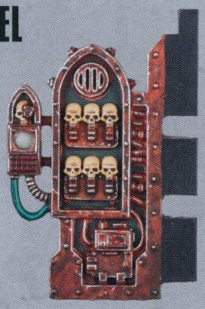
WEAPONS LOCKER — D1



SMALL EQUIPMENT PILE — D4



SECURITY PANEL — D2



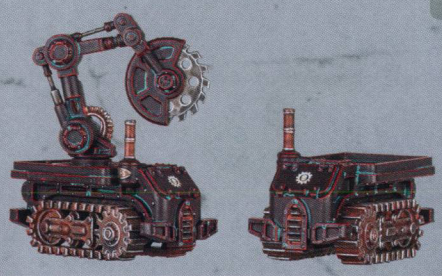
SENTRY TURRET — D5



CAMERA — D3



ROBOT — D6



SHADOW OPERATIONS: SHADOWVAULTS MISSION PACK

On pages 86-107, you will find nine missions from the Shadow Operations: Shadowvaults mission pack. These are missions themed around the assault and looting of vaults aboard 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 straightforward, the second three missions requiring more thought and consideration, and the final three missions being the most detailed with an entirely new mission rule called 'Infiltration', described on pages 88-89.

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 fight for key troves in 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: Shadowvaults to supplement it. The location of terrain features are specified using a key system, as described on page 82.

To randomly determine a Shadow Operations: Shadowvaults 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	Deadly Juncture	1	Demolition Run	1	Secure Base
2	Passageway of Death	2	Storm the Vault	2	Covert Attack
3	Uncover Riches	3	Hold Out	3	Lightning Raid

'THAT MAN IS BESET AT ALL QUARTERS BY TRAITORS, MUTANTS AND FIENDS IS SELF-EVIDENT. BUT IN TRUTH, NONE OF THESE EVILS SHALL BE OUR UNDOING. WHEN THE END ARRIVES IT WILL COME NOT AT THE HANDS OF MORTAL BEINGS OF THIS OR ANY OTHER REALM, BUT AT THE HANDS OF THE ANCIENTS – THOSE WHO DETERMINED OUR FATE AEONS BEFORE WE STOOD ERECT UPON THE HOLY GROUND OF TERRA AND GAZED UP INTO THE STARRY NIGHT.'

- Inquisitor Hoth, Second Book of Admonitions





INFILTRATION

The Infiltration mission rule creates a prologue to the battle in which the Attacker's kill team will attempt to infiltrate the killzone and the Defender will attempt to detect them. In a battle with the Infiltration mission rule, the following changes take effect for the mission sequence:

- In the Set Up Operatives step, only the Attacker sets up their operatives, and they must do so wholly within their drop zone (they cannot use any rules that allow them to set up operatives elsewhere).
- Players do not complete the Scouting step. Instead, the Defender places Detection token(s) as specified by the mission, and players resolve Infiltration, as described opposite.
- Victory points cannot be scored during Infiltration.
- Once the alarm is raised, continue the battle as described opposite.

INFILTRATION

Infiltration is conducted in rounds, each consisting of an Infiltrator phase and a Detection phase. In the Infiltrator phase, the Attacker activates their operatives with a Conceal order one at a time as if it were the Firefight phase (one in which their opponent does not activate their operatives). The Attacker cannot activate operatives with an Engage order or change their operatives' orders during Infiltration. Once they have activated all their operatives with a Conceal order, the Infiltration phase ends.

In the Detection phase, the Defender moves their Detection token(s) up to a distance as specified by the mission; they cannot be moved outside of the detection zone marked on the mission's map in light grey. Once they have done so, the Attacker readies their operatives with a Conceal order and a new Infiltration round begins.



RAISING THE ALARM

The alarm is raised if any of the following conditions are met:

- An operative the Attacker controls is within the detection zone and within 2◯ of a Detection token.
- An operative the Attacker controls is within ⬟ of the Defender's drop zone.
- The Attacker chooses to begin the assault, which automatically raises the alarm.
- Any other conditions specified by the mission.

When the alarm is raised, Infiltration ends (after any action that was being performed) and the Defender sets up their operatives as specified by the Set Up Operatives step (they cannot use any rules that allow them to set up operatives elsewhere). The players then begin the battle, and in the first Initiative phase, the Defender chooses who has the initiative. Remember, in the first Turning Point, operatives must have the order given to them when they were set up (unless otherwise specified).



MISSION 1.1

DEADLY JUNCTURE

A deadly juncture between the halls roamed by rival kill teams is guarded by a sentry turret programmed to engage anything that comes close on sight. A clash over territory begins amidst the hail of turret fire.

MISSION RULES

Programme Turret (1AP): An operative can perform this action while it controls a Security Panel terrain feature and another friendly operative controls the other Security Panel terrain feature. Until one of your opponent's operatives performs this action, your operatives are not valid targets for shooting attacks made by the Sentry Turret terrain feature.

MISSION OBJECTIVE

At the end of each Turning Point and at the end of the battle:

- For each objective marker friendly operatives control, you score 1VP.
- If any friendly operatives are within the enemy drop zone, you score 1VP.



SPEC OPS CAMPAIGN

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

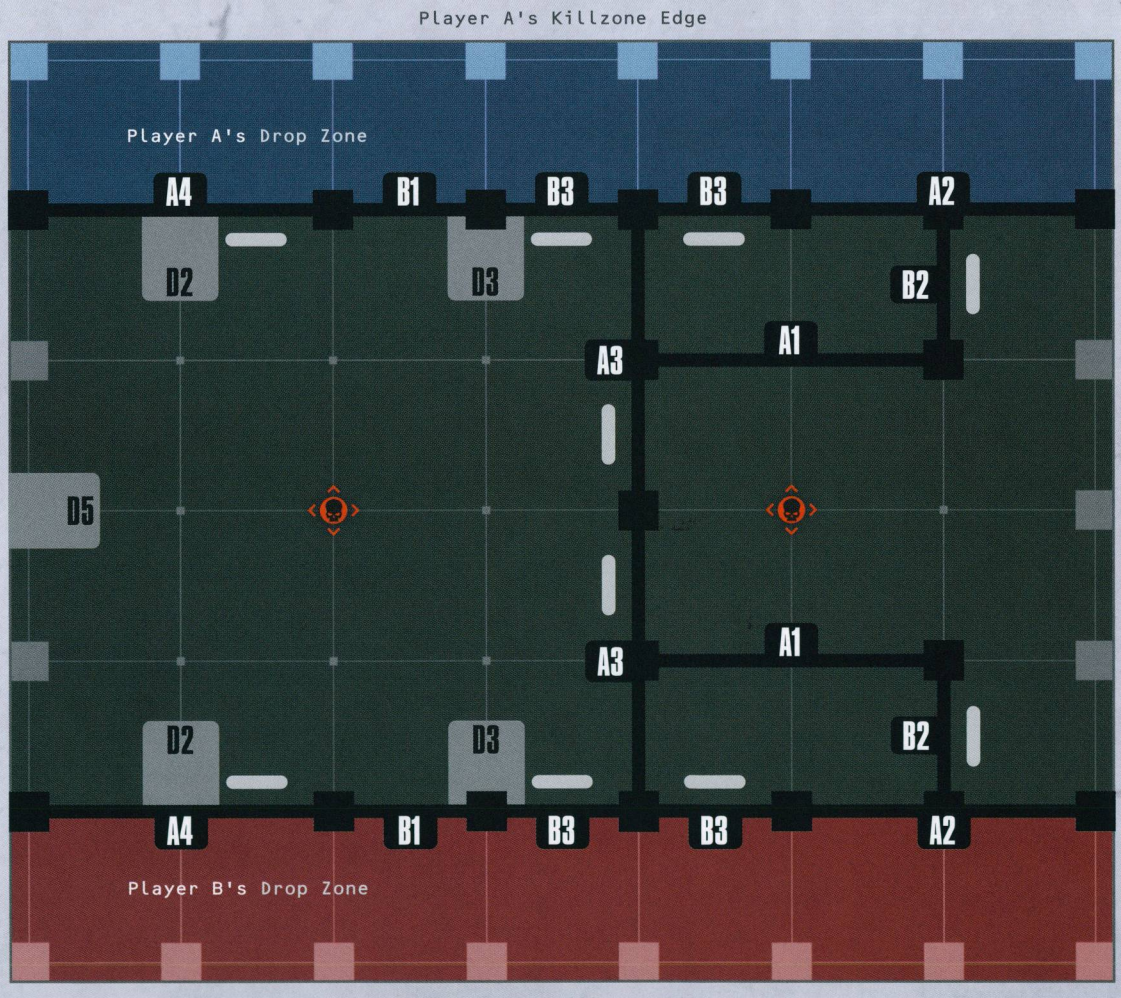
MISSION BONUS

If you were victorious and there were no enemy operatives within your drop zone at the end of the battle, in the Update Dataslates step of that mission, operatives on your dataslate that did not take part in that battle are treated as being rested for one additional battle.

SPEC OPS BONUS

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

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



MISSION 1.2

PASSAGEWAY OF DEATH

Two rooms hold a plethora of vital equipment waiting to be seized, but the passageway between them is as deadly as it is vital, for a sentry turret guards the route.

MISSION RULES

Defensive Juncture: The Security Panel and Sentry Turret terrain features are not set up as normal. Instead, in the Select Drop Zone step, after the Defender selects their drop zone, they set both of those terrain features up in either location 1 or location 2, as specified by the mission map. In the Set Up Operatives step, operatives must be set up wholly within their drop zone (players cannot use any rules that allow their operatives to set up elsewhere).

Operatives can perform the following mission actions:

LOOT 1AP

An operative can perform this action while within range of a Beta objective marker it controls that has not been looted during this Turning Point. Until the start of the next Turning Point, that objective marker has been looted.

PROGRAM TURRET 1AP

An operative can perform this action while it controls the Security Panel terrain feature. Until one of your opponent's operatives performs this action, your operatives are not valid targets for shooting attacks made by the Sentry Turret terrain feature.

MISSION OBJECTIVE

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

At the end of each Turning Point, if friendly operatives control the Alpha objective marker, you score 1VP and can move that objective marker up to ◯ directly towards or away from the Sentry Turret terrain feature.



SPEC OPS CAMPAIGN

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

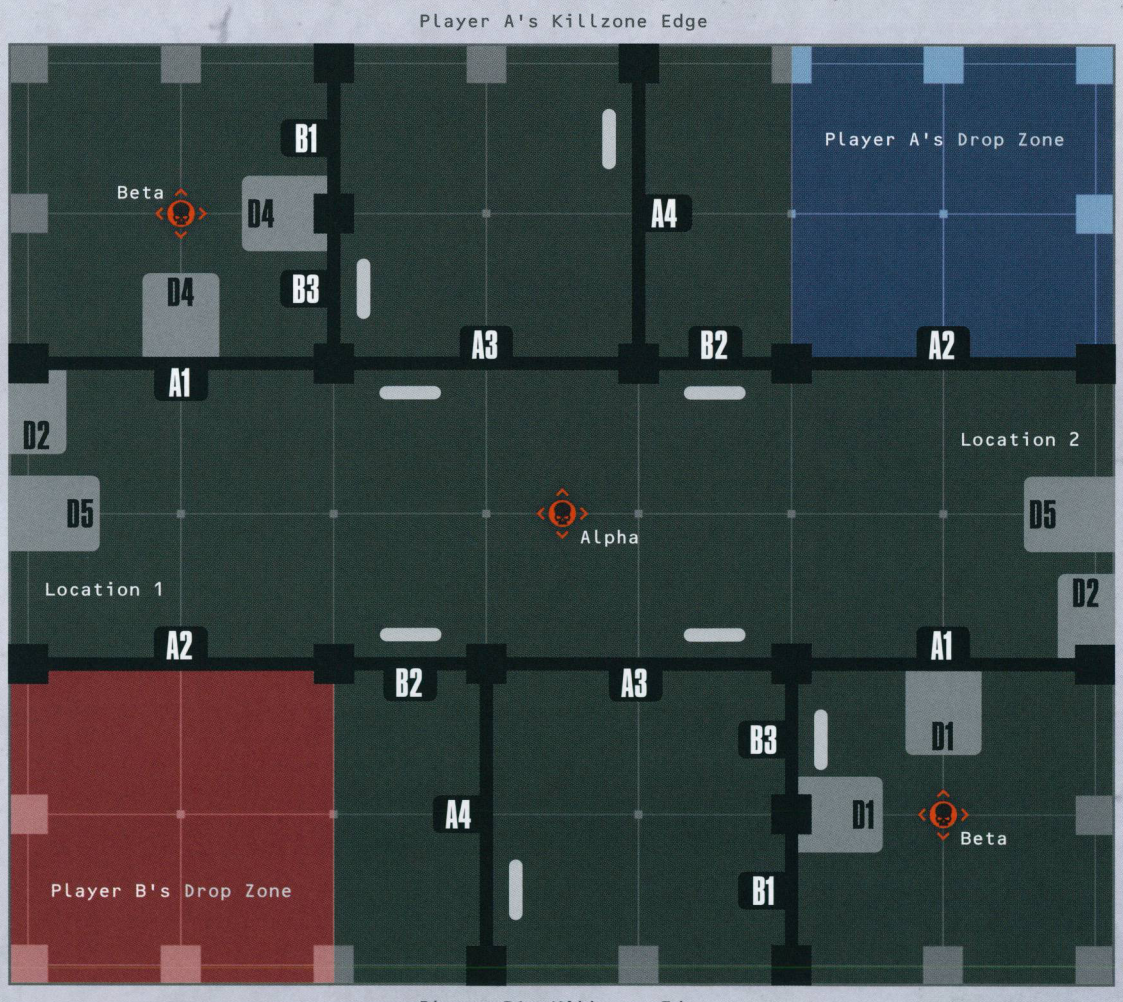
MISSION BONUS

If you were victorious and looted both Beta objective markers during the battle, you gain 1 Requisition point.

SPEC OPS BONUS

Loot 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 84-85, or the inside back cover.



MISSION 1.3

UNCOVER RICHES

Two kill teams descend on an ancient vault intent on picking it clean and making off with as much equipment and as many artefacts as they can carry.

MISSION RULES

Operatives can perform the following mission actions:

LOOT 1AP

An operative can perform this action while within range of an objective marker it controls (excluding the Robot terrain feature) that has not been looted during this Turning Point. Until the start of the next Turning Point, that objective marker has been looted.

PROGRAM ROBOT 1AP

An operative can perform this action while it controls the Robot terrain feature. That Robot terrain feature is now operational (pg 74). Until an enemy operative performs this action, you command the Robot terrain feature. Remember, it can only be activated once per phase, even if your opponent subsequently commands it.

MISSION OBJECTIVE

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

At the end of the battle, if friendly operatives control the Robot terrain feature, you score 3VPs. If no operatives control it but you command it, 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:

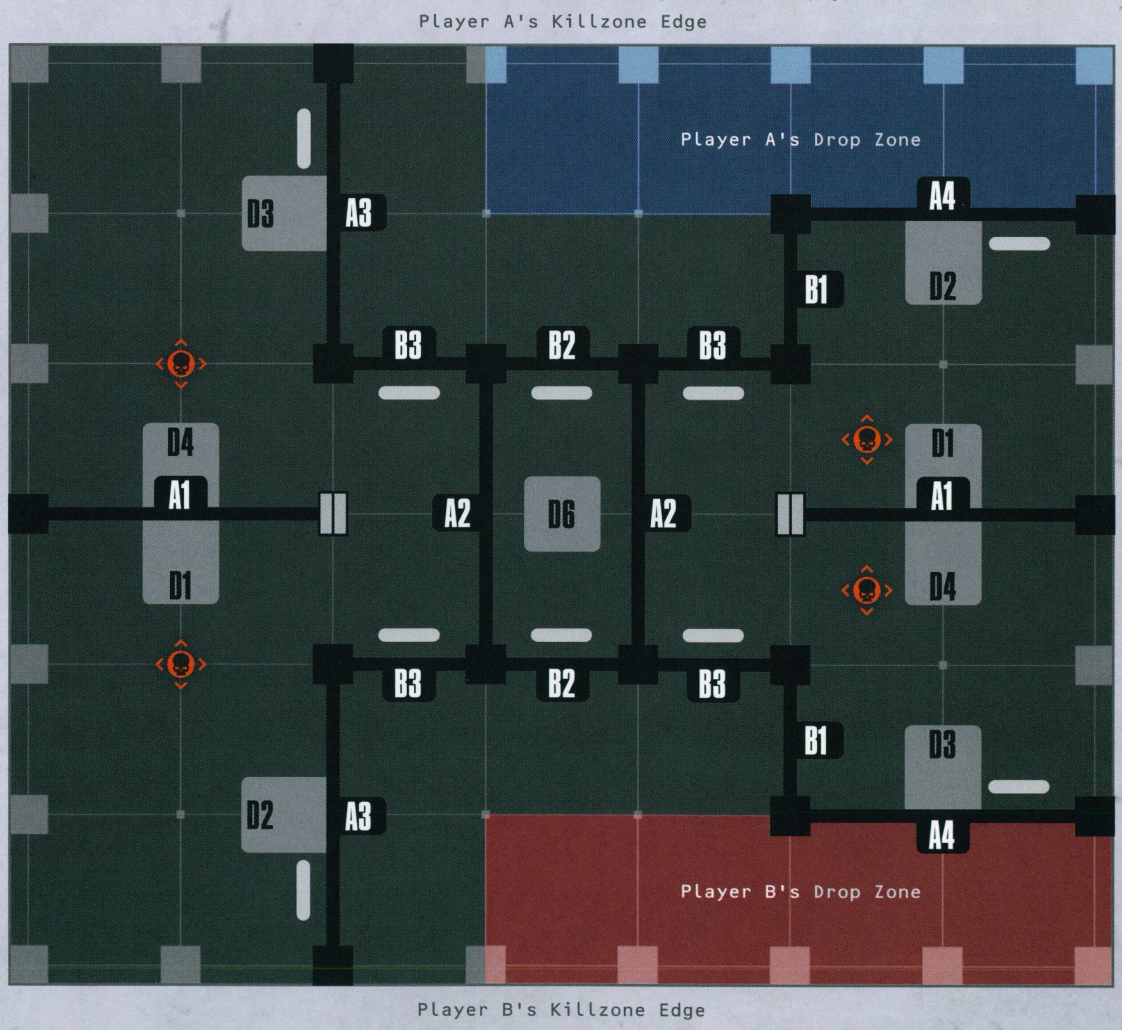
MISSION BONUS

At the end of the battle, if you are victorious and control more than half of the objective markers (exclude the Robot terrain feature for the purposes of determining this), you gain 1 Requisition point.

SPEC OPS BONUS

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

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



MISSION 2.1

DEMOLITION RUN

The attacker plans to destroy a rival's supply store. They have tripped a proximity alarm, however, and the defender rushes to protect their equipment and rations, aiming to repel the attackers before it's too late.

MISSION RULES

Demolition Run: Players do not set up barricades. In the Set Up Operatives step, operatives must be set up wholly within their drop zone (players cannot use any rules that allow their operatives to set up elsewhere). The battle does not end after four Turning Points; instead, the battle ends if the Bomb terrain feature explodes, at the end of a Turning Point in which the Attacker has no operatives in the killzone or one player concedes.

Bomb Robot: The Attacker has an operational Robot terrain feature it commands (pg 74) that has a Bomb terrain feature placed upon it. In the Set Up Operatives step, when the Attacker sets up their operatives, they must also set up the Robot terrain feature wholly within their drop zone with an Engage order. If the Robot terrain feature becomes dormant (i.e. if it is incapacitated), operatives can perform the **Pick Up** action while they control the Bomb terrain feature; it is treated as a token for such rules purposes (e.g. the operative can drop it at any point during its activation without subtracting any additional action points). While an operative with a Wounds characteristic of 10 or less is carrying a Bomb terrain feature, it cannot perform **Dash** actions.

At the end of a Turning Point, if a Bomb terrain feature is armed (see **Operate Bomb** action opposite), it will explode: all operatives within ⬟ of the Bomb terrain feature are incapacitated; if the Bomb terrain feature is within ▲ of an objective marker, that objective marker is sabotaged.

Operatives can perform the following mission actions:

OPERATE BOMB 1AP

An operative can perform this action while it controls the Bomb terrain feature. If an operative the Attacker controls is performing this action, the Bomb terrain feature is armed. If an operative the Defender controls is performing this action, the Bomb terrain feature is disarmed.

SABOTAGE SUPPLIES 1AP

An operative the Attacker controls can perform this action while within ▲ of a non-sabotaged objective marker it controls. That objective marker is sabotaged.

MISSION OBJECTIVE

At the end of the battle:

- For each objective marker that is sabotaged, the Attacker scores 2VPs. For each that isn't, the Defender scores 2VPs.
- If the Bomb terrain feature has exploded within ▲ of an objective marker, the Attacker scores 6VPs. If it hasn't, the Defender scores 6VPs.

'LAYING DOWN EXPLOSIVES TAKES CONCENTRATION, SKILL, DEXTERITY AND FOCUS, EVEN WHEN THE ENEMY IS BREATHING DOWN YOUR NECK AND YOU CAN HEAR FIRE CRACKLING OVER YOUR HEAD. YOU HAVE TO TRUST YOUR SQUADMATES TO WATCH YOUR BACK. THEN, WHEN IT ALL COMES TOGETHER, WHEN EVERYTHING DETONATES AND YOU HEAR THE ROAR, FEEL THE HEAT, IT'S ALL WORTH IT.'

- Kasrkin Demo-trooper Verle Echter

SPEC OPS CAMPAIGN

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

MISSION BONUS

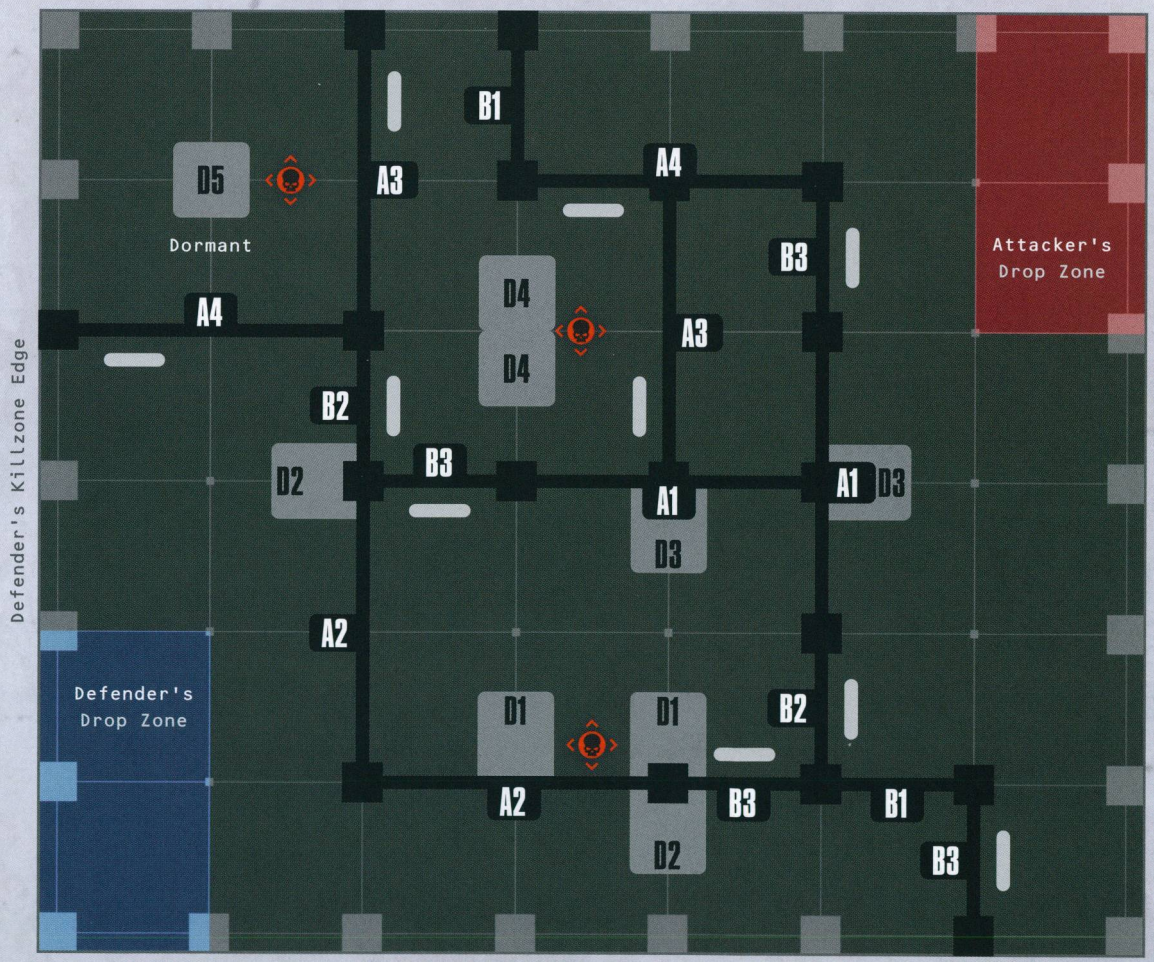
If you were victorious and scored 8 or more victory points from the mission objective, you can distribute up to 3XP amongst the operatives selected for deployment (this is not affected by a passed Casualty test).

SPEC OPS BONUS

Demolition Successful: 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.

Resources Held: 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 84-85, or the inside back cover.



MISSION 2.2

STORM THE VAULT

The defender has taken refuge in a well-supplied vault and has hastily fortified their position. The attacker intends on rooting them out and taking the spoils left behind for themselves.

MISSION RULES

Vault Assault: Neither player has a killzone edge, nor can they set up barricades. In the Set Up Operatives step, operatives must be set up wholly within their drop zone (players cannot use any rules that allow their operatives to set up elsewhere).

MISSION EQUIPMENT

The Defender's operatives can be equipped with the following equipment:

HATCHWAY BATTENS [1EP]

In the Set Up Operatives step, when this operative is set up, you can select one Hatchway within ⬟ of this operative (each Hatchway can only be selected for this once). Until it is opened, that Hatchway is battened down. While a Hatchway is battened down, the first time the **Operate Hatch** action is performed on that Hatchway, it is not opened (it must be performed a second time in the battle to open that Hatchway).

The Attacker's operatives can be equipped with the following equipment:

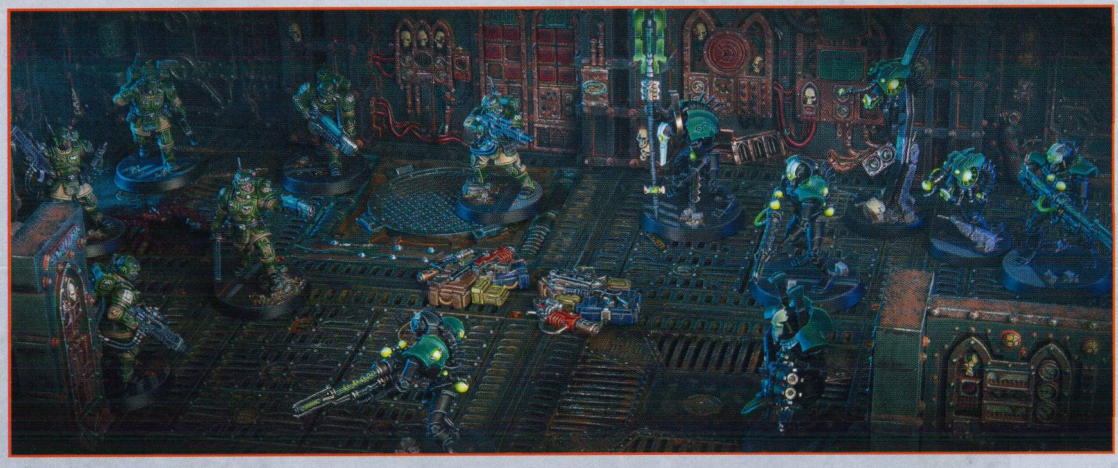
BREACHER ROBOT [4EP]

The operative's controlling player gains an operational Robot terrain feature it commands (pg 74). In the Set Up Operatives step, when the Attacker sets up their operatives, they must also set up the Robot terrain feature wholly within their drop zone with an Engage order. Each time the Robot terrain feature is activated, instead of performing the actions specified on page 74, it can perform the following action for free:

Engage Breaching Saw: This terrain feature can perform this action while within ▲ of a closed Hatchway. Open that Hatchway and that Hatchway cannot be closed again during the battle. Note that Hatchway Battens have no effect on this action.

MISSION OBJECTIVE

At the end of each Turning Point after the first, and at the end of the battle, for each objective marker friendly operatives control, 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

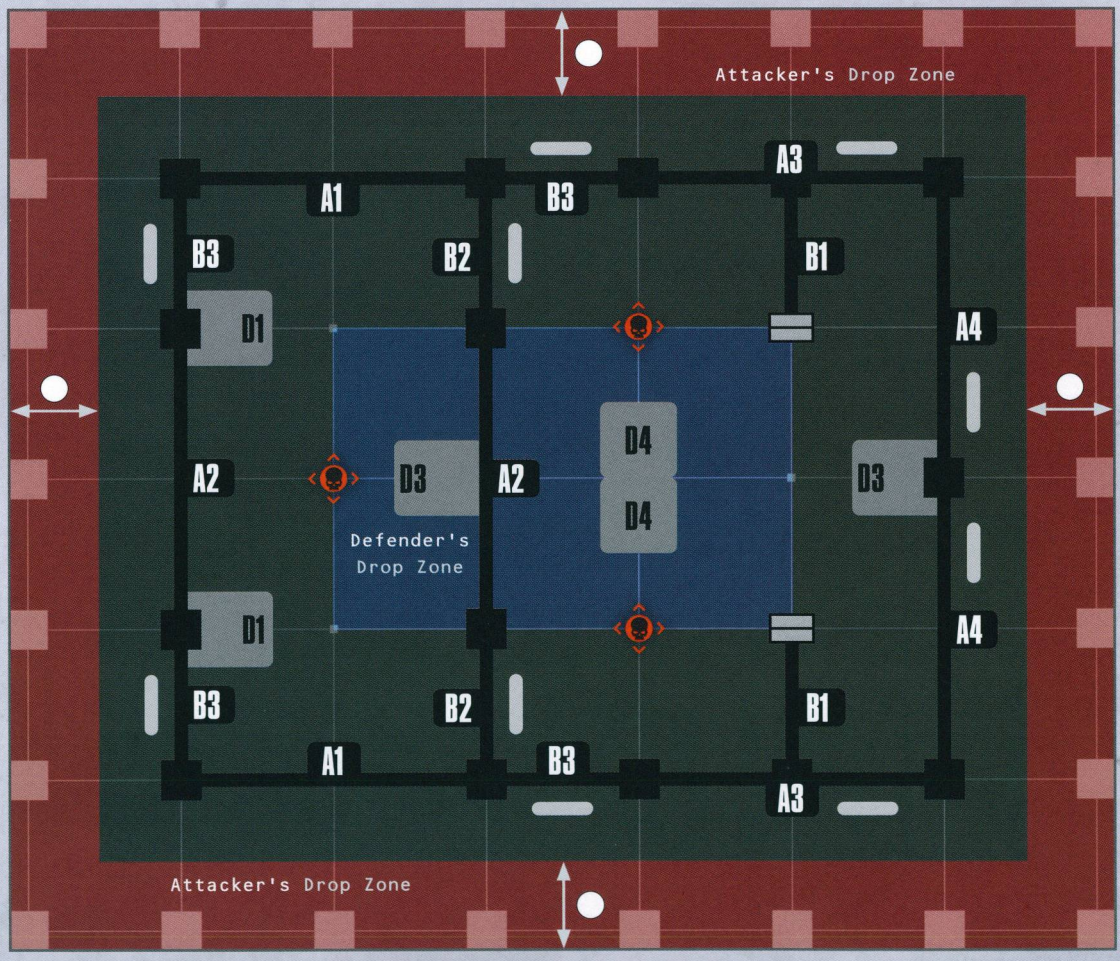
At the end of the battle, if you are victorious and control all of the objective markers, in the Update Dataslates step of that mission, you can re-roll one Casualty test

SPEC OPS BONUS

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

Vault 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 84-85, or the inside back cover.



MISSION 2.3

HOLD OUT

The attacker gears up for an assault on the defender's position, bringing heavy equipment with them for the task. The defender must stand firm and repel the aggressors.

MISSION RULES

Defensive Position: In the Set Up Operatives step, when the Defender sets up their operatives, they can open any Hatchways wholly within their drop zone. This battle lasts for five Turning Points, instead of four.

MISSION EQUIPMENT

The Defender's operatives can be equipped with the following equipment:

HATCHWAY BATTENS [1EP]

In the Set Up Operatives step, when this operative is set up, you can select one Hatchway in the killzone (each Hatchway can only be selected for this once). Until it is opened, that Hatchway is battened down. While a Hatchway is battened down, the first time the **Operate Hatch** action is performed on that Hatchway, it is not opened (it must be performed a second time in the battle to open that Hatchway).

The Attacker's operatives can be equipped with the following equipment:

BOMB [4EP]

The operative is carrying a Bomb terrain feature for the battle. Operatives can perform the **Pick Up** action upon the Bomb terrain feature; it is treated as a token for such rules purposes (e.g. the operative can drop it at any point during its activation without subtracting any additional action points). While an operative with a Wounds characteristic of 10 or less is carrying a Bomb terrain feature, it cannot perform **Dash** actions.

At the end of a Turning Point, if a Bomb terrain feature is armed (see **Operate Bomb** action opposite), it will explode: all operatives within ⬟ of the Bomb terrain feature are incapacitated and all Hatchways within ⬟ of it are opened. If this equipment is being used in the battle, operatives can perform the following mission action:

OPERATE BOMB 1/2AP

An operative can perform this action while it controls the Bomb terrain feature. If an operative the Attacker controls performs this action, the Bomb terrain feature is armed. If an operative the Defender controls performs this action, the Bomb terrain feature is disarmed. If an operative the Attacker controls would perform this action, it costs 1AP; if an operative the Defender controls would perform this action, it costs 2AP.

BREACHER ROBOT [4EP]

The operative's controlling player gains an operational Robot terrain feature it commands (pg 74). In the Set Up Operatives step, when the Attacker sets up their operatives, they must also set up the Robot terrain feature wholly within their drop zone with an Engage order. Each time the Robot terrain feature is activated, instead of performing the actions specified on page 74, it can perform the following action for free:

Engage Breaching Saw: This terrain feature can perform this action while within ▲ of a closed Hatchway. Open that Hatchway and that Hatchway cannot be closed again during the battle. Note that Hatchway Battens have no effect on this action.

MISSION OBJECTIVE

At the end of the battle:

- If the total APL characteristic of the Attacker's operatives within the Defender's drop zone is three or more, the Attacker scores 4VPs. Otherwise, the Defender scores 4VPs.
- If more than half of enemy operatives have been incapacitated, you score 4VPs.
- If more than three quarters of enemy operatives have been incapacitated, you score 4VPs.

SPEC OPS CAMPAIGN

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

MISSION BONUS

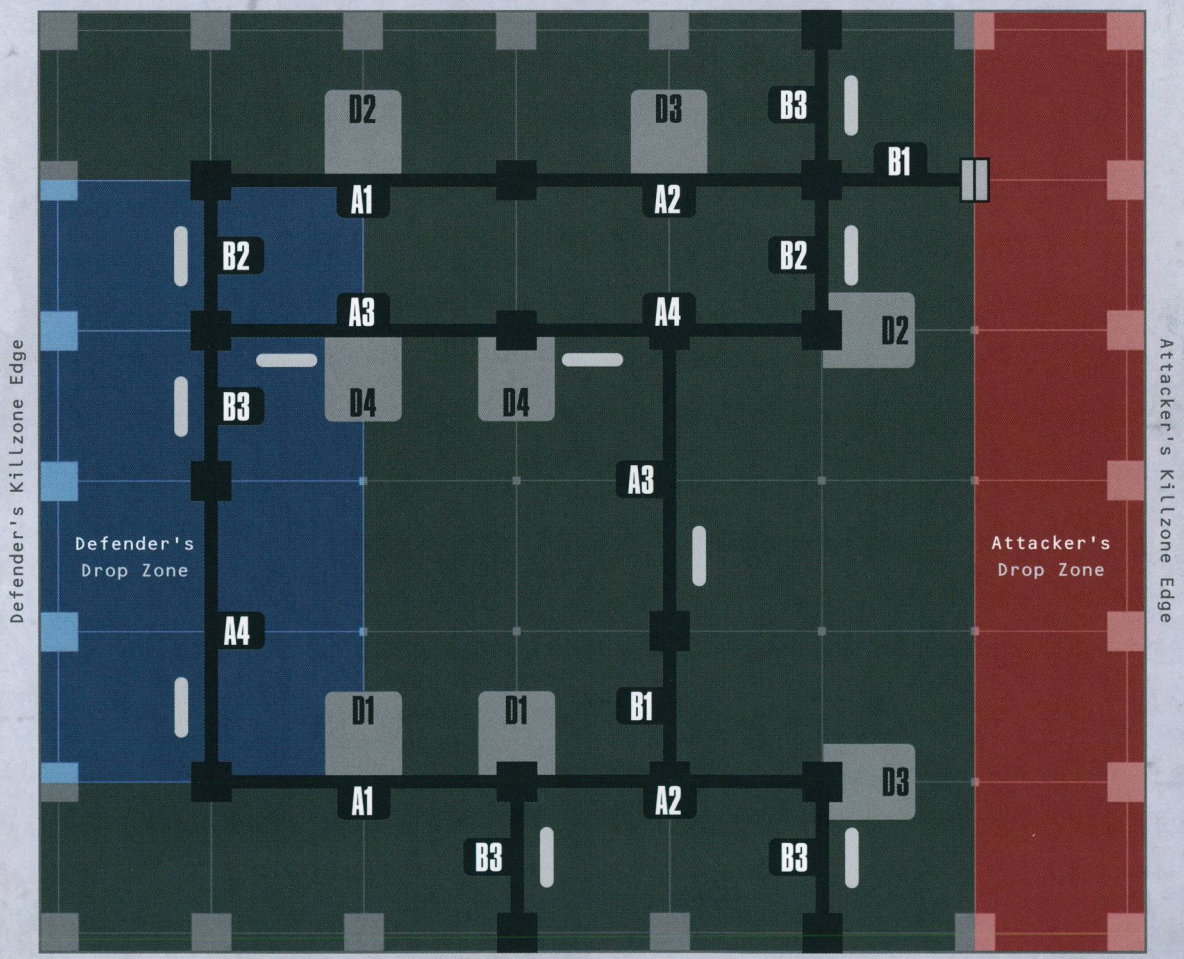
At the end of the battle, if the total APL characteristic of friendly operatives within the Defender's drop zone is greater than that of enemy operatives within the Defender's drop zone, in the Update Datasheets step of that mission, you can re-roll one Casualty test.

SPEC OPS BONUS

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

Vault 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 84-85, or the inside back cover.



MISSION 3.1

SECURE BASE

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

MISSION RULES

Infiltration: See pages 88-89. In the Scouting step, the Defender places two Detection tokens anywhere within the detection zone. In each Detection phase, the Defender can move each Detection token up to ■. During Infiltration, the alarm is also raised if an operative the Attacker controls is within ○ of an objective marker.

MISSION OBJECTIVE

At the end of the battle:

- For each objective marker friendly operatives control, you score 3VPs.
- For each objective marker friendly operatives control that has no enemy operatives within ⬟ of it, you score 1VP.



SPEC OPS CAMPAIGN

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

MISSION BONUS

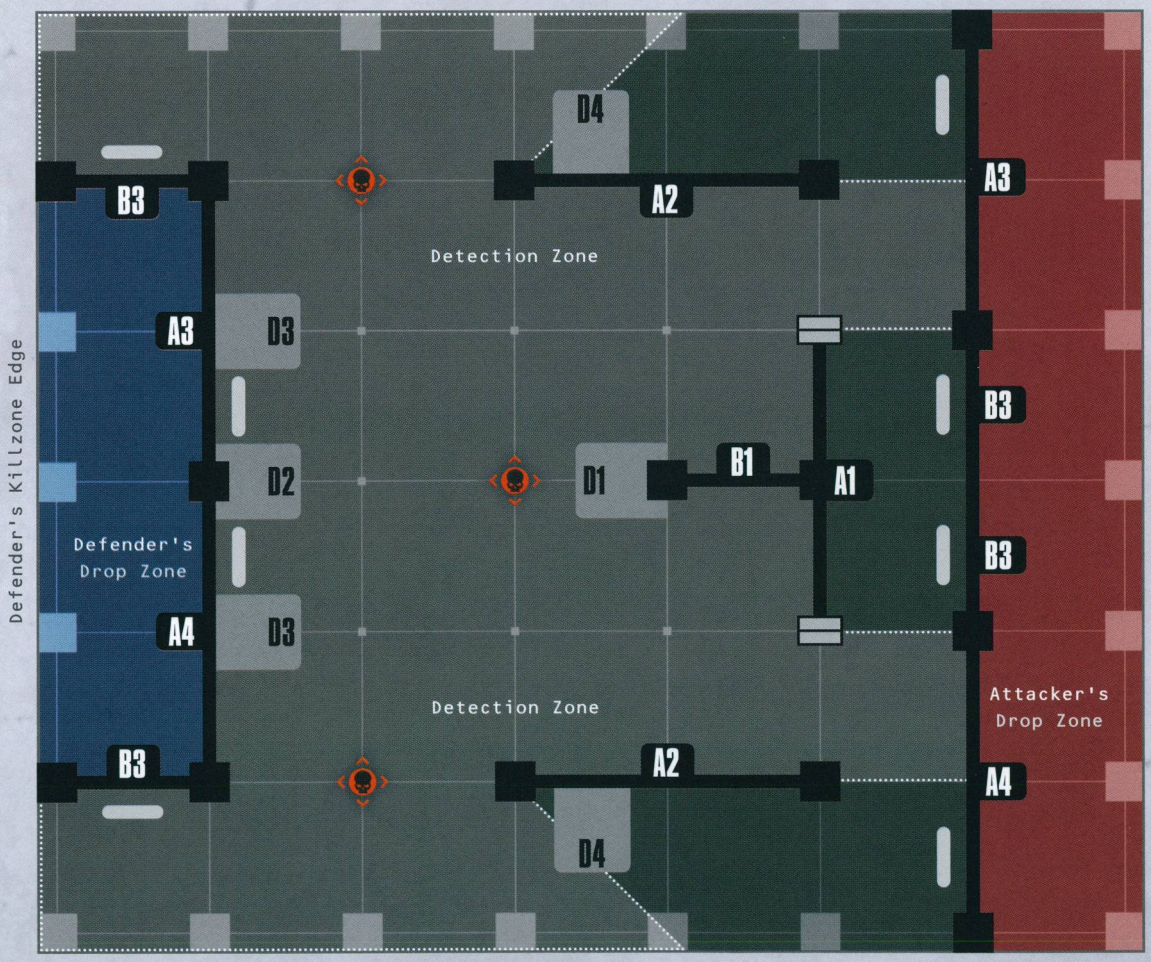
If you scored 12VPs from the mission objective, you gain up to 3XP to distribute across the operatives in your kill team (this is not affected by a passed Casualty test).

SPEC OPS BONUS

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

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

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



MISSION 3.2

COVERT ATTACK

The attacker has acquired the means to secretly access an enemy's vault. They sneak forward to temporarily secure the area and escape with the spoils. The defender must react quickly to prevent the enemy from doing so and cut off their withdrawal.

MISSION RULES

Infiltration: See pages 88-89. In the Set Up Barricades step, only the Defender sets up barricades. In the Scouting step, the Defender places one Detection token anywhere within the detection zone. In each Detection phase, the Defender can move the Detection token up to 2◯. During Infiltration, the alarm is also raised if an operative the Attacker controls is within ◯ of the Alpha objective marker.

Locked Vault: Vault Hatchways have two statuses: Locked and Unlocked. They begin the battle locked, and cannot be opened while they are locked.

Operatives can perform the following mission action:

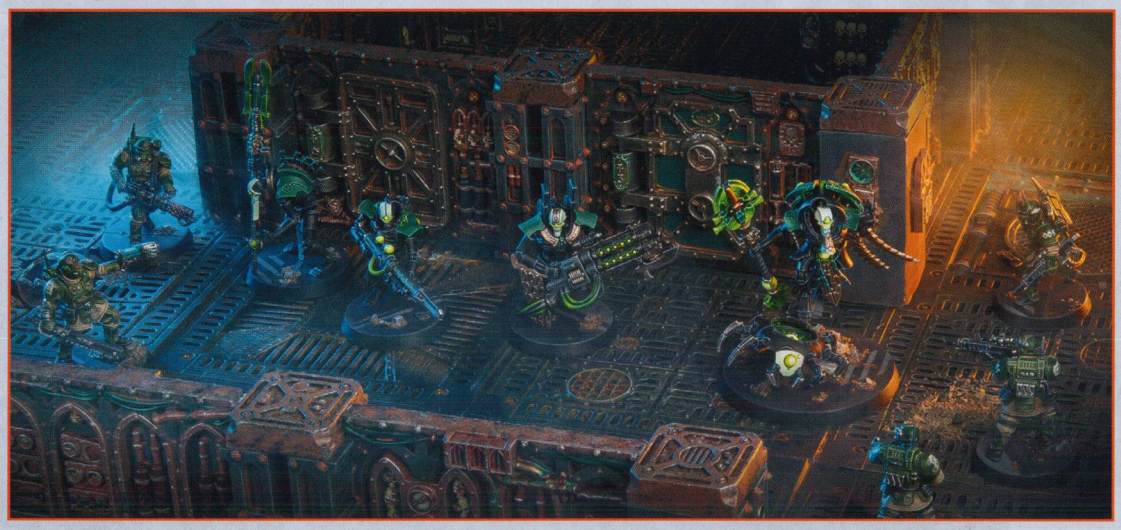
ACCESS VAULT 1AP

An operative can perform this action while it controls the Security Panel terrain feature. Each time a friendly operative performs this action, select for the status of the Vault Hatchways to be Locked or Unlocked.

MISSION OBJECTIVE

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

- If the Attacker's operatives control the Alpha objective marker, the Attacker scores 6VPs. Otherwise, the Defender scores 2VPs.
- If the Attacker's operatives control the Beta objective marker, the Attacker scores 4VPs. Otherwise, the Defender scores 4VPs.
- If the Attacker's operatives control the Gamma objective marker, the Attacker scores 2VPs. Otherwise, the Defender scores 6VPs.



SPEC OPS CAMPAIGN

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

MISSION BONUS

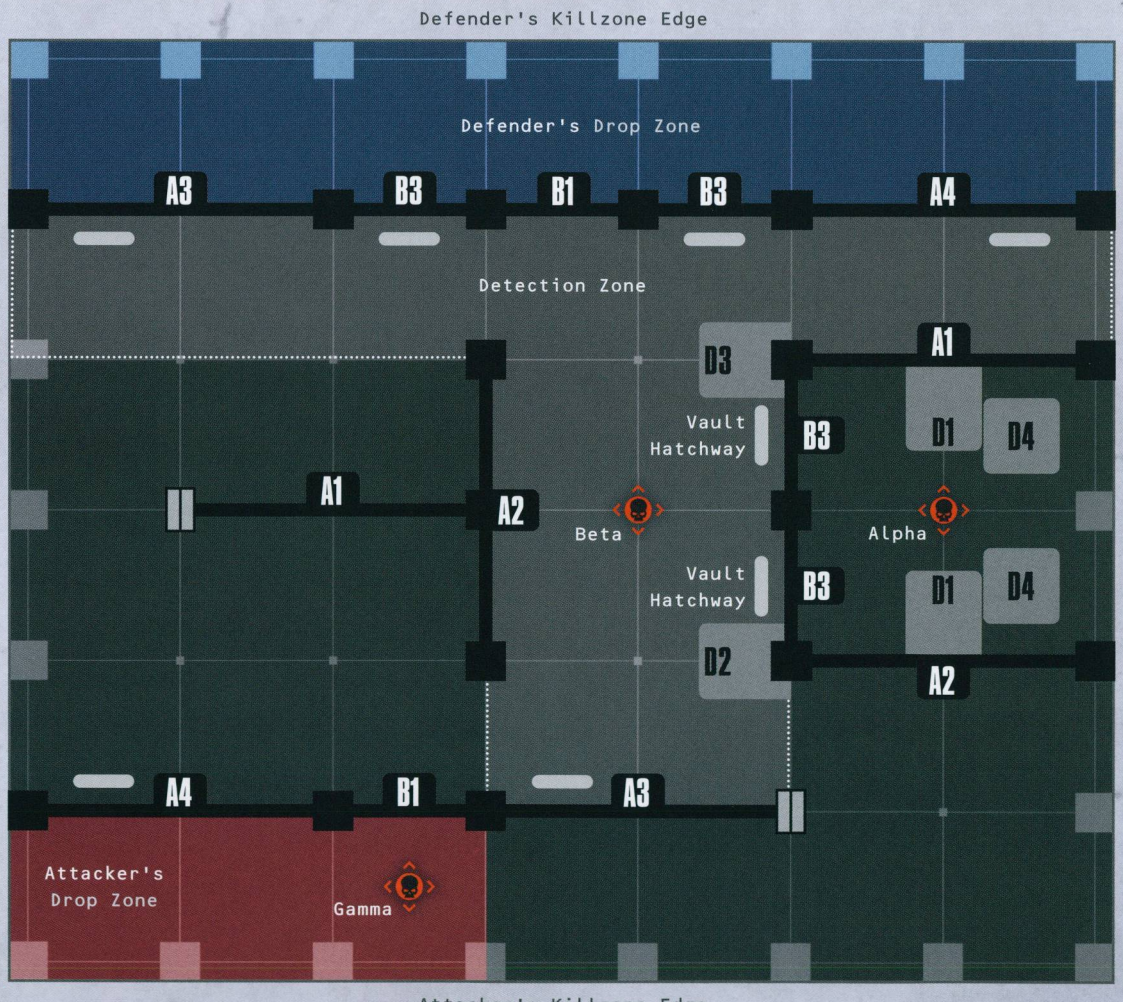
If you scored 12VPs from the mission objective, you gain 1 Requisition point.

SPEC OPS BONUS

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

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

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



MISSION 3.3

LIGHTNING RAID

The attacker has discovered where the defender is hiding their stash of supplies. A sentry drone patrols the passageways so the attackers must be quick – taking what they can and retreating before the defender can react.

MISSION RULES

Infiltration: See pages 88-89. In the Set Up Barricades step, players do not set up barricades. In the Scouting step, the Defender places one Detection token anywhere within the detection zone and as close as possible to their drop zone. In each Detection phase, the Defender can move the Detection token up to ⬟. During Infiltration, the alarm is also raised if an operative the Attacker controls performs the **Program Robot** or **Loot** mission action, or if the Detection token moves through a Hatchway it did not open (see Detection Drone below).

Detection Drone: In each Detection phase, instead of moving their Detection token, the Defender can open or close one Hatchway within ■ of the Detection token.

Operatives can perform the following mission actions:

LOOT 1AP

An operative the Attacker controls can perform this action while within range of a Small Equipment Pile or Weapons Locker terrain feature it controls that has not been looted during the battle (if an operative controls both Small Equipment Pile terrain features, you must select one for this action). That terrain feature has been looted and that operative is now carrying an objective marker.

PROGRAM ROBOT 1AP

An operative can perform this action while it controls the Robot terrain feature. That Robot terrain feature is now operational (pg 74). Until an enemy operative performs this action, you command the Robot terrain feature. Remember, it can only be activated once per phase, even if your opponent subsequently commands it.

MISSION OBJECTIVE

At the end of the battle:

The Attacker scores victory points as follows:

- For each objective marker friendly operatives control, you score 2VPs.
- If you command the Robot terrain feature and it is not controlled by enemy operatives, you score 3VPs.
- If you achieved the second condition and the Robot terrain feature is wholly within your drop zone, you score 3VPs.

The Defender scores victory points as follows:

- For each objective marker enemy operatives do not control, you score 3VPs. Note that if an objective marker has not been added to the battle, enemy operatives do not control it (see **Loot** action opposite; there are three possible objective markers in total).
- If the Robot terrain feature is neither commanded by your opponent nor controlled by enemy operatives, you score 3VPs.

'ALWAYS REMEMBER CADIA. REMEMBER ITS CITIES, ITS SNOWS, ITS MOUNTAINS, ITS PEOPLE. OUR PEOPLE. THINK OF THEM WHEN YOU DRIVE YOUR KNIVES THROUGH HERETIC THROATS AND POUR LAS INTO TRAITOR HORDES. LET THE FILTH KNOW CADIA ISN'T DONE YET.'

- Kasrkin Sergeant Jens Vance

SPEC OPS CAMPAIGN

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

MISSION BONUS

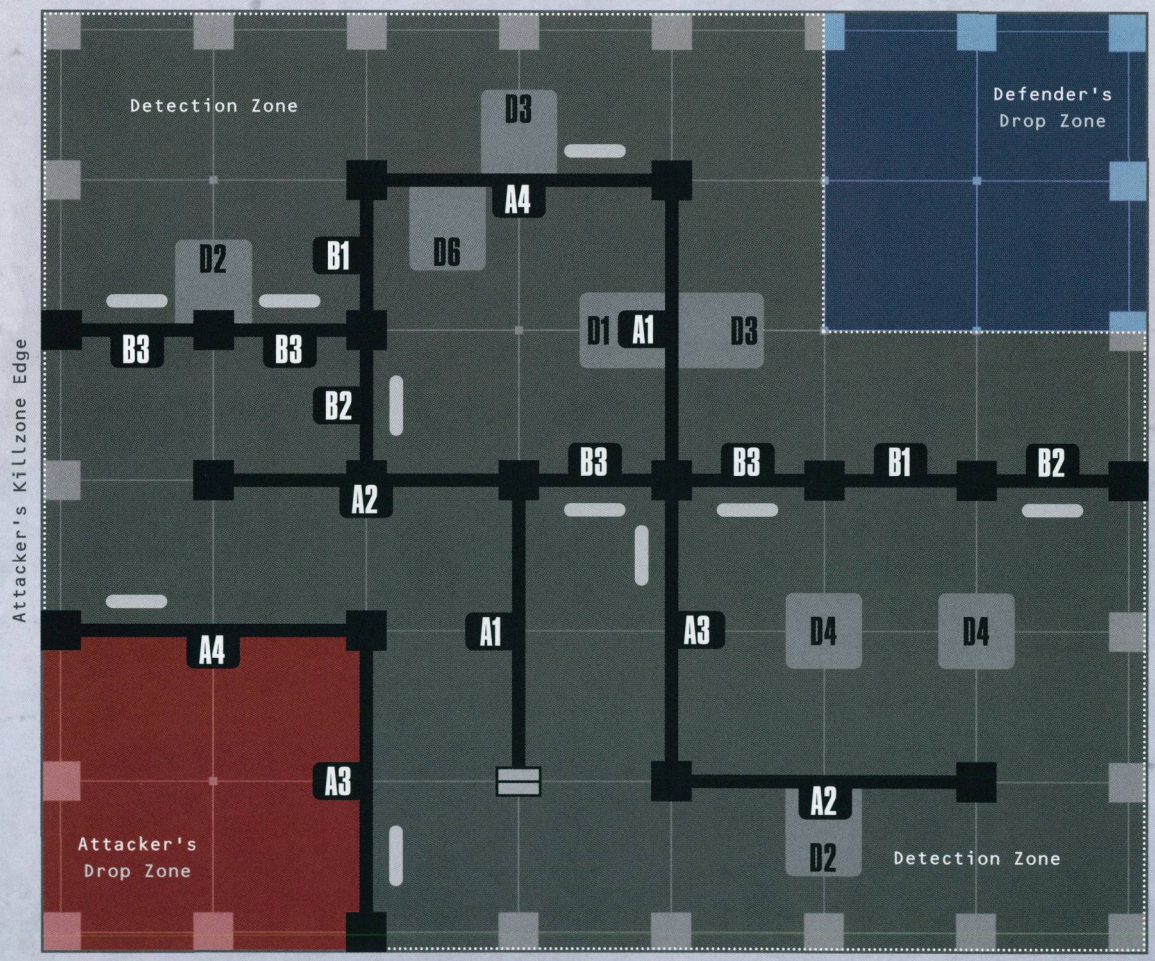
If you scored 12VPs from the mission objective, you gain 1 Requisition point.

SPEC OPS BONUS

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

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

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



CRITICAL OPERATIONS: GALLOWDARK MISSION PACK

On pages 108-117, 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: Shadowvaults, page 72). The location of terrain features are specified using a key system, as described on page 82.

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

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



MISSION 1.1

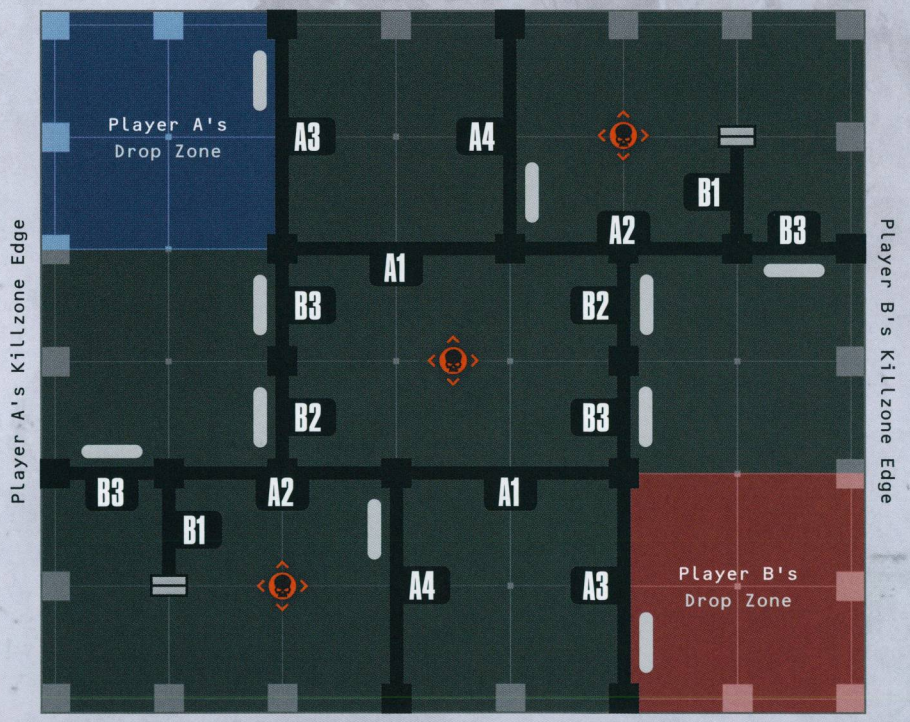
COMMAND STATION CONTROL

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

MISSION OBJECTIVE

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

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



MISSION 1.2

POWER SURGE

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

MISSION RULES

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

Operatives can perform the following mission action:

SIPHON POWER 1AP

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

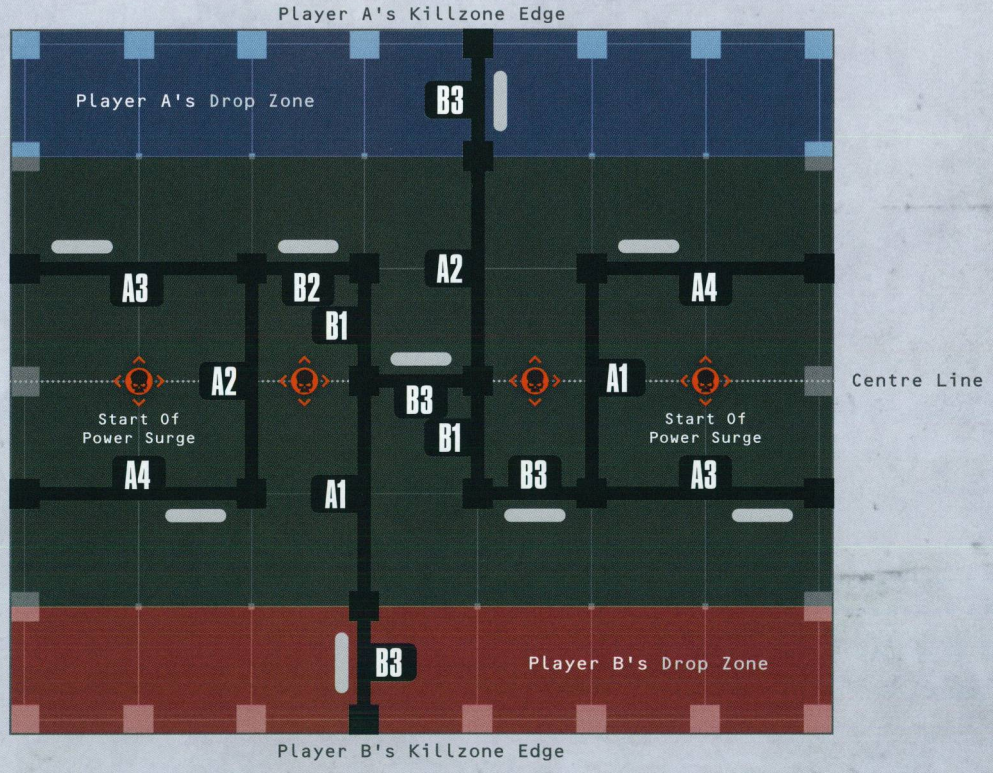
MISSION OBJECTIVE

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

At the end of each Turning Point:

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

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



MISSION 1.3

SUPPLY RAID

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

MISSION RULES

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

MISSION OBJECTIVE

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

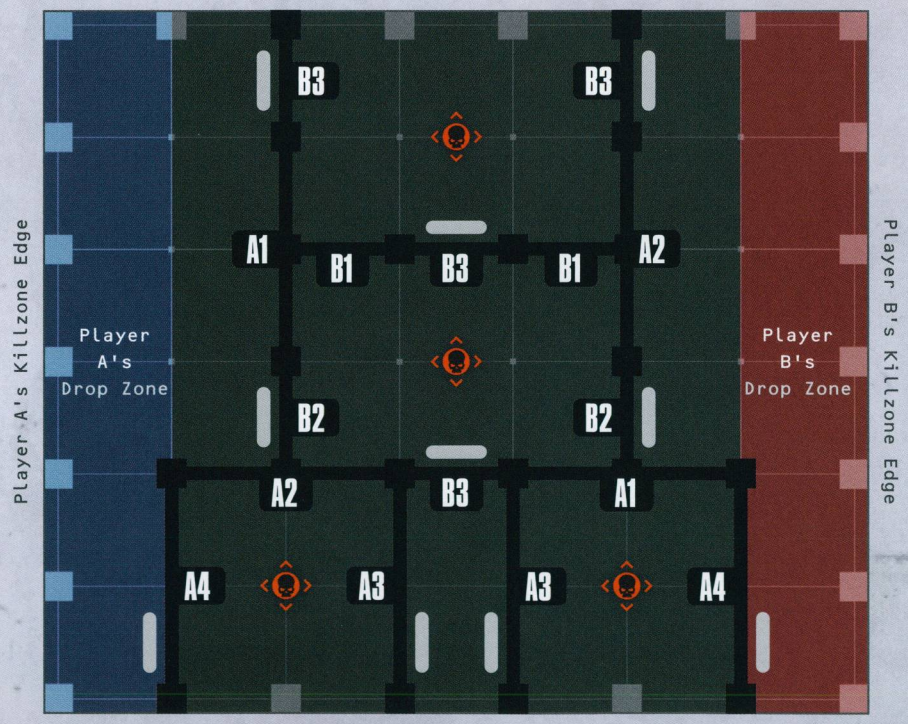
At the end of the battle:

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

'KILL THEM ALL AND STRIP EVERYTHING BARE. IF I FIND OUT ANY OF YOU HAVE LEFT SO MUCH AS A FEW CRUMBS FROM A RATION PACK BEHIND, I'LL TIE YOU UP AND LEAVE YOU AT JUNCTION-GAP TWENTY-SEVEN. I PROMISE YOU, THE THING THAT LIVES THERE WON'T LEAVE CRUMBS OF YOU LEFTOVER. THIS I SWEAR, IN THE NAME OF THE EIGHT.'

- Dangis Rhogos, Cult of the Eighth Spike

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



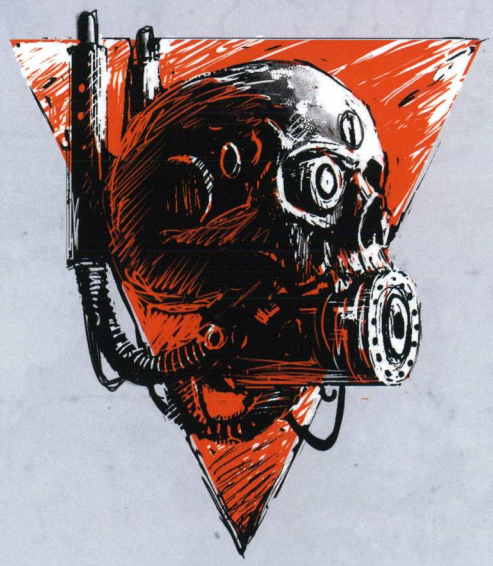
MISSION 2.1

JUNCTION ASSAULT

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

MISSION RULES

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

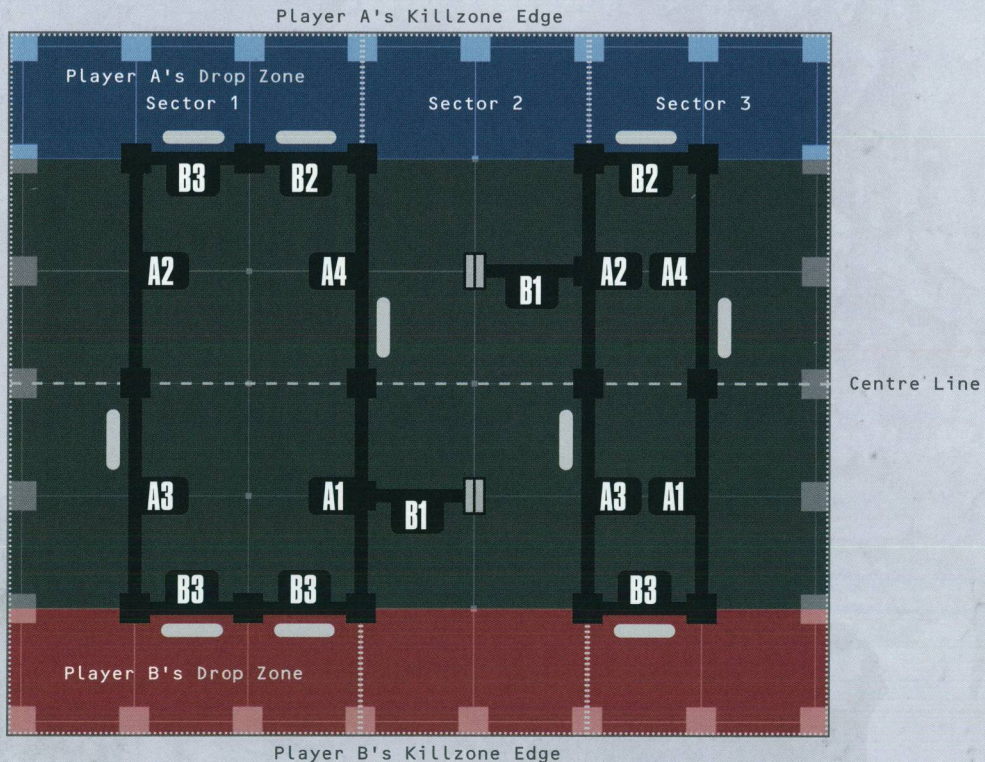


MISSION OBJECTIVE

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

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

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



MISSION 2.2

FULL-SCALE ATTACK

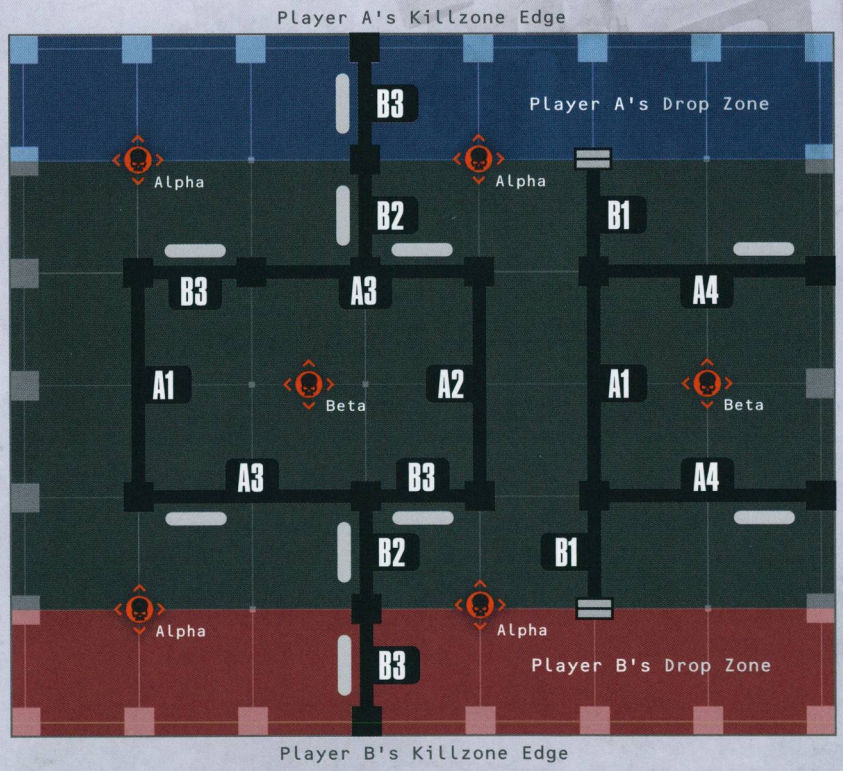
The time has come to completely destroy the enemy presence in this part of the space hulk. For too long have they attempted to thwart your plans, steal your kill team's supplies and recover precious archeotech that your kill team has sought for itself.

MISSION OBJECTIVE

At the end of each Turning Point:

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

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



MISSION 2.3

MYSTERIOUS SIGNATURE

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

MISSION RULES

Operatives can perform the following mission action:

SCAN **1AP**

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

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

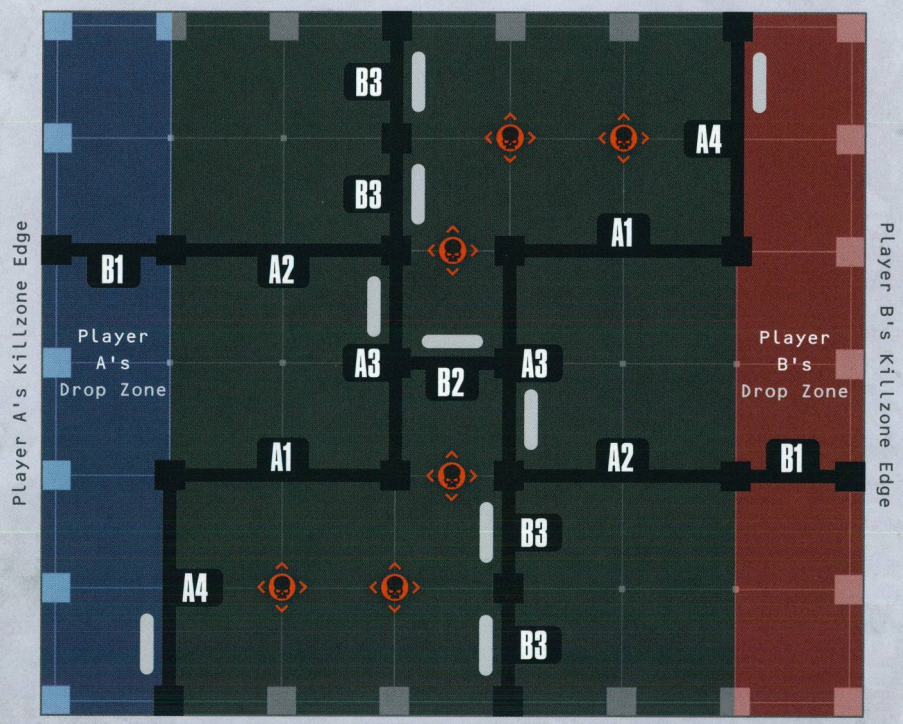
MISSION OBJECTIVE

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

At the end of the battle:

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

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



MISSION 3.1

FORGE STRONGHOLD

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

MISSION RULES

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

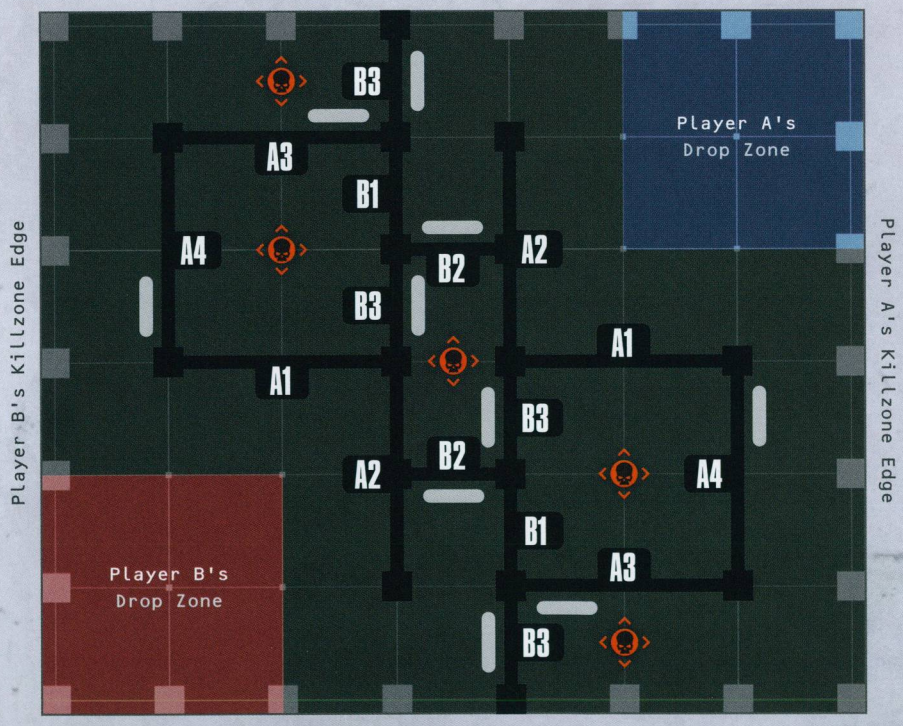
MISSION OBJECTIVE

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

'LORD, IN OUR LAST BATTLE AGAINST THE XENOS-WORSHIPPERS, WE FOUND A PLACE. IT IS DEFENSIBLE AND HAS SUPPLIES AND EQUIPMENT. THERE IS NO TRACE OF ANY RECENT HUMAN OR ALIEN PRESENCE. WITH YOUR PERMISSION, I WILL TAKE MY WARRIORS THERE AND SEIZE IT IN YOUR NAME AND IN THE NAME OF THE DARK PANTHEON.'

- Sergeant Vhol Caeroth of the Word Bearers Heretic Astartes Traitor Legion Warband known as the Ashen Masters

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



MISSION 3.2

VAULT PLUNDER

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

MISSION RULES

Operatives can perform the following mission action:

POWER DOWN 1AP

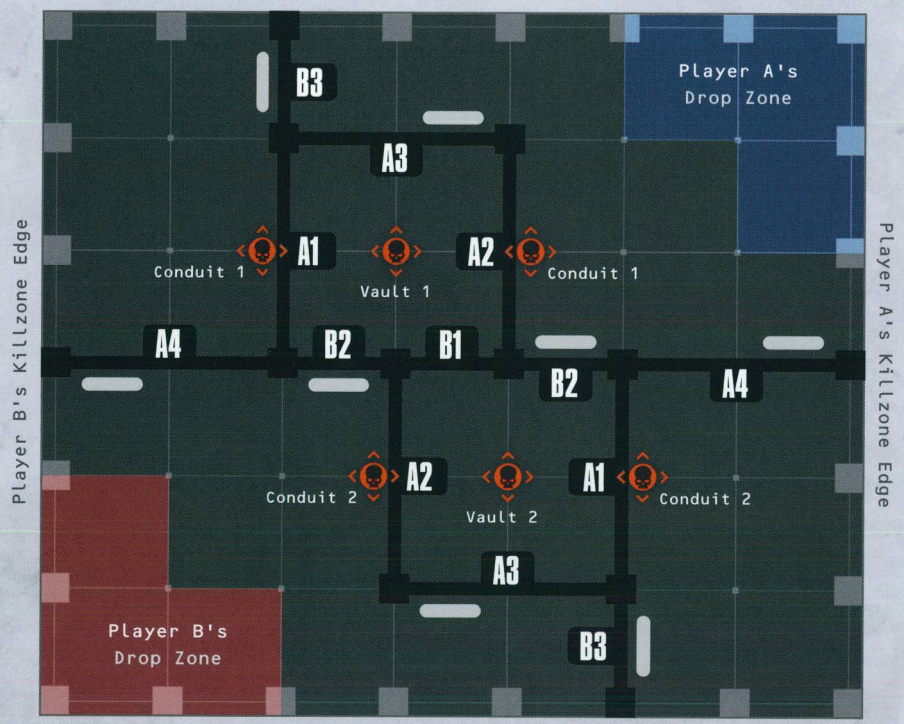
An operative can perform this action while within ▲ of a Conduit objective marker it controls. Remove that objective marker from the killzone.

MISSION OBJECTIVE

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

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

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



MISSION 3.3

EXPOSED TROVE

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

MISSION RULES

Operatives can perform the following mission action:

CLAIM LOOT — **1AP**

An operative can perform this action while within ▲ of an objective marker it controls that has not been looted during this Turning Point. Until the start of the next Turning Point, that objective marker is looted.

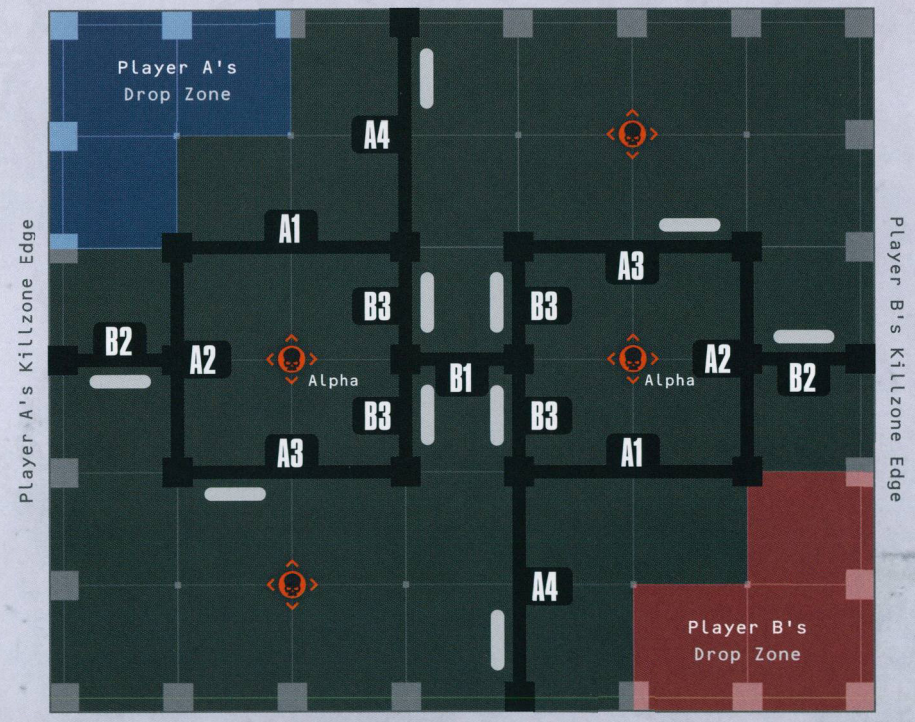
MISSION OBJECTIVE

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

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



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



KASRKIN – NARRATIVE DATASLATE

Kill Team Name

Player Name

Faction Keyword

Selectable Keyword

Base of Operations

Requisition Points

Asset Capacity

Spec Ops Log:

Stash

Strategic Assets

History

Quirks

Notes

Permission to photocopy for personal use only. © Games Workshop Ltd 2022

HIEROTEK CIRCLE – NARRATIVE DATASLATE

Kill Team Name

Player Name

Faction Keyword

Selectable Keyword

Base of Operations

Requisition Points

Asset Capacity

Spec Ops Log:

Stash

Strategic Assets

History

Quirks

Notes

Permission to photocopy for personal use only. © Games Workshop Ltd 2022

NARRATIVE DATACARD

Operative

Operative Type

Rested Tally

Experience Points

Specialism

Battle Honours

Battle Scars

Notes

NARRATIVE DATACARD

Operative

Operative Type

Rested Tally

Experience Points

Specialism

Battle Honours

Battle Scars

Notes

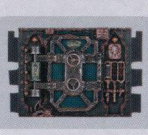
Permission to photocopy for personal use only. © Games Workshop Ltd 2022

KILLZONE KEY REFERENCE

LONG WALLS

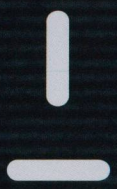
LONG WALL	A1	
LONG WALL WITH PILLARS	A2	
LONG WALL WITH HATCHWAY	A3	
LONG WALL WITH HATCHWAY AND PILLARS	A4	

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.



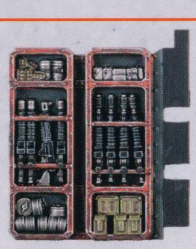
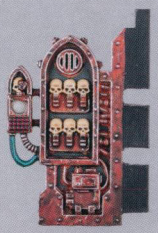
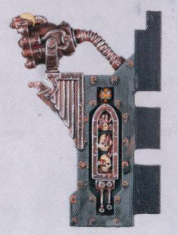
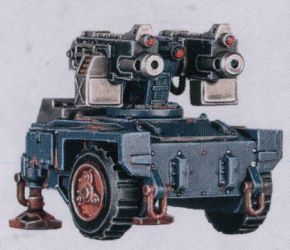
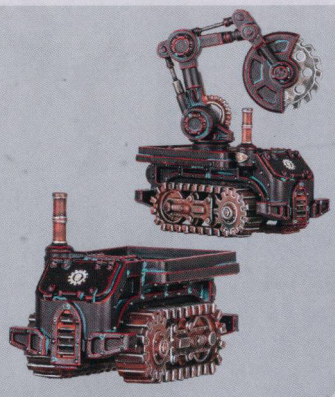
PILLAR



WALL END



SHADOWVAULTS TERRAIN

WEAPONS LOCKER	D1	
SECURITY PANEL	D2	
CAMERA	D3	
SMALL EQUIPMENT PILE	D4	
SENTRY TURRET	D5	
ROBOT	D6	



KILLZONE KEY REFERENCE OVERLEAF



IN THE CLOSE CONFINES OF THE GALLOWDARK'S TWISTED CORRIDORS, DESPERATE BATTLE AND SLAUGHTER RAGE.

AN ANCIENT TREASURE IS UNCOVERED.

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 voidship belonging to countless races, and therefore holds enormous wealth for those courageous – or indeed foolhardy – enough to explore it.

Millennia ago, an Inquisitor of the Imperium and a regiment of loyal Kasrkin recovered an ancient xenos artefact, but their ship was lost in the warp and fused with the *Gallowdark*. Within its time-bending mass, only a few years have passed for the Kasrkin survivors, though in reality thousands have gone by. Now, the race to whom the xenos artefact belonged have awoken from their millions of years-long Great Sleep. Technomancer Hamanet the Relentless of the Necron Tsarakura Dynasty will stop at nothing to reclaim his lost technology.

Inside you will find:

- A treasure trove of lore regarding space hulks, the *Gallowdark*, and the intensifying war between those fighting over the vast wealth to be found within it.
- Background on the highly-trained Cadian Kasrkin of the Astra Militarum, the hand-picked Hierotek Circles of the nefarious Necron Crypteks, and their kill teams.
- Rules for fielding kill teams of elite Kasrkin and calculating Hierotek Circles. Included are datacards and a host of rules for each of these kill teams. Alongside these are nine Shadow Ops missions as well as a suite of new rules for killzone infiltration, sentry turrets and raiding vaults.
- Stunning miniatures photography showcasing the Astra Militarum Kasrkin and Necron Hierotek Circles miniatures kits, as well as atmospheric artwork.

DESIGNED IN THE UK

PRINTED BY C&C IN CHINA

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

WARHAMMER.COM

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