

DEATHWATCH

ARK OF LOST SOULS



CUBICLE
7
SEVEN

AN ADVENTURE ON THE
SPACE HULK MORTIS THULE

WARHAMMER
40,000
ROLEPLAY

DEATHWATCH

ARK OF LOST SOULS™



ROLEPLAYING IN THE GRIM
DARKNESS OF THE 4¹ST MILLENNIUM

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INTRODUCTION

"For my house. For my father. For my vengeance, and death to that which cannot die."

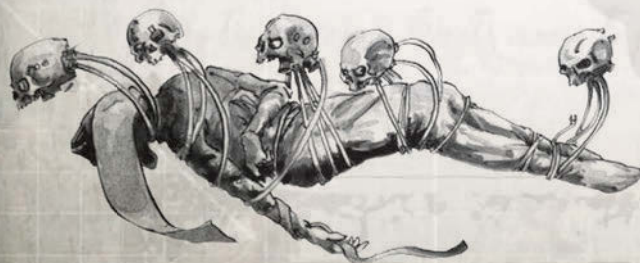
—Unknown vox transmission, intercepted near Mideal in M34

Welcome to **ARK OF LOST SOULS**, a unique adventure and Game Master's supplement for the **DEATHWATCH** Roleplaying Game. The events within waylay a Deathwatch Kill-team aboard one of the most iconic locales of the **WARHAMMER 40,000** universe—a dreaded Space Hulk. Stranded deep inside the cursed bulk of *Mortis Thule*, the most feared and infamous Space Hulk of the Jericho Reach, the Kill-team must find their way through the twisted madness and haunted darkness within. During their journey, the Kill-team will encounter numerous perils that threaten not only themselves, but may threaten the whole of the Jericho Reach.

The final chapter of **ARK OF LOST SOULS** is dedicated to the **Space Hulk Mission Generator**. This system of tables, advice, and information provides Game Masters with all the tools necessary to create unique missions aboard *Mortis Thule* or a Space Hulk of his own design. The adventure module that comprises the first three chapters of **ARK OF LOST SOULS** utilises the Generator to flesh out the locales and encounters of *Mortis Thule* between the major events of the adventure itself.

A NOTE ON THE SPACE HULK MISSION GENERATOR

Chapter IV of **ARK OF LOST SOULS** contains a new system that Game Masters can use to generate near-limitless encounters aboard a Space Hulk. This system is used extensively throughout the adventure module—**Chapters I, II, and III** of this book. As the Players progress through the adventure, the GM is called upon to use the **Space Hulk Mission Generator** to create his own encounters, calamities, and scenes to bridge the gaps between the major events. It is highly recommended that the Game Master generate these as part of his usual preparation for a gaming session. While the **Space Hulk Mission Generator** can be used to quickly generate these elements on the fly, generating them in advance can make for a much more cohesive session that flows far more smoothly.



RUNNING ARK OF LOST SOULS

The events of the first three chapters of **ARK OF LOST SOULS** require Battle-Brothers who have a well-rounded set of abilities but are easily balanced to any particular level of power. Therefore, the adventure is appropriate for Battle-Brothers of any Rank, though Rank 2 or higher is suggested, as this will give the Kill-team more access to well-rounded skills. Also, it is recommended that the Kill-team be made up of Battle-Brothers with a range of capabilities and specialities. As a number of events make use of the Tech-Use Skill, a Techmarine or other tech-savvy Battle-Brother is quite valuable. Likewise, both Librarians and Apothecaries will find their abilities and specialities of use. Of course, *Mortis Thule* is a dangerous place and this adventure contains a number of challenging combat encounters, so Battle-Brothers of all capabilities will have a time to shine.

A brief introduction to the Space Hulk *Mortis Thule* is provided on page 6 of this book and further information can be found on pages 61-65 of the **DEATHWATCH** supplement **THE ACHILUS ASSAULT**.

OVERVIEW OF THE ADVENTURE

ARK OF LOST SOULS is a continuous story arc that take the Kill-team through several major events as they try to escape *Mortis Thule*. These events are linked by trials and travails generated on the **Space Hulk Mission Generator**, to give life to the Space Hulk while highlighting its ever-shifting nature. As the Battle-Brothers make their way through the Space Hulk, they find evidence pointing towards three possible tangential objectives, from which they are forced to choose only one to accomplish. In this way the Players are challenged with a tough decision which may have lasting repercussions for the Jericho Reach.

CHAPTER I: PERIL ON THE HORIZON

This chapter functions as the introduction to the adventure module of **ARK OF LOST SOULS**. In this chapter, the Kill-team finds themselves alongside Watch Captain de Dominova on their way to relieve a besieged Watch Station in the Jericho Reach. During its translation from the warp, the Kill-team's strike vessel is caught by the unnatural pull of the Space Hulk *Mortis Thule*, with disastrous effect. The Battle-Brothers awake to discover that their ship has become fused into the massive body of the Space Hulk, deep within its bulk. After a cursory assessment, the Space Marines learn that the Watch Captain was mortally injured in the catastrophe and is near death, and the remainder of the strike vessel's crew either dead or irrevocably driven mad. Dropping into sus-an induced state of suspended animation, the Watch Captain is unable to aid the Space Marines further in the adventure. The Battle-Brothers primary objective is now to get de Dominova, and themselves, safely off the Space Hulk and continue their mission to the besieged Watch Station.

USING ANOTHER WATCH-CAPTAIN

Watch-Captain de Dominova is an NPC who first appeared in the **DEATHWATCH** adventure **RISE TEMPEST**. As such, Game Masters may wish to substitute a character of their own devising. It might be the case that the Kill-team has a particular connection with a familiar officer, or that the Game Master has something special or unusual in mind for a unique character of his own invention.

Trapped within the Space Hulk and unable to contact outside aid, the Battle-Brothers must now find a means of escape, or at least of communication. Burdened with the injured Watch Captain, they seek out the only lead they have as to their whereabouts—a faint augur signal of Imperial origin transmitting from somewhere within the Space Hulk itself. Eventually, the Kill-team finds the source of the beacon, a Cobra-class destroyer buried at the heart of *Mortis Thule*. After a climactic battle with the Tyranids that have overrun the destroyer, led by a horrific new breed of Lictor—who will play out to be a recurring nemesis throughout the adventure—the Battle-Brothers find a safe-haven on the sealed bridge of the ship.

CHAPTER II: SURVIVAL

Aboard the Cobra, the Space Marines look more closely at their current surroundings and their plight. Using the ship's augur arrays, the Kill-team identifies a possible route of escape—a long and winding series of passages which lead through several ships buried within *Mortis Thule* to an Imperial vessel attached to the surface of the Space Hulk, possibly bearing a functioning lighter or other detachable means of flight. Unfortunately, at this point, the Battle-Brothers also receive a dire warning. The Cobra's navigator, hidden within his cell from the Tyranids without, reveals himself to the Space Marines and forewarns them of the Space Hulk's inexorable pull back into the warp. The Kill-team has only a relatively short time before they are hurtled back into the warp and exposed to the unnatural beasts which swim through the Emyrean. The Cobra's augurs are able to detect a working Gellar Field along the Battle-Brothers' path to the surface, though they have little time to dally.

It is during this Chapter that the Kill-team discovers evidence of the three tangential objectives, though with the ticking clock of the imminent Warp translation, they will have no time to investigate. Instead, they must quickly make their way to what they discover is the remains of the *Emperor's Gaze*, a famous vessel of the Achilles Crusade, said to have been lost to the Imperium. Aboard the *Emperor's Gaze*, those fortunate—or accursed—few who have thus far survived the ordeal await their destiny. What form that destiny will take is a subject of great debate amongst the survivors, and the Battle-Brothers must tread lightly lest they find themselves, unexpectedly, in the midst of enemies.

THE GM'S CHALLENGE

ARK OF LOST SOULS is an unusual adventure, in that the initial mission the Battle-Brothers are briefed on bears no resemblance to the game that is actually played. This means that some of the set-up is necessarily made irrelevant as events unfold, but Game Masters should use this as an opportunity. Ideally, the less the players know about the adventure the better, allowing them to roleplay their characters' reactions.

Particularly canny GMs might like to take this element of the adventure even further by keeping the players completely in the dark about the adventure they are to play. Beyond preparing for series of **DEATHWATCH** sessions, the players should be told nothing at all about the nature of the adventure. This means that, for the first session at least, the GM must go so far as to hide this book from the players, keeping it out of sight (perhaps utilising the **DEATHWATCH** Game Master's Screen to do so). Once the Kill-team's vessel has become ensnared with the vast bulk of *Mortis Thule* and the Battle-Brothers have ascertained something of their surroundings, the Game Master can ease off in his efforts to keep the players ignorant of the adventure they are actually playing.

CHAPTER III: DARKNESS AT THE CORE

Though they may have found temporary sanctuary, the Battle-Brothers cannot simply abandon their mission. From their current location, the Kill-team has a relatively clear path to their escape, but three dire threats loom before them. Should the players choose to undertake one of the optional objectives, the Game Master can look to this chapter for the resolution of those individual plots. The first of these optional objectives is an infestation of the psychic vermin known as Enslavers. The second concerns a rogue agent of the Inquisition and a powerful alien artefact at the heart of *Mortis Thule*. The third, and final, objective takes the form of a powerful Ork warlord who has built a mighty Waaagh! in the bowels of *Mortis Thule* and is prepared to unleash it upon the Jericho Reach. Upon the conclusion of their chosen optional objective, or should they disregard all three and focus on completing their original mission, the players must make their way through the final hazards of the Space Hulk, winding their way to the Imperial vessel. The Kill-team must hurry, however, as they all begin to feel the tug at their souls as *Mortis Thule* is yet again pulled back to the Warp.

The final climax of the adventure comes as the Battle-Brothers reach the Imperial vessel they seek, only to find that during their struggles, a portion of the vast Space Hulk had broken off from the main body and is now hurtling towards an Imperial fortress world. Should they wish to save the fortress world, one of the Battle-Brothers must sacrifice himself to pilot a ship trapped within the fragment, that it might push the disastrous meteor aside. The remaining members of the Kill-team must fight their way through a mass of Tyranid beasts in order to make their way to the shuttle that will be their salvation. Here they are confronted by the same Lictor from **Chapter I**, the dreaded Beast of Thule. After the epic battle against the Tyranid infestation, the Kill-team finally makes their escape to the relative quiet of the void.

MORTIS THULE

"Tis a haunted place, full of old ghosts. Tis a curse to any who board her."

—Ulysses Argivos, Master-at-Arms of the
Rogue Trader vessel, *Light of Ascension*

Should the Game Master require a full description of the Space Hulk codified *Mortis Thule*, the Deathwatch supplement **THE ACHILUS ASSAULT** provides additional information. What follows is a more detailed description of the parts relevant to the Kill-team's mission and to the adventure as it is to unfold. Specifically, this description delves into the details that the Battle-Brothers would themselves know, aiding the GM in communicating to the players information that would be available to their characters.

Details of *Mortis Thule* are presented in four categories. The first details what every Space Marine (and most players) know of Space Hulks in general, and of *Mortis Thule* in particular. The GM can refer to these details should a player request information on the subject. The next section details Deathwatch standing orders regarding *Mortis Thule*, and these are known to all Battle-Brothers of the Jericho Reach Deathwatch. Thirdly, an additional layer of information is provided to cover more restricted information that some, but not all members of the Deathwatch would be aware of. The final section, **A Realm of Death**, details information specifically for the Game Master. While not every piece of information in this last section is secret information that should be kept out of the hands of the players, its primary usefulness is for the Game Master.

In the interest of keeping players in the dark about the truth of this adventure, this information should not be made available to the players until the majority of **Chapter I** has been resolved and the Battle-Brothers become aware of their predicament.

The information presented on the following pages is available to Battle-Brothers making a successful test as detailed on **Table 0-1: Restricted Data**.

CHAPTER APPROVED BRIEFING

Space Hulks are an ever-present threat to the security of the Imperium and the rule of the Emperor, and have plagued the space lanes at least as long as the Imperium has stood. A Space Hulk is a conglomeration of star ships, space borne rock, and other, less classifiable objects sucked into, or lost within, the Warp. Cast adrift upon the insane currents of the Sea of Souls, the Space Hulk grows ever larger as more wrecks are drawn towards it. Far from being empty tombs, Space Hulks are often infested with all manner of organisms. Most exist in the darkest depths and the deepest shadows, only emerging to ambush any soul brave or foolish enough to board their accursed domain during the periodic interludes where it drops out of the Warp to drift along the space lanes of the Imperium of Man.

It is during these incursions into realspace that Space Hulks become a threat to Mankind. The creatures that infest them are, by their very nature, amongst the most abominable threats to humanity, and they are utilised, often by sheer instinct rather than design, as a means of spreading that taint. Some Space Hulks are host to all manner of alien predators or parasites and, once established upon the worlds of the Imperium, are all but impossible to dislodge. Sometimes, all it takes to begin this tragic process is for an unfortunate boarder to be attacked and evacuated to his parent vessel, then subsequently returned to his home world. All the while, the xenos parasite is gestating within him or hiding amongst his peers. Some infestations spread quickly, bringing the world to its knees before help can even be called for, while others spread slowly, multiplied over generations until every single member of a human population is, knowingly or otherwise, under alien domination. Upon some imperceptible signal, the entire population rises up, shedding what remains of its humanity and sometimes calling down a massive and long prepared for alien invasion.

When a Space Hulk is detected near an Imperial world, the obvious course of action would be to bombard it to atoms. While many wish this were possible, the chance to find lost archeotech or relics of a bygone age is far too great. This is because Space Hulks represent an accumulation of vessels, both human and alien, many of them so ancient they predate the Age of Imperium. The machine systems to be found within these wrecks are beyond priceless in a

TABLE 0-1: RESTRICTED DATA

Information	Skill used	Difficulty	Speciality specific Skill Test bonus
Ancient History	Lore: Scholastic (Archaic)	Very Hard (–30)	Deathwatch Librarian +20
Aliens and Lost Souls	Lore: Forbidden (Xenos)	Hard (–20)	Deathwatch Librarian +10
Lost Kin	Lore: Forbidden (Adeptus Astartes)	Hard (–20)	Deathwatch Apothecary +20 Deathwatch Chaplain† +10 Deathwatch Black Shield† +10
Inquisitor Rogue	Lore: Forbidden (The Inquisition)	Hard (–20)	Deathwatch Librarian +10 Deathwatch Chaplain† +10 Deathwatch Watch-Captain† +20
<i>The Emperor's Gaze</i>	Lore: Common (Imperial Navy)	Very Hard (–30)	Deathwatch Techmarine +10

† These entries refer to the Advanced Specialties presented in **Chapter II** of the **DEATHWATCH** supplement **rites of battle**.

stellar empire where all technological progress has long ago ceased, to be replaced with superstition and ignorant ritual. Only by rediscovering past technological glories can any sort of progress be allowed. Thus, Space Hulks are scoured for any signs of so-called archeotech, their corridors and holds cleansed of aliens, outcasts, and abominations by the elite boarding parties of the Adeptus Astartes so that the servants of the Adeptus Mechanicus might scour them for any trace of recoverable technology.

Space Hulk boarding missions are, in many ways, one of the defining missions of the Adeptus Astartes, and their most arduous challenge. Where possible, First Company Veterans wearing formidable suits of Terminator Armour are employed, but the demands of war are such that this is not always possible. Regardless of resources, it is a matter of honour for a Space Marine Chapter to despatch a small force of Space Marines the instant that a Space Hulk has been detected.

When it comes to *Mortis Thule*, the Deathwatch of the Jericho Reach make every effort to record its movements, for this particular Space Hulk is held to be especially accursed. There are numerous reasons for this, not least of which is the fact that untold readings of the Emperor's Tarot foretell great woe whenever it is near and link it to a number of other dooms known to be stalking the Jericho Reach.

It is known that *Mortis Thule* has plagued the space lanes of the Jericho Reach since the dark age before the Great Crusade cleansed its stars and brought the light of the nascent Imperium to its scattered peoples. The pictorial archives of at least one extinct xenos species depict a dark, ominous shape appearing in the skies overhead and of unnatural beasts descending to wreak murder upon the helpless natives. Numerous other legends are told of the Space Hulk, and in the millennia before the fall of the old Jericho Sector it was the subject of numerous boarding actions. Like all Space Hulks, *Mortis Thule* appears seemingly at random, sometimes in deep space but often perilously close to a settled world. Wherever the dread mass appears, doom comes in its wake. Sometimes xenos infestations appear amongst the populace; at other times the curse is indefinable, yet very real. Mutant and psyker birth rates might increase exponentially, or the population might be gripped by a wave of despair that can lead only to rebellion. These and numerous other curses are visited on those worlds across which the shadow of *Mortis Thule* is cast.

The Space Hulk is far from the only example of the phenomenon encountered within the Jericho Reach, but it is unusual in a number of points. Firstly, *Mortis Thule* has only ever been reported within the region. While it has disappeared for decades at a time, no sightings have ever been logged anywhere else, and so it is not known if the Space Hulk drifts through the Warp during these periods or is plaguing other, distant regions of the galaxy, perhaps those far beyond the borders of the Imperium of Man. Some have speculated that the Space Hulk is drawn back to the Jericho Reach each time it vanishes into the Warp, though none can agree on what might cause such a thing. Certainly, the region is plagued with unnatural hazards, including the Hadex Anomaly, the Black Reef, and the Slinnar Drift, any one of which might be exerting some unknowable force on the tides of the Warp. Others point to the Warp Gate as a possible factor, postulating that whatever exo-



dimensional forces it employs to transport objects from one end of the galaxy to the other might have other effects not yet observed or understood.

Another of *Mortis Thule*'s unusual features is its sheer antiquity. The fact that it was the 427th Expeditionary Fleet that first uncovered evidence of the Space Hulk places it amongst the very oldest of codified Space Hulks in the Imperium's archives and raises the possibility that amongst the countless wrecks that make up its vast bulk are the remains of vessels from ages known only by titles. Should a voidship dating back to the earliest stages of the Age of Technology be discovered and recovered, a glimpse of Mankind's earliest exploration of the stars themselves would be afforded, and otherwise long lost technologies might be rediscovered. Few dare to dream what possibilities might be opened up by the adoption of entirely novel methods of space travel, for example, while others hold such notions as heretical and denounce any that propagate them.

The last feature of *Mortis Thule* that sets it apart from so many other Space Hulks is its unprecedented size. It is impossible to appreciate just how large it is, for common frames of reference mean little when applied to an object tumbling through the depths of the Warp. Furthermore, the exact composition, and therefore the size, is different with every sighting as some wrecks fracture and fall away while other vessels are drawn upon the mass and added to the anarchic conglomeration. Certainly, some have likened the scale of the Space Hulk to a continental mass or to a small moon, meaning that any attempt to explore or even conquer it must be considered in the same light as a military operation against a territory of similar scale.

The unimaginable size of *Mortis Thule* means that its interior is able to accommodate billions of living organisms, whether human, xenos, or other. Yet, the vast majority of the space inside is empty, cold and dark, the twisted and corroded passageways of ancient wrecks carpeted in dust never once disturbed in countless millennia. In all probability, a boarding party could explore countless kilometres of winding corridors without coming anywhere near an area occupied by hostile creatures. However, the presence of such intruders seems to draw the attentions of the fell things that lurk in the furthest reaches of the Space Hulk, like ocean predators drawn to their prey by the promise of an easy kill.

According to the archives of the Deathwatch, the uncharted depths of *Mortis Thule* are host to several factions, all of them anathema to the Imperium of Man. These include populations of Genestealers, Orks, human outcasts, and xenos abominations such as Enslavers. In addition, it is not uncommon for the surviving crew of vessels drawn to *Mortis Thule* to survive for a brief time, forming small colonies of shipwrecked men and women growing increasingly desperate and insane with each Warp jump and with each wave of attacks by the other creatures dwelling within. In truth, it is rare for such groups to survive for more than a few days, for unlike conventional starships, *Mortis Thule* has no Gellar Field to protect its inhabitants from the perils of the Warp when it dives into that unknowable realm. Thus unshielded from the denizens of the Realm of Chaos, the souls of those cast adrift on *Mortis Thule* serve as blazing beacons for all manner of Warp entities. Death would be a welcome relief for these doomed souls, for most are condemned to an eternity of infernal torment at the hands, teeth, and claws of the fell creatures of the Warp.

STANDING ORDER

EPSILON NINE-NINE-ZERO

Due to the singular nature of *Mortis Thule* and the threat it represents to the Jericho Reach, and potentially to the Imperium at large, the Deathwatch has in place a standing order to be enacted whenever the Space Hulk is encountered. Standing Order Epsilon Nine-Nine-Zero is to be carried out by any Deathwatch Kill-team that logs a new sighting of the Space Hulk, and there are very few circumstances that may override it. In practise, only the direct order of a Watch-Commander or an Inquisitor can countermand the instigation of Standing Order Epsilon Nine-Nine-Zero, and this is only known to have occurred in a handful of instances.

The standing order states that any Deathwatch force encountering an un-logged appearance of *Mortis Thule* must make a full augur sweep of its current form and configuration and, having done so, effect an immediate boarding action in order to map as much of its interior as possible. In practise, this means the Kill-team must mount a hasty reconnaissance mission that can last anything from an hour to several days. The Space Hulk rarely remains in realspace for longer than this, though it did once hang in orbit above a now desolate world for three standard months. The greatest danger is that the Space Hulk will return to the Warp with the boarding party still aboard, and thus every effort is made to glean as much advance warning of

this as possible. This means that the efforts of every Astropath, Navigator, and Librarian nearby are turned towards sensing any alteration in the ebb and flow of the energies of the Warp that might indicate an imminent translation, and so skilled are those psykers that serve the Deathwatch that it is comparatively rare for a Kill-team to be stranded on *Mortis Thule* when it plunges back into the Warp. Nonetheless, the Hall of Glory on Watch Fortress Erioch records the names and deeds of those that have paid the ultimate price for their valour in the service of Humanity.

RESTRICTED DATA

The information presented above is known to all members of the Deathwatch in the Jericho Reach, and the Game Master should feel free to relate as much of it to the players as he wishes or use it to fill in gaps in the players' own knowledge of the setting. The remainder of the data presented here is more specialised and occasionally limited to those judged pure or strong-willed enough to bear the weight it imposes. How much of this knowledge is known to each of the Battle-Brothers depends on their ranks and roles, though, by passing the appropriate Skill Test, any of the Kill-team can potentially have access to it. This information should be used by the GM to answer the players' questions should they seek specific information or to seed in additional details the Game Master wants to explore.

ANCIENT HISTORY

Most Battle-Brothers of the Deathwatch have little interest in, or real need to study, the earliest histories of *Mortis Thule*, but for those of a more studious or curious nature scant yet tantalising scraps of history are to be found within the archives of Watch-Fortress Erioch. Such Battle-Brothers might have read of the first, doomed attempt to conquer the Space Hulk, launched in M33 by a joint force under Adeptus Mechanicus Arch-Magus Mitsfian Delphos and the Rogue Trader Lord-Captain Hyrus Tarrant. Accounts of this endeavour are unclear and often contradictory, but they appear to agree in one regard. Having driven back the hostile creatures infesting the boarding zone, the forces of the two commanders pushed deeper into the Space Hulk, soon becoming embroiled in a bitter war of attrition that resulted in the nigh mutual annihilation of both in what transpired to be an incident of fratricide on an incredible scale. So great was the bloodshed that the two leaders were counted amongst the fallen, and the daughter of Lord-Captain Tarrant cursed *Mortis Thule* and the Jericho Reach and withdrew her Dynasty from the region for all time.

Centuries later, a cabal of Inquisitors determined to ascertain what actually happened during this tragic incident and a series of joint boarding operations were launched with Inquisitors accompanying Deathwatch Kill-teams whenever *Mortis Thule* was sighted. It was this cabal that discovered the presence of the abominable aliens known as Enslavers laired deep within the most ancient parts of the Space Hulk. The Inquisitors, each a learned savant and possessed of unparalleled knowledge of the alien, theorised that the Enslavers must somehow have gained power over



Arch-Magos Delphos and Lord-Captain Tarrant, and forced them to destroy one another. It is believed that the Enslaver presence remains still, somewhere in the darkest bowels of *Mortis Thule*, a considerable threat to Humanity in the Jericho Reach and beyond.

ALIENS AND LOST SOULS

So unimaginably vast is the mass of wrecks that make up *Mortis Thule* that though the majority of the Space Hulk is little more than a lonely wasteland of haunted corridors and echoing gantries, there are portions of the Space Hulk that host life and activity. These micro-civilisations are often self-contained entities and rarely last more than a single trip through the Warp. However, on the rare occasion that two ships are caught in the mass of *Mortis Thule* in relative proximity to one another, the crews and populations of those two ships can come into conflict. Due to the ever-shifting nature of *Mortis Thule* it can be difficult to obtain up-to-date intelligence, and the fate of many of these groups of survivors is unknown. Battle-Brothers with an interest in such things might have heard of some or all of the following groups:

Orks: Many a Greenskin Waaagh! has been instigated by the Orks boarding a Space Hulk that passed close to their world and travelling upon it until it materialised in Imperial space. To date, the Jericho Reach has rarely known the warlike presence of this barbarous species, but many fear that *Mortis Thule* might one day become entirely infested by Orks and used as a means of launching an invasion of the region. The crusade's strategic prognosticators know that such an event would tip the scales

against the Imperium to such a degree that the entire region would have to be abandoned and the Achilus Crusade declared a failure. That cannot be allowed to happen.

Eldar: Like the Orks, the Eldar are rarely encountered within the Jericho Reach. When they are, it is invariably in small numbers, but this in itself is cause for concern as it suggests to some that the pernicious aliens are seeking something that can only be of benefit to their race and a detriment to the Imperium. Unknown to many, the Eldar have interacted with *Mortis Thule* on a number of occasions recently, and the Ordo Xenos is actively seeking to learn more of their activities. In one instance, a lone Eldar Ranger bearing the livery of the Il-Kaithe Craftworld is said to have spent several days aboard, though to what end none can say. This individual is, in fact, the Ranger known as Syndilian the Traveller, and Game Masters wishing to expand this aspect can find more information on him in the **DEATHWATCH** supplements **THE ACHILUS ASSAULT** and **THE OUTER REACH**.

Chaos Raiders: Chaos is ever-present in the 41st Millennium, and much of the Jericho Reach is tainted with its baleful influence and overrun by its deluded servants. The devotees of the Ruinous Powers come in many forms, one of the more dangerous of which are the wolfpack pirates who prey upon the war-torn space lanes of the Jericho Reach. Such individuals are less interested in material booty and concerned mainly for the souls they can offer up to their Daemonic masters. Over the last century alone, at least three separate groups of Chaos reavers have attempted to utilise *Mortis Thule* as

a base of operations. Some would say such an endeavour was insane and doomed to failure from the beginning, but those dedicated to the Ruinous Powers judge some things by wildly divergent standards. The first group is confirmed to have been wiped out by the predations of the numerous Genestealers that infest the Space Hulk, while the second was purged by a joint operation between the Deathwatch and the Blood Angels Chapter. Of the third group, very little is known, so the Game Master is free to explore this subject by populating parts of the Space Hulk with suitable foes.

Tyranids: Space Hulks have been infested with Genestealers since long before it was known that these creatures represent the vanguard of the Tyranid Hive Fleets, and *Mortis Thule* is no different. Since the coming of Hive Fleet Dagon to the Jericho Reach, the numbers of Tyranid organisms on board appears to have swelled exponentially, and they are no longer limited to Genestealers. One of the more recent boarding operations against *Mortis Thule* met with so many of the creatures it was fortunate indeed to have escaped with only one fatality. This death was inflicted by an organism similar to a Lictor, and that represented the largest and most fearsome of that type encountered within the Orpheus Salient and possibly the entire Jericho Reach. Tales of this “Beast of Thule” have spread amongst the Battle-Brothers of the Deathwatch and the Inquisitors of the Ordo Xenos.

LOST BRETHREN

There are those amongst the Deathwatch who take it upon themselves to record the names and deeds of every Battle-Brother that takes the Apocryphon Oath, in particular the Chaplains who attend the Hall of Glory on Watch Fortress Erioch. Some do this out of duty, others for the honour of fallen brethren, while a few do it because they feel they owe some debt known only to themselves. Such Brothers as these are aware of something of the truth regarding how perilous a boarding action onto *Mortis Thule* actually is. While most brethren are aware of a small number of kin who have fallen on such a mission, others are unfortunate enough to be able to see the larger picture. They can reel off a long and tragic litany of names, each a Battle-Brother that boarded *Mortis Thule* and simply disappeared from the annals of history, his fate never to be recorded and, most tragically of all, his gene-seed never to be returned to his Chapter. A Battle-Brother in possession of knowledge of a recently lost Space Marine is forewarned of the likelihood of encountering his remains and honour bound to recover his gene-seed no matter the danger. This allows the Game Master to have the Kill-team come upon the remains of a fallen Battle-Brother later in the adventure, at a time of his choosing. The encounter could take place during an otherwise quiet passage of the exploration of *Mortis Thule* and be used to impart atmosphere and pathos, or it could take place in the midst of a desperate combat when the Kill-team has far more immediate concerns than recovering the progenoid gland of a fallen Space Marine. The GM can award bonus Experience Points should the player respond well to this encounter.

INQUISITOR ROGUE

Most of the Battle-Brothers of the Deathwatch serve their duty without giving a thought to the motivations and politics in which the Inquisition is steeped, simply carrying out their orders with peerless skill and devotion. Those Brethren that rise higher in rank and responsibility become increasingly aware of the rift that exists between Puritan and Radical Inquisitors, and most make every effort possible to studiously ignore such ignoble distractions from duty. It is hard to entirely dissociate oneself with the complex world of intrigue and deception many Inquisitors operate within, and some names have become infamous.

One such name is Thaddeus Hakk, an Inquisitor of the Ordo Xenos who is known to pursue a singular doctrine that has led him into some very dark places indeed. Hakk believes that the galaxy is governed by patterns of cause and effect that, from a sufficient distance, can be read and seen to repeat, and from them the pattern of the future can be scryed. He is obsessed with delving into the deepest depths of the galaxy's past, convinced that the Tyranids have attacked the galaxy before and were somehow defeated, and can be again. Hakk's quest for long dead knowledge has recently seen him attempt to board *Mortis Thule* and, unusually, he did not request the services of a Deathwatch Kill-team as an Inquisitor of the Ordo Xenos ordinarily would for such a perilous mission. Perhaps predictably, disaster befell the Inquisitor and his party. Although Hakk is known to have escaped, it is not known how many, if indeed any, of his fellows did as well, or what dread fate befell them.

Later on in the adventure, the Kill-team may learn of the presence of an Inquisitorial Acolyte on board *Mortis Thule*, perhaps sparking the interest of a Battle-Brother in possession of the above information. The Acolyte is, in fact, a survivor of Thaddeus Hakk's doomed mission, about which more is revealed in **Chapter 3**.

THE EMPEROR'S GAZE

The vast mass of *Mortis Thule* is made up of starships of all types, as well as space borne rock and other debris. It has long been noted that much of the wreckage of which the Space Hulk is composed is destroyed beyond any hope of the crew having survived the calamitous accidents that drew their vessel to its doom. Very occasionally, however, a ship caught up in the draw of *Mortis Thule* survives the impact and meld in such a state that many of its crew do too. One very rare example of this is *The Emperor's Gaze*, a diplomatic vessel lost in the early days of the Achilus Crusade. The ship was struck off of the crusade's fleet registry when it was determined that it had somehow become lost in the Warp. Of late, however, doubts as to the ultimate fate of the *Emperor's Gaze* have emerged, many of them voiced by the extended kin of the Navigator that was guiding the vessel through the Warp at the time of its loss. In short, the Navigator's peers assert that had the soul of one of their own been claimed by the denizens of the Sea of Souls, then every other Navigator within a hundred light years would instantly have known of it and shared a portion of his

torment. After decades of searching, the Navigator's family have come to believe that that vessel must still be adrift somewhere within the Jericho Reach, though beyond this they have no solid theories.

The *Emperor's Gaze* and several of its key crew members feature prominently in the later stages of the adventure. This element can be foreshadowed by revealing the above information, though Game Masters should consider listing several other vessels that share a common fate so that the players don't immediately come to the conclusion that they should expect to discover and perhaps rescue the crew of the *Emperor's Gaze*. The names of several other ships whose fates may or may not be entwined with sightings of *Mortis Thule* include the *Admiral Ishmael*, the *Wrathchild*, the *Armour of Contempt*, and the *Will of Thor*.

A REALM OF DEATH

For those who travel through the void, it is usually not the sheer size of *Mortis Thule* that evokes unease. After all, officers of the Imperial Navy and Rogue Trader crews commonly dock at Bastion-class ports or converted asteroid stations. Instead, it is the surface of this Space Hulk that inspires such dread. Most Space Hulks are conglomerations of ruined vessels, and some are simply the remains of a single desolate hull. *Mortis Thule* is this and more, nearly half composed of a homogenous rocklike material that binds the hulls together, dissimilar to other Space Hulks which contain stray asteroids or other debris. Here, there are hundreds of ships projecting from the rocky exterior, uncannily resembling a vast fleet floundering upon terrible seas. Prows project from the cratered rock as if they were ready to descend one final time, and even those travellers who have never seen an actual ocean recognise the scene in some visceral manner. These represent only a fraction of the many vessels that make up *Mortis Thule*, and every voidsman knows that one day his own vessel might become part of that terrible mosaic.

What is perhaps even worse is that the surface is not static. There are always new additions to *Mortis Thule* as unfortunate ships join its mass, such as other Space Hulks. Auspex-pics taken over the years, however, also seem to indicate a vast churning movement, dragging new vessels into the depths of *Mortis Thule* even as others rise from their buried state within the solid rock and present their ancient hulls to unfamiliar stars as if the rock were more liquid than solid. How the Space Hulk can behave in this manner is the subject of much debate for the Tech-Priests of the Jericho Reach, as are many other aspects of *Mortis Thule*.

DEATH OF A HOUSE, BIRTH OF A NAME

It was these legends and more that drew Rogue Trader Hyrus Tarrant to this Space Hulk, which would later be cursed with the named *Death from Beyond the Horizon*, or *Mortis Thule*, millennia ago in M33. He had explored the Reach and beyond, conquering hundreds of worlds and reaping incredible fortunes. Saddened that there was nothing left to discover, he decided that defeating the infamous *Mortis Thule* would be his crowing glory. For this mission, Tarrant called on his longtime compatriot in

exploration, Magos Mitsfan Delphos. The two had become as close to friends as a human and a Tech-Priest could be, having campaigned together for many decades. Delphos also wished to claim the Space Hulk for study. His own adepts had worked out a possible way to predict its appearances. It was a group of Xenos-Archeotechnologists, denounced as Malatek and driven from their forge worlds, who offered the most useful information in this effort.

These Tech-Priests had studied the Space Hulk for long years, especially the rock growths, and put forth the hypothesis that these were not the result of natural phenomena, but instead due to the works of an impossibly ancient race, utterly inimical to Mankind. Their civilisations were long dead, yet their remnants live on to harm humanity on locations across the stars. The sciences of this race were more diseased art than proper science, and beyond the knowledge of humans. These Tech-Priests advanced the theory that one of their foul artefacts rests at the centre of the vast assemblage, the cause of the unnatural growth and peculiar movement across the region. They posited that it was extruding the extra mass whilst in the Warp, where the material behaved more as foam than solid, and the vessels within could flow and move with the tides within the Immaterium. They also tied the appearances of the Space Hulk, to later be named *Mortis Thule*, to other Warp activities, and theorised that greater disturbances would lead to more frequent appearances.

Delphos's other adepts scoffed in binary rejection at these claims, especially the most disturbing theory: that an entity at the centre of the Space Hulk was growing its mass to reach a critical state of Warp-signature large enough to activate a gestation phase and bring forth some new horror into realspace. They could not argue, though, with the accuracy of predicted appearances against actual recordings of the Space Hulk, and Delphos chose to use their recommendations for its next appearance. He readied his own mission elements of Acuator Mech-Assassins, elite Crimson Guard, and others including a delegation of Lathes Factors. That agents of the Lords Dragon were amongst them was understood but never spoken openly.

Tarrant's Astropath Maxima had a divination that his actions would be forever remembered, and that his family's name would be attached to the rock forever. He left on the mission with hearty spirits, believing the Emperor must surely be watching over his fortunes. Little did he know it would be his daughter who would be the true namer, and it would be a family curse, and not the family honour, that would be given.

Arch-Militant Minerva Tarrant had been away pacifying one of the family's many holdings and could not be at her father's side, leading her house's military forces as she had so often in the past. She could only read the fragmented reports from the survivors, writhing with anger at the horrors that stole her father and liege, believing that if only she had been with her father's forces, nothing could have stood against them.

Soon after her famous curse that named the Space Hulk, she gathered all her father's data on the rock and retreated for years with her savants. Then, she abruptly retired from the region, withdrawing all of her house's forces with her and nearly collapsing the economy of the region. Some claim she led attacks on unfamiliar targets on the other side of the Warp Gate, mostly in the Koronus Expanse, with no discernible pattern to the often uninhabited planets. Most

were reduced to smoking cinders or worse. She expended the remains of her vast fortune in these attacks, but legend says she returned to Jericho and a final reckoning with *Mortis Thule*. A small clipper sporting the Tarrant colours of crimson and charcoal was sighted in early M34 running a picket line around the Space Hulk, which had been set up to warn off traffic whilst a Ministorum deputation attempted to exorcise the foul vessel. The clipper made a soft landing near one of the larger craters that mark the exterior. Minerva Tarrant was never seen again, and it is possible she still roams the depths of *Mortis Thule* in search of vengeance.

TERRORS AND TREASURES

Since that ill-fated mission, many other horrors have become part of the legend of *Mortis Thule*. For many, the only part of the Space Hulk they see are the gigatonnes of debris it sheds with each violent emergence from the Warp, shaking off rock and metal like some great aquatic beast might discard parasites. Even such detritus can ruin worlds, tonnage plummeting to a planet in a shower of rock. For some unfortunate worlds, scores of Orks ride the rubble in force field bubbles and rokkit-wagons with battle-cries that overwhelm the sound of burning atmosphere as they roar to the ground.

The Orks are not alone. Hullghasts roam the damned hulls, their forms mutated to greater degrees than normal from Warp exposure and service to some unknown power far inside the rock. Chaos reavers and worse seem to be attracted to the Space Hulk, performing dark rituals to awaken something that rests on the other side of reality. They are barely cognisant of their actions, drawn here from an implacable will that has waited millennia.

Worse are the remains of once-proud servants of the Emperor who have fallen to the baleful Warp energies, trapped without protection aboard the Space Hulk as it plunges into the Sea of Souls. Whispered legends speak of Sons of Russ lost within on a failed mission, and of furred, bestial shapes that hunt on all fours. Their howls echo across the dead hulls, their new forms so tainted that their gene-seed is unusable. Many Oaths are taken to end their tormented existence, and missions to *Mortis Thule* have seen members suddenly leave their Kill-team when the howls are heard and honour demands action.

Such tangible threats have rivals here as well. The Explorer ship *Sanctified Inquiry* was on the other side of the Reach when it was torn from the Warp and embedded deep inside *Mortis Thule*. Their Magos was leading the service to the Omnissiah within their chapel, his Tech-Priests properly wired into holy binary communion, when he was corrupted with Daemonically impregnated scrapcode. His linked mentality now populates his and other ships with phantoms crafted from dust, metallic ash, and stray energies drawn from the Warp-saturated rock. Voices of the binaric hymns carry across the rock and beyond, reinforced from unnatural energies and Daemonic influences, but the once-perfect mathematical rhythms are now jarring and painful to process. Attempts to record these cants have often led to the machine-spirits of auspex-recorders falling silent forever, lest they replicate the tainted harmonics.

These eldritch hazards are not uncommon, for the Space Hulk seems to always be within the Warp even as it breaches into reality. Kill-teams have reported areas of unnatural geometries, befouling their auspex scanners with

contradictory readings. Regions where Enslaver flesh-gates line the decks ripple with Warp-haze as space is tortured and torn, and are painful to look at too closely.

Despite these threats from within, explorers like Tarrant and Delphos still sought out the Space Hulk, for along with these threats are treasures from days long ago, wealth enough to forge new dynasties or armies. Lost archeotech devices, relics from ages perhaps predating the Imperium, and more have enticed and ruined countless Rogue Traders, Quaestors, and others. Legends of silvery ships within its core are especially tempting, as each of these gleaming, featureless vessels are troves of pre-Crusade technologies. That both the Adeptus Mechanicus and Adeptus Ministorum have declared them heretical has not lessened their allure.

Humans are not alone in seeking to explore *Mortis Thule*. Several Kill-teams have reported a lone Eldar stalking the deep hulls, always withdrawing rather than fighting, to the frustration of the Space Marines. The Ancient Ones, when questioned or brought on missions to the Space Hulk, rumble in low tones about a xenos vessel that explosively materialised inside the rock one century, the glowing gems that lined its crystalline hull strewn across the Space Hulk's massive breadth. Xenos and Daemon fight over these morsels of soulstuff, with each immersion into the Sea of Souls tainting the precious items. Tales speak of a massive construct of smooth, gem-studded material that tears across the hulls, destroying everything in its path with insane fury and devastating weapons, including its own xenos kin when they attempt to calm the monstrous creature.

Most importantly, *Mortis Thule* contains ancient devices and secrets of the Deathwatch, items that cannot be revealed or explained even to other Imperial agencies within the Jericho Reach. Some were lost on previous missions, while others are only known to exist from Omega Vault revelations. To recover and preserve such treasures, there is little a Kill-team would not risk, even venturing far into the darkness of *Mortis Thule*.

THE CYCLOPEAN ARMOURY

Finding the fabled Cyclopean has been the goal of many a Kill-team ever since a lost scout mentioned it after his extraction. His report spoke of an enormous gallery of huge weapons, surely of an unknown race over twice the size of an Adeptus Astartes. Each was of a different configuration and are still only conjectured to be weapons based on the blast signs on the hullways.

The one weapon he retrieved, a massive tubular device without any discernible controls on its dense surface, has stayed inert to this day despite intense study and experimentation, except for one activation that destroyed much of the laboratory-arena as well as all those within. None of the recordings indicate why it fired, except for a stray Servitor that entered the arena at the time.

Subsequent missions have never located the Cyclopean Armoury, but seismic-level events from deep within *Mortis Thule* may indicate that others have found it, or at least its treasures. Of its race there is still no information, leading many of the Inquisition to hope they are extinct.



PERIL ON THE HORIZON



THE ARGENT
CRUSADER
•
CAUGHT IN
THE STORM
•
AFTERMATH
•
NEW PRIORITIES
•
A VOICE IN
THE DARK
•
THE SWORD
OF MACLIR



CHAPTER I: PERIL ON THE HORIZON

"Watch-Fortress Erioch, this is Archive-Adjunct Petrus of Watch-Fortress Antael. We are under attack. Xenos hostiles have made planetfall and are approaching in force. Our Adeptus Astartes garrison is at one-eighth capacity and the automated defences won't last long. We beseech you for aid and succour."

—Distress beacon sent from Watch-Station Antael by Archive-Adjunct Petrus, Chapter Serf in service to the Deathwatch.

The Deathwatch is a potent force in the Jericho Reach and indeed throughout the Imperium of Man, acting on their own initiative or that of the Ordo Xenos to combat the constant threats presented by vile xenos beings who would see the Emperor's works fall into ruin and desolation. One reason the Deathwatch is able to work under their own purview, with little to no oversight by the High Lords of Terra, is their relationship to the Holy Ordos of the Inquisition, truly the most autonomous of Imperial organisations. The Deathwatch has learned a great deal from their Inquisitorial allies and perhaps the greatest lesson is the advantage of stealth and secrecy. Beyond the Chapters of the Adeptus Astartes that second their worthy brothers to Deathwatch, the very existence of these xenos hunters is little more than a legend among all but the highest ranked members of the Inquisition and Departamento Munitorum. This secrecy allows the Deathwatch to strike from the shadows, unseen until the terminal moment when their blow would do the most harm to their foes. A precision operation performed by a Deathwatch Kill-team can often be as devastating to the enemies of Mankind as the overt actions of an entire Imperial battlefleet. The secrecy of the Deathwatch also serves another purpose. Despite their relatively small numbers, the Battle-Brothers of the Deathwatch are given operational discretion over a great deal of galactic territory. As such, the Deathwatch has many more enemies than their numbers would suggest. For this reason, secrecy is necessary for the Battle-Brothers of the Deathwatch, lest they reveal their presence and come under siege from those they seek to eradicate.

One such siege acts as the starting point for this adventure module, though the Game Master will find that this is only the Battle-Brothers' first concern.



OVERVIEW

Chapter I begins with the Kill-team assigned the duty of accompanying a senior Watch-Captain as he voyages across the Jericho Reach to break a siege on a Deathwatch Watch-Station. Through unknown means, the Tau of the the Canis Salient have discovered the location of Watch-Station Antael, a newly established outpost on the coreward edges of the Jericho Reach. During the construction, the Watch-Station's defences are only partially operational and it is manned by only a skeleton garrison of a single Kill-team and the Techmarine overseeing the operation. It is up to the players to come to the aid of the defenders of Watch-Station Antael.

Thus the adventure begins with the Battle-Brothers being briefed on a hasty, but ultimately routine, mission. They are on route to the new Watch-Station, accompanying the Watch-Captain, but they have no idea that the mission is very soon going to change drastically.

The instant the Kill-team's vessel makes the transition into the Warp it becomes immediately apparent that something is very wrong indeed. The ship is caught in a powerful Warp tide caused—though the Battle-Brothers have no way of knowing it as yet—by the proximity of the Space Hulk codified *Mortis Thule*. The vessel is battered by Warp energies and, its Gellar fields breached, a wave of shrieking abominations unleashed within. Denizens of the Warp assail the Battle-Brothers, who fight not just for the lives, but for their souls, until at length the Warp storm reaches its crescendo and all inside are consumed in darkness.

Upon waking, the Battle-Brothers find that their vessel has been cast violently into Warp space and has become amalgamated into a vast body that can only be a Space Hulk. Their Watch-Captain is wounded unto death and, thanks only to their genetically enhanced bodies and resolute spirits, the Space Marines are the only survivors of the incident.

Cast adrift upon *Mortis Thule*, the Kill-team's mission has drastically changed. Now, they must locate a means of escaping the accursed place and not just deliver their wounded superior to his destination, but do so before he perishes from wounds that would have slain a normal man ten times over. As if this were not challenge enough, *Mortis Thule* is a place of cold death where countless foes might lurk in each and every shadow. Yet most unsettling is the utter desolation and emptiness of the vast mass of wrecked starships. While there are threats aplenty within the confines of the enormous ship, there are hundreds of kilometres of tunnels, gantries, decks, and corridors that stretch ever onward, devoid of all life and echoing with the abandoned silence of a tomb. Few minds can handle this notion, and most who survive the first moments aboard *Mortis Thule* are driven mad by the sheer scale of the subsequent solitude. To make the situation still more desperate, the longer the Kill-team remains on board, the more likely *Mortis Thule* is disgorged from the Warp at some place, or even some time, far beyond the Jericho Reach or even the Imperium.

MISSION BRIEFING

The adventure begins aboard the *Argent Crusader*, a rapid strike cruiser belonging to the Deathwatch that has served the Long Watch since before records begin. Aside from Watch-Captain de Dominova, the Battle-Brothers are the only Adeptus Astartes aboard, all crew positions being filled by Deathwatch Chapter Serfs. Even the ship's captain and his senior staff are servants of the Deathwatch raised throughout countless generations to perform such specialised duties.

The *Argent Crusader* has departed Watch-Station Erioch and is approaching the system's jump point. The crew is busily engaged preparing for the translation to the Warp, for while they have performed the operation countless times, each of them is well aware of the perils inherent in any voyage through the Empyrean. Low, sonorous prayers fill the air, which is made hazy and sweet by the numerous votive censers burning from alcoves and shrines across the entire vessel.

With Warp translation but a few hours away, the Kill-team's Watch-Captain calls them to the forward observation blister, where he is to conduct his briefing on their duties.

ARMING AND OATH-TAKING

While the mission to break the siege on Watch Station Antael will, of course, not come to pass during the scope of this adventure module, in order to keep up the deception for the sake of dramatic effect, the Requisition, Oath-Taking, and Primary and Secondary Objectives for the Watch Station rescue are all presented for the Game Master.

The siege relief mission has a suggested Requisition Rating of 120 based on the following Objectives:

Primary Objective: Break the xenos force besieging Watch Station Antael. (Veteran Objective, 30 Requisition)

Primary Objective: Protect Watch Captain de Dominova from lasting harm (Skilled Objective, 25 Requisition).

Secondary Objective: Eliminate all attacking Tau forces (Veteran Objective, 25 Requisition)

Secondary Objective: Eliminate the commander of the Tau forces (Skilled Objective, 20 Requisition)

Secondary Objective: Ensure the Watch Station's future secrecy (Skilled Objective, 20 Requisition)

A NOTE ON MISSION STRUCTURE

Ordinarily, a Kill-team carries out a mission having been briefed on its Primary, Secondary, and Tertiary Objectives, undertaken Oath-Taking and gone through the Arming stage. This adventure is different in that the characters begin by preparing for a mission they will likely never reach. Yet, for many reasons all of these steps should still be followed. The Game Master is encouraged to continue the illusion for the players, leading them to believe that their mission is in no danger of being derailed. Indeed, if the Kill-team survives their ordeals aboard *Mortis Thule*, they may wish to continue on to Watch Station Antael and attempt the counter attack. For these reasons, the **Arming and Oath-taking** portion of this false mission is provided. Remember, these Objectives and Oaths will be rendered invalid as soon as the Kill-team becomes trapped aboard *Mortis Thule*. The GM should not penalise the Kill-team for being unable to complete the false mission Objectives, as the Battle-Brothers' inability to complete their mission is entirely the manipulation of the GM himself.

For the remainder of the adventure, as the Kill-team tries to escape *Mortis Thule*, a slightly different mission structure comes into play. This new structure is more fluid and freeform, to take into account the unpredictable nature of the escape and the lack of support the Battle-Brothers are likely to receive. It is only when certain milestones are reached that the Kill-team has the time to take stock of its situation and assess what lies ahead of it. It is at these times that Oath-Taking and the identification of mission Objectives can take place. Such milestones are addressed throughout the chapters that follow.

Their situation while trapped aboard *Mortis Thule* also means that the Battle-Brothers start the adventure carrying only a minimum of weapons and equipment, though they may have the chance later on to seek out or obtain more. Each character begins equipped only with his starting equipment, as detailed on page 28 of the **DEATHWATCH** Core Rulebook, as well as any personal wargear he possesses due to the Signature Wargear Talent, exceptional Renown, or honours he has been presented with in previous missions. Each carries two clips of ammunition for each weapon carried. Should any of the characters have acquired especially unusual weapons or other equipment, particularly where this is related to their background or history, the Game Master may agree that the Battle-Brother would have it in his possession. It is up to the Game Master how he wishes to handle equipment that the Battle-Brothers requisition in preparation for breaking the siege on Watch Station Antael. Should the GM wish, this adventure in **ARK OF LOST SOULS** can be run in much the same way as a standard mission, and if that is the sort of game the Game Master wishes to play, then the Battle-Brothers should be allowed to keep their requisitioned gear as they make their way through the Space Hulk. However, it is the intention of this adventure module to force the players to think and act in ways they may not be used to; to play their characters cut off from support or equipment in a hostile environment, tracking every round of ammunition as though it were their last—which it very well may be. If the Game Master wishes to accentuate this "survival horror" aspect of the adventure, then the Game Master is encouraged to separate the Battle-Brothers from their requisitioned equipment—forcing the players to truly shepherd their resources as they make their way through *Mortis Thule*. It is best if this is done during the events of the **Caught in the Storm** section on page 21.



THE ARGENT CRUSADER

Details of the rapid strike vessel the Kill-team is travelling on are included for a number of reasons. First, the Game Master may like to allow the Battle-Brothers to explore the ship and interact with its crew during the hours before the translation to the Warp. They might decide to undertake some last minute preparation, in particular any rites specific to their individual Chapters, arming, Oath-Taking, training, or anything else the players feel is appropriate.

The second reason for including details of the *Argent Crusader* is as a resource for future missions. By simply changing the name of the vessel and of its key crew members, the Game Master has a ready-made setting useful throughout a campaign.

Lastly, the vessel is the setting for the drastic Warp incursion that occurs soon after translation. This part of the adventure could, should the GM wish, be given more weight and detail than is presented here, depending on how the Kill-team reacts to it. For this reason, having more details available should aid the Game Master in running an extended encounter.

The *Argent Crusader* is an unconventional vessel, in that it conforms largely to the pattern of the Gladius-class frigate, a common enough escort in the fleets of Space Marine Chapters the length and breadth of the Imperium. Yet, the *Argent Crusader* differs in numerous details from the standard template for a Gladius. It is not known if these differences are the result of modifications and rebuilds carried out by the Deathwatch, or if the vessel represents a distinct and otherwise unknown sub-type of the Gladius. Almost all of the differences relate to internal systems, almost all of which are exponentially more efficient and effective than the standard systems the class employs. Power distribution is at least twelve percent more efficient and features numerous failsafe redundancy systems. Fire control is fiendishly accurate and rates of fire far greater than would be expected. Many of the Crusader's lance batteries are able to operate at higher outputs over longer periods of time than those of the standard Gladius. The ship's plasma core is rated as producing a yield of eight to ten percent over that of the standard pattern, and its cogitation core is, as far as is known, of an entirely unique type.

Lastly, the Crusader differs from other vessels of its type in that the nigh preternatural efficiency of its machine systems means it needs far fewer crew than other ships of its size. Imperial Navy doctrine states that automated systems are too fallible in battle to be relied on, where men can be called upon to perform any duty they are trained for. The crew of Space Marine vessels are generally more technically adept and the machine systems more resilient, resulting in fewer crew being needed. The *Argent Crusader* displays a finely honed balance between crew and machine systems that has yet to be upset even under the most severe circumstances.

BATTLE HONOURS

The *Argent Crusader* has served the Deathwatch for at least as long as the Chapter has been operating the Jericho Reach, and it may have been constructed before the Apocryphon Conclave of Orphite IV brought about its founding. The vessel's cogitation core is known to contain numerous sub-archives deliberately sealed off to access, although several of these have, on occasion, unsealed themselves in a similar manner to the Omega Vault in the heart of Watch-Fortress Erioch.

PROMINENT LOCATIONS

Even with its unconventional machine systems and reduced reliance on flesh and blood crew, the *Argent Crusader's* complement still numbers in the thousands. The crew treats the Space Marines with the utmost respect, such that it is comparatively rare for a brother to encounter the ratings in the ordinary running of the vessel. The Kill-team has regular contact with the conversii, but comes across the lower-ranked crew only when the ship is on defence watch or action stations.

Most of the time, the interior of the *Argent Crusader* is serene, the crew keeping a respectful distance from the Battle-Brothers. The life-sustainer systems cycle sacred incense throughout and the bulkheads of the ship's companionways are etched with mile after mile of script listing the names and deeds of the Deathwatch of the Jericho Reach and beyond. Purity seals and votive streamers are affixed to prominent machine systems and blessed regularly by the ship's Adeptus Mechanicus attendees so that they may never fail.

The locations the Battle-Brothers are most likely to utilise in the hours before the *Argent Crusader* plunges into the Warp and during the subsequent emergency are covered below.

BRIDGE

In form and structure, the *Crusader's* bridge is solid and functional, reflecting the utilitarian nature of the Adeptus Astartes it serves. Yet, just like some individual Chapters adorn their standard pattern power armour with idiosyncratic decoration, so the bridge is unmistakably that of a Deathwatch vessel. As with much of the ship, the bulkheads are engraved with the names and deeds of countless generations of previous crew, and a riot of purity seals edge the most important of command terminals. The bridge is a large space, though not so ostentatiously massive as those of many equivalent-sized ships of the Imperial Navy. The space is dominated by a command throne atop a five metre tall plinth, above which is hung the bulbous and distended skull of an unidentified xenos creature.

The throne is wrought to accommodate the physique of a Space Marine, and is only ever occupied by the most senior Deathwatch officer present, who by dint of his rank outranks the ship's captain, Jerok DeSaul. The captain's command terminal is immediately fore of and below the throne, a place from which he can easily converse with whichever of his Adeptus Astartes masters is currently in overall command of the vessel.



CHAPEL SANCTUS

Even the smallest Imperial warship is host to scores of chapels, from the bulkhead-mounted reliquaries to cathedral-sized sacred spaces, and the *Argent Crusader* is no different. One particular chapel, however—the Chapel Sanctus—is the exclusive preserve of any Deathwatch Battle-Brothers travelling on the vessel and, save for the chapter serfs tasked with caring for the chapel's relics, no lesser mortal may set foot within upon pain of death. This relatively small, stone-lined space is protected by the most potent of wards and provides the Adeptus Astartes with a secluded inner sanctum in which they might perform the Chapter's sacred Rites of Battle and annunciate the Warrior's Catechism of Worship before battle, bless their battle gear and honour that of the dead, and stand the long vigil upon the eave of battle.

The Chapel Sanctus is often employed as a reliquary when the vessel's passengers are bearing items of great significance, as is the case with the Maul of the Gatekeeper—see the sidebar on page 20 for more details.

SLEEPING CELLS

The *Argent Crusader* provides sleeping quarters for a handful of Space Marines, each of which is an unadorned, plain-walled cell equipped only with the barest necessities a Battle-Brother needs to maintain his wargear, commune with the war-spirits of his armour, and recharge its power core. The ship's crew live in equally austere quarters.

TRAINING CHAMBERS

The *Argent Crusader* is host to around a dozen chambers set aside for the exclusive use of the Adeptus Astartes. These large spaces can be configured in a number of different ways and are lined with heavy armour so they can be used as firing ranges. The training chambers can be isolated from the rest of the ship and, because they are all located adjacent to its hull, they can be purged if needed. The walls of Chamber 8 still bear the scars from a time an xenos War-Wyrd of the Hambro Cuth was transported, having been captured by the Deathwatch attempting to infiltrate the Iron Collar. The awesomely powerful xenos psyker proved so destructive that the Kill-team was forced to purge the chamber and consign the Cuthian to a cold, airless grave lest the dread energies he had unleashed consume the entire ship.

DEATHWATCH ARMOURY

In addition to the numerous batteries and arms caches intended for the use of the crew, the *Argent Crusader* is host to a sealed, heavily armoured chamber in which the weapons of the Deathwatch are stored. The armoury contains far more weapons and ammunition than any Kill-team could ever require for a single mission, extending the reach and multiplying the force the Deathwatch is able to bring to bear. The armour contains numerous different types and patterns of weapon, some of which may represent the only known example of their mark or design. While the vast majority of the wargear stored in the armoury are standard (as far as the Adeptus Astartes are concerned), it also contains a small number of exotic weapons, such as graviton guns and conversion beam projectors.

LAUNCH DECKS

As a rapid strike vessel, one of the *Argent Crusader's* primary function is to carry a complement of Space Marines to its destination and to deliver its members directly into combat. The vessel is equipped with a primary launch deck in its armoured prow, and two secondary decks amidships—one port and one starboard. The primary deck is equipped with a Thunderhawk gunship which its crew keeps in a high state of alert. The secondary launch decks are generally used for non-combat or combat support operations, such as ferrying materiel to and from a landing zone, loading the ship's ammunition stores, and receiving and delivering visitors. The secondary decks are sometimes used to launch smaller vessels such as the Stormtalon gunship, two of which are available should the Deathwatch decide to utilise them.

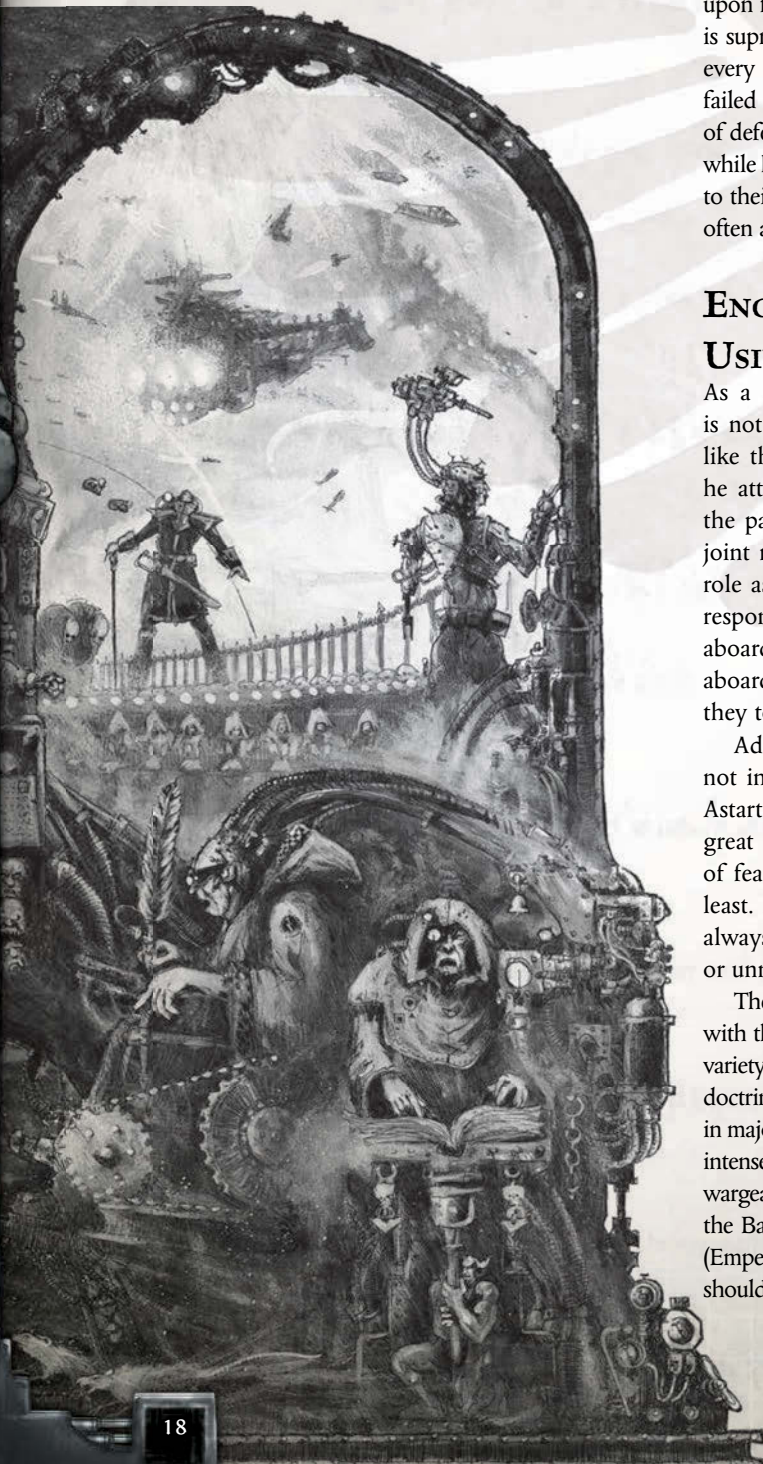
In addition to the conventional launch decks, the *Argent Crusader* is host to a Drop Pod assault cradle, in which two Adeptus Astartes Drop Pods currently await use.

OBSERVATION BLISTER

The Observation Blister sits atop one of the numerous armoured spires mounted towards the Crusader's aft section. Most are host to a staggering variety of different types of sensors, some of which are highly exotic, possibly of xenos or pre-Imperium origin, and used exclusively by the Deathwatch. The blister is a dome of armoured glass able to accommodate a squad of Space Marines, affording a spectacular view of the vessel and of surrounding space. It is in this Spartan chamber that Watch-Captain de Dominova delivers his mission briefing.

PERSONS OF INTEREST

The Deathwatch in the Jericho Reach is slightly different from conventional Space Marine Chapters, in that it does not utilise failed Aspirants as Chapter Serfs, because it does not select and train its own Brethren. Even a failed Aspirant is likely to be a superior specimen of Humanity, what Adeptus Astartes implants they have received granting them abilities and attributes normal men do not possess. Denied this channel of recruitment, the Deathwatch of the Jericho Reach relies instead on the practise of employing generation after generation of the same families to staff its vessels and holdings. Often, the exact same position has been filled by countless generations of the same line, the long-mastered secrets of one single duty passed down from father to son. This process results in a staff of mortals literally bred to serve, and utterly loyal to its Deathwatch masters.



Most of the Deathwatch's Chapter Serfs go about their duties all but invisible to the godlike warriors they serve, yet a few rise to positions of great honour and in so doing earn the right to address a member of the Adeptus Astartes without invitation. These honoured servants are known by the honorific conversii, indicating they have earned the much vaunted right to speak before being spoken to in the presence of a Space Marine.

CAPTAIN JEROK DeSAUL

Captain DeSaul is, so far as can be ascertained from the archives, the fifty-ninth of his line to perform the honoured duty of commanding the *Argent Crusader*. The captain is a dour and single-minded individual and his life is entirely meaningless beyond the bounds of his position. He has very little experience with those outside of the Deathwatch and cares nothing for those that dwell "dirtside" on the surfaces of the worlds he has only ever looked upon from orbit or through a targeting grid. In manner, DeSaul is supremely confident in his own abilities, and in truth he has every reason to be. Neither he, nor any of his line, have ever failed the Deathwatch. The captain displays the exact measure of deference required when interacting with Battle-Brothers and while he knows he is not their equal, he is sufficiently accustomed to their presence that he is not struck dumb as many lesser men often are in the presence of the Adeptus Astartes.

ENGINEER PRIME ADEPT

USIUM MELLANO

As a senior member of the Adeptus Mechanicus, Mellano is not bonded to the service of the Deathwatch from birth like the vast majority of the *Argent Crusader's* crew. Instead, he attends the vessel's engines according to the dictates of the pacts that bind the Chapter to the Mechanicus in their joint mission of service to the Imperium. In addition to his role as master of the *Crusader's* drives, Mellano has ultimate responsibility for all other adherents of the Cult Mechanicus aboard the vessel. While the numerous Servitors serving aboard the warship are owned by the Deathwatch, in practise they too are the preserve of the Engineer Prime.

Adept Mellano is unusual amongst the crew in that he is not instilled with the awe in which most hold the Adeptus Astartes. While the Engineer holds the Space Marines in great esteem, he is capable of feeling very little in the way of fear, certainly not in the way most men experience it, at least. Mellano's manner is detached and cold, his attentions always on his precious drives unless some facet of unfamiliar or unmastered technology should gain his attention.

The main reason Adept Mellano was selected for his duty with the Deathwatch is that he has served in a similar role with a variety of Space Marine Chapters. As such, he is familiar with the doctrines and customs of dozens of different bodies and has served in major warzones across the entire galaxy. He is familiar with, and intensely curious about, numerous patterns of Adeptus Astartes wargear and well versed in its maintenance and operation. Should the Battle-Brothers have need of master artisan to repair or even (Emperor forbid) modify an item of equipment, Adept Mellano should be well able to perform the task.

MASTER HELMSMAN KAVANT IRE

The *Argent Crusader's* master helmsman has served the Deathwatch for almost a century, and is at least the ninth of his line to perform the role of steering the warship. Twenty years ago, Ire was wounded during an encounter with a Chaos Reaver frigate during which his station erupted in flames, fusing his ruined body to the helm. Miraculously, Ire survived his injuries, and once the helm was repaired he begged to have his body grafted into its systems and mechanisms, arguing that much of his flesh was already melded with the helm and parts of it still remained inside him. Captain DeSaul agreed, and so Helmsman Ire is unable to leave his station even if he wanted to. This turn of events caused some consternation amongst the secondary helm crew, for it meant that none of them would ever be able to man the helm. To this day, three secondary and nine tertiary helmsman are listed amongst the crew rosters, though all have been assigned other duties until such time as Ire relinquishes his position through death or illness.

MASTER OF ORDNANCE GARRAN SKINIKER

As master of the *Argent Crusader's* vast array of weapons, Commander Skiniker has a fearsome arsenal at his fingertips. Skiniker is a veteran of countless Deathwatch operations, and unusually is the first of his line to fulfil the rank. The previous master of ordnance was slain in the same encounter that fused the ship's master helmsman to his station, and for reasons undisclosed by Captain DeSaul, the previous incumbent's next in line was not promoted to take his place. As the first of his line to serve as master of ordnance, Commander Skiniker bears great responsibility. In truth, Skiniker relishes the power his new role affords him, grinning with ill-contained delight each time he is ordered to plot a firing solution on an enemy vessel.

ASTROPATH KHILOANKHA

The *Argent Crusader's* chief Astropath is another example of the small number of specialised staff supplied by outside institutions to perform duties none within the Deathwatch can undertake. Khilankha is a waspish and tense woman whose haunted expression is made all the more disturbing by the dark pits of her empty eye sockets. She avoids contact with the Battle-Brothers wherever possible, and if cornered appears distracted and on edge. If pressed, she states acerbically that she finds the presence of the Adeptus Astartes nigh unbearable, for they bear such a weight of fate on their broad shoulders that the attentions of all manner of entities are drawn to them. Khilankha believes that all Space Marines are somehow cursed, and abhors their presence for the reek of brimstone that she claims attends it.

In truth, the Astropath is either mistaken or in denial. It is instead she that is cursed, and her premonitions are not of the doom of the Space Marines but of her own inevitable fate, which is soon to claim her as a consequence of her service to the Deathwatch.

NAVIGATOR LUKAN STARK

Lukan Stark has served the Deathwatch for almost as long as it is possible for a Navigator to perform his duty aboard a vessel not directly owned and operated by his own kind. Stark is doomed with the grossest of mutations, for such is the curse of the Navigator Gene. Before long Stark will be forced to take his leave of the *Crusader* and return to the fold of his House, for once his mutations fully manifest he will be unable to commune directly with any but his own.

Quite apart from the fact that he could transform into a vile abomination at any point in the near future, Lukan Stark holds far deeper secret. For long decades Stark has hidden his true identity from all but the very closest of his order. He is in fact a member of the much cursed and outcast House Typhon, and like many of that line, he is a so-called Elutian Devotee. As such, Stark has knowledge of matters relating to the Warp that few even of the Navigator Houses can bear to know. It seems unlikely that the Deathwatch would be unaware even of the most well-hidden facts concerning the loyalties of those that serve it.

Game Masters who wish to learn more of the Elutian Devotees can find details in the **ROGUE TRADER** supplement **THE NAVIS PRIMER**, though the details provided here are more than sufficient.

ADDITIONAL ENCOUNTERS

Should the GM wish to prolong the opening phase of the adventure, he can introduce a number of additional minor encounters. These should take the form of interactions with other crew members instead of outright combat, but there are always exceptions. Here are a few ideas the Game Master might like to expand upon:

- Most sane men fear Warp travel, and while the Deathwatch employ only the most able and experienced crew on their vessels, such individuals are but mortals and prone to mortal failings. Perhaps one or more of the named crew simply snap, and the Battle-Brothers must intervene to contain any potential complications.
- As the Warp jump nears and the taint of the Immaterium grows tangible, a crewman might gain some premonition of the dire events to come. Perhaps he attempts to warn the Battle-Brothers. How do they react?
- The Warp exerts a range of unknowable effects upon the fabric of reality, the ebb and flow of time and space often twisted out of all recognition when the thin barrier between the two realms is breached. This could manifest as a series of ghostly portents of events and people the Battle-Brothers will encounter throughout the adventures to come. It could even include alternate futures, sightings of the *Argent Crusader* as a deserted hulk and numerous other dread premonitions.

THE MAUL OF THE GATEKEEPER

The sacred relic weapon carried by the Watch-Captain is an artefact held in great reverence by the Deathwatch and the Storm Wardens Chapters. An ornate mattock, without a single blemish, the Maul of the Gatekeeper is said to be the bane of all xenos and to date back to the founding of the Storm Wardens Chapter. Due to the pall of mystery surrounding the Chapter and the mysterious Nemesis Incident, no more information than this is known, though numerous legends are told of the weapon's capabilities.

In battle, the Maul of the Gatekeeper is treated as a Master-Crafted Astartes Thunder Hammer. However, Player Characters may spend Fate Points to augment the damage it inflicts when fighting xenos of any type. This augmentation is declared before Damage is rolled, and each Fate Point spent adds an additional d10 to the weapon's Damage for that attack only. When fighting Enslavers, the result of the extra d10 is doubled, and any Enslaver Mind-Slave struck by the weapon (even if no Fate Points are spent) is immediately slain as its link to its xenos puppet-master is severed. Given the nature of the Maul of the Gatekeeper, the players should not be informed of its effects unless one of them actually wields it against a xenos foe.

While aboard the *Argent Crusader*, Watch-Captain de Dominova leaves the Maul of the Gatekeeper in the care of the chapter serf attendants in the Chapel Sanctus. Shortly after boarding the *Argent Crusader*, de Dominova requests the presence of the Battle-Brothers during a solemn ceremony in which he places the Maul in the care of the Chapel's attendants.

WATCH-CAPTAIN DE DOMINOVA

An intense, laconic, sallow-faced Battle Brother with pale, colourless eyes prone to piercing glares, Watch-Captain Estaban de Dominova hails from the Crimson Fists Chapter of the Adeptus Astartes. Currently serving his fifth vigil with the Jericho Reach Deathwatch, the Watch-Captain is a highly respected Apothecary whose prowess in the operating theatre has reached near mythic proportions among the Kill-teams with which he's served. Indeed, many a Battle-Brother currently serving a vigil in the Jericho Reach owe their limbs, if not their very lives, to his quick thinking and sure hands. Along with his prodigious medical skills, and the usual finely honed warrior abilities possessed by every Battle-Brother, Watch-Captain de Dominova is also a noted authority of the biology of many xenos life-forms and is known to work closely with the Ordo Xenos and the Magos Biologis in various capacities. Though he rarely takes an active role throughout the adventure, Watch-Captain de Dominova's profile is presented in the **Appendix** on page 139.

At the outset **ARK OF LOST SOULS**, the Watch-Captain acts as a leader and a patron to the Kill-team—requesting their aid, specifically, in breaking the siege of Watch Station Antael. De Dominova has heard of the Kill-team—indeed, he may have interacted with them directly if the Kill-team has played through the events of the **RIISING TEMPEST** adventure module—and trusts in their abilities to end the xenos assault.



CAUGHT IN THE STORM

Whether or not the players choose to interact with the crew of the *Argent Crusader* or undertake any other tasks in the hours before the vessel translates into the Warp and begins its journey properly, the time eventually comes to get the adventure started. The following section describes what happens when the jump to Warp space is made, and the subsequent disaster that befalls the Deathwatch's warship. Entering the Warp is an event of major significance for any starship, and one steeped in ritual and trepidation. The following key events occur in the run up to the translation to the Warp, which may or may not affect the Player Characters' actions. These events could be used to trigger interactions or minor encounters should the GM wish.

PHASE 1: ASSUME SECOND DEGREE OF READINESS

This phase of preparation sees all non-essential machine systems and processes suspended so that all available power may be made ready for Warp jump. The crew is issued a warning order and placed on second degree of readiness.

PHASE 2: ATTEND TO WARP STATIONS

Every single member of the *Argent Crusader's* crew has a "Warp station"—a duty they must attend to in preparation for and during a Warp jump. In this phase, the crew is ordered to attend that station, which they do with practised efficiency. Despite the fact that the crew is evidently highly adept and professional, perceptive Battle-Brothers might catch the tension in the air, though most Adeptus Astartes are largely unaware of the concerns of lesser mortals.

PHASE 3: WARP BREACH IMMANENT

As the jump approaches, the vessel's Warp drive is brought online and slowly ramped up to full power. This creates a juddering bass dirge that passes through the entire ship, but that is the lesser of its effects. The air grows heavy as the Warp drive's unknowable processes force themselves upon the fabric of reality. Those not gifted with the psyker's arts feel an indefinable dread building deep in their souls, along with brief flashes of unsettling disorientation or outright surreality. Those who do bear the gift (some would say curse) of the psyker feel something far more tangible. Though no two psykers experience it in exactly the same way, many report the feeling that the very fabric of space and time is being stretched out of shape around them, or that a deep, yawning chasm is opening up beneath their very feet.

At the height of this phase all pressure-sealed hatches are sealed. Normally, passengers would be sealed in their quarters, but it is normal for members of the Deathwatch to observe the translation from the bridge. Should they prefer, the Battle-Brothers are free to return to their cells, but should be made aware they will be locked in until the Warp jump is underway.

PHASE 4: MAKE WARP

Only when the *Argent Crusader's* first officer has confirmed all pressure-hatches sealed, all wardings purified, all vista-panels shuttered, and all crew positions fulfilled is the order to "make Warp" given. Read aloud or paraphrase the following:

No matter how many times you experience a Warp translation, you never get used to it. A harsh machine wail screams from every vox-horn on the vessel, its mournful dirge echoing down every companionway. The sound drones on for what seems an age as leaden silence descends. Then, the order is given—"Emperor bless our souls, make Warp!"—and somewhere deep inside the guts of The Argent Crusader the Warp drive is activated.

For a moment, nothing seems to happen, but then that moment stretches outwards to infinity, a single thought, a single firing of a single synapse attenuated to encompass the entirety of existence. Your perceptions narrow and your physical senses recede, the experience sensed instead deep within the soul. The fabric of reality is stretched impossibly thin, your mind at once expanding in every dimension and obliterated as the laws of nature are brutalised.

When the stuff of the universe can be warped no further, the abyss opens up and swallows you.

The lumens cut out and for an instant darkness engulfs all. A scream, as of a billion, billion souls wailing in eternal torment splits the air as a deep, bass rumble causes the fabric of the vessel to tremble and quake. The ship plunges through gulfs of anguish and insanity, now fully submerged in the ocean of Chaos.

And then the lumens flicker back to life and you realise your grip has almost shattered the restraint. The rank taint of fear and dread fills the air even as sweet incense is pumped through the filtration mechanisms.

"We pray for the souls of those adrift upon the Warp," a voice announces over the vox-horns, and in a moment several thousand men and women join in the prayer as one.

'Stand down Warp stations,' the executive officer orders.

The translation to the Warp completed and the voyage through the Sea of Souls underway, the *Argent Crusader's* crew initiate a complex series of checks and purifications even as cycled prayer chants are pumped throughout the entire ship. Despite the fact that the translation proceeded without any apparent mishaps, the crew is far from relaxed, and will not be until the Warp is far behind them. It is unlikely that the Space Marines notice or care about the state of mind of the crew, of course.

Allow the players time to gather their thoughts, and if any of the Battle-Brothers experienced the translation in their private cells, let them return to the bridge. If needed, have Watch-Captain de Dominova order them to do so, but before they can decide what to do next read aloud or paraphrase the following:

"Gentlemen," Captain DeSaul addresses the bridge command crew. "Gather in the chapel in one hour." Turning to the Battle-Brothers, he continues, "We shall..."

But he never gets to complete his sentence. The captain's eyes widen in stark, unfettered terror as he stares at something immediately behind you, his face draining of all colour.

Whether or not the players fall for this age old trick, the Captain is looking at a thin skein of ice that is creeping slowly across the bulkhead. As the temperature on the bridge rapidly plummets, a deep, creaking sound fills the air, followed by a crack that could be the sound of ice splitting, but could just as easily be bone splintering. The captain drops to his knees even as several of bridge officers stagger to their feet, dread writ plainly across their features.

"IncurSION!" Captain DeSaul splutters, his breath billowing in clouds as the temperature nears zero. "Emperor save us..."

By now it should be obvious that something has gone drastically awry. However, the Battle-Brothers choose to react, the following key events play out, escalating towards the moment when the *Argent Crusader* is drawn upon the vast bulk of *Mortis Thule*.

EVENT 1: WARP FROST

The temperature plunges past zero as sheets of unnatural ice crystallise across every surface. Non-Adeptus Astartes characters must pass a Willpower Test as if confronted with a phenomenon that causes Fear (2). The Game Master can make the tests for the twenty or so bridge crew if he wishes, or make a single roll based on the Willpower of an average Chapter Serf (30). Failure indicates that d10 of the command crew have snapped and must roll on **Table 9-7: The Shock Table** (see page 277 of the **DEATHWATCH** Core Rulebook). Again, if the GM wishes he can make a single roll and apply the result to all those affected.

Should they wish, the Battle-Brothers can attempt to bolster the morale of the bridge crew by reciting relevant Catechisms of Deliverance or other suitable tracts. Every Battle-Brother who spends an Action to do so must make a **Hard (-20) Fellowship Test**. Total up the Kill-teams' Degrees of Success, then subtract the total Degrees of Failure and multiply the result by ten. The end result is used as a modifier for any rolls the command crew must make on the Shock Table for the remainder of the encounter.

EVENT 2: WAIL OF THE DAMNED

Very soon after the drastic temperature drop, a hideous and obviously unnatural keening shriek starts up. The sound has no obvious source and appears to be emanating from the fabric of the *Argent Crusader* itself. The Battle-Brothers are subjected to a Fear (1) effect, but the crew react far more drastically, aware as they are of the awful perils of the Warp. The sound grows ever louder and more disturbing, subjecting the crew to a Fear (3) effect.

By now, whatever is occurring is affecting the entire vessel and every one of the many thousands of crew is being subjected to the hideous, sanity-shattering screams of the eternally damned. The deck beneath the Battle-Brothers' armoured boots trembles violently. The trembling of the deck reduces all movement rates by half, and combined with the horrible screaming inflicts a -20 penalty on all Perception-based Skill Tests.

As the screaming and trembling reaches a crescendo, the mind of one of the senior command crew finally snaps. It is up to the Game Master which officer snaps, and if the Battle-Brothers have formed a particular affinity with any one of them this individual is probably a good choice as it lends the event more drama and pathos. The affected officer bellows an ululating cry of fear and rage and launches himself at the nearest Space Marine. Clearly, he has little chance of harming the Battle-Brother, but driven beyond the point of sanity he attacks until he is rendered unconscious or slain.

EVENT 3: WARP BREACH!

The instant the maddened bridge officer is dealt with, the air all about ripples and distorts as half-seen figures coalesce before the Battle-Brothers' very eyes. Grasping limbs reach out from beyond, appearing from bulkheads, from midair or even bursting forth from the bodies of stricken crewmen. A petrified voice bellows "Gellar field failure!" before the throat that produced it is transformed into the portal through which a fell creature of the Warp draws itself to feast upon the souls of those that dare intrude upon its realm.

The *Argent Crusader's* Gellar field is failing and the ship is being assaulted by a wave of gargoyle-like Daemons known as Furies. These monsters of the abyss are mindlessly determined to overwhelm those whose souls shine alluringly in the Warp. While the souls of the vessel's crew are desirable enough, those of the Adeptus Astartes blaze like shining stars in a dark firmament, drawing ever more of damned creatures towards them.

Initially, the Battle-Brothers are assailed by individual Chaos Furies and forced to defend themselves as more appear. Individually, these wailing shadows are defeated easily enough, but their numbers are limitless in the churning maelstrom of the Warp. Soon, the Furies attack in waves that count as Hordes, forcing the Kill-team to take drastic action.

The profile for the Chaos Furies can be found on page 133. The Game Master should introduce these foes in escalating waves. Initially, a single Fury attacks, but the instant it is slain, its form vanishes and several more appear. When he feels it is appropriate, the GM can have the Battle-Brothers attacked by a Horde of the damned creatures.

How the players choose to react to the unfolding disaster is up to them and the Game Master should allow them to pursue any reasonable course of action. It is likely, for example, that the player might reach the conclusion that the ship's Gellar field must be raised, but in truth the damage to the vessel, while yet undetermined, is far too great, though the players need not discover this just yet. Instead, the Game Master could allow a Techmarine to restore a small portion of the Gellar field in a very localised area, requiring a **Very Hard (-30) Tech-Use Test** to activate. In this case, each Degree of Success increases the size of the area covered by the field, granting it the capacity to protect an additional fifty or so souls. The ultimate effect of this course of action is the same as detailed below, but the GM should alter the read-aloud text accordingly.

In truth, unless the players themselves devise a plausible course of action to hold off the endless waves of Chaos Furies assailing the Kill-team, the only way of gaining sanctuary is to fall back to the *Argent Crusader's* Chapel Sanctus (as described on page 17).



Protected with potent hexagrammic wards, the interior of the chapel is sacred ground upon which no denizen of the Warp may tread. Upon attempting to cross the threshold, the Furies simply vanish, their very essence obliterated. Allow the Battle-Brothers to make a **Difficult (-10) Lore: Common (Deathwatch or Ecclesiarchy) or Lore: Forbidden (Daemonology) Test** to know of the wards and their effect on daemons.

Should the Kill-team attempt to rally the crew and lead them to safety in the chapel, the chamber is large enough to accommodate approximately one hundred individuals, a small fraction of the *Argent Crusader's* total complement.

If the players themselves do not decide to seek refuge in the Chapel Sanctus from the tide of abominations, then the Watch-Captain decides to lead the Kill-team there himself. The Game Master should only use this option once the players have had a chance to shine, however. The Watch-Captain should remain with the Kill-team at all times, or if they do part, he should return to their side before the final part of this passage is resolved.

EVENT 4: SANCTUARY

Soon after the first few Chaos Furies are obliterated attempting to pursue the Kill-team into the Chapel Sanctus (or other sanctuary if the players have concocted a similar scheme and the GM has agreed to it working), the number of attackers increases exponentially. The Furies are drawn to their own destruction by the presence of the Space Marines' shining souls. The corridor beyond the

chapel entrance is transformed into a solid mass of wailing, thrashing Daemons, the wards soon glowing white hot as more and more Warp creatures are obliterated.

As the wave of shrieking abomination become so dense that the wards must surely fail, the *Argent Crusader* is drawn into *Mortis Thule*, its form melded with that of the Space Hulk by the impossible energies of the Warp. Read aloud or paraphrase the following:

You find yourself within a haven of purity as wave after wave of damned souls obliterate themselves upon the threshold of the chapel. Yet, the wards etched into the portal soon grow white hot and dozens of the purity seals mounted upon the walls flare into guttering flame as the abominations threaten to overwhelm the sanctuary. As the relentless assault nears its inevitable conclusion, you feel the unmistakable pressure of the Warp closing in around and it is as if the inner sanctum in which you stand is the last mote of reality cast adrift upon the raging currents of the Sea of Souls. The wailing torrent of insanity consumes all and the flagstones beneath your feet fracture.

In an instant, the shrine is plunged into darkness as the sound of the Argent Crusader's hull twisting apart assaults your senses. Only the blessings of your Primarchs and of the Emperor himself can save you now...

Unknown to the Battle-Brothers, the wreck of the *Argent Crusader* is being drawn onto the vast bulk of *Mortis Thule*. The energies released during this blasphemous, unnatural collision are such that even a Space Marine of the Adeptus Astartes is overcome and every one of the Kill-team loses consciousness. While unconscious, the soul of each Battle-Brother is assailed by the raw power of the Warp, drawing forth his deepest secrets and frailties, such as they are in a champion of Mankind. Each Player Character experiences this spiritual and physical assault differently, as detailed below.

With reference to their Battle-Brother's past deeds and history, each player should announce his character's deepest, darkest fear, dread, or regret. The Game Master should determine how inventive or convincing this admission is, and afford each player a bonus or penalty between -60 (i.e., the Battle-Brother was entirely unwilling to confront himself) to +60 (where the Battle-Brother was willing and able to illuminate the darkest reaches of his spirit and confront every weakness lurking within). Each Player Character makes an Insanity Test (see page 279 of the **DEATHWATCH** Core Rulebook), applying the modifier awarded.

In addition to the spiritual trauma the Warp exerts upon each Battle-Brother as the *Argent Crusader* is ground upon *Mortis Thule*, the body of each member of the Kill-team is subjected to forces that would tear a normal man apart. Each Player Character must make a **Very Hard (-30) Toughness Test**. When they awaken in the next stage of the adventure, any Battle-Brother that failed this test experiences a number of level of Fatigue equal to the Degrees of Failure by which it was failed as his genetically enhanced system attempts to recover from the stresses placed upon it.

AFTERMATH

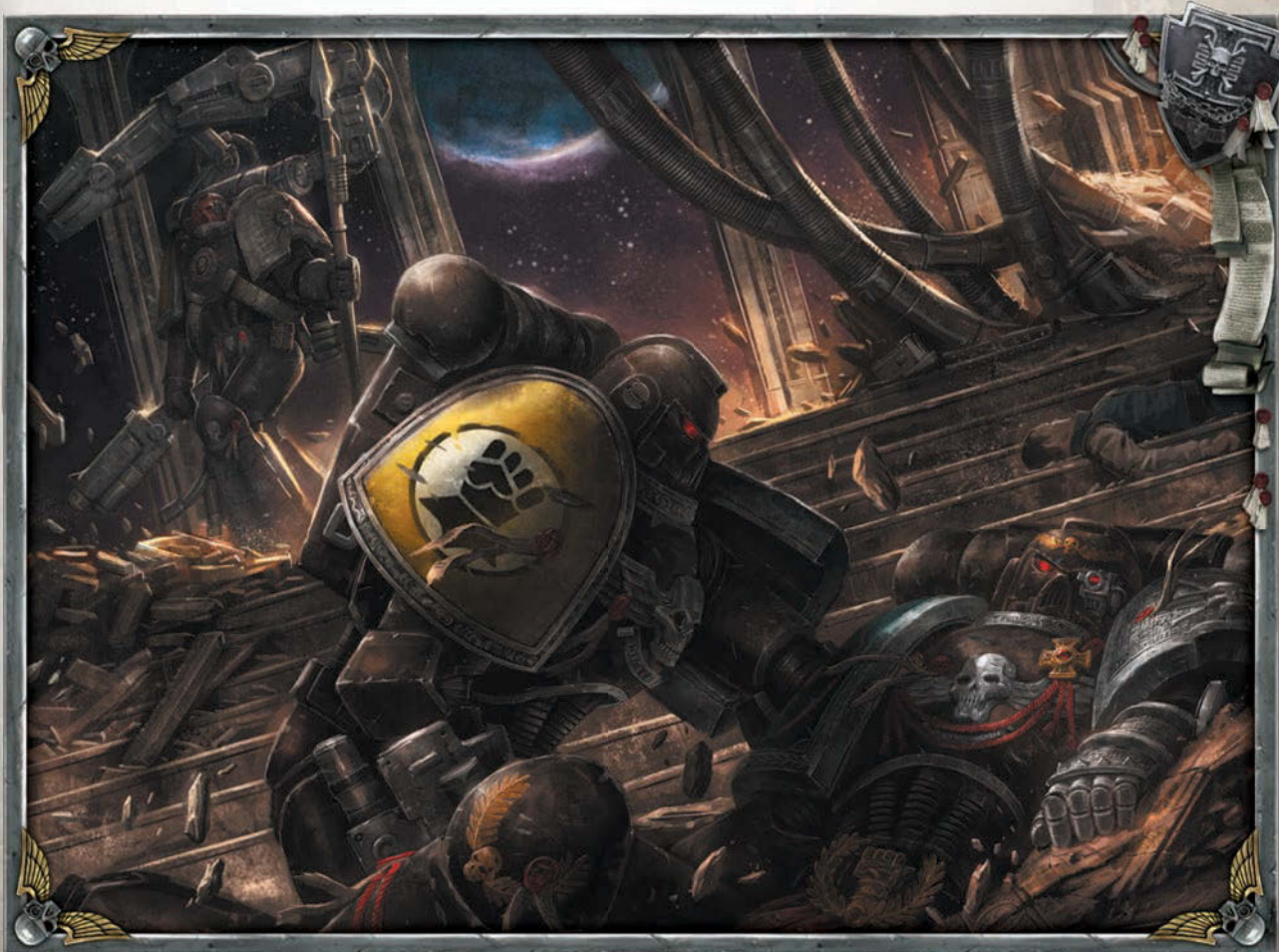
One by one the Battle-Brothers awaken, discovering themselves lying prone in the shattered remains of the Chapel Sanctus (or other location as relevant). The air is filled with thick smoke and wreckage is strewn all about. The only light is that cast by sparking machinery and guttering flames, and all traces of the abominations that had assaulted the threshold are gone. The wards that protected the inner sanctum are all blackened and charred and the waxen purity seals melted into great runnels solidifying on the deck.

The first Battle-Brother to seek him out discovers the broken form of their Watch-Captain, his limbs twisted and his armour shattered. De Dominova's body was subjected to such horrific forces during the calamity that he is hovering at the brink of mortality. Upon discovery, the Watch-Captain is unconscious, but a successful **Difficult (-10) Medicae Test** can be used to diagnose his condition. Passing the Test reveals that the Watch-Captain's body has suffered such trauma that only by the activation of the Sus-an Membrane implant can he possibly survive. The process has already begun, and the test reveals that the Kill-team has only a brief window of opportunity to awaken the Watch-Captain and converse with him before he slips into a catatonic state to stave off death.

Should the group wish to revive the Watch-Captain, they may attempt to do so by way of a **Hard (-20) Medicae Test**. If the test is failed, the patient slips into suspended animation straight away and the Kill-team is very much on its own. If the test is passed, de Dominova regains consciousness for a number of minutes equal to the Degrees of Success gained. For each minute, he imparts one of the points below, which can be communicated or summarised as the GM wishes.

His eyes flickering open, the captain turns his head with obvious difficulty and addresses the nearest Battle-Brother. Through bloody lips, he orders the Battle-Brothers to retrieve the Maul of the Gatekeeper from the Chapel Sanctus, and to bear it with them whatever fate may await them.

- Fighting the onset of de-animation, the Watch-Captain relates something of his experiences during the Warp accident. He states that the vessel must have been expelled from the Warp, but they could be anywhere in the Jericho Reach or indeed far beyond it.
- His eyes flickering shut as his skin drains of colour, the Watch-Captain claims that while unconscious he heard the "siren call" of a dread xenos fiend. The source of the abominable voice is near by, and echoes yet through the corpse of the *Argent Crusader*.
- The captain's very last warning, should the Battle-Brothers keep him conscious long enough to relate it, is that the Warp remains restless still, and might rise anew to claim the souls of them all...



COUNTING THE COST

The Kill-team is now stranded upon the wreckage of the *Argent Crusader*, the ship's hull melded with the vast mass of the Space Hulk known as *Mortis Thule*, though realisation of this fact comes only slowly. Depending on how the group decides to investigate their situation, the following facts are discovered, in whatever order the Game Master deems appropriate.

CREW LOSSES

The vessel's crew were not so fortunate as the Space Marines, their bodies unable to withstand anything like the same trauma and their minds unable to stand up to the horrors unleashed outside of the sanctuary afforded by the chapel. So far as the Space Marines can ascertain, not a single crewman survived the calamity.

CONDITION

The *Argent Crusader* has been subjected to such a level of damage that it is a wonder it is as intact as it is. No area or system is untouched and it is clear that only a massive salvage operation is likely to get the vessel moving again, and only then utilising a Warp tug and a salvage crew of thousands.

LAUNCH DECKS

Should the Kill-team investigate the status of the *Argent Crusader's* launch decks, in particular that of the smaller vessels carried in them, they have very little good news. The primary launch deck's armoured door has been fractured and its interior is exposed to the void. The Thunderhawk previously kept there has been ripped in two by unknown forces, its drive section embedded in one wall and its forward section crushed against the armoured bay doors.

Both of the secondary launch decks are inaccessible, all potential access to them unusable. Though the characters may not be aware of it just yet, the reason the secondary bays are inaccessible is because they have been fused with the rock and wreckage of *Mortis Thule*.

The drop pod assault cradle is the only component that is still even vaguely intact. Because it has no power feeding it, the cradle can only be activated and the two drop pods held within launched if one or more Battle-Brothers remained behind to operate the release mechanism manually. This would be a very bad idea, however, and would result only in the drop pod being spat out into the void before being caught in the formidable gravitic pull of *Mortis Thule*, where it will orbit the Space Hulk until it next plunges into the Warp. Needless to say, any characters that attempt such a stunt probably deserve to be left to their fate, though the Game Master might allow the players to attempt a rescue if they concoct a suitably inventive scheme.

REACTOR

The ship is entirely without power. A successful **Challenging (+0) Trade (Shipwright) Test** reveals that something other than the vessel's own machine systems is providing a gravity field of approximately standard magnitude.

PLASMA RELAY LEAK

As the Battle-Brothers set about the task of assessing the situation, they become increasingly aware of a rapidly worsening containment failure in the vessel's plasma relay conduits. Background radiation levels rise towards dangerous levels and if left unattended, the leak is likely to result in a fatal plasma cascade capable of scouring the interior of the vessel to ashes. There are several ways the Player Characters might become aware of the threat, including:

- Space Marines with a functioning Melanchromatic Organ are protected from low levels of radiation, the implant causing skin colouration to darken as protective chemicals are synthesised by the enhanced physiology of the Adeptus Astartes. The Battle-Brother is aware of this process, while his brethren witness its effects upon his features directly. The cause of the bio-chemical reaction is obvious and no Skill Test is required to ascertain that there must be a radiation leak nearby.
- Battle-Brothers of the Deathwatch are often equipped with scanners, augurs, and similar devices capable of measuring radiation levels. The GM can call upon Player Characters bearing suitable equipment to make periodic **Awareness Tests**, starting out at **Difficult (-10)** and getting progressively easier as the levels increase. As Adeptus Astartes Power Armour is equipped with rudimentary versions of such scanners, any Battle-Brother may make **Very Hard (-30) Awareness Tests** as well. Success on either test indicated that the Battle-Brother is aware of the radiation leak and may begin searching for its source.
- If for some reason the Battle-Brothers still fail to note the increase in radiation, or if they ignore the threat, they start taking Damage. At this point the existence of threat, if not its exact cause, becomes obvious. After about an hour has passed, and every ten-minutes or so afterward, the characters take 1d10 Energy Damage, +1 point of Damage per previous Damage roll from this source. The Damage from this attack is not reduced by the Battle-Brother's armour, though it is reduced by Toughness as normal. Power Fields likewise have no effect on this attack.

To seal the leak and save themselves (and the de-animated Watch-Captain) from lethal radiation exposure, the Battle-Brothers must first locate, and then close down the leak. To locate the leak they must achieve eight Degrees of Success on any number of **Lore: Common (Tech), Search, Tech-Use, or Trade (Technomat) Skill Tests**. The first test is **Hard (-20)**, but each Degree of Success achieved adds a +5 bonus to successive Tests. Each Battle-Brother may make one Skill Test every ten minutes, after which each Battle-Brothers takes Damage as detailed above.

The leak can be shut down by activating a manual containment valve to be found just aft of the bridge. The valve takes the form of a huge locking wheel and associated sealing mechanisms constructed to function even when no power is available.

When the eighth Degree of Success is achieved, the cause of the leak is determined and shut down. Whichever Battle-Brother made the Skill Test that earned the eighth Degree of Success is considered to be one who closed the valve and was exposed directly to the final outpouring of radiation. That character immediately takes 1d10+10 Energy Damage. As above, this Damage is not reduced by armour, though it is reduced by Toughness.

THE FINAL RESTING PLACE OF THE ARGENT CRUSADER

Only when the radiation leak is dealt with can the Battle-Brothers take full stock of their situation. The bridge lies just beyond the containment valve, and from it the characters are afforded the opportunity of realising the truth of their predicament.

The information presented below assumes that the characters are on the bridge, but should the GM wish he can adapt it to other circumstances. The moment the Battle-Brothers enter the command deck, read aloud or paraphrase the following:

The armoured portal leading to the bridge yields to your strength despite the buckling inflicted upon it by whatever disaster has befallen The Argent Crusader. Stepping across the threshold, you find yourself back on the bridge, what feels like a lifetime having passed since you were last here. How different the command deck looks now, its every surface stained with congealed blood, the deck scattered with twisted body parts.

But the red hue that hangs in the air is not simply a matter of spilled blood. Looking about, you note that the armoured shutters lowered over the exterior of the bridge's forward vista ports have been torn away by some unimaginable force.

If there was any doubt before, now you know for certain that the wreck of The Argent Crusader has been vomited out of the Warp and is back in realspace once again. That is fortunate, for to look out through those lowered Warp shutters directly into the Sea of Souls would have spelled damnation before you could have torn your eyes away. Instead, the sight that awaits is a mass of roiling, blood red energies, distant nebulae pulsating like the exposed organs of some vast, eviscerated sea creature, the ebon sweep of the open void pressing in all about.

At this stage, any Battle-Brother may make a **Routine (+20) Navigation (Stellar) Test** or **Challenging (+0) Lore: Common (Jericho Reach) Test** to ascertain that the vast, boiling mass of fell energy visible through the command deck's forward vista panels is the Hadex Anomaly. Passing the test by two or more Degrees of Success reveals that the *Argent Crusader* must be somewhere deep in interstellar space rimward of the anomaly, but no more specific details can be gleaned.

The scene continues when a Battle-Brother approaches the vista panel to take a closer look out:

Approaching the vista port, your armoured tread crunching the splintered bones of the slaughtered bridge crew, your breath catches in your throat as you bear witness to the true fate of the Argent Crusader.

The bridge looks out upon open space, but rearing up to the ship's aft is a mighty wall of solid rock and twisted metal, a mass so vast its extent is lost to a haze of drifting debris that forms an artificial horizon. Craning your neck for a better viewpoint, you see the awful truth. The entire aft two-thirds of the rapid strike vessel are melded with the substance of what can only be the largest Space Hulk ever witnessed in the Jericho Reach.

And the largest Space Hulk on record bears a name dreaded across the entire length and breadth of region. That name translates in High Gothic as 'Death from Beyond the Horizon'—Mortis Thule.

NEW PRIORITIES

The Kill-team is stranded on *Mortis Thule* and they have no way of knowing when the Space Hulk is likely to become caught in the currents of the Sea of Souls and dragged back into the Warp. What they do know is that when that happens, they are doomed, for without a functioning Gellar field to shield them from the ravenous denizens that haunt that impossible realm they will be slaughtered, their souls to be ravaged by daemons for all eternity.

Given their current circumstances, the Kill-team has a number of obvious priorities, most of which are immediately apparent. These are summarised below. The Game Master should take note of how the group goes about identifying and prioritising the challenges that face it and award good roleplaying with bonus Experience Points when the time comes. Each of the entries contains additional notes on this subject.

ESCAPE

The most obvious priority confronting the Kill-team is to identify a means of getting off of *Mortis Thule* before it is dragged back into the Warp. As champions of Humanity, the Space Marines are unlikely to feel the all-consuming dread any lesser man would experience when confronted with the knowledge that eternal damnation in the depths of the abyss could descend at any moment.

The Game Master should consider awarding a bonus 100 Experience Points to characters that, having identified the (rather obvious) need to escape the Space Hulk, display utter disregard for their own doom. After all, it is said that the Space Marines "shall know no fear" and this is an ideal opportunity to prove it. Players that exploit relevant Chapter and Personal Demeanours as well as other background details should be awarded an additional 50 Experience Points over and above the bonus already mentioned.

SAVE OUR SOULS

Another obvious priority is the need to alert the Deathwatch or other Imperial bodies of the *Argent Crusader's* fate and of the Kill-team's survival. In the event that the Battle-Brothers attempt to get the *Argent Crusader's* wrecked vox systems back online, it

should become apparent fairly soon that this is impossible. Aside from the fact that the wreck is entirely without power, the vox systems themselves were completely destroyed during the disaster. Furthermore, any signal that could be produced would be limited in range by the laws of the physical universe and rely on there being a receiving vessel very close indeed, something extremely unlikely with *Mortis Thule* drifting through interstellar space.

As with the Escape priority, the Game Master should award characters that identify the need, but discard it as unattainable having investigated and exhausted all possibilities.

THE WOUNDED WATCH-CAPTAIN

It is clear from his injuries that Watch-Captain de Dominova would have perished were it not for the state of de-animation his Sus-An Membrane has placed him in. There is no way of telling how long he might survive in this state—it could be anything from days to centuries. Clearly, carrying the injured de Dominova to safety must take high priority and players that identify and plan for this should be suitably rewarded.

THE MAUL OF THE GATEKEEPER

A central part of the Watch-Captain's mission was to bear the sacred Maul of the Gatekeeper against the Tau forces laying siege to Watch-Station Antael. The relic weapon currently resides in the inner sanctum of the *Argent Crusader's* Chapel Sanctus, and Player Characters that remember its presence and importance may attempt to retrieve it.

The structure of the inner sanctum was severely damaged during the melding with *Mortis Thule*, and as the Battle-Brothers arrive to locate it, they find a fire raging through the small chamber and debris scattered all about. The fire must be extinguished, a task that requires four successful **Challenging (+0) Tech-Use Tests** to achieve.

Every time the Test is failed, the Maul of the Gatekeeper suffers a level of damage. So long as the Maul has suffered less than nine levels of damage, it still functions, albeit with penalties. For ever three levels of damage the weapon has suffered, it loses one level of craftsmanship. Therefore when the Maul has suffered three levels of damage, the Craftsmanship of the weapon drops from Master to Exceptional, while at six levels it drops to Common. Should the Maul of the Gatekeeper suffer nine levels of damage, it is rendered entirely useless and unreparable.

Once the flames are extinguished, a short search of the small chamber quickly reveals the weapon buried beneath a scattering of smoking debris. Any damage is immediately obvious and likely to cause consternation amongst the Battle-Brothers, especially those of the Storm Wardens Chapter—see the **Maul of the Gatekeeper sidebar**. The damage can, in theory, be repaired, but the players should come up with this themselves without the GM dropping hints. Even if they do so, it takes an **Arduous (–40) Trade (Armourer) Test** to repair each level of damage, and at least three hours must be set aside for each test, something the Kill-team are unlikely to want to undertake at present.

Characters who remember the presence and importance of the weapon, and who make an effort to retrieve it, should be rewarded later on. An additional 100 Experience Points is a suitable bonus.

STANDING ORDER

EPSILON NINE-NINE-ZERO

If the players have not already been made aware of this vitally important standing order, each of them should make a **Routine (+20) Lore: Common (Deathwatch) Test** at some point throughout this phase of the adventure. Success reminds the character that Standing Order Epsilon Nine-Nine-Zero absolutely requires them to attempt a reconnaissance of any immediately accessible areas of *Mortis Thule* unless countermanded by a Watch-Commander or Inquisitor. In the unlikely event that all of the Battle-Brothers forget this central doctrine of the Deathwatch of the Jericho Reach, an extended period of penance with the Chaplains should be undertaken if and when the Kill-team returns to Watch-Fortress Erioch.

If the players are playing a mixed group of characters from multiple **WARHAMMER 40,000 ROLEPLAY** game lines, particularly **DARK HERESY**, it is possible, though unlikely, that one or more of the Player Characters is in fact an actual Inquisitor. In this case, that character technically has the power to countermand Standing Order Nine-Nine-Zero. This could present an interesting conflict of interests within the group and Game Masters should allow it to run its course and adapt events as necessary. The topic of integrating such characters into games of **DEATHWATCH** is discussed in more detail on page 70-72 of the **rites of Battle** supplement.

Characters that recognise the importance of Standing Order Epsilon Nine-Nine-Zero and who make appropriate plans to set it in motion should be rewarded an additional 100 Experience Points later on.

ADDITIONAL ENCOUNTERS

As ever, the Game Master might like to consider prolonging this phase of the adventure by adding in additional encounters and interactions. Here are a few potential ideas:

- An Adeptus Mechanicus Engineer has somehow survived the calamity that slew his compatriots. Infused with the power of the Warp and his mind utterly blasted by the sights he witnessed during the calamity, he launches himself at the Battle-Brothers.
- Perhaps other servants and slaves of the Adeptus Mechanicus survived the accident and roam the Warp-tainted companionways looking for foes. Potential threats include Servitors (including Battle Servitors) as well as Servo-Skulls, any one of which could attack from any direction at any time.
- Any one of the named crew described previously might still be alive, though barely and not for long. Though dying, these individuals might have important information to pass on to the Battle-Brothers, perhaps based on fell insights gained in the depths of the Warp at the cost of their souls. These slivers of information could be used to foreshadow some of the events that take place later, in particular the three optional missions in **Chapter III**.

A VOICE IN THE DARK

Whichever of the possible priorities the players have identified and explored, no clear way ahead presents itself until such time as they detect a faint vox-transponder signal emanating from somewhere else on the Space Hulk. Having picked up the signal, the Kill-team is presented with an obvious objective, at which point they can decide upon a team leader and take appropriate oaths.

It is of course quite possible that the players do not wish to investigate the signal straight away and they should certainly not be made to feel like they are being forced into doing so. The group should be allowed to explore the immediate environment, and this in itself could form an ad hoc mission for which a leader can be selected and appropriate oaths undertaken. Ultimately, it should become obvious that following the signal is the best and only course of action.

DETECTING THE SIGNAL

The voice in the dark is an automated saviour beacon of a type utilised by most warships of the Adeptus Astartes. It is being transmitted from the wreck of one of the countless vessels caught up in the mass of *Mortis Thule*. A Strike Cruiser formerly of the Storm Wardens Chapter and lost long ago in an unrecorded campaign, this ship bears the name *Sword of MacLir*.

There are several ways the Battle-Brothers might detect the voice in the dark:

By deliberately scanning for signals using appropriate equipment (such as a vox-unit, auspex, or even the systems integrated into his power armour) a Battle-Brother could detect the voice in the dark. This requires a **Difficult (-10) Tech-Use Test**.

If no specific effort is made to monitor the vox-channels, there is still a chance of the signal bleeding into the frequencies used by the Kill-team's communications systems. This is the case because the transponder is of Adeptus Astartes origin and configured to seek out such frequencies. Have each player make a **Challenging (+0) Awareness Test**. Success indicates that the Battle-Brother has caught the voice in the dark.

In the event that a Librarian

TABLE 1-1: THE VOICE IN THE DARK

Skill Test Result	Knowledge Imparted
Failed	The signal is emanating from within the mass of the Space Hulk.
Standard Success	It is a distress signal.
One Degree of Success	The signal is Imperial in origin.
Two Degrees of Success	The signal is transmitting an Adeptus Astartes code.
Three Degrees of Success	The transmitting vessel is a Strike Cruiser called the <i>Sword of MacLir</i> .
Four or more Degrees of Success	The Strike Cruiser belongs to the Storm Wardens Chapter.†

†Any attempts to identify further details on the *Sword of MacLir* result in failure as it predates the Nemesis Incident. This is an example of a "Chapter mystery," which the Game Master may develop further if appropriate to the campaign.

attempts to use his abilities to "listen" for any sign of life in the vicinity, he finds none, but an **Arduous (-40) Psyniscience Test** should be made nonetheless. Success indicates that the Librarian has detected not the signal itself, but the ripples its transmission has left upon the raw stuff of the Warp. The

Librarian becomes aware that a distress signal has been made and that the vox-channels should be scanned for any sign of it. Any subsequent Tech-Use Tests made are one Difficulty level easier for each Degree of Success achieved in the Psyniscience Test.

Once the voice in the dark is detected, the characters finally hear a harsh, grating machine code pulse. Have one or more characters make a **Challenging (+0) Lore:Scholastic (Cyphers) Test** to determine how much they can determine of its nature, as detailed in **Table 1-1: The Voice in the Dark**.



INTO THE DARKNESS

This next phase of Peril on the Horizon covers the Kill-team's journey from the wreck of the *Argent Crusader* to that of the *Sword of MacLir*, where they hope to locate the source of the voice in the dark and perhaps utilise whatever transmission system is producing it to call for aide. They might also entertain plans of finding a route off of the Space Hulk, such as intact launch bays containing Thunderhawk Gunships or similar vessels, and the players should certainly not be dissuaded from such notions as they provide plenty of additional motivation and tension.

MISSION PREPARATION

This stage of the adventure is essentially a self-contained Space Hulk boarding mission, and as such follows much of the structure presented in **Chapter IV**. Game Masters should familiarise themselves with the rules for exploring a Space Hulk before running this portion of the adventure.

As with any Deathwatch mission, a certain amount of preparation and ritual is necessary, as described on page 227 of the **DEATHWATCH** Core Rulebook. Having determined to follow the signal to the wreck of the *Sword of MacLir*, the Kill-team can undertake each of the following pre-mission steps.

BRIEFING

No formal briefing can be given to the Kill-team, for there are no senior members of the Deathwatch to do so. The Game Master should confirm that the players are clear on the nature of the coming operation, however, and in the event that he was disguising the nature of the adventure (see **The Game Master's Challenge** on page 5), the time has come to let the players in on what is happening. While the Battle-Brothers are not to receive a conventional briefing, the Game Master might like to provide the players with a summary of the system for exploring a Space Hulk so that play is not held up later on.

MISSION LEADER

If they have not done so already, the Kill-team should select one of its number to serve as team leader according to the details given on page 228 of the **DEATHWATCH** Core Rulebook. It should be made clear that this brother need not serve that duty for the entirety of the Kill-team's time aboard *Mortis Thule*, but should do so at least until the voice in the dark is located.

OATH-TAKING

Having selected a leader, the Kill-team can choose an Oath appropriate to the prerequisites set down on pages 228-230 of the **DEATHWATCH** Core Rulebook.

ARMING

Unlike when they are preparing for a more conventional mission, the Kill-team does not use its Renown to requisition suitable weapons and equipment from the Armoury. Part of the challenge of a Space Hulk boarding mission is making do with what you've got, and this is especially true of the three adventures presented in this book. Should it occur to the players to make a search of their surroundings, in particular the armoury of the wrecked Rapid Strike Vessel, they should each make a **Difficult (-10) Search Test**. If passed, this Test grants the character d10 Requisition Points to spend on equipment, plus a further d10 for each Degree of Success gained. While the players may declare what equipment they wish to find, the Game Master has final say on whether or not any given item is found. Lastly, this is an Extended Test taking one hour, and once passed may not be repeated by the succeeding Battle-Brother.

MISSION OBJECTIVES

It may help the players if the Game Master describes the coming events in terms of Primary, Secondary, and Tertiary Mission Objectives—these are terms the Battle-Brothers are used to thinking in, after all.

- The mission's Primary Objective is to locate the source of the signal they have detected.
- The mission's Secondary Objectives are, at least in part, defined by the players. Each of the priorities identified earlier counts as a Secondary Objective.
- There are a number of Tertiary Objectives in play, most of them situational and brought about by the circumstances the Battle-Brothers find themselves in. Standing Order Epsilon Nine-Nine-Zero places an onus upon them to reconnoitre accessible areas of the Space Hulk, a task they can fulfil as the mission progresses. Conserving ammunition is likely to be an important part of the mission, as is keeping a watchful eye for alternative sources of supply.

The Game Master can use all of these objectives to keep the action going as well as to award Experience Points, depending on which of the methods presented in **Chapter IX** of the **DEATHWATCH** Core Rulebook he is using.

MISSION COMPLICATIONS

Due to the nature of the mission, the Complications presented on page 231 of the **DEATHWATCH** Core Rulebook are not used. The Game Master is, of course, free to invent complications appropriate to the setting should he wish to add additional flavour.

IMMEDIATE SURROUNDINGS

Should the characters decide to explore a little before investigating the vox-signal, or if they somehow fail to detect it for an extended period, the Game Master can use Steps 7-10 of the **Space Hulk Mission Generator** presented in **Chapter IV** to flesh out the area immediately surrounding the *Argent Crusader*. The GM should also refer to the status of the various components of the *Argent Crusader* described on page 16.

SEARCH FOR THE SIGNAL

The mission to locate the signal is presented over the next few pages using the format described in detail in Chapter IV. The Game Master should refer to that chapter for details of how to tie this information together into a coherent mission, with each element of the rules modified as detailed here. Because this mission might represent the first time the players and Game Master have used the **Space Hulk Mission Generator**, things are kept fairly simple with little in the way of deviation from the standard rules unless required by the narrative. For those groups that might have used the system before, or who want a slightly different range of encounters, a number of additional and unique events are included.

THREAT LEVEL AND SCALE

The Game Master should determine the overall Threat Level and Scale of the mission himself, as this depends on a number of factors. Points to consider include the Rank of the Battle-Brothers, how experienced the players are with **DEATHWATCH**, the size and composition of the Kill-team, and how much time the GM and players wish to spend on this part of the adventure. If, for example, the group is made up of players relatively new to the game, using characters at the beginning of their career, and they want to play the mission in a single session (approximately four hours), a Threat Level of Minoris and a Scale of four might be appropriate. Conversely, an experienced or larger group of players using higher Rank characters and wanting to explore everything the **Space Hulk Mission Generator** offers might prefer a Threat Level of Majoris or even Extremis and a Scale of six or more.

When determining the Threat Level and Scale of this mission, the Game Master should keep in mind that this is just the first of at least three trials the Kill-team must survive before they take their leave of *Mortis Thule*. The players should not be made aware of this fact, but the adventure will be better served if Threat Levels and Scales are escalated over the course of the missions.

ENCOUNTERS

The number and type of Encounters the Kill-team experiences on its journey from the wreck of the *Argent Crusader* to that of the *Sword of MacLir* are related to the Threat Level and Scale chosen for the mission. It is recommended that the Encounters be modified as follows:

Because this is the first passage of the adventure, it pays to build tension and expectation and not to have the Kill-team attacked too early. The Game Master can use all manner of tricks to keep the players of their toes, and the longer he does so, the better. Keep in mind that the vast majority of the interior of any Space Hulk is empty, but that death could lurk around any corner. Have the players make periodic Awareness Tests, but never tell them why or what happens if they succeed or fail. Describe the odd sounds that pass through the ancient fabric of *Mortis Thule*. Every now and then mention the traces of movement glimpsed in the Space Marines' peripheral vision and even have them make periodic Willpower Tests to avoid opening fire without thinking.

The longer the journey lasts without the Kill-team encountering an enemy, the more tense the players should become, but this is only possible by orchestrating the events skilfully. Only when the Game Master is ready to unleash actual enemy attacks on the

players should he start rolling on the charts presented in Chapter IV. So that this moment of supreme tension is not wasted, the GM might even prefer to forego rolling on the charts and decide upon an appropriate encounter with an enemy creature.

When it comes to the numerous different types of enemies the Kill-team might encounter during the mission, it is recommended that only Tyranids are used (for now at least). This is because other foes are to be encountered later on and if the Kill-team is alerted to their presence by an entirely random circumstance early on, the impact to be gained when they are properly integrated into the story might be lost. For example, one of the directions the story might take in the third part of the adventure involves Orks, while another involves Enslavers, so any rolls that result in these particular xenos attacking should be rerolled, or simply adjusted, for now.

CALAMITIES

When it comes to the numerous potential perils not directly caused by enemy action, *Mortis Thule* is just as dangerous as any other Space Hulk, and potentially more so. As mentioned above, the Game Master might like to ramp up the action slowly so that initial Calamities are relatively minor, but potentially disturbing, while those introduced further in are exponentially more dangerous.

One thing the Game Master might like to consider is the way Encounters and Calamities interact with one another. In many cases each will form a separate challenge to be overcome, but sometimes they can be combined. Should the passing of the Kill-team cause a section of corridor to collapse, for example, it is possible that hostile creatures such as Genestealers might be drawn to the sound. Perhaps the Kill-team encounters a wide chasm it has to find a way across, only to have a brood of Tyranids attack from behind before the very last Battle-Brother has begun his crossing. Needless to say, the players will soon learn to watch out for such tricks on the GM's part, and in so doing develop their own range of "standard operating procedures." There is a balance to be struck between randomness and contrivance, and if possible the players should always be kept guessing. Should the GM take too obvious a hand in events, the players may start to feel they are playing "against" him, while relying purely on chance events could make the players feel like they are simply the victims of capricious fate.

HULL TYPES

Chapter IV presents a range of possible hull types the Kill-team might pass through on their journey, and most of these can be used without any issues. The Game Master should keep a couple of points in mind when rolling on these tables, however.

The mission began with the Space Marines departing the wreck of the Deathwatch Rapid Strike Vessel *Argent Crusader*, and concludes when they reach the Strike Cruiser *Sword of MacLir*. Whatever hulls they pass through between these two points, it is preferable that the journey does not take them through any other Space Marine ships. It is perfectly appropriate that the Kill-team travels through vessels of Imperial Navy, Ork, Eldar, and even Tyranid origin, and doing so provides a good foreshadowing of things to come. Do not forget that *Mortis Thule* is impossibly ancient and a product of the unknowable influence of the Warp, and so plenty of the vessels entrapped within its bulk are likely to be entirely unfamiliar (or conversely disturbingly familiar) to the Battle-Brothers.



ARCHITECTURE AND TECHNOLOGY

The interior of *Mortis Thule* can and should come in all shapes and sizes, especially as the Space Hulk is known to alter drastically in configuration from one sighting to the next. The architecture within is in part dependent on the type of vessel the Kill-team's journey takes it through, but keep in mind that not all of the Space Hulk is made from the wrecks of starships. Plenty of the vast bulk of *Mortis Thule* is compacted space rock, much of it honeycombed with passages both natural and artificial in origin. There is a great deal of value to be had from the Kill-team travelling deep into what appears to be a natural passage through the rock only to have them realise the tunnel was carved by some huge void-borne creature, which may have become extinct millennia ago or may be waiting around the next turn in the passage.

The nature of the environment is also important when it comes to the Kill-team retrieving additional supplies should the players declare they are looking out for such items. When travelling through the wrecks of Imperial Navy warships, for example, the Game Master might decide there is a reasonable chance of locating a cache of arms or ammunition. The chances of locating anything useful in the bowels of a wrecked Eldar starship are all but non-existent (unless the Battle-Brothers have the skill and inclination to utilise equipment constructed by and for these particular xenos, of course). It is left largely up to the Game Master to decide how likely it is the Kill-team locates any usable supplies throughout this part of the mission, and further guidance is provided in **Chapter IV**.

LIFE FORMS

The Game Master should feel free to utilise the full range of dangerous life forms described in **Chapter IV**. In fact these make ideal foes this early on in the mission.

ENVIRONMENT

While not as memorable as an ambush by a brood of Genestealers, environmental hazards are perhaps the most common encountered on any Space Hulk. Players should never be allowed to forget just why a Space Hulk boarding action is one of the most challenging and dangerous missions a Space Marine can undertake, and one he must master if he is to ascend to high honour. As mentioned earlier, the players should be kept on their toes and a good way to do so is to utilise all manner of environmental hazards, especially when the group is expecting to encounter hostile aliens at any point.

WARP EFFECTS

Given the fact that *Mortis Thule* has very recently dropped out of the Warp and been involved in a significant Warp translation accident, it is likely that its vast bulk is still seething with the power of the Warp. The majority of the Warp Effects described in **Chapter IV** are perfectly appropriate for use throughout this mission. To represent the recent disgorging from the Warp, the Game Master might like to start out using slightly more of these hazards than might normally be the case, perhaps applying an above average Threat Level modifier, but reduce their use as other threats become more commonplace.

DISCOVERIES

As already mentioned, the nature of the areas the Kill-team passes through should affect the likelihood of it locating useful supplies, but there are other oddities they might encounter along the way. The Game Master can use as many or as few of these as he wishes, but should keep in mind the nature of the Primary Objective and not allow the Kill-team to come upon any device that negates the need to locate the source of the signal coming from the *Sword of MacLir*.

VISITORS

This particular element of the **Space Hulk Mission Generator** is not used throughout the mission. This is because **ARK OF LOST SOULS** presents a specific narrative arc, and having additional NPCs impose themselves into events would dilute its impact or derail the plot. The Kill-team might be aware that others occasionally board the Space Hulk and that there are likely to be all manner of dwellers deep within its depths, but these are not encountered yet, and when they are it is not a random appearance. That said, the players should not be informed that there are no other NPC's nearby. If the players are hoping to encounter Eldar corsairs, for example, there is no need for the Game Master to spoil their fun by saying none are present. The more possibilities that exist in the minds of the players, the more likely they are to jump to conclusions at every possible encounter.

ADDITIONAL EVENTS

In addition to the encounters produced by rolling on the tables in **Chapter IV**, the Game Master might like to include a few events keyed specifically to the Player Characters. These should be subtle and not distract from the overall themes of the mission, but adding in such events makes the players feel more “at home”—like their characters genuinely exist in the world they are exploring. A few examples are given here:

WE’VE BEEN HERE BEFORE...

When passing through one of the dead hulls that constitute *Mortis Thule*, one or more of the characters might be overcome with a sudden sense of familiarity. Perhaps the corridors they are passing along were once part of a vessel he travelled or fought on. Maybe, as far as he knows, that vessel is intact and functional, serving his Chapter hundreds of light years away. Could it be that the Kill-team is walking the corridor of a ghost vessel yet to meet its doom?

AN OLD, OLD FACE

The tunnels and chambers of any Space Hulk are littered with debris, most of it unidentifiable, some of it evidence of ancient fights. While passing along one such corridor, the Kill-team might come upon a fragment of power armour of a familiar, or perhaps extremely ancient pattern. Though time and battle have made the markings barely readable, one or more of the Battle-Brothers might feel he recognises the suit and knew its previous owner. Instead, perhaps the armour is so old it might hail from the dawn of the Age of Imperium.

TRACKS IN THE DUST

While it is recommended that the group does not encounter any other factions during the mission, a few hints that suggest the presence of other intruders or boarders could add a lot of interest. Perhaps the tunnel along which the Kill-team is travelling is carpeted in thick dust, but then the tracks of an unknown party appear. The tracks might have been made by humans, but they might equally have been created by some entirely unknown xenos species. What if the tracks sparked a memory of a former foe in the mind of one of the characters?

TABLE 1-2: WAVE OF DEATH

D10 Roll	Attackers
1-3	A Horde of Hormagaunts with a Magnitude of 2d10x3†
4-6	A Horde of Termagants with a Magnitude of 2d10x3†
7-9	Ripper Swarm††
10	5d5 Genestealers††

†The profiles for Hormagaunts and Termagants are presented on page 371 of the **DEATHWATCH** Core Rulebook.

††The profiles for Ripper Swarms and Genestealers are presented on pages 130-131 of the **Appendix**.

THE SWORD OF MACLIR

Having fought their way through a number of Encounters appropriate to the Threat Level and Scale the Game Master decided was appropriate for this mission, the Kill-team draws near the outer hull of the *Sword of MacLir*. It should come as a surprise and a concern to the Battle-Brothers that the wreck of the Strike Cruiser is located deep within *Mortis Thule*, suggesting it was caught there many centuries ago but also that there is very little hope of it leaving. That problem is going to have to wait, however, as a far more pressing concern presents itself. Unlike the other dead wrecks the Kill-team has passed through so far, the outer hull of the *Sword of MacLir* has remained sealed off to the rest of the hulk. This is the work of the warship’s machine spirit, which has remained functional, albeit at a vastly reduced capacity, since the vessel was lost in the Warp millennia before. While the interior of the Strike Cruiser offers a tantalising haven from the myriad denizens of *Mortis Thule*, the PCs must face the challenge of finding a way in before they can complete their mission.

Just as the Kill-team musters to solve this problem, a huge wave of Tyranid monstrosities closes in upon them from the dark passageways all around. Only by holding the swarm at bay as one of their number finds a way of gaining entrance to the Strike Cruiser do they have any hope of survival.

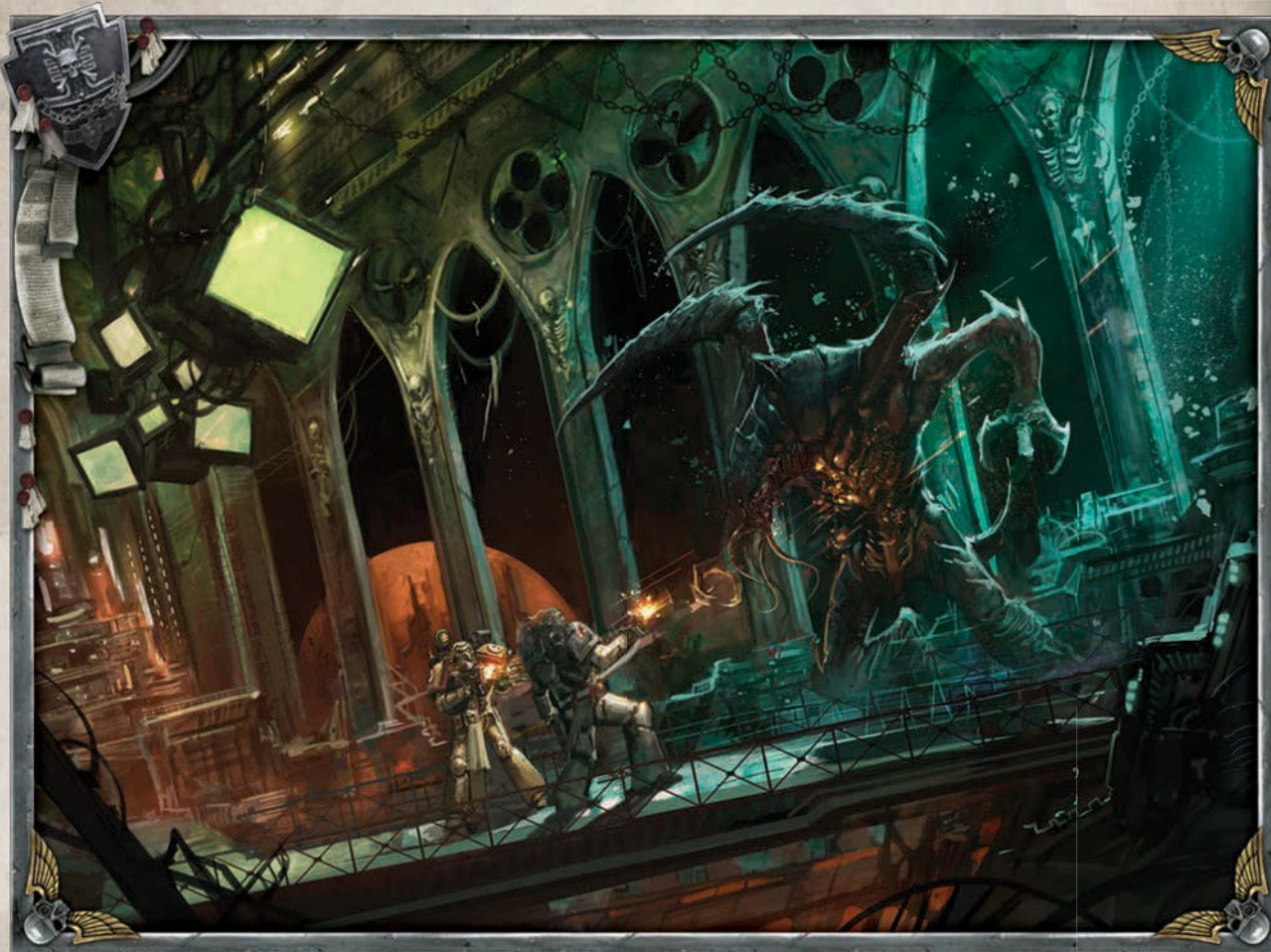
PERMISSION TO BOARD

The point at which the Kill-team comes upon the outer skin of the *Sword of MacLir* is a wide, open space with a low barrel vaulted ceiling, much of which has collapsed to the ground beneath to create an uneven debris field. The chamber is approximately square in shape, 250 metres to a side and 10 metres high. Thus, the Kill-team has plenty of warning as the wave of Tyranids rolls in towards them from the shadows, and plenty of space to bring their weapons to bear before the hellish creatures close to melee range.

The Tyranids attack in waves as determined by rolling on **Table 1-2: Wave of Death**. Each wave fights until destroyed or driven off, before the next rolls in or until the Kill-team finds a way into the Strike Cruiser (or are slain in the attempt, of course).

While the bulk of the Kill-team is engaged in holding the Tyranid swarm at bay, one or more of their number must find a way of gaining access to the *Sword of MacLir*. There are a number of possibilities and Game Masters should allow players to invent more.

- The Kill-team could attempt to cut its way through the armoured hull of the Strike Cruiser, though even the least protected area they can find is shielded by over a metre of the most effective armour known in the 41st Millennium. A melta weapon can be used to attempt entry, in which case five successive **Extended Challenging (+0) Ballistic Tests** must be passed. Attempting the Test takes a single Player Character three Full Actions. Only when all five tests have been passed and a rapidly cooling entry wound has been created can the Kill-team board the *Sword of MacLir*. The GM should keep in mind during this



BATTLE FOR THE SWORD

operation that each test requires the expenditure of a single melta shot, and that the rest of Kill-team is likely to be fighting off wave after wave of screeching monstrosities at the same time.

- A Battle-Brother with the requisite skills might attempt a more subtle form of entry. First, he must locate a potential entry point, such as a pressure valve or portal, and this requires a successful **Hard (-20) Trade (Shipwright) Test**. Success indicates that the character has located an emergency plasma ventilation valve that can be used. The valve's mechanism may be opened by a **Very Hard (-30) Tech-Use** or **Security Test**, or it may be forced open by way of a **Arduous (-40) Strength Test**.
- If they are suitably equipped, the Battle-Brothers can attempt to use explosives to gain entry. This requires an **Arduous (-40) Demolition Test**.
- The players should be encouraged to develop any other means of gaining entry they can come up with, but the GM should keep the pressure up and keep them occupied by the wave after wave of Tyranids attacking all the while. It is quite possible that exotic equipment or even psychic powers present novel ways of gaining entry, in which case the Game Master should reward inventive problem solving with a chance of success.

Having gained entry to the Strike Cruiser, the Kill-team finally has access to the source of the signal, and the obvious location to head towards is the warship's bridge. However, as they head towards it a new and supremely powerful enemy closes on them.

At the very moment the Battle-Brothers board the *Sword of MacLir*, they are assaulted by a new Tyranid organism, the size and awesome power of which has yet to be seen in the Jericho Reach. This creature, similar to a Lictor in most respects but far larger and more cunning, is the dominant Tyranid organism on *Mortis Thule*, and it is likely that all of the Tyranids on board are bolstered by its presence. This is, in fact, the Beast of Thule, and serves as a recurring nemesis throughout the rest of the adventure; see page 139 for more information on this creature. For this reason, the GM should not allow it to be slain until the appropriate moment at the adventure's conclusion. There are several ways to do this, including using the Beast of Thule as the master of a vast swarm of minions that it directs from the shadows, or using the press of countless lesser creatures to limit the number of Battle-Brothers that can engage it in combat at any one time. The Beast of Thule has the Touched by the Fates Talent, meaning that it has its own Fate Points which the GM can burn to allow it to escape death should it be mortally wounded.

When running this combat, the Game Master should keep in mind that the Beast of Thule is a cunning opponent with an endless army of Tyranid organisms at its command. If given the

THE MYSTERY OF THE SWORD OF MACLIR

Should he wish, the Game Master can develop the mysterious status of the *Sword of MacLir* further, especially if there are any Battle-Brothers of the Storm Wardens Chapter in the Kill-team. The seminal event in the Chapter's history is the so-called Nemesis Incident, which is summarised in the **DEATHWATCH** Core Rulebook and explored further in the **DEATHWATCH** supplement, **HONOUR THE CHAPTER**. Even if there are no Storm Wardens Battle-Brothers present in the Kill-team, this mystery can be explored, as several key figures in the Jericho Reach Deathwatch are drawn from the Chapter and the *Sword of MacLir* could be used as means of introducing future interactions and adventures. In brief, the Nemesis Incident saw the Storm Wardens voluntarily isolate themselves from the Imperium at large following a costly campaign against the xenos Enslavers. As it happens, this particularly vile xenos foe is present on *Mortis Thule*, and may be encountered in **Chapter III**. If he wishes to explore this theme further, the Game Master can consider how other Storm Warden chapters might react to learning that the Kill-team has been on board a warship of their Chapter that predates the dreaded and mysterious Nemesis Incident. Do they seek the Battle-Brothers out in an effort to learn more and to follow up on any hints learned? Conversely, perhaps a more senior ranked Storm Warden knows that some secrets are best left undisturbed, his intent to ensure that whatever the Battle-Brothers found out remains a secret.

opportunity to engage a Space Marine in hand-to-hand combat, it certainly does so, but otherwise it is quite content to throw wave after wave of expendable Hormagaunts and Termagants forward. The Game Master should also consider the likelihood of characters bringing especially powerful ranged weapons to bear on the Lictor-like creature, in which case lesser creatures might interpose themselves and ruin the shot, by chance or by way of some undetectable psychic command.

The battle for the Strike Cruiser concludes in one of the following circumstances:

- The Beast of Thule sustains a Critical Injury, in which case it retreats behind a wall of screeching Tyranid warrior organisms, which soon after disengage themselves.
- The Beast of Thule is forced to burn a Fate Point. In this instance the creature roars belligerently as its minions close in around it, before the entire horde vanishes back into the twisting corridors.
- The Kill-team inflicts such a level of death and destruction on the horde that the Beast of Thule issues the unheard command to withdraw. It is up to the GM exactly when this occurs, but just before the Space Marines expend the last of their ammunition is a suitably dramatic moment.
- The Kill-team finds some way of separating themselves from their attackers, such as resealing the point they used to gain entry to the *Sword of MacLir*. In this instance, the task should be very difficult to achieve and require some time to carry out, during which the Beast of Thule makes an appearance and must be held at bay as the entry point is sealed.

Remember that the Beast of Thule is a recurring nemesis during this adventure and makes an appearance at least once more. Under no circumstances should the players be allowed to definitively kill the Beast of Thule.



CONCLUSION

The instant the Beast of Thule and its hideous minions withdraw, utter silence descends upon the scene. If the Kill-team has not done so already, they now have the opportunity to secure the entry point before taking stock of the situation and counting the cost of the mission to locate the voice in the dark.

Having boarded the *Sword of MacLir*, the Kill-team has accomplished its mission. This is an ideal point to end a gaming session and distribute Experience and Renown Points. The next chapter presents some details of the interior of the *Sword of MacLir*, but the Space Marines should not make themselves too much at home, as they have a great many more challenges ahead of them before they take their leave of *Mortis Thule*.

REWARDS

The Game Master should issue the players the following rewards depending on how they performed throughout the mission:

EXPERIENCE POINTS

- **Primary Objective completed:** 300 XP
- **Each Secondary Objective completed:** 200 XP

RENOWN

- **Primary Objective completed:** 1 point.
- **All Secondary Objectives completed:** 1 point.
- **Each Fate Point the Beast of Thule was forced to burn:** 1 Renown Point per Fate Point burned (to the Battle-Brother that caused it).

In addition, the GM may reward additional Experience Points to reflect other aspects of the characters' performance, such as attempts to conserve ammunition and locate more, how selflessly they protected Watch-Captain de Dominova, how much they considered the dictates of Standing Order Epsilon Nine-Nine-Zero, and general problem solving and roleplaying.



SURVIVAL



SEARCH FOR THE
GELLAR FIELD

•
THE
EMPEROR'S GAZE

•
CLIMAX



CHAPTER II: SURVIVAL

The Kill-team begins the second part of the **ARK OF LOST SOULS** adventure trilogy inside the wrecked Space Marine Strike Cruiser *Sword of MacLir*. Having repelled a huge wave of xenos abominations, the Battle-Brothers have little time to rest, for they know *Mortis Thule* must eventually be dragged back into the depths of the Warp. Without a Gellar field to hold off the gibbering fiends of the Empyrean, even the formidable soul of an Adeptus Astartes must surely fall prey to the Daemonic predators that haunt that unreal dimension. The Space Marines' mission must be to escape the xenos-haunted tomb that is the Space Hulk before the Warp embraces it once more.

In Chapter II of **ARK OF LOST SOULS**, the Kill-team finds not a means of escaping *Mortis Thule* before it enters the Warp, but a means of surviving when it does so. The *Sword of MacLir* might appear little more than a wreck encased in centuries of space borne rock and debris, but something of its war spirit lingers on. Though only a guttering spark, there is still a ghost of power at the heart of the cruiser's plasma reactor, and a dormant machine spirit. By awakening these long dormant systems, the Battle-Brothers can activate the cruiser's powerful augur arrays and learn something more of the situation on board *Mortis Thule*.

Long dormant machine systems are not all the Kill-team discovers, however, for the depths of the *Sword of MacLir* prove to be hiding a long-lost castaway. The lone survivor of whatever doom befell the *Sword of MacLir* slumbers in cryo-stasis, and when awakened has a series of dire warnings to impart to the Battle-Brothers. The first of these relates to the activities of some of the other beings that lurk within the guts of the Space Hulk, while the last is terrible indeed. The denizens of the Warp, the survivor claims, are aware of the Battle-Brothers' plight, invisible claws closing in around them even now. The powers of the Empyrean would savour the mortal souls of these stranded champions of the God-Emperor of Mankind.

Forewarned of the Space Hulk's imminent return to the Warp and with no means of escape within sight, the Space Marines are afforded a sanctuary in the form of a functional Gellar field, still active, and within reach. A second journey through the sprawling, xenos-haunted tunnels of the Space Hulk is called for, and at the end of it the Kill-team finds far more than just a working machine component. Instead, they encounter the crew of a ship that once served the Achilles Crusade, miraculously protected from the predations of the Warp by their functioning Gellar field. In an instant, the mission switches from one of combat to one of diplomacy, testing the Space Marines' skills to the limit, as the gibbering energies of the Sea of Souls close in all around.

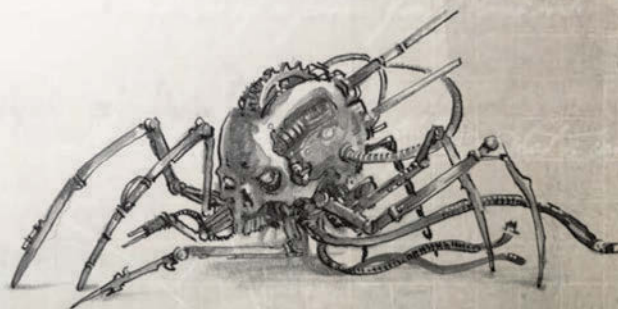
BEGINNING CHAPTER II

Exactly how the adventure begins is up to the Game Master, and there are a number of options, depending on how the climax of Chapter I played out. Assuming that Chapter II is starting with a fresh gaming session, the GM could employ a cinematic technique sometimes called "in media res," or "in the middle of things." This technique drops the players right into the action with little or no preparation and lets them take it from there. In this adventure, the very first scene could begin with the Battle-Brothers slamming a portal shut in the face of the ravening hordes of Tyranids, or with them preparing for yet another wave to throw themselves forward. Perhaps it begins with the Beast of Thule vanishing back into the bowels of the Space Hulk, its minions following behind, leaving the Kill-team in the midst of a suddenly silent chamber strewn with the steaming, ruined corpses of the numerous Tyranid creatures they have slain.

Alternatively, Chapter II could begin some time after the events of the climax, from a few minutes later to several hours. The Kill-team might have explored its immediate surroundings, in which case the Game Master can provide a summary of what the Space Marines have discovered, or the act of reconnoitring the interior of the *Sword of MacLir* could be roleplayed out, at least in part. One option might be to assume that one of the characters has already determined the status of the warship, and he can brief his Battle-Brothers using information given by the GM.

STATUS OF THE SWORD OF MACLIR

The following information regarding the current condition and status of the *Sword of MacLir* can be presented to the players however the Game Master prefers. While it is perfectly acceptable for much or all of this information to be presented as a summary of events so far, the GM might like to have players make Skill Tests to infer some specific parts of it. In this case, a range of skills could be used, from Search to Lore: Scholastic, though the consequences of failing them should not be too drastic. This matter is left up to the GM to explore, as it is secondary to the main thrust of the adventure.



CREW

Absolutely no trace of the warship's crew can be found, from the lowliest servitor to the Adeptus Astartes that must have served as its command cadre. No signs of battle are discovered, nor of any sort of enemy action. It is almost as if the crew of the *Sword of MacLir* simply vanished, or perhaps abandoned their vessel voluntarily.

Even though no crewmen are discovered at this stage, the Game Master should keep in mind that there is in fact one survivor, who is encountered in the next scene.

CONDITION

The Strike Cruiser does not appear to have sustained battle damage, but its structure and machine systems have been placed under such stress by their entombment within the vast mass of *Mortis Thule* that they are unlikely to ever function again. Unlike the *Argent Crusader*, the *Sword of MacLir* is entirely encased in rock and debris and as such most of its external components have been rendered inoperable.

LAUNCH DECKS

It is likely that players will want to determine the status of the Strike Cruiser's launch decks and any vessels they might contain. Sadly, this is all but impossible; the decks, as well as drop pod assault cradles have been wrecked by the tectonic action of the Space Hulk's mass grinding them to ruin. Even if the launch decks had survived, or if a functional craft was to be recovered from the void hangars, the *Sword of MacLir* is entombed many kilometres from the Space Hulk's outer regions, making escape using any such means impossible.

REACTOR

The indomitable machine spirit of the *Sword of MacLir* appears to live on in the form of a small, trace charge still burning at the heart of the cruiser's reactor. While the task of restoring the reactor to anything close to full power is beyond the Kill-team's ability and recourse, that small spark might be stoked into sufficient output to activate other components.

LOGIC ENGINE

The Strike Cruiser's venerable cogitation core has sustained some manner of damage not easily ascertained, resulting in its physical systems remaining largely intact while its higher function crypto-cerebral and pseudo-synaptic machine processes have clearly been blasted to oblivion. Whatever doom befell the *Sword of MacLir*, the core's once awesome processing capability has been reduced to that of a man-portable cogitation slate.

AUGUR ARRAY

Despite the damage wrought upon most of the Strike Cruiser's external machine systems, one of its augur array nodes has escaped total destruction. This component can be operated from the warship's bridge by combining the latent reactor charge with the extremely limited capacity of the vessel's cogitation core. This course of action is detailed next. Though the GM should inform the players that the augur array is largely intact, he should leave it to them to formulate a plan to use it.



A WAKENING THE SPIRIT

However they come about the information, the Kill-team has access to the Strike Cruiser's single, largely intact augur array. In truth, the array is not able to cast its senses into the void beyond the mass of the Space Hulk, but if correctly appeased can provide information on some of the regions within *Mortis Thule* itself.

In order to attempt to utilise the augur array, the Kill-team must man the Etherics, Cogitation, and Enginseer stations, with one Battle-Brother taking each. Needless to say, Techmarines are ideal for this role, but it is unlikely that there is more than one in the Kill-team, in which case the Enginseer station is the most appropriate for him to occupy.

In order to use the augur array, each of the three stations must be activated, their machine spirits coaxed to life long enough for the array to cast its gaze into the void. Doing so requires each of the characters to take a **Challenging (+0) Tech-Use Test**. A Techmarine or other Battle-Brother with the Tech-Use Skill may direct their Battle-Brothers who do not possess the skill. In this case, Battle-Brothers who do not possess the Tech-Use skill may use it as though it were a Basic Skill. Note that it is possible for other members of the Kill-team to lend their assistance to these rolls. After the simultaneous Tech-

Use Tests have been made, total the Degrees of Success and subtract from this number any Degrees of Failure incurred. This determines the information garnered.

- **Failure:** If more Degrees of Failure were scored than Degrees of Success, the Kill-team has greatly angered the Strike Cruiser's slumbering machine spirits. The terminals blaze to life as machine noise squeals through the vox-emitters, before all falls ominously silent once more. Any further attempts to rouse the machine spirits have no effect whatsoever.
- **Neutral Result:** If the total results in no Degrees of Failure or Success being earned, the Kill-team has restored some measure of functionality to the cruiser's augur array, but has not yet coaxed the machine spirits into giving them a reading. They may try again, but the Test suffers a -10 penalty. This result is cumulative if scored several times.
- **One Degree of Success:** If a single Degree of Success is scored, the Kill-team's actions have gleaned two useful facts from the augur scan. Read aloud or paraphrase the following:

The pict slates fire fitfully to life and the bridge is filled with the harsh grating sound of machine chatter. A deep, atonal hum shudders through the deck as machine systems not roused to life in centuries come online. Reams of augur feedback data scroll across the command terminals before you, before locking in on one, unmistakable return. A Gellar field, idling in dormant state but functional none the less!

Having logged the location of the dormant Gellar field, the machine systems resume their scan, burbling away for several minutes before locking once more. A second return appears to represent a dense mass of machinery as well as thousands of biological entities, all crammed into a vast chamber and engaged in vigorous activity. Blurred machine-generated representations appear on the slate, resolving into a silhouette you have seen many times before, though always on the surface of a war-torn world. The shape is unmistakably that of an Ork warmachine the size of an Imperial Titan, and the mass of biological returns swarming around it can only be an army of the barbarous Greenskins. There is only one reason such a large group of these warlike xenos would be present on board a Space Hulk. . .

- **Two Degrees of Success:** If two Degrees of Success are scored, the Battle-Brothers have appeased the machine spirits sufficiently to determine more useful facts from the augur reading. In addition to the above, read aloud or paraphrase the following:

The machine spirits cast their gaze outwards once more, penetrating still deeper into the mass of the Space Hulk. Though they cannot perceive anything of the void beyond, errant signals echo back and forth through the chaotic conglomeration of metal and rock until they lock once more on a solid return. The data scrolling across the pict slates sputter and stall as if some external force was attempting to block the signal, before steadying once more. Though the machine spirits cannot identify it for sure, there is clearly some manner of energy exchange at work deep inside the Space Hulk's guts. The data appear to be describing some form of gate, through which unknowable energies are reaching out to control faded returns that must surely represent men or man-sized beings.



- **Three Degrees of Success or More:** The machine spirits are greatly pleased with the Battle-Brothers' supplications, revealing still more useful facts from the augur array's scan of nearby space. In addition to the above entries, read aloud or paraphrase the following:

Now the stuttering of the data-stream grows still more intense until it appears as if a violent earthquake is shaking the screen. The machine spirits plough on, sweeping their gaze ever deeper into the substance of the Space Hulk but still unable to push through to open void beyond. After another minute or so, it becomes clear that the augur array is being suppressed, its signals occluded by some other, external force. The harsh grating machine noise reaches a deafening crescendo, before every screen suddenly cuts out as one.

All that remains of the reams of augur data is a rapidly fading screen burn, the letter "T", with three bars crossed, and then silence reigns...

The Game Master should note that these details partly relate to events, settings, and characters that come fully into play in Chapter III. Such details are included here as a means of foreshadowing that passage of the adventure so that when the characters are confronted with them, they are part of the overall narrative. In addition to lending additional tension to the story, this information is provided because the Space Marines might like to prepare themselves for these potential confrontations by arming themselves appropriately.

The information regarding the Gellar field is essential, however, and if for some reason the Battle-Brothers do not learn it here, it is recommended that the GM seed it into the warning delivered by the castaway Navigator in the next scene, adapting his dialogue appropriately.

CASTAWAY ON THE WARP

As the Kill-team prepares for the next phase of its mission, events take another unexpected turn. When they drew off power from the reactor, they rerouted a small amount from a previously undiscovered system. Not far from the bridge, at the base of the remains of the navigation spire, is a cryo-stasis chamber, within which the Strike Cruiser's Navigator is held. The fact that the Navigator has survived repeated exposure to the Warp must surely be a testament to the Emperor's blessings, for normally the soul of such an individual is the choicest meat to the predators of the Sea of Souls. The drain on the stasis chamber's power feed has set its failsafe deactivation rites in motion, the first sign of which is a single, telltale lumen flashing silently on the command terminal of the Enginseer's station.

If the Battle-Brothers are still on the bridge, the warning rune is easily detected. If the Space Marines have moved off to other areas, the Game Master may need to find some other way of making them aware of the situation, such as distant klaxons blaring away in the dark passageways.

Identifying the nature of the warning requires a **Challenging (+0) Tech-Use Test**. Success indicates the source of the warning as a deactivating stasis chamber and provides its location just a hundred metres aft of the bridge. Failure provides the location, but fails to identify the source, so that any Battle-Brothers investigating have no idea what they are likely to encounter.

FORESHADOWING LATER EVENTS

Chapter III of **ARK OF LOST SOULS** presents the Game Master and players with a choice of which of three optional missions to pursue, each representing a different route off of the Space Hulk. Game Masters might like to foreshadow one, two, or all three of the enemies the Space Marines are to face in whichever mission they undertake. The three enemies they might face are the puppets of the Enslavers, the Orks, and a renegade psyker who was once a servant of the Inquisition.

Game Masters wishing to foreshadow the presence of the Enslavers on *Mortis Thule* might consider doing so in a number of ways. Because these hideous xenos make use of psychically dominated Mind Slaves, evidence of this process might be found. Discarded Mind Slaves, their bodies used up and then tossed aside, could be encountered, either dead or very nearly so. Another way would be for any Battle-Brothers with a Psy Rating to pick up occasional echoes of deeply alien thought processes travelling through the dark corridors, and occasionally feel the cold touch of questing psionic tendrils attempting to insinuate themselves in his psyche.

Foreshadowing the presence of Orks on the Space Hulk is far more direct. These barbarous aliens are known for daubing the crude runes of their equally crude gods wherever they pass, so every now and then the Kill-team could encounter such a sigil.

The last enemy represents a powerful psyker who is in fact enthralled by the power of a vastly ancient xenos warship and who has amassed a sizeable army of degenerates and scum. This is far harder to foreshadow, but one way to do so might be to have the Kill-team encounter a group of the rogue psyker's soldiers ranging far from their lair. Should any survive to be questioned, they make a series of dire threats that hint at the power of the alien warship before dying of violent and sudden seizures.

If and when the Battle-Brothers investigate the source of the warning, read aloud or paraphrase the following:

The dark passageway ahead leads to a heavily armoured portal around which numerous warning sigils are etched. The passageway is lit by the barest of illumination and so it is easy to determine the ghostly, pulsing white light edging the portal. Clearly, something is awakening on the other side of that hatch.

At this point, the Space Marines might attempt to ascertain exactly what it is that is awakening beyond the armoured hatch. The Game Master should allow the players to attempt any course of action they might come up with, requiring Skill Tests of varying Difficulty Levels depending on how likely he judges the plan to succeed. Given the nature of the contents within the deactivating stasis chamber, any suitably skilled Battle-Brother could attempt a **Very Hard (-30) Psyniscience Test**. Failure results in the character being overwhelmed by a sense of utter horror and immediately gaining an Insanity Point. Success indicates that a being is awakening from stasis and that the subject is, or was, a very powerful wielder of the psyker's arts. Should one or more Degrees of Success be scored, the character ascertains that the being is a Navigator.

When the Battle-Brothers are ready to enter the chamber, read aloud or paraphrase the following:

The portal rumbles upwards into the ceiling, revealing a dark space beyond. Clouds of vapour billow out through the hatch, lit from within by pulsing white illumination. After a moment the vapour disperses to form a thick mist that creeps across the deck at knee height, weird eddies rippling across its undulating surface. As the air clears, the light is revealed to be emanating from a single point on the far wall, about ten metres beyond the portal.

Exactly how the Game Master chooses to run the next part depends to some degree on the nature of the players and their characters. If they are expecting something horrific (and why wouldn't they be?) to be lurking within the mist-shrouded chamber, the GM could use this to ramp up the tension. Especially trigger-happy characters might shoot before the nature of the subject is discovered, in which case the Navigator manages to give his warning before dying. The GM could even require the lead Space Marine to take a **Challenging (+0) Willpower Test** as he pushes forward, with failure resulting in him firing involuntarily. This last option is more appropriate for some characters than others, depending on Demeanours and what Chapter they are from.

When the Kill-team approaches the source of the illumination, read aloud or paraphrase the following:

The far wall is dominated by a bank of complex and incredibly arcane machinery, some components of which are familiar to you, while others are totally alien. The illumination is coming from a tall, transparent tube mounted on the wall, and as you approach you see more of the same type mounted all around, though only one is functional.

Approaching nearer, you catch sight of movement within the tube. The energies that seethe within are turbulent and unquiet, but something appears to be within the tube, a dark form moving in amongst the unsettled stasis field.

Then, the chamber is filled with suddenly venting energies and a klaxon wails its mournful dirge. The white light changes in the blink of an eye to blood red. The mechanisms about the tube unlock as pistons disengage and pressurised cables release with a hiss of vapour to go snaking off across the deck.

As suddenly as they began, the klaxons fall silent and the sound of releasing vapour recedes. Something writhes inside the tube, something withered and grey and unlike any living thing you have seen before.

NAVIGATOR TARAKON ORTELLIUS

The senior Warp Guide on board the doomed *Sword of MacLir* hails from the Ortellius Navigator House, a body that in recent years has suffered a dire decline in the purity of its bloodline, along with a concomitant rise in instances of gross mutation. Tarakon was shipwrecked centuries before this recent decline, but it is likely his genes carry something of the now fully manifested curse, for he is mutated out of all recognition and long before his time. Tarakon's arms and legs have withered to little more than frail bones and sinew, his fingers and toes crooked and knobby. The flesh on the Navigator's face has sloughed downwards, lending his features the appearance of melted wax. His shrouded Warp Eye, a cybernetic sheaf clamped tight over it, sits in the centre of his atrophied face, his conventional eyes barely visible in amongst the folds of shrivelled flesh beneath.

While the Navigator's appearance might cause some measure of disgust in the Battle-Brothers, in itself it is far from unusual for all Navigators to eventually succumb to such extremes of mutation. While some retreat to their House's estates and palaces, others continue to serve, locking themselves away in an armoured tabernacle or gel-filled vat from which they can guide their vessel safely through the Warp. Tarakon, however, fell prey to mutation long before his time, and as such was ill prepared for his new state. When doom came for the *Sword of MacLir*, it appears that Tarakon Ortellius was within his cryo-stasis chamber, suggesting that the vessel was not traversing Warp Space, or if it was, a more junior Navigator was guiding it.

The Navigator has spent untold centuries in his cryo-stasis sanctum, the system intermittently powering down in a self-maintenance cycle, ejecting the internee before allowing him back in once more. Exactly how the Navigator survived exposure to the Warp is likely never to be known and it is unlikely that a stasis field would be sufficient to protect his soul from the gibbering fiends of the Sea of Souls. Perhaps his soul is as cursed as his body, tainted to such a degree that even the predators of the Empyrean reject it.

Whatever the truth, the Navigator's mind is totally and irrevocably shattered. He desires sanctuary from the Warp, and if that is denied him he demands he be put to death.

The Navigator's profile can be found on page 140 of the **Appendix**.

The cryo-stasis chamber is now deactivated and the thing inside it fully awake. Though they may not yet know it, that thing is in fact Tarakon Ortellius, the Strike Cruiser's senior Navigator. See the **Navigator Tarakon Ortellius sidebar** on page 40 for more details of this character.

Coming fully awake, the Navigator perceives his surroundings and the condition of the unseen Warp beyond. Filled with sudden dread, he demands that the cryo-stasis chamber be reactivated immediately, a task that the Battle-Brothers are unlikely to be able to undertake. The Navigator's dread escalates to blind panic as he perceives that the tides of the Warp are closing about *Mortis Thule* and the Space Hulk is only hours away from being dragged back into the Empyrean. The information is delivered by way of the following warning:

"Adeptus?" the writhing thing of grey, withered flesh screeches. "Adeptus Astartes? Could it be I am delivered? Could it be I am... No, it is not to be. No salvation are they, no deliverance. The Warp, the Warp reaches out even now! Reactivate the stasis chamber, I beg of you. Reactivate it, for the Empyrean shall wash upon us before the Fore Watch is done!"

Should the Battle-Brothers attempt to communicate with the Navigator, it soon becomes clear that his mind was broken long ago. He begs the Space Marines to reactivate the stasis chamber, and unless they can conceive of a way of doing so he begs to be slain before the things of the Warp come to claim his soul. Reactivating the stasis system is a task that will take at least three hours, time which the Space Marines are very unlikely to wish to spend when it should be clear that *Mortis Thule* is about to be dragged back to the Warp. Without a Gellar field to hold unreality at bay, even the champions of Humanity are doomed.

Should the Space Marines attempt to question the mad Navigator about the situation on *Mortis Thule*, especially as it relates to the information they may (or may not) have gleaned from the augur array earlier on, he is able to provide some further details, but only if a Battle-Brother can ask the right questions. This provides the players with a means of expanding on any information they discovered using the augur, and the Game Master a means of presenting them with details they missed, should he wish to do so.

Should the Battle-Brothers state, or even insinuate that they have detected a functional Gellar field within *Mortis Thule*, the Navigator grows suddenly quiet, as if listening to some distant sound only he can hear. Then he starts begging the

characters to take him with them. He promises to use his knowledge of the currents of the Warp to aid their mission, though it should be apparent that he is unable to move under his own power and must be carried. Bearing in mind that the Space Marines are almost certainly carrying the body of their wounded Watch-Captain, it is unlikely that they agree, but should they do so the GM can allow it. In the more likely event that the Space Marines refuse to take the Navigator along with them, he grows increasingly frantic, his emaciated limbs thrashing wildly until he finally begs to be slain by their hand. Should they refuse, he attacks them, and keeps fighting until slain, but if they agree he goes to the Emperor with dignity and honour.

If the Battle-Brothers wish to learn more information on one of the three subjects learned by way of the augur array, they must make the appropriate Interaction Skills Tests. The Navigator begins with a Disposition of Sceptical. The GM should consult the overview of Chapter III presented on page 5 for appropriate details for the Navigator to provide, but any information should be delivered in such a way that it is clear that the Navigator is unreliable at best, and stark raving mad at worst.



JOURNEY THROUGH HELL

Having learned of *Mortis Thule's* imminent return to the Warp, and of the existence of a functional Gellar field somewhere within the Space Hulk, the Kill-team has little choice but to undertake another journey through the sprawling, hazardous tunnels and chambers. While this structure is part and parcel of the adventure, the Game Master should take the usual steps to ensure the players do not feel they have no choice in how the mission unfolds. Should they wish to explore other possible courses of action they should be allowed to do so, though ultimately they are wasting time unless they have a very good plan indeed.

The bulk of Chapter II consists of the journey to locate the working Gellar field. Having done so, the Battle-Brothers discover that it is emanating from within a starship trapped deep in *Mortis Thule*, a vessel lost years before but somehow still providing sanctuary for the miraculously surviving crew. The Kill-team soon discovers, however, that the survivors are divided, many of them craving rescue, but many more believing themselves unworthy of deliverance until their sins are forgiven. Exactly how the Battle-Brothers overcome the issues that arise from contact with the survivors is up to them, but whatever else happens it is imperative that they are within the protective bubble of reality the Gellar field produces when *Mortis Thule* is dragged back into the Warp. If they are not, the souls of the Emperor's elite are sure to draw the most abominable and ravenous denizens of the Sea of Souls.

MISSION PREPARATION

As in Chapter I, this part of the adventure is presented as a Space Hulk boarding mission, making use of the **Space Hulk Mission Generator** as presented in Chapter IV. Once again, the Kill-team has an opportunity to undertake the stages of preparation for a mission, from briefing to the identification of Primary, Secondary, and Tertiary Objectives.

BRIEFING

No formal briefing is used, but the Game Master should provide the players with an overview of the next step. They should be informed that they have the usual opportunity to prepare for a mission, select a leader etc, and that the mission is to use the **Space Hulk Mission Generator** presented in Chapter IV. As this is likely to be the group's second experience with the system, they should have some idea of what to expect, though GMs might still like to summarise the core principles if needed.

MISSION LEADER

The group has the opportunity to select a new team leader, and there is no reason the same character need fulfil the role twice in a row. Indeed, based on their experience of the journey from the wreck of the *Argent Crusader* to the *Sword of MacLir*, the players may decide to select a different leader so



that they can utilise different Squad Mode Abilities. This way, the group learns from its experiences each time it undertakes a mission in a Space Hulk, and they will in time develop their own tactics and procedures.

Details on selecting a leader and the effects it has on available Squad Mode Abilities are presented on page 228 of the **DEATHWATCH** Core Rulebook.

OATH-TAKING

Having selected a leader, the Kill-team can choose an Oath appropriate to the prerequisites set down on pages 228-230 of the **DEATHWATCH** Core Rulebook.

ARMING

Given their circumstances, the Kill-team has only a reduced capacity to arm and supply itself for the coming mission. However, as in Chapter I, there is some opportunity for the Battle-Brothers to search for wargear. They are, after all, onboard a Space Marine Strike Cruiser, albeit one that has been adrift on the tides of the Sea of Souls and therefore subjected to all the hazards of that unknowable realm of Daemons and damned souls.

Should the players decide to perform a search for equipment, they may do so during mission preparation. Each searcher should each make a **Hard (-30) Search Test**. If passed, the test grants the character d10 Requisition Points to spend on equipment, plus a further d10 for each Degree of Success achieved. Only equipment marked "Astartes" may be recovered,

FURTHER MYSTERIES OF MORTIS THULE

While passing through the dark, winding passageways of *Mortis Thule*, the Kill-team might encounter mysteries unique to this particular Space Hulk and not otherwise produced by the **Space Hulk Mission Generator** in Chapter IV. Game Masters that wish to explore these mysteries further should feel free to do so, and there is plenty of inspirational material in the range of published **DEATHWATCH** supplements. Here are some ideas the GM might consider developing:

- The Kill-team comes upon the desiccated remains of a long dead Tech-Priest. Upon further investigation, they uncover the corpse's origins on the Forge World of Samech. This world is known as a bastion of the Dark Mechanicus, but the corpse bears none of the stigmata of the Ruinous Powers. Does it pre-date the Forge World's fall to Chaos? If so, what other mysteries might it foreshadow?
- The Battle-Brothers encounter fragments of power armour, or perhaps a complete suit, covered in centuries of dust and debris. The faded heraldry is unfamiliar, and while no one Space Marine has knowledge of all the Chapters, something about the armour causes disquiet. Does it belong to a now-extinct Chapter, or one that has fallen to the service of the Ruinous Powers in the millennia since this unknown brother fell?
- Game Masters with access to **THE ACHILUS ASSAULT** supplement might have read of the deeds of the Tarrant Rogue Trader dynasty boarding *Mortis Thule* and fighting a great battle against its denizens many centuries ago. These details could easily be expanded upon, and hints of them encountered as the Kill-team progresses through the dark tunnels.

and while the players may declare what equipment they wish to find, the Game Master has final say on whether or not any given item is found. Lastly, this is an Extended Test, taking one hour, and once passed may not be repeated.

Given the antiquity of any equipment found, plus the fact that no blessings have been performed on it for centuries and the fact that they have been repeatedly exposed to the Warp, there is a risk to using any supplies found. How much danger each item presents is up to the GM, because this is likely to impose a certain amount of additional record keeping on him.

A few simple ideas are as follows:

- Items might be of Poor Craftsmanship, though the bearer does not discover this until the first time they are used.
- Weapons might gain the Overheats Quality. Again, the user should not be aware of this until the first use.
- Some items might be imbued with the power of the Warp. Whenever they are used unsuccessfully, a roll is made on **Table 6-1: Psychic Phenomena** on page 187 of the **DEATHWATCH** Core Rulebook. It is possible that a Librarian or a Chaplain could use their own particular skills to negate this effect, perhaps by way of a **Hard (-20) Willpower Test**, each Degree of Success nullifying an equal number of required rolls on the Psychic Phenomena table.

MISSION OBJECTIVES

Trained as they are to approach any challenge by meditating upon its individual hurdles, the Space Marines can easily identify the Primary, Secondary, and Tertiary Objectives for this mission.

Primary Objective: Locate the Gellar field.

Secondary Objectives: This depends in part on the objectives described in the previous mission, as most or all of these are still valid. Each of the priorities identified earlier counts as a Secondary Objective. If they have decided to attempt to rescue Navigator Ortellius, doing so also counts as a Secondary Objective.

Tertiary Objectives: There are a number of Tertiary Objectives in play. Standing Order Epsilon Nine-Nine-Zero still applies, as does the need to conserve ammunition and identify other possible sources of resupply.

MISSION COMPLICATIONS

While it is not recommended that any of the Complications presented in the **DEATHWATCH** Core Rulebook are used, the Game Master should feel free to invent ones appropriate to the mission if he wishes to add additional detail or challenge.

SEARCH FOR THE GELLAR FIELD

The mission to locate the signal is presented over the next few pages using the format described in detail in Chapter IV. The Game Master should refer to that chapter for details of how to tie this information together into a coherent mission, with each element of the rules modified as detailed here.

THREAT LEVEL AND SCALE

The exact Threat Level and Scale of this mission is left up to the Game Master to determine, based on the experience of his players, the ranks of the characters, the size and composition of the Kill-team and any other factors he deems appropriate. Whatever Threat Level and Scale is arrived at, the Game Master should consider making it one or more levels higher than the first mission. This achieves several ends, including ramping up the tension and action, serving the narrative, and engaging the players with ever more challenging odds to overcome. The GM should of course keep some tricks up his sleeve, as the mission presented in **Chapter III** should be the hardest of them all.

ENCOUNTERS

The number and type of Encounters the Kill-team experiences throughout this mission depend on the Threat Level and Scale, as described in Chapter IV. It is recommended that the Encounters be modified as follows:

In the first mission, the Game Master was advised to slowly build up the tension by adjusting rolls so that no enemies attack for quite a while. It is possible that the players expect to encounter this pattern again, in which case they should be dramatically disabused of that notion! One way of keeping the players on their toes is to have an enemy attack them the very

moment they set out, before they have even had time to settled into an order of march or to fully take in their surroundings. Instead of rolling on any of the Encounter tables, simply choose a result. As the Beast of Thule is stalking the Kill-team from the moment of their first encounter, it is recommended that the Game Master include an encounter with either the Beast itself, or with a number of other Tyranid creatures to remind the players that they are being hounded by this one, singular foe.

It is suggested that the foes encountered throughout this passage be limited to either Tyranids or to vermin of various sorts. As previously mentioned, Chapter III presents three sub-missions that involve encounters with rogue Inquisitorial agents, Orks, and Enslavers. So as not to ruin the surprise, it is recommended that these particular foes be avoided in Chapter II.

CALAMITIES

The Game Master should draw on the full range of Calamities throughout this mission, subjecting the Kill-team to whatever twists of fate and cruel circumstance the tables produce. The further along the characters progress on their journey, the deeper into the twisted mass of *Mortis Thule* they travel. The Game Master can represent this by modifying the results of this section as he wishes. For example, deep inside the guts of the Space Hulk, sudden air pressure drops are less likely to occur than movements in the hulk's mass.

HULL TYPES

The Game Master should feel free to take advantage of the full range of hull types presented in Chapter IV. In addition to these, the GM might like to consider how the wrecks deeper inside the Space Hulk might have been affected by the ravages of time and of the Warp. They should be described as being impossibly ancient, as well as twisted out of all shape by the seismic forces at work deep inside *Mortis Thule*. The vessels entrapped at the Space Hulk's heart are very likely examples of the very earliest of the Imperium's ships, and many may in fact predate the time when the Emperor led the Great Crusade to unite the scattered worlds of Mankind. Depending on their nature, some Battle-Brothers might find the experience of passing through such hulks akin to treading on holy ground. Techmarine characters might feel compelled to investigate some areas further, or conversely feel revulsion in the presence of certain hull types now only used by the forces of Chaos. Lastly, some hulls might have been constructed by xenos races long since lost or slain. Perhaps a hull through which the Kill-team passes was built by a race made extinct by the Chapter of one of the Battle-Brothers, and walking through it stirs ancient memories somehow passed on through the gene-seed within him.

ARCHITECTURE AND TECHNOLOGY

As already mentioned, the deeper the Kill-team travels into *Mortis Thule*, the more ancient and malformed the environment becomes. However, the Game Master should always remember that *Mortis Thule* has been observed to drastically change in composition from one sighting to the next, and so it is perfectly appropriate to throw in a surprise every now and then. The results on the tables can be manipulated so that the Kill-team leaves one impossibly ancient hull, the dust and debris carpeting its passages a testament to its age, only to pass into a gleaming vessel apparently untouched by time.

LIFE FORMS

The further the Kill-team travels into *Mortis Thule*, the less predictable the hostile life forms they might encounter become. None can say what vile creatures might exist deep inside the Space Hulk, the combined processes of Warp taint and natural selection inflicting all sorts of bizarre evolutionary developments upon them. For this reason, the Game Master should feel free to employ any and all results the Life Form tables in Chapter IV might produce.

ENVIRONMENT

Upon departing the wreck of the *Sword of MacLir*, the Space Marines find themselves passing through the most ancient of regions before heading outwards towards the distant location of the Gellar field. As such, the Game Master's descriptions of the environment should make frequent reference to the weight of untold ages pressing in on them at all times. The air is stale and holds the taste of bones long reduced to ash, while a carpet of dust and other debris inches (and even feet) deep covers many decks. Some passageways even feature thick, silken webs, though such structures were not created by anything that resembles a conventional spider. This deep within the Space Hulk, the structure groans with staggering tectonic forces, deep shudders passing through the deck and causing debris to billow down from the vaults overhead. These things the Space Marines might very well expect to find in such a place, but others are far less explicable. Odd sensations settle upon the Battle-Brothers as they pass along certain passageways, only to leave the instant they turn a corner. At other times, distant, yet oddly familiar voices call out the names of individual members of the Kill-team, voices only heard by the brother in question.

These and many other similar methods can be used to communicate just how old the area is, as well as the fact that it is literally steeped in the essence of the Warp having been dragged through its depths on countless voyages through the Sea of Souls. These descriptions are for general tone, while actual, palpable effects are described next.

WARP EFFECTS

As the tides of the Empyrean grow ever stronger and the moment that *Mortis Thule* is sucked back into the Warp grows ever nearer, the Space Hulk is subjected to an increasingly disturbing range of Warp phenomena.

The Game Master should refer to page 187 of the **DEATHWATCH** Core Rulebook for the table of Psychic Phenomena. As the mission progresses, he can make periodic rolls on this table, adding a modifier to the roll equal to five for every time it has been rolled on before. Initially, the GM need only roll on this chart for every ten minutes or so of narrative time, but as *Mortis Thule* nears being drawn back into the Warp, more and more frequent rolls can be made. These rolls can have a dramatic effect on game play, so the GM should, as ever, feel free to modify or entirely disregard undesirable outcomes.

DISCOVERIES

The Game Master should utilise the range of Discoveries made possible by rolling on **Table 4–12: Discoveries** in Chapter IV. As their own ammunition and supplies run low, the Battle-Brothers are likely to find themselves increasingly reliant on such things.



This might result in the Space Marines equipping themselves with all manner of unusual, exotic, or downright alien wargear, and while this may not be strictly within the dictates of the Codex Astartes, the Deathwatch has its own ways. Should the GM wish, he can use the unconventional nature of such Discoveries to drive the narrative, in particular when it comes to the Demeanours and Chapter background of specific Battle-Brothers. Ultramarines characters, as well as those brethren drawn from their Successor Chapters and sharing the Honour the Codex Demeanour, might find themselves torn between certain passages within the writings of Roboute Guilliman and the need to use any and all weapons simply to survive. The GM may rule that such a character taking up an obviously xenos weapon is working against his Demeanour and impose a Cohesion penalty on the group as a consequence. The Game Master should reward good roleplaying in this regard, especially when a player chooses to forego an obvious advantage in favour of remaining true to his character's background. An additional 50 Experience Points awarded at the end of the adventure is an appropriate reward in such cases.

VISITORS

As mentioned in Chapter I, no Visitors should be generated during the course of this adventure.

THE EMPEROR'S GAZE

Trapped deep within the Warp-tainted mass of *Mortis Thule* is the wreck of an Imperial Navy voidship named *The Emperor's Gaze*. Though one of countless hulls that make up the vast Space Hulk, *The Emperor's Gaze* is all but unique, for despite the fact that it was drawn onto *Mortis Thule* several decades ago, remnants of its crew survive yet. The crew has been delivered from the insanity and predators of the Warp by a singular blessing—the vessel's Gellar field has miraculously remained functional despite the ruination inflicted on the remainder of the ship, a fact the pious survivors give thanks to the God-Emperor for each and every day of their continued existence.

The Emperor's Gaze is, or rather was, a Tarask-class merchant vessel tithed into service in the Achilus Crusade at the outset of the glorious invasion of the Jericho Reach. Prior to its conscription, the vessel had served a number of trading houses holding Merchant Charters to ply the lesser Warp routes along the spinward verges of the Calixis Sector, and served its owners well for many centuries. With the coming of the Achilus Crusade, the vessel was demanded by the Warmaster's staff, though in common with many operations relating to the crusade, its owners were given no choice in matter, never informed of their vessel's fate, and despite promissory notes to the contrary, not remunerated for their loss.

Having joined the massing fleets of the Achilus Crusade and mustered on the Calixis end of the newly discovered Jericho-Maw Warp Gate, *The Emperor's Gaze* was assigned a new crew and a new role. No longer would the vessel serve as a merchant hauler running high value, no-questions-asked cargoes along the Calixis-Scarus Warp Conduit. Instead, it would transport cadres of diplomats tasked with overseeing the integration of newly reconquered worlds of the Jericho Reach into the Imperium of Man. It would serve as messenger, ambassador, and attaché, delivering the light of the God-Emperor to the long-benighted souls of the Reach.

As history records in the annals of the Achilus Crusade, such dreams were not to be realised. Unbelievably, world after world rejected the word of the Emperor, taking up arms against the hosts of Warmaster Achilus. Total war consumed the Jericho Reach, and the ambassadors and iterators of *The Emperor's Gaze* found themselves relegated to secondary roles. Adepts bred for and schooled their entire lives to fulfil their duties were assigned tasks they believed far below their highly specialised skills. They became attachés and bureaucrats, and in some cases little more than messengers. Despite the numerous military glories won in the initial phases of the crusade, the adepts of *The Emperor's Gaze* knew utter despair. Shockingly, the diplomats' thoughts turned against their masters in the crusade's high command, and rebellion was seeded in their hearts.

THE GAZE AVERTED

It may be the case that servants of the Ruinous Powers whispered honeyed lies into the shadowed hearts of the diplomats, or even that they came under some form of xenos domination. Just as likely is the all too human sin of pride. Cast aside and without purpose, their souls rejected the ideals they had been raised from birth to propagate in the hearts of others, and some say that in response the Emperor turned his gaze away from them, withdrawing his blessings.

Whether or not they brought their curse down upon their own heads, the masters of *The Emperor's Gaze* soon reaped the harvest of their rebellion. Ordered to undertake the latest in a long chain of seemingly insignificant missions that amounted to little more than routine liaison between reserve tier factotums, *The Emperor's Gaze* made what would amount to its final voyage in the service of the Achilus Crusade. Its transmission was a standard status log sent from the outer system jump node at Karlack. Two hours later, *The Emperor's Gaze* made Warp, and was neither seen nor heard from again.

CAST ADRIFT

Moments after translating to the Warp and setting sail across the Sea of Souls, *The Emperor's Gaze* was caught in the baleful and inexorable pull of *Mortis Thule*. The exact cause of the accident is likely never to be determined, but it is just as likely that the vessel's Navigator was neglectful in his duties as some doom brought about by his own secret disloyalty caused the death of thousands of the transport's crew. *The Emperor's Gaze* was dashed upon the vast mass of *Mortis Thule*, the unreal energies of the Warp twisting and distorting it, melding it into the bulk of the Space Hulk until, when finally the seething energies receded, *The Emperor's Gaze* came to rest deep in the bowels of *Mortis Thule*, nine in every ten of its crew slain, their souls devoured by the ravenous denizens of the Warp.

Of those few that survived the calamity, most were driven far beyond the point of sanity by the experience. These set about a rampage of flagellatory destruction in which hundreds more were slaughtered and numerous parts of the vessel that had survived were set to the torch. A small number of survivors, however, realised that far from being cursed, they had been delivered. They realised that the Emperor had given them a chance at salvation and kept their Gellar field functioning, albeit intermittently. If the survivors remained faithful, surviving long enough to earn the Emperor's forgiveness, then surely they would earn their freedom. The Space Hulk would one day free them and *The Emperor's Gaze* would be disgorged from the Empyrean, to serve the Imperium of Man once more.

SURVIVAL

While the view that the Emperor had granted the survivors some manner of second chance was eventually taken up by all of the former crew, opinions varied greatly as to how deliverance might be earned. Those driven mad by the initial accident roamed the companionways yet, and while they eventually relented in their wanton destruction, they remained on the very edge of madness, their eyes glinting with the strange illumination that haunts the depths of the Sea of Souls. An accord of sorts was arrived at, both factions agreeing that they had been spared that they might earn redemption for their masters' sins.

An uneasy truce in place, the thousand or so survivors of the collision with *Mortis Thule* and the subsequent insanity turned their efforts to survival. With the Gellar field still miraculously functional they were able to withstand the Space Hulk's periodic voyages through the Warp, but other, more immediate enemies threatened their survival from the very beginning. Monstrous Genestealers were drawn to the wreck, infiltrating its outer skin through wounds only they could detect. For several years, the survivors stood at the precipice of destruction, fighting a ceaseless war against the predators that stalked the dark tunnels of *Mortis Thule*, ever hanging on to life by the barest of threads.

Initially, the survivors lived on the ship's supplies, for these had been intended to feed many more mouths. Yet, much had been lost and much more tainted, and soon the crew was forced to resort to highly unconventional means of feeding themselves. Most food is supplied by the cultivation of fungi in the deeper holds, vast chambers that glow with the eerie bio-luminescence of the retched harvest. More rarely, nutrition is derived from the corpses of the fallen, for the vessel was fitted with a reclamation unit able to turn a dead body into enough corpse starch to keep starvation at bay.

DIVISION

Almost two years after the accident, the surviving crew of *The Emperor's Gaze* met its next challenge, and one that almost tore it apart. When a boarding party from the Terrozzant Rogue Trader Dynasty landed a vessel in one of the cavernous exterior holds, the survivors were faced with the prospect of imminent rescue. Instead of celebrations, however, overt hostilities broke out as opinions on how to proceed split the group in two and revealed that the old wounds had not healed, but festered. One faction held that only the Emperor can bestow deliverance upon the survivors, by drawing the Space Hulk in realspace in the vicinity of an Imperial held world, allowing the crew to depart the Space Hulk with honour and take their place in the ranks of the faithful once more. The other faction held that the explorers must surely have been guided to the wreck by the will of the Emperor, and they should be contacted right away in the hope of rescue.

While the debate was raging, the boarding party was slaughtered by Genestealers, and soon after *Mortis Thule* was plunged back into the Warp once more.

LOST IN THE WARP

Since that first moment of potential rescue, the survivors have settled upon a course of action that appears to have secured if not deliverance, a respite of sorts. Having split themselves into numerous smaller sub-groups, the survivors have undertaken to maintain the continuous chanting of a prayer song intended to bring the Emperor's mercy down upon them. Each of these choirs maintains its sonorous chant in a continuous cycle, so that the companionways of *The Emperor's Gaze* and the tunnels of the Space Hulk beyond echo to the deep, plaintive song. Those of both factions pray with equal fervour, one that rescuers might be drawn by their display of piety, the other that the Emperor might cause *Mortis Thule* to disgorge them near a world on

which they might settle. In the strained minds of some of the survivors, something resembling a new creed has set root. Some seek rescuers they imagine as radiant angels, while others look to a paradise world to claim. Much of the time, the disparate factions are content to set aside their differences, but should the proximity of outsiders be detected, old tensions boil up anew and bloodshed is often the end result.

KEY LOCATIONS AND COMPONENTS

The interior of *The Emperor's Gaze* conveys a number of impressions, many of them seemingly contradictory. First and foremost, it is an ancient voidship, yet not a vessel commissioned to fight the Emperor's wars. The companionways are utilitarian and worn by age, showing little of the martial pride or stolid potency of a warship of the Imperial Navy. No part of the interior is free from evidence of the calamity that saw it melded into the bowels of *Mortis Thule*, and some sections are so distorted they are no longer accessible.

Everywhere within *The Emperor's Gaze* is evidence of the tenuous state of its survival. Lumen bulbs gutter and dim, their wan light reflected from banks of drifting dust motes trapped by the lacking of properly functioning life-sustainer filtration systems. The temperature is prone to spikes and troughs, while the air near to the chambers in which the fungus foodstuffs are cultivated is thick and moist, and heavy with acrid odours. The vessel's gravity is prone to fluctuations too, for the power distribution conduits have been patched and diverted countless times to keep them functional. Mismatched cabling runs along the deck or loops from the ceiling above, all contributing to an oppressive air of dilapidation and decay.

Yet, *The Emperor's Gaze* is possessed of a quality more in common with a hermitage or the inner sanctum of some vast cathedral of the Imperial Creed. The ever present song of the numerous choirs is to be heard all over the vessel. While all Imperial vessels are host to countless shrines of every size and shape, *The Emperor's Gaze* features hundreds, even thousands of bulkhead reliquaries, each dedicated to a fallen crew member whose flensed skull, lovingly engraved with the words of the Imperial Saints, sits at its centre, swathed in rivers of solidified candle wax rendered from the remainder of its bones by the ship's reclamation facility. In places, so many of these candles burn that corridors are transformed into passages of pure light, though had they not become acclimatised to it the survivors would be quite overcome by the stink of so much burning tallow.

HULL

The outer hull of *The Emperor's Gaze* is largely invisible, being comprehensively melded into the bulk of *Mortis Thule*. Given the vessel's merchantman origins, the hull bears little or no armour, making it possible to cut through at numerous weak points. The survivors have had to reinforce the hull in order to block off potential routes the ever-present Genestealer menace might utilise to infiltrate and slaughter all within. Huge plates and spurs salvaged from nearby areas have been dragged into the hull to be used as

a secondary layer of metal skin, and to date this appears to have kept the predators of *Mortis Thule* at bay. In truth, it is more likely that the constant prayer-choirs are responsible for the survivors' continued survival against such infiltrations, the Genestealers and other creatures seeking more easily cornered prey.

PLASMA DRIVES

The Emperor's Gaze's plasma drives are functional, but only at the very lowest possible state. Without a cadre of Tech-Priests, Servitors, and stokers it is unlikely the drives will ever be coaxied to full power, but in their latent cycle they produce just enough power to maintain other critical systems, albeit at a very low level indeed. The most critical of these is of course the Gellar field, and the survivors have installed countless failsafe power feeds so that, even should every other component fail, the Gellar field will remain on line and the survivors' souls spared from eternal damnation.

GELLAR FIELD

The vessel's Gellar field is by far its most precious asset, for without it the crew would long ago have fallen prey to the predators of the Warp that materialise around it each time the Space Hulk plunges into the Sea of Souls. While it functions, the field is not entirely uniform or predictable and does not always provide protection for the entire ship. Because of this, the survivors are forced to take refuge as close to its projection nodes as possible, often mustering amidships where the field is generally strongest. During these times, the prayer-choirs all come together, their voices singing as one as they beseech the God-Emperor of Mankind for deliverance from the Warp even as vile creatures of tooth and claw gibber and drool scant metres away, unable to cross the threshold of the Gellar field.

VOID SHIELDS

The Tarask-class was built for speed far more than durability, and it was for this reason that *The Emperor's Gaze* was conscripted into the Achilus Crusade to serve as a transport for the diplomatic corps. The vessel's original void shield projector was replaced at the outset of the crusade, for it was found not to be functional and probably had not been so for over a century. The new array, of a pattern constructed in the Lathe Worlds in the Calixis sector, proved its worth on several occasions during the vessel's service, though it has not functioned at all since the accident.

LIFE-SUSTAINER

Truly ancient machine systems, the voidship's life-sustainer systems cling to functionality despite every punishment inflicted upon them, but only just. Large parts of the vessel are barely served by working air filtration and water purification systems at all, while other areas seem unaffected.

CREW COMPARTMENTS

The survivors number approximately a thousand souls, a number that is a small fraction of the original complement. As such, there is more than enough space to accommodate everyone, including the small number of families that have sprung up amongst the ranks. Most of the survivors choose to make their quarters



amidships, where the Gellar field is most reliable in case *Mortis Thule* should be dragged back into the Warp without warning. Some survivors have developed a sense for an imminent Warp jump, however, and choose to exist as virtual hermits at the furthest extent of the vessel, only returning to the fold when the Gellar field is weak and the entire complement gathers together amidships to sing as one for the blessings of the Emperor.

BRIDGE

The command deck of *The Emperor's Gaze* is a cold, lifeless chamber, for despite the best efforts of its crew it has proven impossible to restore any power to its machine systems. Dozens of command terminals and pict-screens remain blank, denying the survivors a means of coordinating the functions of those systems that are still intact. Bereft of its original purpose, the bridge has taken on a new significance to the survivors. It has become the subject of numerous pilgrimages, journeys made perilous because the bridge is some distance from the sanctuary of the Gellar field nodes and reaching it is made difficult by the distortions afflicted on many passages when the vessel was melded into the bowels of *Mortis Thule*. Nevertheless, many regard the risk as worthwhile. Every surface of the bridge is covered with hundreds of votive candles, the melted wax running down the bulkheads as a warm golden illumination lends the chamber a deeply sacred character.

WARP DRIVES

Following the calamity that melded *The Emperor's Gaze* with *Mortis Thule*, the vessel's Warp drive remained functional, yet it soon transpired that some form of mishap had befallen the arcane machine systems. The further along the access passages the survivors approached, the more they became afflicted with disorientation and mania. Those few that attempted to gain access to the drive chamber made it only as far as the main portal at the termination of the vessel's spine, at which point they were observed from afar to drop to their knees with their hands clamped over their ears, bellowing their denial at some foe no one else could see. Needless to say, the survivors sealed off the approach to the Warp drive chamber and while it appears to remain idle even without any crew to tend it, none dare approach it to check.

SENSORS

In its former existence as a merchantman, *The Emperor's Gaze* was blessed with very little in the way of augur arrays, its sensors limited to those needed to manoeuvre safely to dock and to detect hazardous stellar phenomena. These utilitarian systems were improved when the vessel was requisitioned to participate in the Achilus Crusade, the better to serve the mission of its diplomatic corps masters. The survivors have been unable to coax any functionality from the augur arrays, despite repeated supplications to the system's machine spirits, and with no servants of the Omnissiah in their ranks, they are unlikely to be able to do so.

WEAPONS BATTERIES

The Emperor's Gaze was no warship, but like all vessels in the fleets of the Imperium was equipped with a rudimentary armament intended to dissuade attacks of

opportunity by the numerous raiders that plague the space lanes. With the voidship entrapped in the mass of *Mortis Thule*, its weapons batteries are useless and almost certainly damaged beyond repair by the forces exerted on the outer hull during the collision.

HOLDS

As a merchantman specialising in high value, low bulk goods, the holds of *The Emperor's Gaze* were never especially voluminous, and since its conscription into the diplomatic corps of the Warmaster's staff, these were reduced as other systems were augmented. Since the vessel's loss, the holds have been converted into culture chambers for the weird fungus that serves as the bulk foodstuff of the survivors. When correctly processed, the end result is a nutritious, but vile tasting paste most of the survivors resent eating, though they understand it has kept them alive well enough. When incorrectly processed, the end result has no nutritional value at all, but is said to taste quite pleasant. The pious survivors allow the eating of this variety only to celebrate the Feast of the Emperor's Ascension, regarding it as a frivolous waste of scant resources.

CREW RECLAMATION CHAMBER

The alternative to eating the fungus cultivated in the holds is to consume the product of the vessel's crew reclamation facility. It is perhaps a cruel twist of fate that power to the facility's systems appears to be constant and has never ceased to function even when almost every other system has fallen silent. The facility serves to render down the corpses of dead crew into a tasteless grey gruel known as "corpse-starch." Such facilities are common in the hive worlds of the Imperium and not unheard of on large warships and exploration vessels, especially those undertaking long or perilous missions and thus guaranteeing a steady supply of raw material. Exactly why *The Emperor's Gaze* should be host to such a facility is unknown, though some amongst the survivors suspect that a previous master might have had a perverse taste for the stuff. Whatever the truth, the reclamation facility kept the survivors alive for over a year before they learned how to grow the fungus they have consumed since, though the facility stands ever ready, some would say eager, to serve if needed again.

ASTROPATHIC CHOIR CHAMBER

The Emperor's Gaze's choir chamber is another of the additions the vessel received after it was pressed into service with the crusade, and by far the largest. The ship was judged in need of such a feature because of its mission. Communication was vital to the diplomatic staff it carried, whether they were broadcasting a welcome to a newly encountered society or a request for a display of firepower to the Imperial Navy. When the crusade encountered far greater levels of resistance in the Jericho Reach than any anticipated, and the ship's mission was relegated to messenger, this grand facility was mothballed, all but one of its staff assigned to other duties elsewhere in the fleet.

Now, the Astropathic Choir Chamber stands empty and ruined, tier upon tier of empty caskets never to serve as receptacles for the servants of the Adeptus Astra Telepathica

again. The one Astropath who remained after his peers were shipped out perished in the calamity, but some of the survivors swear his shade lingers still in the shattered remains of the choir. If true, none have witnessed it, but it is undeniable that the choir chamber is noticeably colder than the rest of the vessel and that something feels extremely wrong to those that enter.

COGITATION CORE

The ship's logic-engine is the heart of its machine systems, the nexus of a million different feeds, relays and conduits. Sadly for the survivors, the cogitation core is barely functional, only its lower order processes running while all higher functions were obliterated during the accident. Without such processes, it is unlikely that any major degree of functionality could ever be restored to the vessel as a whole, yet still the survivors direct continuous prayers to the mighty spirit slumbering within the cold, dull crystal stacks.

THE SURVIVORS

When *The Emperor's Gaze* fell victim to the draw of *Mortis Thule*, over ninety percent of its crew were slain, their bodies torn apart by marauding Warp entities or crushed by the impossible forces exerted on their vessel while their souls were devoured by the predatory denizens of the Abyss. Even when the ship settled into the tomb-like embrace of the Space Hulk the slaughter did not relent, for soon after many hundreds of frenzied men and women set about an orgy of penitent destruction that wreaked havoc amongst the ranks of those that survived.

The bloodshed unleashed by the Warp and by the survivors themselves knew no distinctions of rank, class, or role. Death was indiscriminate, coming for everyone from the captain to the lowliest plasma rat. When at last some form of order descended and the survivors were afforded an opportunity to count their losses, they found that all but a thousand of the original 18,560 listed crew had perished, including every one of the commissioned officers.

Because of the divisions within the ranks of the survivors, as well as the fact that almost all of their energies are devoted to prayer, no strictly defined chain of command now exists amongst them. Indeed, whenever any individual has attempted to take overall control, violence has flared once more. The survivors tend to organise themselves around their self-imposed duties, each a member of a prayer-choir of between twenty and a hundred penitents. While individuals within each choir tend to take on the role of community leader, no one amongst their number has any power over any other choir and most tend to shun contact with the other groups except during musters about the Gellar field nodes during especially traumatic Warp jumps.

The Game Master is free to populate *The Emperor's Gaze* with any number of interesting characters. While he should not include any commissioned officers, several dozen Warrant Officers survived. What follows is a collection of NPCs the Game Master might like to have the Kill-team interact with. These cover a range of character types, making it possible for the GM to run different types of encounters, from tense negotiation to hostile contact. The vast majority of the surviving crew from *The Emperor's Gaze* ought to use the Space Hulk Survivor profile found on page 117 of the Appendix. Notable NPC's are detailed below.

ARNO STAK

Prior to the disaster that slew so many of its crew and passengers, *The Emperor's Gaze* was tasked with transporting a cadre of adepts assigned to the Warmaster's general staff. The cadre numbered approximately two hundred officials, ranging in rank from the single Sub-Designate all the way down to three-dozen lowly diplomatic envoys. It is from the ranks of the latter that the sole survivor of this cadre is drawn, an individual called Arno Stak.

The last voyage of *The Emperor's Gaze* was Stak's first. Like so many Imperial citizens, the newly appointed Arno Stak had been raised largely in ignorance of the truth of Warp travel, and when he was assigned to the crusade's staff and joined the messenger ship at Karlack, he had listened with utter horror to the sermons of the ship's confessor as he prepared the crew for the voyage. The confessor told tales of the fiends that gibbered and seethed in the Sea of Souls, seeking but a sliver of weakness or impurity to draw them through the protective skin of reality and devour all within. The confessor told tales of the Warp transforming into solid stone, entombing ships for all time. He ranted of slime-streaked tentacles pocked with gibbering lamprey mouths forcing their way in through poorly warded port holes to drag out any passengers they could reach. Unsurprisingly, Stak was terrified, so that by the time *The Emperor's Gaze* set out he was all but numb with fear.

Sensing the young adept's weakness, the vessel's confessor determined to steel his soul against the horrors of the Warp. But instead of soothing words or a stirring sermon, Stak was convicted to a hundred strokes of the neural lash, a punishment meted out in the hours before the vessel's final translation into the Warp.

At the very moment doom came for *The Emperor's Gaze*, Arno Stak was unable to react with anything but wide-eyed insanity, for he was confined within a pillory cage in the forward muster hall. Thus, he was forced to watch as the confessor's body was torn inside out by ethereal limbs emerging from his every orifice. He screamed helplessly as his crew mates were incinerated by living, Warp-born fire. He gibbered uncontrollably as the remainder of the diplomatic staff turned upon one another in a cannibalistic fury, possessed by the denizens of the Empyrean, their eyes wide with helpless terror as their own bodies enacted the vilest of deeds.

Blessedly, at some point during the calamity, Stak plunged into a coma from which he did not emerge for almost a week. When he awoke he

found himself swathed in a straitjacket, for he had ranted and raved uncontrollably for so long that the other survivors had bound him for his own protection and for their own sanity. During his coma, Stak's mind had apparently convinced itself that the sights and sounds he had witnessed were but a figment of his imagination, or perhaps a vision sent by the Emperor as a warning against something he has yet to fully comprehend.

Stak is, for all intents and purposes, the most highly ranked survivor left on board *The Emperor's Gaze*, though in practise this has little meaning. Stak serves as choirmaster and de facto leader of a small group of survivors who chant every waking hour, their base Starboard Mess Deck 88. Though his diplomatic training has served him well as a leader, Stak is, in fact, utterly insane, a truth he hides extremely well. His greatest secret is the fact that he blames himself for the doom of *Emperor's Gaze*, utterly convinced that the words of the ship's confessor were correct.

Using Arno Stak

While many of the survivors hold to one of the two strands of belief regarding their eventual fate—that the Emperor will send his angels to rescue them, or that only by penitence will they find forgiveness—Stak's soul is steeped in secret doubt. He has seen some truly terrible sights and above all desires to be left alone. In truth, Stak would be quite content for *Mortis Thule* to drift through the void for all eternity and never to encounter another human again, though he bears a terrible fear of what might befall his soul as the Space Hulk drifts upon the tides of the Warp. If and when the diplomatic envoy encounters the Kill-team, the GM should bear this information in mind, especially if the Space Marines decide to force a course of action that runs counter to his desire to remain hidden from humanity at large. The Diplomatic Envoy's profile is presented on page 141 of the **Appendix**.

CHIEF KILLICK

A fearsome grox of a man, his body a mass of scar tissue, devotional tattoos, and utility-grade augmetics, Chief Killick holds sway over a large number of survivors, especially those that once tended *The Emperor's Gaze's* Warp drives. Chief Killick was the petty officer in charge of discipline amongst the vessel's plasma-stokers, one of the largest divisions of voidsmen onboard. Few stokers survive for long in the service of the Imperial Navy, for their duties are so dangerous that dozens fall victim to all manner of accidents every voyage.

Even those that learn to avoid the continuous and largely uncontrolled plasma venting and other hazards generally survive only so long as their bodies can withstand the lethal radiation that floods the drive section every time the engines are brought to full power.

Chief Killick was an exception, a man so tough those under him came to view him as immortal. It was by sheer force of will that he rose from Ordinary Shipman to earn himself a place amongst the ship's petty officer corps. It is hardly a surprise that Killick survived the doom of *The Emperor's*



Gaze, and in fact a number of legends have sprung up amongst the survivors about how he did so. Some claim he actually fought off a Warp devil, while others relate how even the fiends of the Warp are cowed by his formidable presence. While no doubt the product of minds stretched beyond breaking point, there is likely to be some kernel of truth to these stories, for Chief Killick is every bit as tough and stubborn as the legends suggest.

Using Chief Killick

When it comes to the doctrinal schism that consumed the survivors in the immediate aftermath of the doom of *The Emperor's Gaze*, Chief Killick is very much on the side of the pragmatists. He prays that one day the Emperor will send deliverance, and as far as the chief is concerned that day cannot come fast enough. If and when Killick and the Space Marines meet, the chief welcomes them and makes every effort to ensure that when they leave, he and his men go with them. Chief Killick's profile is presented on page 141 of the Appendix.

MEDICAE DHUNN

As a relatively small vessel, and not a warship in the Warmaster's fleets, *The Emperor's Gaze* had to make do with many second-rate facilities. One such compromise was in the provision of medicae services, for all of the fully trained and accredited naval surgeons and other medicae staff were required at the front lines. As a messenger vessel, *The Emperor's Gaze* had to make its own provisions in this regard, the crew either tending to the sick and injured themselves or else seeking out the services of privately practising surgeons on the rare occasions they were allowed to go ashore while at dock.

"Medicae" Dhunn was the sole recognised medical authority on board *The Emperor's Gaze* before the calamity, and having survived the death of so many of his crew mates, he remains so after it. Dhunn has never spoken of his training, though he is undoubtedly proficient in first aid, especially the tending of severe trauma. Where Dhunn is far less proficient is in the more common fields of medical practise, knowing almost nothing of the common afflictions that all humans suffer from. The reason for this, while unknown to any amongst the survivors, is quite straightforward. Dhunn is a deserter, a former Janissary of the 212th Maccabian Regiment. His unit decimated in battle and withdrawn for punishment to a bulk-garrison at Karlack, Dhunn somehow escaped the regimental provosts. Hours later, he was caught in an Imperial Navy press-gang sweep intended to supplement the crew of the soon-to-depart *Emperor's Gaze*. Realising this fate was far preferable to that he had escaped, Dhunn welcomed his new role as one voidsman amongst thousands, and his training in combat medicae soon resulted in him becoming a valued member of his division.

To this day, Dhunn has not shared the secret of his true identity with any of his fellow survivors. In truth, he dreads the day that the survivors might be rescued, for that day his secret is very likely catch up with him.

Using Medicae Dhunn

When it comes to the factional divisions within the surviving crew, Dhunn shares the belief that only prayer and penitence will deliver them all from their fate and that one day the Space Hulk will wash up upon the shores of some uncharted paradise

world. At least, that is his hope, for he knows that the alternatives are dire indeed. If and when the medicae encounters the Space Marines, he is overcome with dread and guilt and while he is unlikely to call attention to himself, he will voice his objection to any plan that is ultimately likely to deliver him to the tender mercies of the Commissariat. Medicae Dhunn's profile can be found on page 142 of the Appendix.

SERGEANT-AT-ARMS NOTO CORINTHI

Sergeant Corinthi was the highest ranked member of *The Emperor's Gaze's* armsmen corps, her role before the calamity being to enforce discipline and to maintain security. Noto enjoyed her role—some might even say too much. She was known and feared amongst the plasma-stokers and bilge-tenders as a stern disciplinarian, and many said she would make Master-at-Arms within a couple of years. Unknown to many, Sergeant Corinthi yearned for so much more than her role, spending much of her off-watch time training or developing her already formidable skills at arms. In truth, Noto yearned for action so much that she developed a paranoid belief that *The Emperor's Gaze* was being trailed by xenos pirates, and so she amassed a small, private arms cache in her quarters against the time when she personally would lead the defence against rabid enemy boarders and so earn the recognition she felt she deserved.

When the enemy did come, it was not space lane reavers, but the fell denizens of the Warp that attacked her precious vessel. Faced with such creatures, Sergeant Corinthi's mind snapped and she embarked on an armed rampage even as *The Emperor's Gaze* was torn apart by the raging energies of the Empyrean. It was almost as if Sergeant-at-Arms Corinthi was one with the Daemonic entities, stalking the companionways and unleashing death and judgement upon any she encountered, whether man or fiend. How she survived is unknown to all, including herself, for she awoke in the inner sanctum of one of the vessel's numerous utility chapels, lying upon the deck in a foetal curl, her body wrapped about a bolt gun, its magazine entirely empty and its barrel scorched black by continuous firing. Brief images of the murder she had wrought flickering across her mind's eye were all she could recall of her rampage, but Noto Corinthi knew she had done something utterly horrific.

In the aftermath of the calamity, Noto Corinthi swore herself to a life of penitence and abstinence. Her every waking hour is spent in prayer-song and she brooks no talk of violence. Yet every now and then when she blinks, Noto Corinthi sees some fresh realisation of the horrors she enacted that day. Little wonder she keeps her bolt gun secreted beneath her bunk in her sparsely maintained quarters.

Using Sergeant-at-Arms Corinthi

The former leader of the vessel's armsmen corps holds very much to the belief that only by prayer and penitence will the crew be saved. If and when she encounters the Space Marines, she is overcome by the notion that they are an obstacle to her own salvation. Should she be pushed, the Sergeant-at-Arms might even attempt to oppose any plans to get the survivors off of the ship, though she is unlikely to survive any violent confrontation with the elite of the Adeptus Astartes. The Sergeant-at-Arms' profile can be found on page 141 of the Appendix.

LAY-TECHNICIAN RIDU KAM

Not a single member of *The Emperor's Gaze's* cadre of ordained Tech-Priests survived the calamity, but these were not the only crew with some knowledge of the workings of the machine. Several hundred ratings were entrusted with some small degree of technical knowledge, men and women judged intelligent and pure enough of heart to be taught the lowermost tiers of the Omnissiah's teachings. Such specialists are present in many organisations, for there cannot always be a Tech-Priest on hand to operate every single machine, nor can a Servitor do so in cases where some degree of autonomous thought is needed. The vessel's "lay-technicians" were entrusted with such tasks as monitoring plasma pressure levels, replacing spent filters on air scrubbing systems, replenishing non-functional lumen globes, and a thousand other, equally vital tasks. Several dozen lay-technicians survived the doom of *The Emperor's Gaze*, and it is well they did, for without them it is unlikely those not slain in the calamity would have survived more than a week even without the predations of the other creatures present on *Mortis Thule*.

Ridu Kam, is the most senior of those inducted into the workings of the machine amongst the ranks of the survivors. It is thanks to the tireless efforts of Kam and his peers that power remains online for most of the time, and that the fungal culture chambers function. Kam's most important duty is to ensure that the Gellar field remains operational, and this he has managed to do even though he has absolutely no knowledge of the workings of power relay systems. Privately, Kam is experiencing something of an inner trial. Either the Omnissiah is working through him and guiding his hand, or the machinery is able to function quite well without the mystic ritual usually heaped upon even the most routine task. Needless to say, Kam has yet to voice his inner torment to any of his peers, fearing they will expose his doubt or renounce him.

Using Ridu Kam

Ridu Kam is very much a member of the faction that believes that the Emperor will one day send his angels to deliver the survivors from their fate. If and when the Space Marines arrive, the valve-tender welcomes them vocally and is eager to entreat them for aide in escaping the hell that is *Mortis Thule*. The Lay-Technician's profile is presented on page 142 of the Appendix.

CLIMAX

The final part of **Chapter II** sees the Kill-team reach the wreck of *The Emperor's Gaze* and discover that it is far from a cold, empty hulk. Instead, the vessel is host to a community of survivors, albeit one riven with doctrinal schism and divided into numerous small, isolated groups. With the moment of the Space Hulk's return to Warp Space fast approaching, the Space Marines are confronted with the challenge of dealing with these shipwrecked unfortunates. The situation is tense and it is up to the Adeptus Astartes to decide if they would rather see the survivors as allies, or as enemies.

APPROACHING THE EMPEROR'S GAZE

By the time the Kill-team approaches the rock-bound wreck of *The Emperor's Gaze* the Battle-Brothers should be well aware of the Warp closing in around them. The GM can communicate this by increasing the number and nature of Warp Effects used throughout the last phase of the journey. He can also call for periodic Psyniscience tests of varying difficulty levels and use

the results to describe such things as unseen jaws closing around the Battle-Brothers, invisible tentacles reaching out for their souls from the depths of the Warp, and shrill voices calling for them from the other side of the abyss. While Space Marines fear nothing, even the sanity of the legendary Adeptus Astartes can be tested by such things, and so those that pass the Psyniscience Tests by one or more Degrees of Success and are aware of the horrible extent of these effects should make a **Challenging (+0) Willpower Test**, with failure resulting in an Insanity Point being accrued for each Degree of Failure. Players are likely to become aware that the use of the Psyniscience Skill is detrimental to their characters' sanity with the Warp closing in around them.



FIRST CONTACT

As the Kill-team closes upon *The Emperor's Gaze*, it passes through tunnels watched closely by the survivors' lookouts. Existing as they do on a Space Hulk haunted with every manner of horrors, many among the crew of *The Emperor's Gaze* have developed a keen sense of survival and so those assigned the duty of detecting approaching danger are extremely skilled at their job. Whether or not the survivors' lookouts are as good as the Adeptus Astartes is a question that is sure to be answered as the Kill-team presses further into their territory.

When the time comes for the Space Marines to encounter the survivors of *The Emperor's Gaze*, read aloud or paraphrase the following:

Now you must surely be approaching the source of the Gellar field detected what seems an age ago. The tunnels and chambers ring with distant voices chanting hymns to the Emperor. This time, it is not like it was on the approach to the Sword of MacLir, for then you came upon the armoured outer skin of the vessel. Here, the tunnels appear melded together and intertwined, so that the transition from one region to the next is gradual, almost organic.

Soon, you are pressing along the companionways of what can only be an Imperial Navy vessel. Despite the fact that the ship must be lodged deep inside Mortis Thule, it appears far less ancient than other parts of the Space Hulk.

Then, you come upon a small auto-shrine set into a bulkhead wall, its single candle still burning.

As the team presses on, it passes into the outer tunnels of *The Emperor's Gaze*. The area is watched intently by sentinels, so unless the Space Marines make an effort to hide their approach, the GM should assume they are being watched for some time before contact occurs. If the Battle-Brothers attempt to move stealthily, they must make a series of opposed tests. Each is an **Opposed Silent Move Test**, taken against the lookouts' **Awareness**. These tests are used to determine how many survivors the Space Marines initially encounter—the earlier they detect the fact that they are being watched, the fewer lookouts are nearby if and when the Battle-Brothers decide to confront them. Should they fail multiple Opposed Tests, more survivors are encountered. A running total of passed and failed results should be kept. For each test the Space Marines fail, one additional lookout becomes aware of their presence, plus one for every Degree of Failure scored. When the Space Marines accrue five successes, they detect the presence of the lookouts and the following text should be read aloud:

If you were unsure before, now you are certain; you are being followed, and not by some mindless vermin. Keen eyes are upon you and you sense movement in the shadows up ahead...

How the Space Marines react to the presence up ahead depends very much upon the characters, their backgrounds, and in particular their Demeanours. The lookouts have sent word of the Space Marines' presence back to their fellows and massed in a wide chamber the tunnel opens out into. The lookouts can see that the Space Marines are human, but beyond this have no idea of their identity, affiliations, or intentions. They have probably never seen a Space Marine, so are fearful of the gigantic, heavily armed

and armoured intruders. The sentinels have an oath to abide by, however, and once detected, mass to confront the strangers.

The GM should run the contact according to the characters' actions, taking his cue from them. If the Space Marines assume (understandably) that the force up ahead is hostile and act accordingly, the lookouts shout a challenge, demanding the strangers identify themselves and approach no further. If they are more considered in their actions, the lookouts respond in kind and a dialogue of sorts can be established.

Should the GM wish to run the encounter using the Interaction rules (to be found on page 276 of the **DEATHWATCH** Core Rulebook), the lookouts begin at the Contemptuous/Disloyal/Sceptical/Courageous Disposition. With each level their Disposition is reduced, the lookouts grow to trust the Space Marines more, until accepting them once they reach the Indifferent Disposition. Should the Space Marines' actions lead to a worsening of the situation and the lookouts' Disposition drops to Disgusted/Mutinous/Disbelieving/Foolhardy, the survivors demand the Space Marines leave, and open fire if they refuse to do so. The resulting combat is likely to be one sided in the extreme, but the true effect is to alert the other thousand or so survivors to the Space Marines' presence and to immediately set them against the strangers. If the contact is played out well and the lookouts are convinced that the Space Marines mean them no harm, proceed accordingly.

TRANSLATION IMMINENT!

Regardless of the circumstances of the contact, before the Space Marines can proceed further a deep shudder passes through the fabric of the Space Hulk, accompanied by a brief, distant echo that could only be the wailing of the damned.

When this event occurs, the survivors react with horror, knowing exactly what it portends—*Mortis Thule* is being dragged back into the Warp and anyone not safely within *The Emperor's Gaze*' Gellar field is doomed. If the contact went well, the lookouts say as much to the Space Marines before rushing off towards the vessel's amidships, beckoning the Space Marines to follow. If the contact went badly, the lookouts break off and bolt for safety, though it is an easy enough task for the Kill-team to follow them.

From this point on, events proceed at a sharp pace and the GM should not give the players much time to think. Needless to say, the Kill-team needs to get to the Gellar field and has no idea that it is only partially functional and does not protect the entire vessel. If the players decide to let the lookouts go and head off into any part of the vessel other than the amidships Gellar field node, the GM must handle things accordingly. One way of doing this is to use **Table 6-1: Psychic Phenomena** on page 187 of the **DEATHWATCH** Core Rulebook, perhaps adding five to each roll for every five minutes the characters spend heading in the wrong direction. The GM can provide various clues that the bulk of the ship is not safe, such as encounters with survivors desperate to get past the Space Marines at all costs. If the players continue to miss the point, a **Hard (-20) Psyniscience or Logic Test** can be used to have them realise that the Gellar field must only cover a small part of the ship. If they still fail, or simply refuse to get the hint, the Space Marines have all eternity to curse their folly as their souls are devoured by the slaving denizens of the Warp.

SANCTUARY

If the Space Marines follow the crew, they pass through the vessel's dark, winding passageways, increasingly aware of the presence of ever more survivors all heading in the same direction. The corridors widen as they run deeper in the ship until they converge into a wide, central passage that runs the length of the vessel from its armoured prow to its huge, sealed off drive section. This central passage has the air of a deserted cathedral nave, the ceiling barrel-vaulted and lost to shadow and its walls set with hundreds of decorated nooks.

As the Space Marines step out in the passageway, they come upon a stream of survivors rushing along towards a single point roughly halfway along the length of *The Emperor's Gaze*. How the survivors react to the Space Marines' presence depends on how the Kill-team acts and many are split between reaching the sanctuary of the area protected by the Gellar field and fleeing from the huge, superhuman warriors in their midst. Most decide to flee. Should the Battle-Brothers attempt to question any survivors, they get little in the way of coherent information until they near the centre of the passageway and encounter the named survivors detailed earlier on.

As the Space Marines approach the vessel's midpoint, read aloud or paraphrase the following:

Ahead is a scene more suited to an epic hololith, a mass of humanity hundreds strong huddled together beneath a huge emitter node set in the barrel-vaulted ceiling of the dorsal companionway. You have seen such machinery a hundred times and more and you know it instantly as a Gellar field projector, one part of the network of emitters that protect a vessel as it traverses the depths of the Empyrean. Strung from the machinery are a thousand prayer seals, and dozens of golden Aquila pendants glitter in the dimness. The forms below kneel prayer, many with their heads turned upwards as if beseeching the Emperor to grant them deliverance through the arcane blessings of the machine. As you approach, however, many of those heads turn towards you with eyes widened in fear.

The GM should run this part of the encounter according to the Space Marines' actions, keeping in mind several facts. First, the Warp is gnawing away at the edges of reality and the denizens of *The Emperor's Gaze* are at least as fearful of the creatures of the Empyrean as they are the black-armoured, heavily armed strangers that have appeared in their midst. Tensions are high and the survivors' fear is a palpable thing. Even the slightest gesture by the Space Marines is likely to set off a wave of lamentations, but still the survivors refuse to flee from their sanctuary beneath the Gellar field emitter. Only the most overtly aggressive act on the part of the Battle-Brothers is likely to cause them to quit their sanctuary and even then the survivors do not flee very far.

Should the Space Marines approach the mass of people without showing overt signs of aggression, a great many of the survivors fall to their knees and raise their hands in obvious praise. Others remain standing, however, glowering darkly at the strangers. At this point it becomes obvious to the Space Marines that the survivors are far from the united body of humanity they might be expected to be.

SCHISM

What follows is a split in the ranks of the survivors of *The Emperor's Gaze*, a division that has existed for many years but which is fully precipitated by the appearance of the Space Marines. One half of the survivors hold to the belief that the Emperor will send them his angels to save them from their dire predicament. The other half believes fervently that only by penitence can the survivors escape damnation, and that the Emperor will cause the Space Hulk to wash up upon the shores of paradise when he judges them worthy. With the arrival of the Space Marines, the former faction believes its prayers have been answered and that the Kill-team is there to rescue them. The latter half resents the Battle-Brothers' intrusion, seeing in it a test to judge if the survivors are strong enough to resist taking the easy way out.

As the moment of *Mortis Thule's* translation into the Warp nears, the schism between the survivors rears its head once more. A number of prominent individuals step forward to declare their own viewpoint regarding the Space Marines, who may react however they deem appropriate. These characters are described in more detail on pages 50–52, and the Game Master should familiarise himself with them before running this part of the adventure.

As the Space Marines approach the crowd, the Gellar Emitter overhead starts up a baleful dirge. Five individuals step forward to address the crowd and/or the Space Marines. This can happen in any order the GM desires and he is free to run the encounter as a straight-up roleplay or to use the **Interaction** rules found in the **DEATHWATCH** Core Rulebook on page 276.

One or more of the following key events occur during this encounter. Several of the survivors look towards **Arno Stak**, declaring that his duty as a diplomat is to facilitate contact between different divisions of the Emperor's servants. Stepping forward with evident trepidation, Stak does as he is bid. In truth, he fears what might happen next and his sanity has been stretched almost beyond the breaking point. Despite his mental state, Stak's training comes to the fore and so long as he is not threatened, he makes every attempt to remain neutral and to steer the confrontation towards an outcome favourable to all. The Space Marines should realise that Stak is a potential ally, but the GM should have him snap if pushed too far by any party.

Chief Killick also steps forward, several dozen of his compatriots lending him support. The chief puts on a brave face, showing as little fear of the mighty Space Marines as it is possible for a mortal to display. He asks respectfully that the Adeptus Astartes aid the survivors. It should be clear that if the Space Marines were any other than the superhuman champions of Mankind they are, the chief would be demanding a rescue by force.

GM GUIDANCE: AWKWARD QUESTIONS

Having encountered the survivors of the *Emperor's Gaze*, it is quite possible that the Battle-Brothers decide to question them on possible ways off of the Space Hulk. For now, it is sufficient to say that the survivors can and will provide such information and press on with the adventure, but if the GM wishes he can refer to the opening of **Chapter III** for further information.

Should the conversation turn towards the Space Marines aiding the survivors in escaping, **Medicae Dhunn** raises his voice to question the wisdom of such a course of action. He claims that only the Emperor can deliver salvation, and only by steering the Space Hulk towards a world where the survivors can rescue themselves. The Space Marines might very well take exception to the suggestion that they have not been sent directly by the Emperor to rescue the survivors, though this is of course quite true.

Should the Space Marines refuse to aid the survivors, **Lay-Technician Kam** pushes his way through the mass of kneeling figures and throws himself to the deck at the Space Marines' feet. He asserts his belief that the Emperor has tested the survivors enough and that the Space Marines can only have been sent to rescue them.

Lastly, should it become evident that the Space Marines are considering how a rescue might be executed, Sergeant-at-Arms Corinthi grows first aggressive, and then overtly hostile. She is completely against the survivors being rescued as she holds to the belief that they must all atone for their sins and seek the Emperor's forgiveness. If she is pushed, she is likely to respond with violence, initially towards those amongst the survivors that hold the opposite view, and potentially towards the Space Marines if they attempt to intervene.

The Game Master should allow this encounter to continue until the survivors have divided themselves into two groups, whether this comes about due to the Space Marines' intervention or despite it. One of the groups is determined that, regardless of what they themselves have to say, the Space Marines are there to rescue the survivors and represent angels sent directly there by

the God-Emperor of Mankind. The opposed faction believes the opposite, and resents the Space Marines' presence.

Just before the two factions come to blows, however, the Gellar field emitter overhead cycles to full power and its baleful dirge makes any further discussion impossible. The survivors throw themselves to the deck, as finally *Mortis Thule* plunges headlong into the Immaterium.

INTO THE WARP

At the very moment of the Space Hulk's descent into the Warp, the Space Marines are forced to take sanctuary within the scant bubble of reality projected by the Gellar field emitter. Because the machinery is erratic, damaged and ill-maintained, the extent of the zone of safety is extremely unpredictable, meaning that the survivors must huddle as close together as possible if they have any hope of avoiding a fate far worse than mortal death. The area protected by the Gellar field emitter is sufficient to protect the survivors and the Space Marines, but only just. When ready to conclude the adventure, read aloud or paraphrase the following:

The machinery overhead now screams so loud the mortals all about you are forced to clamp their hands over their ears lest they be deafened. Your own senses are protected by your armour's auto-senses, but barely. What little illumination existed cuts out, to be replaced by the rapid strobing cast by the arcane machinery above. The survivors huddle beneath the machine even as you feel the very fabric of reality stretching to its breaking point. An eerie howl sounds from nearby yet an eternity away and by the flickering light of the Gellar field emitter, odd shapes press in from the shadows.

If the Battle-Brothers are outside of the small zone protected by the Gellar field emitter, they are now faced with the awful horrors of the Warp. If they are within it, they still bear witness to those horrors, and may yet have to fight them, depending on how this final part of the adventure pans out.

At the very instant that *Mortis Thule* plunges back into the Warp, a wave of predatory Daemons breaks through the thin layer of reality, drawn by the prospect of devouring the souls of such mighty champions as the Battle-Brothers. If the Space Marines are still outside of the Gellar field at this moment, they must fight the first wave of Daemons before falling back to join the survivors. If they are already within the Gellar field, they are protected for the moment.

The first wave of Daemons consists of ten Screemers of Tzeentch, the profiles of which are to be found on page 133. Combat with these Warp horrors should be fast and brutal, and it should be obvious that even when the first wave is defeated, another is not far behind it. Eventually, the Space Marines must retire to the safety of the Gellar field, regardless of how the survivors feel about this. The GM should run this in a manner appropriate to the earlier encounter with the survivors, and it might certainly prove interesting if some or all of the survivors are ill-disposed towards the Space Marines. Some might even try to stop the Space Marines from joining them, forcing the Kill-team to take drastic action indeed.

Once the Space Marines are within the Gellar field, read aloud or paraphrase the following:



The instant you step over the threshold of the Gellar field, you feel reality barely reasserting itself. The shadows beyond the field are indistinct and wavering, but you can see the unmistakable forms of hideous Warp predators gathering all about. A great wail goes up from the hundreds of mortals gathered about you and with a soul-wrenching impact, Mortis Thule is sucked into the depths of the Sea of Souls.

Then, a shower of sparks cascades from the Gellar field projector overhead and its wailing machine noise transforms into a grinding roar. Dread washes over you as you realise that the emitter is failing, your protection against the raw energies of the Warp rapidly fading away.

At this point, the combined assault of so many Warp entities drawn to the brightly burning soul beacons of the Space Marines overloads the Gellar field emitter, causing the field to flicker in and out of existence as *Mortis Thule* is buffeted upon the raging tides of the Sea of Souls. This passage is the final scene of the adventure and takes the form of a series of Willpower Tests to be taken by the Space Marines as detailed below.

Each Battle-Brother must make a number of Willpower Tests, the Difficulty starting out at **Challenging (+0)**. Each time the test is passed, the Battle-Brother keeps the raging energies of the Warp at bay, for a moment at least. Each time it is failed, a Screamer rips through the failing Gellar field to attack him, and potentially his brothers (they ignore the survivors for now). Each time a test is passed or a Screamer is slain, another test must be made, this time at the next highest level of Difficulty. This process continues until each Battle-Brother has succeeded at five Willpower Tests or, indeed, until disaster overcomes the Kill-team.

In the unlikely event that the Kill-team brought Navigator Ortellius along with them, each Willpower Test benefits from a +10 bonus as he lends his formidable mental powers to keeping the shades of the Warp at bay.

Game Masters should note that this encounter is extremely dangerous for the Player Characters, for there really is nowhere to retreat to in face of overwhelming odds. If needed, the GM can reduce the power of some or all of the Daemons by reducing their starting Wounds or having them vanish the instant they take any damage at all. Nevertheless, the Kill-team is in great peril and the fact that they might all be slain should not be shied away from—service in the Deathwatch is amongst the most perilous undertaking a Space Marine can undergo and there is no shame in the entire Kill-team laying down their lives in the course of their duty.

Assuming that one or more of the Battle-Brothers do survive to resolve the very last Willpower Test, read aloud or paraphrase the following:

The instant the last Daemon is slain, the stuff of reality is ripped apart. Your very souls are sundered as your minds dissolve into the ether. The shadows rush in as the guttering Gellar field emitter shuts down entirely. The last thing you see before total darkness envelops the room is a hideous maw drooling, closing about you as your souls are sucked down its gullet.

At this point, the Game Master should close this book with a look of sadness, giving the players the impression that all is lost. In fact this is not the case, and in fending off the wave of Daemons they have saved not only their own souls, but

those of the hundreds of survivors cleaving to the protection of the Gellar field emitter node. This only becomes clear as consciousness returns. Having played such a cruel trick on the players, read aloud or paraphrase the following:

What seems an eternity later, consciousness comes crashing back in upon your senses and in an instant you are fully awake. The survivors lay scattered all about, unconscious yet still breathing. The Gellar field emitter is silent and the cold, hard stuff of reality presses in all about. Whatever happened, you are alive and it is clear that Mortis Thule is no longer adrift upon the raging currents of the Sea of Souls.

Where then, might the Space Hulk have been washed up?

That question is to be answered in **Chapter III** of **ARK OF LOST SOULS**. For now, however, the Kill-team can enjoy a brief respite from the horrors of *Mortis Thule*.



CONCLUSION

Having survived the Space Hulk's brief journey into the Warp, the session can be wrapped up and Experience and Renown Points awarded.

REWARDS

The Game Master should issue the players the following rewards depending on how they performed throughout the mission:

EXPERIENCE POINTS

- **Primary Objective completed:** 300 XP
- **Each Secondary Objective completed:** 200 XP

RENOWN

- **Primary Objective completed:** 1 point.
- **All Secondary Objectives completed:** 1 point.

In addition, the GM may reward additional Experience Points to reflect other aspects of the characters' performance, such as attempts to conserve ammunition and locate more, how selflessly they protected Watch-Captain de Dominova, how much they considered the dictates of Standing Order Epsilon Nine-Nine-Zero, and general problem solving and roleplaying. In the unlikely event that they managed to get Navigator Ortellius to the safety of the Gellar field, they should be awarded an additional point of Renown.



DARKNESS AT THE CORE



BACK IN
REALSPACE

•

ESCAPE

•

PURGE THE
PLAGUE PITS

•

SHATTERED HEART

•

THE LONG
WAAAGH!

•

FIVE TO
MIDNIGHT



CHAPTER III: DARKNESS AT THE CORE

Chapter III of *ARK OF LOST SOULS* is a little different from the first two parts of the adventure arc. Instead of providing a prescribed story set out from beginning to end, the chapter presents three different mission summaries, any one of which the Game Master can develop further as an exercise in running an exciting Space Hulk mission geared towards the playing style of his own gaming group. Whichever of the three stories the Game Master decides to develop and pursue, he can always return to the two other strands later on, perhaps in a “Return to *Mortis Thule*” themed game.

Regardless of which of the three strands the GM uses, the Chapter provides an opening that starts off with *Mortis Thule* dropping out of the Immaterium, and a conclusion to the whole mission that provides the Space Marines with a means of escaping the Space Hulk. But the adventure is much more than an exercise in survival—*Mortis Thule* has broken Warp in the vicinity of an Imperial held world, and so represents a dire threat to the fortunes of the Achilus Crusade in that region. The members of the Kill-team are the only warriors of the Imperium aware of the threat, and they are the only ones in any position to avert disaster.



BEGINNING CHAPTER III

It is recommended that the action kicks off straight away with as little preamble as possible. **Chapter II** ended with the Space Marines being assaulted by a wave of slaving Daemons before *Mortis Thule* was pitched out of Warp space. For an instant, the players may even have thought they had made some lethal error and the entire party had been wiped out. Though this was revealed not to be the case, the players nonetheless have no idea what has really happened or what will happen next. The Game Master should exploit this “dynamic tension” for all it’s worth, using it to keep the players guessing and forcing them to take control of events when the time to do so is upon them.

The best way to begin the third and final chapter of *ARK OF LOST SOULS*, then, is to pick the action up right where it left off at the end of **Chapter II**. The Space Marines have regained consciousness, dusted themselves off and begun to look around at their surroundings. Meanwhile, the castaways of *The Emperor’s Gaze* are just starting to wake up, and the Space Marines must reach a decision on what to do next.

BACK IN REALSPACE

Although the Space Marines have no way of knowing it until the culmination of the adventure, *Mortis Thule* has been disgorged from the Sea of Souls at the heart of the Iron Collar on the outskirts of the Karlack System. This is a matter for much later, however, as there are far more pressing matters for the Kill-team’s members to attend to.

IMMEDIATE CONCERNS

Looking about the area in which they weathered the brief and calamitous voyage through the Warp, the Kill-team is confronted with a scene of devastation. Though the bodies of any Daemons slain in the battle at the end of **Chapter II** have faded away, those of any of the survivors of *Mortis Thule* lay all about, blood and body parts carpeting the deck. The entire dorsal companionway reeks of ozone and the air is thick with lambent haze, both the result of the malfunctioning Gellar Field emitter beneath which they all sheltered from the predations of the Warp.

The Battle-Brothers have only a few minutes before the survivors fully awaken. Should they wish to leave now they may do so, abandoning the castaways to their fate. Depending on how the survivors and the Space Marines interacted at the end of **Chapter II**, leaving them alone might well be the best course of action and perhaps even one the majority of the survivors themselves desire.

If the Space Marines decide to wait for the survivors to awaken, they may do so and any subsequent interactions can be played out according to the guidance already provided. The Game Master can run this part of the adventure however he likes, reacting to the choices the players make. In the event that the players decide to rescue the survivors, a further schism is likely to be set off. Remember that one half of the population believes that the Emperor will deliver the survivors when he deems they have atoned for their sins, and so they



believe rescue is not an option. These refuse to discuss any such plan and the ringleaders guide their followers off into the bowels of *The Emperor's Gaze* to resume their lonely vigil.

Should the players decide that the survivors should be rescued, they must formulate a plan to do so. In all truth, the survivors are safest right where they are, for the innards of *The Emperor's Gaze* have protected them well over the years. In venturing beyond the safety of the vessel they have sheltered in for so many years, the survivors are exposing themselves to the sorts of danger that only a Space Marine has much chance of surviving. Even then many Battle-Brothers fall in the xenos-haunted depths of the galaxy's Space Hulks. It should be clear to the players that having several hundred survivors simply tag along on their heels as they fight their way towards escape is simply not going to work and will almost certainly bring disaster to the entire group. Even if the Space Marines are willing to risk this, the survivors might not be.

One suggestion, which can be put forward by a Battle-Brother or any of the remaining survivors, is for those who wish to leave to take their chances under cover of the Space Marines' actions. Regardless of whether or not the Kill-team agrees to this course of action, a small group of castaways undertake it anyway, and these make an appearance at the very end of the adventure. The Game Master should make a note of the characters involved, choosing any he thinks appropriate. This group (or at least those of the group that survive the journey through the Space Hulk) are to be used later on, so any foreshadowing that can be done now will pay off at the climax of the adventure.

ESCAPE

It is likely that the Kill-team's priority at this stage is to escape from *Mortis Thule* before it is dragged into the raging Immaterium once more, and to do so they have no choice but to move towards the Space Hulk's outer edge in search of any means they can find. Obviously, the Kill-team has no actual intelligence to draw upon regarding any potential escape, but there are points they can learn from their surroundings and by interacting with the castaways. The players might come up with other ways of finding a route off of *Mortis Thule*, in which case the Game Master should adapt his plans accordingly and be ready to exploit any good ideas the players put forward. In the event that none of the castaways survived the wave of Daemonic infestation or that they fled the predators of the Warp or the Battle-Brothers themselves, the Kill-team must find another means of discovering a way off of *Mortis Thule*, or simply head towards the nearest point on the exterior and trust to the Emperor and his Primarchs to provide deliverance.

Other potential options include allowing the Kill-team to search the interior of *The Emperor's Gaze*, in which case the information provided in **Chapter II** can be drawn upon. The GM should improvise here too, but one especially relevant potential source of information is the vessel's central cogitation core, as are its augur systems. Utilising these methods should involve several Skills Tests, with the exact type and Difficulty Level set by the GM as seems appropriate.

If all else fails and the Kill-team is unable to uncover any useful information, the Space Marines must face the perils of *Mortis Thule* regardless. They are, after all, Space Marines, and no challenge is too great for such as they.

THE ESCAPE POINT

Should the Space Marines learn of a potential escape point, the information they find is vague, yet usable. However they learn of it, they find out that there is an area on the outer edge of the Space Hulk said to be the remains of a huge Imperial Navy service tender. Its launch bay, if intact, might very well still house a usable shuttle or similar means of escape. This information might be learned as a result of talking to a castaway, in which case it is presented as a legend told by the lone survivor of a disastrous reconnaissance effort launched immediately after *The Emperor's Gaze* was caught up in the bulk of *Mortis Thule*. If the information is learned through some other means, such as accessing what remains of *The Emperor's Gaze's* cogitation or augur systems, it represents a corrupted and only partially reliable data stream.

Beyond the information presented here, nothing more can be learned of the exit point. The players might seek confirmation that the launch bays do in fact still contain any space craft, but such data is too specific and the sources are unable to confirm it. Should the players attempt to locate a better exit point, the Game Master can make up some other potential locations, such as fragments of other ships, both human and xenos, but it should be clear that the defence station launch bay is by far the most likely option.

THREE CHOICES

There are three possible routes the Kill-team may take towards the exit point, whether or not they have been able to learn any specifics of it. Each of these is tied to one of the clues presented in **Awakening the Spirit** on page 38 and the Battle-Brothers must choose which they will take. It is possible that the Kill-team does not know of all three of the possible routes out, in which case the Game Master might decide to limit the choice accordingly, or to allow the Player Characters one last chance to discover the full extent of the possibilities as discussed above. Should the players decide to let fate run its course, then the Game Master might decide which of the three following objectives will present itself, or he could seed a few hints into the early phases so that the Kill-team learns just a little of what lies ahead, and has a chance to take another route.

To summarise, the three possible routes to the escape point each take the Kill-team through a region that is host to a particular peril. The first is a nascent Enslaver Plague, the second a Psyker who was once a servant of the Holy Ordos, and the third is a previously unknown Ork migration using the Space Hulk to move between target worlds.

If the Player Characters have managed to pick up on any of the clues presented in **Chapter II**, or they have since learned any further information, the GM can ask the players to relate what they know and suspect of the three potential routes. Having presented what they know (or think they know), the players can then decide which route they wish to take and continue from there. The following sections present the three perils, expressed as Objectives since each is, in effect, a mission.

Each of the three Objectives is presented as a passage of background and setting information, followed by some key events that might be set in motion by the Kill-team. It is left up to the Game Master to fully develop the Objective or Objectives he intends to use, though in general enough detail is provided that experienced GMs could use the information “on the fly.”



OBJECTIVE I: PURGE THE PLAGUE PITS

The first route towards escape takes the Kill-team through a region of *Mortis Thule* that is haunted by one of the most blasphemous xenos life forms Mankind has ever encountered. These are the Enslavers, a species that exists largely within Warp space, but which emerges to feed upon sentient creatures in the most horrible ways imaginable. Though rare, the ensuing “Enslaver Plague” is often so destructive that entire worlds must be devastated to purge the abominable taint. Enslavers can only enter the realm of reality by using the mind and body of a powerful but unschooled psyker to form a literal gateway through which they may pass. Such a gateway exists deep inside *Mortis Thule*, and the time when it reaches such a size that the Enslavers may use it is almost at hand.

ENSLAVERS

The origins of these strange creatures, also known as Psyrens, Krell, dominators, or puppeteers in different parts of the galaxy, is a complete mystery to Humanity. They have physical bodies but appear to exist in Warp space for at least part of their life cycle and pose a terrible threat to all living creatures when they breach the material realm. Descriptions of Enslavers are rare and fragmentary, but they all indicate beings with a spherical or conical body trailing a mass of tentacles and capable of floating several metres above ground level. The tentacles can be used to manipulate objects and to climb. Their body colour can be changed at will but is most commonly reported as leathery brown with pale, pinkish tentacles.

In human terms it is impossible to say whether Enslavers are intelligent. They appear to act in a rational manner and seem able to make reasoned decisions about their actions. However, if they are able to communicate with other races, they make no attempt to do so, and they use no tools or equipment of any kind. All manual work is done by psychically controlled slaves, and it is this power which gives them their name. Enslaver victims become complete puppets to the xenos’ will, performing even the most self-destructive acts without hesitation.

Enslavers travel on the currents of the Immaterium and are drawn to the psychic emanations of living creatures. The strongest emanations come from unprotected psykers, and Enslavers can detect these from tens of light years away. Once a psychic host is found, Enslavers form a mental bond with it and bring about a sickening transformation. The host is distorted and twisted over a period of days to form a living Warp portal, a pulsating arch of ruptured flesh that permits the Enslavers egress into the material plane. Once Enslavers have appeared on a world, they seek out and transform more psykers so that more and more Enslavers appear. Once an Enslaver infestation has begun, it is very hard to stop.

MIND SLAVES

Often it is the appearance of the Enslavers' physically dominated Mind Slaves that betrays an imminent Enslaver Plague, though few recognise the fact and by that stage it is often far too late. Mind Slaves are sentient beings controlled by the Enslavers, sometimes from the beyond via a gate but more often from nearby. Mind Slaves are nothing more than meat puppets to the Enslavers, tools with which the xenos can interact with reality. The Enslavers have no concern for the wellbeing of their pawns, and use them to commit all manner of atrocities for their own ends. Should the Enslavers relax their control too much, however, their erstwhile slaves are likely to gain too much self determination and to become fully aware of their condition, memories of the deeds they committed under the xenos' control often come flooding in upon their blasted minds. Many end their own lives rather than risk coming under the control of the xenos puppet masters once more.

THE MORTIS THULE PLAGUE PITS

The existence of a potential Enslaver infestation on *Mortis Thule* is as yet unknown to the Imperium, and so should the Kill-team be able to prevent it, or at the very least deliver details of it to Watch Fortress Erioch, it will be doing the entire Jericho Reach a great service indeed.

The infestation first came about almost a century ago when a vessel carrying a highly ranked lord of the Adeptus Astra Telepathica became ensnared in a Warp storm over a thousand light years coreward of the Jericho Reach. The loss of the ship and all of its crew was investigated, largely due to the eminence of its primary passenger, a Primaris Psyker by the name of Lukon Har. But such disasters are all too common in the galaxy of the 41st Millennium, and no single man is so vital to the governance of the Imperium that it cannot carry on without him. This it did, and in time the name of the vessel and of Lord Har faded like ink scribed on weathered parchment.

Unknown to the Imperium, the vessel had in fact not been destroyed by the Warp storm, but was caught up upon ætheric currents that drew it far, far off of its original course. His mind blasted by the predations of the Warp, the Primaris Psyker attempted to use his formidable powers to repel the creatures that beset his vessel. In doing so, Lord Har set off a beacon that lit up the Warp and drew a torrent of enemies down upon him. Even as countless slaving Daemons fought one another to claim and devour the soul of such a choice prey, another foe intervened. Tasting the soul of the psyker lord, an enormous and particularly vile Enslaver was drawn to the unreal battlefield and with a fearsome lash of power scattered the lesser denizens of the Warp in an instant. Like a swimmer saved from the attentions of a shoal of Noovian lasherfish by the appearance of a single stegashark, Lord Har was still doomed, but in a completely different and far more hideous manner.

The Primaris Psyker's mind might have been transformed into a portal that very moment but for the fact that he was one of the most powerful psychic practitioners of his generation. Instead, a titanic battle of wills ensued, Lord Har fighting with every shred of power to hold the Enslaver at bay. The battle

took place in the raging depths of the Immaterium, and set off an unprecedented turbulence that caused Warp storms to erupt across the entire Ultima Segmentum, the cause an unanswered mystery that the Warp-seers of the Navis Nobilite have yet to discern a century later. So violent were those storms that the Primaris Psyker's vessel was cast far adrift indeed, until it was caught up in a vortex and suffered yet another tragedy.

At the height of the contest of wills between Lord Har and the Enslaver, the vessel smashed into *Mortis Thule*, its form melded with that of the Space Hulk. So violent was the impact that the Primaris Lord's will faltered and in an instant the Enslaver was upon him. Har's soul was pierced, his mind ripped open, and his body distended into a hideous archway of pulsating flesh. Yet despite the ruin done to his mind, his body, and his soul, something of the Primaris Psyker remained and he was able to keep the archway from opening far enough to allow the Enslavers through.

THE SIREN CALL

For a century, the gateway has laid dormant deep within *Mortis Thule*. In all that time, Lord Har has never once relented in his efforts to keep the portal from opening fully. Though the Enslavers have not been able to pass through the portal themselves, they have been able to use it to project their xenos wills into the material universe and so the plague pits of *Mortis Thule* have come into being. The siren call of the Enslavers has been heard and answered by countless victims throughout the decades. Those lost upon the tides of the Warp, as well as those foolish enough to have boarded *Mortis Thule* intentionally have become entranced by the psychic song of the Enslavers and been transformed into Mind Slaves entirely bound to the will of the abominable xenos from the depths of the Warp. The Enslavers have used these poor creatures to prepare the way for their final victory and to hunt down and entrap any psykers they might encounter within *Mortis Thule*. To date, the xenos have been unable to find a psyker with a sufficiently potent mind to form another gateway, and so they maintain their efforts to defeat the indefatigable Lord Har. With each passing year, the Primaris Psyker's will is sapped a measure further and soon it must surely collapse entirely. When that occurs, a torrent of Enslavers will burst forth; wherever *Mortis Thule* appears in the Jericho Reach, there too will the infestation spread.

THE TRUE THREAT

Should the gateway in the depths of *Mortis Thule* be forced fully open, the Enslavers will become a threat to any system in which *Mortis Thule* appears. Defending against such a peril might take the combined resources of the entire Achilus Crusade and force Warmaster Tetrarchus to abandon the region to its doom. If that happens, then countless millions of lives would have been expended for nought and Tetrarchus, along with dozens of his senior generals, would be disgraced. Worse still is what might happen should the entire Reach fall prey to the Enslaver plague, for then the Imperium would be forced to fall back to the Calixis Sector and to seal the Warp Gate from that end, an endeavour which, given the mysterious nature of the gate, might not be possible at all.

THE VILE HEART OF THE PITS

The region occupied by the Enslaver plague afflicting the heart of *Mortis Thule*, and through which the Kill-team must travel if the players choose to take this route towards escape, is vile indeed. It takes the form of several dozen kilometres of twisting, malformed tunnels. The entire area reeks of corruption and sickness and no intact machine systems are to be found there. The tunnels are haunted by countless Mind Slaves, the poor unfortunates that have been drawn there by the "siren call" of the Enslavers and fallen completely under their vile domination. The Mind Slaves serve as guards, keeping the deeper secrets of the Enslavers safe from prying eyes, but they occasionally serve as hunters too. Should the Mind Slaves or indeed the distant Enslavers detect the presence of intruders, they are despatched to hunt the strangers down and drag them back to the portal.

Having been captured and brought before the portal, the captive is likely to meet one of several equally horrible ends. If the captive is devoid of any psychic potential (as most are), he is transformed into another Mind Slave. The will of the Enslavers forces its way through the unwilling gateway that is the body and mind of Lord Har and impresses itself upon the victim's mind, enslaving him to the xenos' will. The new slave is doomed to a life of miserable submission, unable to recall what occurs during the days of servitude but all too aware of his fate when the Enslavers' domination is periodically relaxed. During such spells, most of the Mind Slaves are consumed with madness and hunger and do anything to eat, often including falling upon their still-dominated fellow slaves. Those not fortunate enough to be consumed with insanity suffer a far worse fate, for they are horribly aware of all they have become and will become again once the abominable xenos reassert their will.

Those brought before the portal and found by the Enslavers to have a small degree of psychic potential are doomed to a very different fate. These poor souls are added to the pulsating mass of flesh that makes up the already-enormous portal. To date, around a dozen psykers have been sacrificed in this manner, each death forcing the gateway open just a tiny amount more. So far, the Primaris Psyker has withstood the barrage of etheric power each sacrifice has precipitated, though even he has no idea how long this might last.

The third end that might await an intruder has yet to be enacted, for the Mind Slaves have not yet captured a sufficiently powerful psyker for it to be carried out. If and when a powerful psyker is brought before the portal, the Enslaver that waits still on the other side shall force a small portion of its unimaginable power through the gate that is Lord Har and turn the victim into a second gateway. Then, Lord Har's continued resistance shall become irrelevant, for the Enslavers will be able to use their new portal to burst forth into reality. Then, the Enslaver Plague shall truly begin and nothing may stand before it.



INTO THE PLAGUE PITS

Should the Kill-team take the route towards the escape point that sees them pass through the regions plagued by the foul Enslavers, the GM can use the following guidelines to run the encounter. Each of the following topics are discussed rather than prescribed, so that the GM can expand upon the setting and character details provided to formulate the type of game he and his players most enjoy. The standard stages of mission preparation are used, as are those relating to the **Space Hulk Mission Generator** as described in **Chapter IV**. In addition to these, the climax to the encounter is also discussed.

MISSION PREPARATION

The extent to which this passage of the adventure can be prepared for, or even considered a “mission” in the conventional sense, depends at least in part on how much foreknowledge the Space Marines have of the areas they are to travel through and the foes they might encounter within them. How much the GM wants to forewarn the players is up to him, and the adventure itself provides only a few broad clues.

Should the GM wish to provide the players with a means of learning some details in advance, there are several ways he might do so. Assuming the Game Master has read through the whole book before actually running the adventures, he might decide to drop more hints than are already provided, hints that when added up, strongly suggest an Enslaver Plague is immanent.

Here are a few ideas on potential hints:

If one or more of the Battle-Brothers have encountered the Enslavers before, then he may be in a position to recognise signs of their presence on board *Mortis Thule*. The GM could require this character to make periodic Awareness Tests, at different Difficulty Levels, using the results to drop various hints. Perhaps he recognises an xenos taint in the air that takes him back to a previous mission. Maybe he picks up on the distant, tortured moan of the Primaris Psyker whose body has been transformed into a pulsating flesh gate into the Warp, and rather than disregard the sound as part of the background din of the Space Hulk, he recognises it for what it is.

If the Kill-team includes a Librarian or any other character with psychic powers or with the Psyniscience Skill, the GM could require him to make periodic Psyniscience Tests. The results could be used to seed various notions in the character’s mind. Perhaps he dimly perceives the vast, unknowable will of the Enslaver as it strains at the gate. Maybe he hears Lord Har’s thoughts and can communicate with him in some manner and therefore learn something of the dire peril that awaits in the bowels of *Mortis Thule*.

At any stage in the adventure, the Game Master could substitute a randomly generated encounter with an enemy creature for one with a band of Mind Slaves. The group might be roaming far from the Plague Pits, and this could be the result of some psychic imperative from their xenos masters or because they have somehow broken free of that control. What if the Mind Slaves have somehow managed to repulse the Enslaver’s will and are fleeing, desperate for aid, and in so doing encounter the Space Marines? They might provide useful information, but they might have been so blasted by the xenos’ will that anything they say cannot be trusted. It is up to the GM how much information the Mind Slaves provide and up to the players how they react to it, but whatever happens, they should have some idea that something truly horrific and totally alien awaits.

One potentially entertaining possibility is to have the Enslaver’s siren call affect one or more of the Space Marines, and this could happen at any point in the adventure, from **Chapter I** to the point the Kill-team departs *The Emperor’s Gaze*. This is a challenging route for the GM that should probably only be attempted if he and his players enjoy such an approach to roleplaying. The Game Master could make a series of Willpower Tests on behalf of the players, and use the results to determine how the Space Marines react to the alien will of the Enslavers infiltrating their psyches. If the players are particularly experienced or enjoy this type of roleplaying, the GM could take them aside individually and explain to them how their character might react to “hearing” the alien call. He doesn’t have to explain the exact nature of the call or its source, and it is up to the player how he responds to it. Particularly inventive and entertaining roleplaying on the part of the players should be rewarded with additional Experience and Renown Points once the adventure is concluded. Such roleplaying might include the Player Character acting strangely, perhaps being compelled to head in a particular direction against the orders of the Mission Leader.

BRIEFING

Depending on the nature and extent of any information the Space Marines have been able to glean on the Plague Pits and their vile inhabitants, it may or may not be possible to brief the Kill-team in the usual manner. Ordinarily, the Space Marines would be briefed by a senior member of the Deathwatch whose responsibility it is to gather all of the intelligence relating to a mission and to prepare for every eventuality. Clearly, because this mission has not come about in the normal way, the Space Marines themselves must take responsibility for planning. While this is slightly outside of the players’ experience, it is certainly nothing unusual to their characters.

In all likelihood, the most that the Space Marines know before setting out is that they are about to pass through a region of *Mortis Thule* that is tainted by the presence of the xenos and steeped in their psychic spoor. If the Game Master has provided any further hints, he can use the mission briefing stage to summarise them, preferably allowing one of the Player Characters to present this information to the rest of the group.

MISSION LEADER

As during previous stages of the adventure, the players may decide that now is a good time to select one of their number to serve as mission leader. There is no requirement to choose a new leader if the players are happy to continue as they are, but there are several reasons why it might be a good idea. First, selecting a new leader allows each of the players to engage more fully in the game and to gain the experience of leading the group. Second, and perhaps most importantly for the result of the mission, it affects which Oaths they choose from before the mission gets underway.

OATH-TAKING

Players usually choose to swear a particular Oath, having been briefed on the nature of the upcoming mission and the nature of the challenges they are to face. In this particular mission, they know very little and so the players are more likely to choose one Oath over the others because it suits them as a group. This slightly unusual situation should be seen as good thing, as it promotes cooperation and inventiveness in the face of unseen adversity. Given the nature of the foe, the Oath of the Emperor (which grants a +10 bonus to Willpower Tests) is particularly appropriate, and Game Masters should reward the players a small Renown bonus if they reach this conclusion themselves.

ARMING

In previous missions in **ARK OF LOST SOULS**, the Kill-team has been afforded a chance to gather supplies before setting out on the next part of the encounter. It is recommended, however, that the Game Master does not allow them to do so for the last part. The Kill-team is operating at the limit and is entirely cut off from resupply. The players should be reminded of this fact so that the Space Marines can truly shine. While it is true that the Adeptus Astartes are equipped with some of the finest arms and armour ever created, this is not what makes them the champions of Mankind that they are. They are also blessed with the very toughest of physiques thanks to the arcane genetic engineering wrought upon their bodies, but it is not this that makes them great either. It is in fact their strength of purpose, their utter devotion to their duty, and their willingness to engage any foe in the execution of their mission that makes the Space Marines the very finest of Humanity's warriors. Limiting the team's resources might make the players uncomfortable, at first at least, and the Game Master will certainly have to keep an eye on things so they are not overwhelmed by enemies they would normally gun down with unlimited reserves of bolter ammunition. Having said that, the players should soon realise that as Space Marines they have far more potent weapons than bolt guns, and far deeper reserves of courage, strength, and resourcefulness than they may have realised. Again, players that acknowledge and take advantage of this aspect of the adventure should be rewarded after its conclusion with additional Experience or Renown Points.

The above advice notwithstanding, Game Masters might still decide to allow a limited amount of arming before the mission gets underway. This depends very much on how the adventures have progressed, and to some degree, how experienced the players themselves are. If the GM does decide to permit some rearming before the descent into the Plague Pits, he can allow the Player Characters to scour *The Emperor's Gaze* for suitable supplies. Though none of the usual equipment the Space Marines are used to taking to battle is available, more basic types are. Shotguns, stubbers, and autoguns are fairly common, as they were used extensively by the vessel's armsmen. Slightly more unusual weapons and supplies should be considered on a case by case basis, and perhaps involve interaction with Sergeant-at-Arms Corinthi, who keeps a stock of the more potent types of weapons in her quarters. If Corinthi is not present (for whatever reason), the GM could drop some hints through Interactions with other survivors.

MISSION OBJECTIVES

The exact nature of the mission's objectives are likely to be unknown to the players at the outset, and once again, challenging the conventional way of doing things is all part of the fun. The overarching Objective is obviously to get through the Plague Pits and to make it to the escape point beyond, and depending on other circumstances, various Secondary Objectives are likely to be in place. As the mission progresses, a number of other Objectives will make themselves evident, the most pressing of which is to close the Warp portal the Enslavers have created in the depths of *Mortis Thule*.

Unless the players have learned more of the nature of the Enslaver threat and are therefore better prepared than they might otherwise be, the Game Master should present reaching the escape point as the Primary Objective, and reiterate any Secondary Objectives that have carried over from the previous Chapters.

The Game Master should reward intelligent forward planning on the part of the players, particularly when it comes to them identifying their own Objectives. The most suitable rewards are bonus Experience and Renown Points for the characters involved.

MISSION COMPLICATIONS

On the face of things it may seem that the Complications presented in **Chapter VII** of the **DEATHWATCH** Core Rulebook are not suited to this mission, but the Game Master is encouraged to think about how one or more might be used, or perhaps about making up some of his own. **A Bad Beginning** could certainly be used, as the Space Hulk is such a perilous environment that any intruder, even a mighty Space Marine, could be wounded at any turn. Perhaps a floor collapses, sending a Battle-Brother plummeting dozens of metres before coming to rest on a narrow ledge above a seemingly bottomless pit. The subsequent rescue effort, as well as the need to administer medical aid, would add a significant amount of tension to the mission before it had even properly begun.

Another suitable Complication is **Rivalry**. The Battle-Brothers have been operating under extreme stress for an extended period, and even mighty champions are likely to be affected in some way by the pressures of the mission. The exact



nature of the rivalries that might bubble to the surface depends very much on the backgrounds of the Player Characters, and so Game Masters are encouraged to keep an eye out for suitable opportunities. When such tensions do become known, the GM can inform the players of them and allow them to roleplay any circumstances as they fit. As ever, inventive and entertaining roleplaying should be rewarded with additional Experience Points after the mission is concluded.

Furthermore, Game Masters are encouraged to invent any further Complications they can imagine. One potential source of inspiration is the characters themselves, including their unique background and history, as well their Demeanours. With tensions rising and the subtle mind-altering sirens call of the Enslavers gnawing at their subconscious, even the formidable Space Marines are likely to be affected. In mere men this might result in psychosis or outright insanity, but the Adeptus Astartes are made of sterner stuff. The Game Master could exploit any potential background hooks to cause complications, especially where these might tie into the idea of the siren call of the Enslavers. The effect might trigger a “flashback” to a battle in which one of the Space Marines lost a Battle-Brother or a respected leader, or came very close to death himself. Perhaps he harbours some secret doubt, a feeling that he could have averted death or defeat and the siren call is somehow manipulating this chink in his soul’s armour. Other effects the GM could play around with include the rules for Fear and Insanity, and the Primarch’s Curse rules could prove especially useful when it comes to determining how such complications might become manifest.

EXECUTION

Having run through the mission preparation stage, the Game Master can run the actual events using the **Space Hulk Mission Generator** presented in **Chapter IV**. As with the missions presented in the first two chapters of **ARK OF LOST SOULS**, some results thrown up by the random tables might need to be modified given the specific nature of the setting of the Plague Pits, and where this is the case it is discussed below. That said, by this point in the adventure arc, the Game Master should be fairly confident in running a Space Hulk mission and may perhaps want to modify the results to fit his own ideas and the type of game the players wish to engage in. This is to be encouraged.

THREAT LEVEL AND SCALE

It is appropriate that the Threat Level and Scale are both set as high as the Game Master feels the players and their characters can handle at this stage, so as to provide an escalation from the missions presented in **Chapter I** and **Chapter II**. One point to bear in mind, however, is that completing this mission is not the climax of the entire adventure arc, as the Kill-team still has to face a final round of challenges before taking leave of *Mortis Thule*.

ENCOUNTERS

It is recommended that the Encounters be limited so that the main enemy the Space Marines come up against are the Enslavers’ Mind Slaves. It is fine for them to encounter the various types of vermin that infest a Space Hulk, but they should not be meeting groups of Orks, Chaos Renegades, and the like as any such intruders would logically have fallen prey to the siren call.

CALAMITIES

The Game Master should utilise the full range of Calamities, especially given that encounters with enemies other than Mind Slaves are less likely to be played out.

HULL TYPES

The full range of Hull Types as presented in **Chapter IV** can be used and there is no particular reason for this element of the **Space Hulk Mission Generator** to be modified unless the Game Master has a particular reason to do so.

ARCHITECTURE AND TECHNOLOGY

The rules given in **Chapter IV** cover all manner of different types of wrecks that might be encountered deep within a Space Hulk, and all of the results are appropriate for this particular mission. One thing to keep in mind is how the Enslavers, or rather their enslaved puppets, might alter or affect the character of the areas they have claimed as their own. One effect the Space Marines might notice as they travel further into the Plague Pits is the downright unsanitary conditions. The xenos have no perception or care for the state of their servants’ health or for their comfort or well being, and so when a Mind Slave dies, the body is simply left to rot where it fell. This results in the tunnels being littered with corpses, many of them picked apart by the vermin that infest the Space Hulk, while others are relatively fresh. As a

consequence, the air stinks of decay and corruption and carries all manner of disease. Those Mind Slaves unfortunate enough to remain alive exude as vile an odour as their dead erstwhile compatriots, for reasons it is perhaps best not to go into.

In terms of technology, the Mind Slaves are able to utilise only basic tools, and so any machine systems the Space Marines encounter are likely to be ill maintained at best. The Battle-Brothers might find signs of cargo elevators having been used, for example, as this requires little more skill than the ability to depress a control stud, but it is highly unlikely the Mind Slaves would utilise any types of machinery more complex than this.

LIFE FORMS

Several points should be made about the lower forms of life that might be haunting the Plague Pits. First, the most appropriate types of creature to be found here are the lower order of vermin, in particular those that might feed off the corpses of expired Mind Slaves to be found strewn across the region. Conversely, if the entire area was completely overrun with life forms, then the Mind Slaves themselves would no doubt be devoured by them for they have little capacity to respond to such seemingly minor assaults. It can be assumed, therefore, that the Enslavers' will keeps the worst infestations out of the Plague Pits. The further the Kill-team travels into the area controlled by the Enslavers, the more eerily quiet it gets. On the outskirts, bones litter the tunnels, picked clean by predators, but deeper in, corpses are encountered in a shrivelled and decayed, yet relatively untouched state, the vermin kept at bay by the lingering, pervasive, and palpable malice of the Enslavers.

ENVIRONMENT

The full range of environmental hazards should see use throughout this mission. The nature of the Mind Slave presents the Game Master with the opportunity to play a few tricks on the players. Because the Mind Slaves are controlled in such a way that they have little or no awareness of low level threats, they might be observed walking directly into areas plagued by all manner of environmental dangers, and yet barely react at all to them. For example, a Mind Slave might walk straight into an area exposed to a radiation leak and instead of turning to flee, keep right on moving until his body can go on no further. By following or observing Mind Slaves, the Space Marines might become aware of threats they might otherwise have missed, and the GM can use this to drive the story where appropriate.

WARP EFFECTS

Given the fact that the Enslavers have opened (though not yet fully) a portal leading directly into the Warp at the heart of the Plague Pits, any and all Warp Effects are appropriate. In some ways, the more of these effects that are used the better, especially as the Kill-team closes on the heart of the Plague Pits. The Game Master might like to substitute rolls on some of the other tables presented in **Chapter IV** for rolls for additional Warp Effects, in order to communicate the effects of the raw stuff of the Warp leeching through the rupture in the skin of the universe that is the Warp portal.

DISCOVERIES

It is perfectly appropriate to use the full range of Discoveries made possible by the **Space Hulk Mission Generator** in **Chapter IV**. This is especially the case given that the Battle-Brothers have not been afforded an opportunity to arm themselves before setting out this mission. The circumstances of the mission force the Space Marines to be inventive and to take advantage of any Discoveries they encounter, adding an additional level of depth and challenge to the story.

The Game Master should consider the nature of the Plague Pits, and the fact that many Discoveries the Space Marines might come upon might have been dropped by their former owners at the moment they fell prey to the siren call of the Enslavers and became utterly subservient Mind Slaves. Keep in mind that the Mind Slaves are created from many different victims, some of which might have been carrying unique or unusual items of weaponry, armour, or equipment. The GM should also bear in mind that the Mind Slaves might be holding on to items of equipment through sheer instinct or ingrained habit that they no longer have the capacity to utilise. Therefore, even the most unusual result generated by the **Space Hulk Mission Generator** might not be discovered laying about, but be gripped in the filth-encrusted claws of a Mind Slave.



VISITORS

The system for generating other Visitors to the Space Hulk might at first seem inappropriate for use in the Plague Pits of the Enslavers, but the Game Master could still use them to great effect. With just a little thought, the idea of Visitors can be made to fit the setting and the circumstances. Instead of representing other beings exploring the Space Hulk, the Visitors could actually represent Mind Slaves who have escaped their xenos masters' mental shackles, or cases where the bonds have been relaxed long enough for the Mind Slaves to feed themselves. The Game Master will have to adapt the descriptions in **Chapter IV** to allow for this idea.

Freed Mind Slaves behave very differently from beings that have come to a Space Hulk deliberately. Most are driven mad by the experience and act as starving, vicious animals during the brief lull in the Enslavers' control. Some make every effort to take their own lives, including throwing themselves on the guns of the Space Marines. A few have the mental strength to attempt an escape, and these are often the most dangerous. Such beings have looked out through wide eyes as their own bodies have carried out the abominable will of utterly alien masters and they will do anything to avoid a repetition of that particular torture. Rarest of all are those with sufficient presence of mind that they recognise the Space Marines as potential deliverers or allies, and these make especially interesting characters to throw at the Kill-team.

THE TRUE EXTENT

When he is ready to interrupt the chain of events produced using the **Space Hulk Mission Generator** and bring this passage of the adventure towards its conclusion, the Game Master should have the Kill-team witness the Enslavers' Mind Slaves enacting their xenos masters' abominable will as they attempt to force open the portal made from the mind, body, and soul of Lord Har.

The final scene takes place in the depths of the Plague Pits, a chamber steeped in corruption and the actinic taint of the part-opened Warp gate. Any character with the Psyniscience Skill should be able to detect the presence of the portal, as well as the gargantuan alien intelligence hovering just beyond it, some time before it is actually encountered. The Game Master should have such characters make a **Psyniscience Test** every five minutes or so throughout the final stage of the mission, starting out at **Hellish (-60)** difficulty and getting easier until it reaches **Trivial (+60)** until the presence is detected or the Kill-team blunders into the portal chamber at the heart of the Plague Pits.

If and when the Psyniscience Test is passed, read aloud or paraphrase the following:

You sense the presence of something utterly alien, a malign intelligence looming but a thought away on the other side of the impossible gulf between reality and the Immaterium. Experience or the wisdom of your tutors has forewarned you of the alien things that make the Warp their home, and this is undoubtedly something of that order. But in scale, it is far, far more massive, a behemoth slaving to devour entire worlds.

If the test is not passed, even the mighty Space Marines are unprepared for the sheer horror of what they encounter upon entering the portal chamber; count the Kill-team's Cohesion as halved in the ensuing confrontation with the Enslavers' meat puppets.

At the moment the Kill-team enters the portal chamber, read aloud or paraphrase the following:

The sight that greets you as you pass into the central chamber of the Plague Pits of Mortis Thule is vile beyond the worst blasphemy imaginable. A vast, distended mass of quivering flesh rears high into the air, its every bloody sinew stretched taught. At the apex is the twisted face of a man, eternal sadness in his eyes as he battles ceaselessly to contain the horror being wrought upon his form.

Within the flesh-arch is a mass of black energy, dark tendrils questing outwards before the will of the man whose body has been transformed into the portal pushes them back. Through shifting nebulae of unreality you sense, more than see, the gaze of a godlike will, as if the blackness is nothing more than the creature's pupil as it stares hungrily through the pulsating wound in the fabric of reality.

About the archway is gathered a vacant mass of dominated puppets, each a mortal being bound to the blasphemous will of its xenos puppeteers.

The Kill-team must now defeat, or at the very least hold at bay, the Mind Slaves, but this is in fact the least of their worries. The true threat comes from the portal itself, and it should be self-evident to the Battle-Brothers that this must be sealed or destroyed at all costs. The Mind Slaves, whose profile is presented on page 137 of the **Appendix**, attack in Hordes, the exact number determined by the Game Master with reference to the Kill-team's status and numbers. Whatever number the Game Master arrives at, this confrontation should represent a substantial challenge, but because victory is achieved only by closing the portal, the number of Hordes used should be set quite high (ten, for example) and more Mind Slaves should pour into the battle zone in the event that the Space Marines have too easy a time of it.

SEALING THE PORTAL

Were it not for the utterly indomitable will of the Lord Har, the portal into which his body has been twisted would long ago have formed a living gate between the Warp and the material universe. Har knows, however, that his will is slowly seeping away and that one day soon he will lose the battle to keep the Enslavers at bay. There is therefore just one thing the Primaris Psyker desires—oblivion, of the mind, body, and soul.

Should any of the Space Marines approach to within ten metres of the portal, the psyker lord calls out to them in a voice laced with decades of unknowable pain. Read aloud or paraphrase the following:

*"Space Marines!" The strained voice of the man transformed into the portal says as you approach, his eyes fixed intently upon you. "Angels of Death, deliver me, and end my torment."
"Kill me," he begs, "and grant me deliverance."*

The portal has a Toughness Bonus of 8, 40 Wounds, and no armour for the purposes of attempting to destroy it, but keeping the Enslavers at bay is not something that can be achieved by firepower alone. Any character approaching the portal risks being Enslaved by the vast, malevolent consciousness just beyond the gate.

Enslavement

The being beyond the portal is able to use the Dominate psychic power. Treat the thing beyond the portal as an Enslaver (see page 138 of the **Appendix** for the Enslaver profile) of exceptional strength of will. The being beyond the portal has a Willpower of 73, and a Psy Rating of 8. When it uses the Dominate psychic power, the target suffers an additional –20 penalty on all Willpower Tests made to resist or break free from the thing's control. Further, the being beyond the portal only requires a Free Action to sustain this power and command its slaves, no matter how many it has—it may have a total number of slaves equal to twice its Willpower characteristic, counting psykers as a number of slaves equal to their Psy Rating—and it is not required to spend any of its own actions in order to force its slaves to make their normal allowance of actions. Given the malevolence and pure corruption of the thing beyond the portal, any creature who is under its control and is suddenly freed from it (either through their own efforts, because the Enslaver died, or for whatever other reason) is Stunned for 2 rounds as they recover their wits, and gains 1d10+3 Insanity Points from the experience.



EXIT THE PLAGUE PITS

This mission concludes with the portal being destroyed or the Space Marines themselves being transformed into Mind Slaves, in which case the **ARK OF LOST SOULS** story is over, for now at least. The moment the portal is sealed, the Enslavers' psychic strings are severed, every Mind Slave drops to the ground dead, their minds overcome by the overwhelming power of the thing beyond the portal.

However the combat is concluded, the Game Master should proceed without delay to the section entitled **Five to Midnight** on page 83.

OBJECTIVE II: SHATTERED HEART

The second route that the Kill-team might take towards escaping *Mortis Thule* takes them through a region ruled by a megalomaniac outcast of the Holy Ordos of the Emperor's Inquisition. This individual was thought lost several years ago during a mission in the vicinity of the Slinnar Drift stellar cluster and in truth very few amongst his peers mourned his supposed passing. A powerful psyker, the individual was once a senior Acolyte of an Inquisitor of the Ordo Xenos known as Thaddeus Hakk, known to hold somewhat unorthodox factional beliefs. In Hakk's former disciple, the Battle-Brothers discover a powerful rogue psyker who intends to raise an army of outcasts and mutants and to unleash them against the Imperium. Worse still, the renegade has discovered a vessel of xenos origins deep within *Mortis Thule* and intends to awaken it and utilise its puissant powers to truly hideous ends. Should this come to pass, the ranks of the Inquisition in the Jericho Reach and potentially in the Calixis Sector might be consumed by one of the most destructive kinds of internal strife—an Inquisition War, where outright hostilities erupt between the different factions and entire worlds are transformed into their battlegrounds.

THE ANTIQUARTI

The ranks of the Inquisition are riven by countless factional differences and doctrines, broadly defined as Puritan or Radical. In truth, these differences are the Inquisition's greatest strength, for they ensure a constant struggle. Whether Radical or Puritan in outlook, the factions within the Inquisition define how an Inquisitor and his followers believe his mission should be undertaken. One faction, only recently come into being within the Jericho Reach, is known as the Antiquarti, and the beliefs of this as yet small group focus on the idea that the universe is regulated by underlying patterns that govern the ebb and flow of fate. If one can gain the proper perspective, or so the Antiquarti believe, one can perceive patterns spanning hundreds, thousands, or even millions of years and by doing so discern the future. The Antiquarti hold, for example, that the Tyranids have ravaged the galaxy before, and so the secret of their defeat is to be found by unlocking the secrets of the last invasion. The servants of this faction delve into the most forbidden of secrets in their quest, breaking into the tombs of long extinct xenos empires, following the most obscure strands of fate, and attempting to unlock the most impossible of formulas.

The founder of the Antiquarti faction is an Inquisitor known as Thaddeus Hakk, a man considered by many of his peers as a dangerous outcast and a Radical deserving only execution. Yet, Hakk bears the Inquisitorial Rosette, so he is able to continue in his self appointed mission, his disciples and agents moving unseen amongst the shadows of the Jericho Reach and beyond in their endless search to uncover the past. Some say that Hakk

has learned of the ultimate repository of the most ancient knowledge in the galaxy—the Black Library of the Eldar—and that the masters of that forbidden archive have in return learned of him. If true, then it is likely that the Harlequins are hunting Thaddeus Hakk and his disciples even now, and surely nowhere in the entire galaxy can be safe.

INTERROGATOR THIRL

Once one of Thaddeus Hakk's most prominent disciples, Interrogator Thirl delved into places so forbidden he did indeed draw the attentions of the Harlequins. It was during a mission to the depths of the Slinnar Drift that Thirl and his companions drew the notice of the mysterious agents of the Eldar's vengeance, as they sought to unlock an xenos tomb uncovered beneath the shifting sands of a long dead world. The intrusion must have triggered wards as ancient as the human race, for the Harlequins were upon the Interrogator and his party before their las-cutters had breached the living metal walls of the tomb. Interrogator Thirl was the only survivor of that battle, though the means of his escape remain unrecorded.

Thirl vanished for several years and was given up as dead by his fellow Antiquarti. In truth, the Interrogator spent that time in increasingly desperate flight, the vengeful Harlequins always one step behind him or waiting just around the next turn. Becoming ever more frantic, Thirl sought refuge in the

most unlikely of places, yet always the Eldar found him out and he was forced to flee their wrath. On Amenophis IV, Interrogator Thirl sought to bargain with the machine-entity known to its human worshippers as the Array, hoping he could plunder its stygian data vaults for records pre-dating the Age of Imperium. Before he could do so he was discovered and only barely escaped with his life. On Vallia, Interrogator Thirl sought to dominate the malign intelligence that links every living cell on that death world, yet almost succumbed to the planet's indomitable will, as did several of his pursuers. Recovering from his mental injuries deep in the wastelands of the planet Cocijo, Interrogator Thirl uncovered legends of a visitation by *Mortis Thule*, and a prediction that another such appearance was imminent.

Though it ran counter to all his instincts, Interrogator Thirl waited for the predicted appearance, spending far longer in one location than ever he had before. Sure enough, the prediction proved true and *Mortis Thule* appeared in orbit over the blasted world, bringing with it a wave of despair and madness amongst the colonists of the

world's frontier settlements. Breaking cover, Thirl made for the Space Hulk in his gun cutter before it could vanish once more, yet in so doing revealed himself to those who had been watching patiently for him. The Harlequins attacked once again, the battle continuing even as the Interrogator plunged into the haunted depths of *Mortis Thule*.

At that point deliverance came, and from a most unexpected source. Seeking any place he might hide from his pursuers, the Interrogator came upon a population of mutants living in the depths of the Space Hulk, and bringing every shred of his will to bear, he turned them to his service. The tables turned, the Harlequins were defeated, though a hundred mutants were slain for every Eldar life they claimed.

In the aftermath of this bloody battle, Interrogator Thirl found himself the master of a powerful, if unruly, army of mutants seething with hatred for the world outside of the dark, haunted tunnels of *Mortis Thule*. Yet, there was a further discovery to be made, and one that would change Thirl's ambitions for all time.

THE HEART OF GLASS



His pursuers finally defeated, Interrogator Thirl set about consolidating his control over his new subjects and exploring the dark realm in which they lived. He soon discovered that the mutants represented not a stable community but a refuge of dregs washed up over the decades and altered by some force peculiar to *Mortis Thule*. He found out that this force was exerting a powerful influence on the minds and bodies of the mutant populations, and that it was emanating from the very fabric of the haven in which they lurked. That haven was, Thirl discovered, a vessel of the ancient and wholly xenos origin trapped within the bulk of the Space Hulk. The vessel was utterly unlike anything Thirl had ever witnessed before, its innards a maze of tunnels seemingly grown from black crystal that glowed dimly with some malevolent lambent force. The mutants called their refuge the Heart of Glass, and Thirl soon became convinced that the vessel was the source of the changes that had turned normal, mortal men into hideous, yet incredibly strong and long-lived mutant abominations.

Further to his astounding discovery, Interrogator Thirl found something of far deeper significance. The Heart of Glass was working on him too, yet because he was a psyker, and a powerful one at that, it was exerting an influence not on his body but on his soul. Thirl's powers were being fed such that, within a scant few months he was able to commune with the dark spirit that lurked deep within the core of the Heart of Glass. What he found there broke his mind, tore his soul asunder, and proved how utterly right the Eldar were to seek his doom.

The Heart of Glass, Thirl discovered, was a warship of a xenos race thought long-eradicated from the galaxy and all but unknown in the regions *Mortis Thule* haunted. This species was the Yu'vath, a long-dead race of powerful beings whose empire stretched through the Calyx Expanse to the edge of the Halo Stars. Long before the birth of Humanity, the vile xenos had sought to master the powers of the Immaterium, and had damned themselves and countless other species in the process. To Thirl's excitement, the presence of Yu'vath technology in the Jericho Reach, so far from their known regions in the Calixis Sector and Koronus Expanse, added weight to the teachings of Inquisitor Hakk. With each revelation he uncovered, Thirl became ever more determined that the warship must be freed from its resting place and returned to the region of its birth. In so doing, he would uncover the knowledge of the warship's creators and realise the dreams of the Antiquarti. He would have no need to access the Black Library, for he would be able to commune with the dreaming dead, beings that had once mastered the power of the Warp and spawned countless millions of slave creatures to do their bidding. Were Thirl's erstwhile peers within the Holy Ordos to learn of his plan, vast swathes of the Jericho Reach and potentially the Calixis Sector might be consumed in the ensuing conflict.

Now, Interrogator Thirl waits in the core of the Heart of Glass, ever watchful for an opportunity to set his army of twisted slave troops upon the galaxy and to free the ancient xenos warship from its tomb deep within the fabric of *Mortis Thule*. All it might take for this megalomaniacal vision to be realised is for the Space Hulk to appear from the Warp within a star system harbouring the necessary resources to free the Heart of Glass, for then the Interrogator plans to unleash his army upon that system and gain control of those resources. Only the fickle whims of the tides of the Warp, and perhaps the eternal vigilance of the Emperor upon his Golden Throne, has held such an event at bay thus far.

INTO THE HEART OF GLASS

The following section presents an overview of the events that might play out should the Kill-team decide to take the route towards the escape point that takes it through the domains of the rogue Interrogator. These details begin in a familiar format—that presented in the Missions section of the Playing the Game chapter of the **DEATHWATCH** Core Rulebook. The remainder of the entries relate to the format of the **Space Hulk Mission Generator** presented in **Chapter IV**.

MISSION PREPARATION

As with the other optional objectives presented in this chapter, Into the Heart of Glass is not a conventional Deathwatch mission. It represents the Kill-team reacting to, and at length taking control of, the events that unfold around them, and so it is up to the Game Master how much information the Space Marines start out with. At the minimum, the Battle-Brothers may have determined that some force related to the Inquisition is present deep inside *Mortis Thule*, but beyond this no further clues have been provided. The Game Master can therefore pitch the characters straight into the action, having them go in “blind,” but if he likes he can provide a few more hints to foreshadow the coming events.

Assuming that the GM has read **ARK OF LOST SOULS** before beginning the adventure arc, should he decide to run this particular optional mission he might consider some of the following points:

Have any of the Battle-Brothers encountered or heard of Interrogator Thirl, or his master Inquisitor Thaddeus Hakk? In the case of the Interrogator a successful **Very Hard (–30) Lore: Forbidden (The Inquisition) Test** would reveal the fact that Thirl is a disciple of Hakk who shares his factional leanings and who disappeared in the Outer Reach some time ago. In the case of Hakk himself, it is possible that the players have some knowledge of this NPC as he has appeared in the **DEATHWATCH** supplement **MARK OF THE XENOS**. A successful **Hard (–20) Lore: Forbidden (The Inquisition) Test** reveals the essentials of the information already presented, and Game Masters are of course welcome to consult **MARK OF THE XENOS** if they wish to expand further.

If the Kill-team includes a senior Battle-Brother, perhaps a Deathwatch Chaplain, Watch-Captain, or similar (see the supplement **rites of Battle**), this character may have served alongside Thaddeus Hakk, or been present in the Chamber of Vigilance when he addressed the masters of the Jericho Reach Deathwatch. As such, he may have some knowledge of the Inquisitor's beliefs and of the disappearance of his follower.

If the Game Master decides that this optional mission is worth expanding still further, he could foreshadow it in the form of a personal objective presented before the *Argent Crusader* is lost in the Warp at the very beginning of the adventure arc. This personal objective could take the form of a warning to be alert for any signs of the missing Interrogator, perhaps even issued by his shadowy master for his own, mysterious ends. If the GM wishes, he might even expand these orders so that they are issued to one Battle-Brother and not the entire Kill-team, and extend their



scope so they become an order to assassinate the Interrogator should the opportunity arise. If the player can keep his orders secret and especially if he can carry them out without the rest of the team realising, he should be awarded with an additional Experience Point bonus of between 250 and 300, depending on how he approached and executed his secret order.

If the Kill-team includes a Techmarine and this character uses his unique skills and equipment to interact with any machine systems within *Mortis Thule*, the Game Master could use this as an opportunity to foreshadow the events of this optional mission. Any **Tech-Use Test** that is passed by a substantial Degree of Success (three or more) might result in the character gaining access to stray data fragments bearing the seal of the Inquisition. Such clues need not spell out the entire story, but the Game Master could require further tests to unlock more data and to fathom something of their meaning, drawing on the information already presented and communicating as much or as little of it as he deems appropriate.

BRIEFING

Though presented in the familiar Mission format, circumstances make it impossible for the Kill-team to receive a briefing. However, the Game Master should still take the opportunity to summarise what information the Space Marines know for the benefit of the players. If possible, as much of this information should be delivered by one of the players, with him relating what his character knows of the situation with reference to the Skill Tests mentioned above.

MISSION LEADER

As ever, it is up to the players which character is elected the Kill-team's Mission Leader, and often the decision is made based on which Oaths the group feels it might need. In this particular case, the Kill-team has very limited knowledge of what lies ahead, and so the choice of which Battle-Brother serves as leader is likely to be made based on different concerns. In many ways, it is appropriate that the character with the most knowledge on the Inquisition, and in particular Thaddeus Hakk and the Antiquarti, takes the role.

OATH-TAKING

Given that the characters have very little knowledge of what awaits them in the depths of the *Heart of Glass*, they are unlikely to select an Oath using their normal criteria. Instead, they are likely to swear an Oath they know to work well within their usual modus operandi, and that is perfectly appropriate. It is only if the Game Master has chosen to provide more hints than the group would otherwise have that the players are likely to be able to tailor their choice of Oath to the situation they are to face in the *Heart of Glass*. Given the fact that the rogue Interrogator has gathered about himself a large army of mutant abominations, any Oath that enhances the Kill-team's combat prowess is valuable, the Oath of Loyalty and the Oath of the Weapon being particularly useful.

ARMING

It has already been mentioned that the Space Marines are denied the usual opportunity to arm themselves with weapons specifically tailored to the enemy they are to face in the upcoming mission. This is especially true in their current situation as *The Emperor's Gaze* held no stocks of the types of weapons Space Marines are accustomed to. As discussed in the previous optional mission, the Battle-Brothers might be able to locate more exotic weapons if they discover the cache belonging to Sergeant-at-Arms Corinthi.

The Game Master is encouraged to give some consideration to the nature of the foes the Kill-team is to face, and to make a judgement about how appropriately the Space Marines are equipped to face them. The threats presented by Interrogator Thirl are twofold. Firstly, the rogue Interrogator himself is a psyker of prodigious power, but there is little the Space Marines can be expected to do to combat this aside from display the purity of will the Adeptus Astartes are renowned for. Secondly, the Interrogator is master of a huge army of mutants, so weaponry that can engage and defeat large numbers of relatively vulnerable enemies is ideal. This includes flamers, shotguns, and grenades, and the Game Master should have no hesitations in making such items available should the players declare they are specifically seeking them out.

MISSION OBJECTIVES

The extent to which the Kill-team's Objectives are defined at the outset depends very much on any information the Game Master has allowed them access to. At the very least, the majority of the Objectives identified in the **Chapter I** and **Chapter II** missions should still be in effect. Depending on how much information the Battle-Brothers are in possession of, the Game Master might allow the Player Characters to formulate their own Objectives based on what they know (or what they think they know).

The most obvious Primary Objective for this mission is to eliminate the rogue Interrogator, but the players should be reminded that they have no explicit orders to do so (unless such orders have been issued in secret) and that the supposed target is a follower of a noted Inquisitor. This introduces an element that the players may not be familiar with, and certainly one that has not become apparent in **ARK OF LOST SOULS** until this point. The Deathwatch was created by and operates largely at the behest of the Ordo Xenos, and the Interrogator is a servant of that ordo, just like the Battle-Brothers. There is no right or wrong way to approach this issue, but the Game Master should use it as a spring board to further roleplaying opportunities.

MISSION COMPLICATIONS

As with most of the missions in **ARK OF LOST SOULS**, most of the Complications presented in **Chapter VII** of the **DEATHWATCH** Core Rulebook are less appropriate for use deep in the bowels of a Space Hulk. That said, and as already discussed, one or two of the Complications can be made to work if the Game Master is prepared to give a little forethought to the issue. **A Bad Beginning** and **Rivalry** should work perfectly well, and so too could **Logistical Failure** by having some or all of the arms or ammunition the Kill-team has gathered on

The Emperor's Gaze prove to be unreliable. This failing might only be discovered the first time the item is used, and a likely downside is that the affected equipment counts as Poor Weapon Craftsmanship, at least until it can be examined by a suitably skilled character such as a Techmarine.

EXECUTION

Once the Mission Preparation stage is completed, the Game Master can run the actual mission using the **Space Hulk Mission Generator** presented in **Chapter IV**. As with previous missions, the results of rolls on the various charts should be modified to suit the setting and the specific details of the enemy to be faced. The following details relate to the format given in **Chapter IV**, and by this stage in the adventure arc it is assumed that the Game Master is confident and familiar enough to adapt the results as he sees fit.

THREAT LEVEL AND SCALE

Assuming the players are comfortable with the **Space Hulk Mission Generator** system and the Kill-team is in reasonable condition, the Game Master should set the Threat Level and Scale as high as the group can handle. Whatever the level chosen, it should certainly be set higher than the **Chapter I** and **Chapter II** missions in order to maintain a sense of escalating threat from one mission to the next.

ENCOUNTERS

As discussed in previous missions, rolls on the Encounters tables should be limited so that the Kill-team is not coming up against all manner of different types of foe. Ideally, Encounters should be limited to mutants and the like, and the area controlled by the rogue Interrogator should not be haunted with other types of sentient foes. Modifying the results in this way keeps the mission focused in feel and tone and keeps it distinct from the others.

CALAMITIES

Calamities are, if anything, more appropriate to much of the mission than encounters with xenos, renegades, and the like. This is especially true given that the Battle-Brothers should be aware that they are engaged in a race against time before *Mortis Thule* plunges once more into the Immaterium. Should he wish to expand this idea, the Game Master might like to consider rolling on the Calamities table instead of the Encounters tables.

HULL TYPES

Depending on the Scale chosen for this mission, the Kill-team is likely to pass through a number of hulls. The main point to consider here is that the final hull they pass into represents the outer extent of the *Heart of Glass*, the xenos war ship that Interrogator Thirl hopes to take control of and disengage from the bulk of *Mortis Thule*.

When the Kill-team enters this region, the Game Master should describe the utterly alien nature of the fabric of the xenos vessel. The dimensions of the tunnels alter, obeying no geometric pattern known to the vessels of Humanity. Instead of four walls, the tunnels have numerous intersecting planes and it is rare for the Kill-team to

be treading on a flat, even surface. The walls themselves appear to be made from black glass, deep within which can be seen tiny motes of light that cast an uneven, flickering illumination throughout the entire structure. The overall impression is one of utter *wrongness*, as if the structures were constructed, or perhaps grown, to accommodate beings other than those of flesh and blood.

In the event that the players attempt to guess the origins of the vessel, the Game Master can provide as much or as little information as he decides is appropriate. The exact nature of the warship is deliberately left open, but Game Masters familiar with the **ROGUE TRADER** roleplaying game are likely to note the similarities between it and the void ships of the long extinct Yu'Vath. If the players are familiar with the setting of the Koronus Expanse, they too may make this connection, and again, it is up to the Game Master how far he uses this connection. Numerous other issues could form the basis of future adventures and Game Masters wishing to explore the subject further can find plenty of information on the Yu'Vath in the **KORONUS BESTIARY** supplement for the **ROGUE TRADER** roleplaying game.

The further the Kill-team passes into the *Heart of Glass*, the stranger the environment becomes. If he wishes to really stretch the characters, the Game Master can require them to make periodic Willpower Tests of varying Difficulty Levels. Failure could result in an Insanity Point being gained, or could lead to some other effect, such as a roll on **Table 6-1: Psychic Phenomena** on page 187 of the **DEATHWATCH** Core Rulebook. The Yu'Vath were truly damned by their manipulations of the Immaterium, and so any result on the table is possible.

ARCHITECTURE AND TECHNOLOGY

The advice regarding hull types applies here too, and the Game Master should be clear that there is no way for the Battle-Brothers to interact with the systems of the alien warship. The structure of the vessel is simply too xenos for a sane human mind to grasp, as is well known to all members of the Deathwatch. It is Interrogator Thirl's attempts to utilise the systems that have, in part at least, resulted in his fall, a fate that the Space Marines would not even countenance happening to themselves.

In general scale, the interior of the *Heart of Glass* varies enormously. One moment the Kill-team might be passing along dark, cramped tunnels barely able to accommodate the Battle-Brothers' massive frames and the next they might emerge into a chamber so massive and so brightly illuminated that they are rendered utterly insignificant in scale.

The same is true when it comes to cover and other tactical considerations. Some areas feature clusters of jagged black crystal while others are entirely open and devoid of any cover. The Game Master can randomise where appropriate or simply make a ruling whenever the amount of cover is relevant to the encounter.

LIFE FORMS

The areas the Kill-team passes through before entering the *Heart of Glass* should be subject to the normal range of Life Forms generated by the system presented in **Chapter IV**. Once they are within the xenos warship, however, the likelihood of the Space Marines encountering vermin and other such creatures should be reduced and eventually nullified entirely.

Whether or not the players notice the change, they could be called upon to make **Challenging (+0) Awareness Tests** for their characters to note the fact that those vermin previously encountered are now entirely absent.

ENVIRONMENT

The full range of environmental effects should be used on the approach to the *Heart of Glass*, but as the Kill-team enters the twisted innards of the xenos warship these should be scaled back and eventually left out entirely.

WARP EFFECTS

As the environmental effects are scaled back as the Space Marines enter the *Heart of Glass*, so the number and severity of Warp Effects could be increased. This represents the fact that the xenos vessel is steeped in the taint of the Warp, its effect visible on the bodies and souls of the enemies the team is soon to encounter. After a while, the Player Characters should feel that they are intruding in a realm created by minds utterly at odds with their own, whether or not they have any knowledge of the vessel's extinct creators or have been able to guess anything of its origins.

DISCOVERIES

The Game Master should exercise his judgement when it comes to using **Table 4-12: Discoveries** on page 114. Most of the results are appropriate on the approach to the *Heart of Glass*, but once the Kill-team has passed into the xenos vessel the nature of any Discoveries found should be carefully controlled. Because the vessel is so utterly alien, anything that the Battle-Brothers might find and be able to use is likely to have been left by the mutants that haunt its chambers, or possibly by other visitors that subsequently fell prey to the ship's curse. Random objects strewn about the tunnels might tell of fierce fire fights between intruders and the mutants, and in this way minor Discoveries can be made available without ruining the atmosphere. In fact, if the Space Marines find evidence of such confrontations, but not clues as to the combatants, it is likely the players' imaginations will run away with them, especially given the extremely alien nature of the area they are travelling through. The Game Master should use this to his advantage as it builds the tensions and increases the impact of the final scenes of the mission.

VISITORS

As discussed in previous missions, the use of Visitors is more appropriate to a Space Hulk Mission that is more or less open and guided by the vagaries of fate. Because the missions in **ARK OF LOST SOULS** are more tightly themed, having other visitors present on the Space Hulk runs the risk of watering down the narrative and distracting from the story. That said, Game Masters should still review the relevant portions of **Chapter IV**, as they may find something appropriate to the campaign and the gaming group.

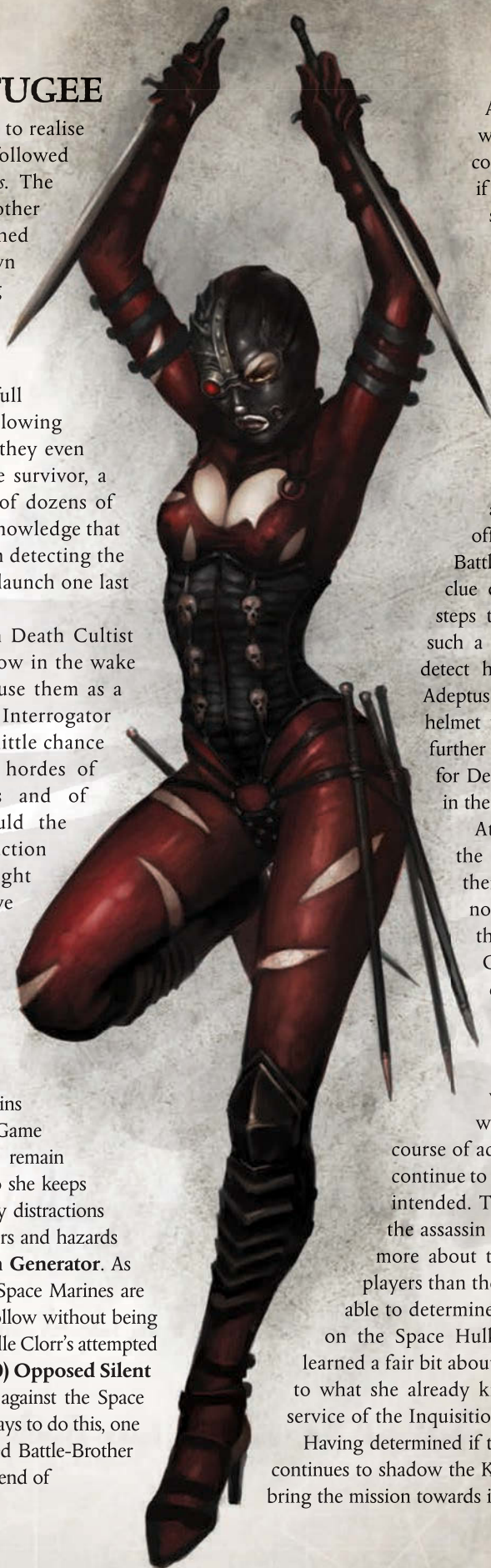
A DESPERATE REFUGEE

Though it may take them some time to realise it, the Space Marines are being followed as they close on the *Heart of Glass*. The individual following them is another disciple of Inquisitor Hakk, despatched some time ago to track down Interrogator Thirl and either bring him back to his master or to slay him if he refused. The tracker's mission failed, Thirl's prodigious psychic powers granting him full knowledge of the mission and allowing him to ambush his assassins before they even knew of their own doom. The lone survivor, a Death Cult Assassin and a veteran of dozens of Inquisitorial missions, refuses to acknowledge that her task cannot be completed, and in detecting the Kill-team's presence has decided to launch one last effort to carry out her orders.

The assassin, a feral world-born Death Cultist named Xurris Clorr, intends to follow in the wake of the Kill-team's advance and to use them as a distraction to launch her attack on Interrogator Thirl. On her own she would have little chance of fighting her way through the hordes of mutants and degenerate outcasts and of evading Thirl's powers, but should the Space Marines carve a trail of destruction through the *Heart of Glass*, she might just be able to launch a single, decisive assault, striking from the shadows and delivering the killing blow to her hated erstwhile fellow disciple of the Antiquarti.

CAT AND MOUSE

Exactly when and where Clorr begins trailing the Kill-team is up to the Game Master. It is the assassin's intention to remain hidden from the Space Marines, and so she keeps her distance and takes advantage of any distractions she can, including the various encounters and hazards generated by the **Space Hulk Mission Generator**. As good a tracker as she is, however, the Space Marines are experienced warriors and not easy to follow without being detected. The Game Master should handle Clorr's attempted insertion by making a **Challenging (+0) Opposed Silent Move Test** for her (in secret), testing against the Space Marines' Awareness. There are several ways to do this, one being to have one randomly determined Battle-Brother make the test, or to have the one at the end of



the "line of march" do so. Alternatively, the Space Marine with the highest Perception could make the test, but it is best if only one Battle-Brother does so. Each time a Space Marine wins one of these Opposed Tests, some small sound has been detected, though the Game Master can always rule that the sound was that of some other threat or just of vermin. Each time the Space Marines win a roll-off, the assassin suffers a cumulative -10 penalty to her next test, and when she has lost five roll-offs she has been detected. If the Battle-Brother who first detects a clue of the cultist's presence takes steps to alert his Battle-Brothers in such a way that she cannot hear or detect him doing so (such as using Adeptus Astartes battle-cant or a sealed helmet vox) they should be awarded further bonuses to their tests. A profile for Death Cultist Clorr can be found in the **Appendix**, on page 143.

At some point after detecting the fact that an enemy is trailing them, the Space Marines will no doubt wish to confront their pursuer. In this case, Clorr attempts to avoid being captured, but does not want to fight the Space Marines. If captured, she reluctantly tells them who she is and what she had planned, in which case the Kill-team's best course of action might be to allow her to continue to shadow them as she originally intended. The Game Master can also use the assassin as a means of communicating more about the rogue Interrogator to the players than they might otherwise have been able to determine. The cultist has been present on the Space Hulk for several weeks and has learned a fair bit about Thirl's intentions in addition to what she already knew of him as a peer in the service of the Inquisition.

Having determined if the Death Cultist is detected or continues to shadow the Kill-team, the Game Master can bring the mission towards its conclusion, as detailed next.

UPRISING

The climax of this optional mission sees the Kill-team encountering the rogue Interrogator and his armies deep in the Heart of Glass. The Game Master should move the action on to this scene whenever he feels it is appropriate to do so, taking into account the Battle-Brothers' progress through the **Space Hulk Mission Generator**, their status, and the situation regarding the Death Cult Assassin trailing them.

The last location the Kill-team comes upon is the core of the *Heart of Glass*, a vast chamber dominated by jagged black crystals emerging from every plane of every surface. At the very centre of the chamber is Interrogator Thirl, and surrounding him is a mighty host of gibbering mutants and deviant scum, every one of them prostrate upon the glass surface as if offering the rogue Interrogator their most devout praises. Read aloud or paraphrase the following:

The maze of black glass through which you have been travelling opens up into an impossibly vast space, scale and perspective made suddenly obsolete. You are in the very core of the Heart of Glass, a space that obeys no natural laws. Planes intersect at mind-bending angles, seeming to shift and slide even as you look upon them. There are no walls and no floor, merely temporary surfaces aglow with malignant energies.

In the centre of the vast space, seemingly suspended in a shaft of black light, is a human figure, tattered robes snapping in an invisible storm. His eyes are aglow with balefire, the source of which can only be some utterly abhorrent xenos taint bestowed upon it by the structure all about.

Around the base of the column of black light is amassed uncounted figures, from scrofulous deviant scum to mutants boiling with genetic blasphemy.

After a moment, the black-glowing gaze of the central figure falls upon you, and the heads of its uncounted devotees turn towards you, the black fires of xenos domination flickering in their vacant eyes. . .

At this point, the mutant horde erupts into an anarchic wave of howling mayhem, hundreds of wailing, thrashing abominations surging towards the Space Marines as one. At the very same moment, the Death Cult Assassin makes a break for her target. If they did not detect her trailing them, the Space Marines have a moment to figure out what she is doing, but if they treat her as an enemy, the Game Master might like to allow the players a **Challenging (+0) Tactics Skill Test** to realise she is attacking the interrogator under cover of their own actions. The remainder of the scene is fought as a combat using the rules for Hordes given in the **DEATHWATCH Core Rulebook**.

The enemy takes the form of a number of Mutant Hordes, the profile for which can be found in the **Appendix** on page 117. The exact number of hordes the Space Marines must face is left up to the Game Master to determine, but the battle should represent a substantial challenge. They should face at least five hordes, and more if the characters are especially highly ranked or more numerous than normal.



In addition to fighting the hordes of mutants, the Kill-team might have to face the rogue interrogator. While not an especially combat-oriented enemy, Thirl is suffused with the power of the Warp, his soul poisoned beyond redemption by the taint of the *Heart of Glass*. An adversary profile for Interrogator Thirl can be found in the **Appendix** on page 142.

As they fight the hordes, the Space Marines should be kept aware of the confrontation between Thirl and Clorr. It is not recommended that the GM actually run this combat, as he has enough to deal with keeping track of the fight between the Space Marines and the mutant hordes. That said, if the confrontation appears scripted, the overall narrative might suffer, so some degree of randomness is preferable. One method of resolving the fight is to abstract it by making a series of opposed Weapon Skill roll-offs between the two. Each time one wins, the loser suffers a Critical Injury to a randomly determined location, rolling on the table appropriate to the fighter's melee weapon. Should any of the Battle-Brothers become involved in this fight, then the usual method for resolving it is used instead of this abstract rule.

Should Interrogator Thirl be slain, whether by the Death Cultist or by one of the Space Marines, there is one final consequence. The remaining Mutants are consumed with rage and immediately gain the Blood Soaked Tide Trait.

However the combat is concluded, the Game Master should proceed without delay to the section entitled **Five to Midnight** on page 83.

OBJECTIVE III: THE LONG WAAAGH!

The third possible route off of *Mortis Thule* takes the Kill-team through a region that is completely under the heel of one of Humanity's most ancient and bitter foes—the Orks. This barbarous xenos species infests the galaxy from one end to the other and there is hardly a region claimed by a human explorer where they have not been encountered. Every Space Marine ever to have served must surely have fought these implacable enemies of Mankind, and no Adeptus Astartes would assume the Long Watch without having done so on scores, or more likely hundreds of occasions. What makes this particular encounter different is that the Orks are not a major threat in the Jericho Reach. Though scattered pockets of the xenos are to be found on isolated worlds in the Outer Reach and elsewhere in the region, very little evidence of the species' presence is to be found on those worlds that were once part of the old Jericho Sector. It may be that the forces of the old sector conducted an especially effective purge long ago, or that some other characteristic of the region makes its worlds less desirable to the Orks. Whatever the truth, until now, the region has been spared the attentions of a full-scale Ork invasion.

ORK WAAAGHS!

It is likely that since the very earliest days of Mankind's exploration of the stars, wherever he has gone there he has encountered the barbarous Orks. Were a tri-D map of the galaxy to be overlaid to indicate the territories thought to be occupied by the Orks' ramshackle stellar empires, the stars would be stained green and those of the Imperium would be cast into insignificance. Thankfully for Humanity, several factors limit the destruction the Orks are capable of unleashing upon the Imperium, but possessed as they are of a ferociously warlike nature tempered by instinctive cunning, the Orks are fully capable of overcoming any obstacle the universe puts in their way.

The main factor that holds the Orks from overwhelming Mankind is the fact that the vast majority of their wars are fought amongst themselves. The galaxy is host to countless Ork empires, most of them consumed with internecine war or fighting against their neighbours. It is only once all internal opposition is crushed by a single, all-powerful warlord that these empires turn their attentions to the territories of other species, and there are enough of these extant in the galaxy that Humanity is far from the only foe the Orks enjoy making war against. This continuous state of war might serve to distract the Orks from attacking the worlds of Man, but it also ensures that when they do so it is under the very strongest of overlords.

The second limiting factor is that the Orks spend so much time fighting one another and have such limited intellects that they have precious little capacity for science and technology. This is overcome to a degree by an instinctive affinity for certain forms of technology that some amongst the more radical of xenos-savants claim must surely be imprinted at the genetic level, though this begs the question of who imprinted it, and why. Whatever the truth, it is evident that given

sufficient resources even the most savage and unsophisticated Ork population will somehow cobble together the signature weapons for which they are known across the galaxy. Though their weapons are crude, loud, and inefficient, they are fiendishly simple to manufacture and maintain and, more to the point, extremely destructive. Weapons that refuse to function in the hands of researchers work without fault in the hands of an Ork, leading some to claim the species' affinity for the machineries of war goes beyond the genetic and is a manifestation of some latent, low level psychic field effect. Needless to say, such heretics are invariably put to the torch, though few can deny there is truth in their claims.

Though the Orks do somehow manage to construct spacecraft, their primary means of traversing the deep void is to do so aboard Space Hulks like *Mortis Thule*. This is achieved in numerous ways, a more improbable one being the construction of unimaginably vast tractor beam projectors with which a passing Space Hulk is captured and dragged into orbit so that countless thousands of Orks can board it. However it is achieved, the Orks somehow know that Space Hulks can take them far and wide, and while they have little or no control over their destination, they understand that eventually the Space Hulk will be disgorged from the Warp in the vicinity of a world they can conquer. Having boarded a Space Hulk, the Orks waste no time in scouring it for useful resources with which to bolster their forces, and there is rarely any shortage of such resources on board even the smallest Space Hulk, made up as they are of numerous conglomerated void craft. Invariably, by the time it reaches an inhabited system, the Ork invasion is equipped with the most fearsome of machines of war, including huge phalanxes of battle-wagons, waves of fighter-bombas, and titans the equal of the venerated god-machines of the Adeptus Titanicus.

Upon entering a target system, it is common for the Orks to broadcast their intentions so as to invite any and all enemies to fight them for possession of the system's worlds. Such broadcasts are crude and direct, sometimes announcing the name of the Ork Warlord in overall command of the invasion, but just as often transmitting a single, continuous war cry—'Waaagh!'

WAAAGH! THROTTLEKLAU

Unknown to the Chamber of Vigilance and to the command echelons of the Achilus Crusade, *Mortis Thule* is host to an Ork Waaagh! The Orks in question began their voyage many centuries ago as such things are reckoned in the material universe, but time flows strangely in the Immaterium, and besides, Orks only notice its passage when they run out of things to kill. To the Orks themselves, an indeterminate amount of time has passed, during which the Boyz have entertained themselves in fighting and building ever-bigger guns with which to slay their foes when eventually they arrive at a world they can invade.

The invasion began when the Warlord Geargut ThrottleKlaw rose to power amongst the primitive tribes that had sprung into existence on a barren world. The Orks of this unnamed planet had no knowledge of their own place in the universe, for they were the result of the strange means by which the species is thought to reproduce itself. Unknown to the population, the previous generation of Orks had been wiped out in a devastating war. Yet, as ever with the barbarous greenskins, the species refuses

to die entirely and where one Ork is slain, dozens more are likely to emerge years later. Thus it was that the Orks of the group that would eventually become known as Waaagh! ThrottleKlaw dragged themselves upwards from primitive barbarism, utilising the wreckage of their predecessors to build the war machines for which their species is feared across the galaxy.

For years, the Orks fought amongst themselves, a succession of ever more powerful warlords gaining control before being deposed in increasingly violent fashion until eventually, ThrottleKlaw himself took control. As if to prove that the Orks' primitive gods had blessed his doing so, an omen appeared in the skies overhead at the very moment of his victory over his predecessor. That omen was a Space Hulk, and deep in his warlike brain, ThrottleKlaw knew that it represented his best chance of escaping the bounds of a world that seemed suddenly very small and insignificant indeed.

As is often the case with the expansions of the Ork species, the ascension of a powerful warlord triggered a series of other phenomena. The tribe's Mekes—Orks gifted with an innate talent for building the most ingenious of technologies—suddenly knew exactly how to create the means to board the Space Hulk. Setting to work, the Mekes built what they called a “teleporta” from the junk and wreckage of a war none remembered, and used it to beam an advance force of greenskins into orbit. Of course, ThrottleKlaw ensured that this advance boarding party contained only those Orks most likely to challenge him for dominance over the tribe. None were

particularly surprised when an inexplicable accident caused the death of the entire wave as they dematerialised not on board the Space Hulk, but in high orbit directly overhead.

The last obstacles to his complete control removed, ThrottleKlaw led his forces onto the Space Hulk, and once more, providence took a hand. The tribe's pre-eminent “Weird Boy”—the Ork equivalent of a psyker—suddenly knew how to exert his powers on the Warp, and in an instant the Space Hulk was swept away on the tides of a mighty Warp storm. Waaagh! ThrottleKlaw was underway.

Yet, the Space Hulk that ThrottleKlaw's tribe boarded was not *Mortis Thule*. Rather, it was a smaller conglomeration of stellar detritus that had not been encountered or codified by the Imperium. It would be many years before ThrottleKlaw came to occupy *Mortis Thule*, and then it was only by chance, or perhaps the dubious blessings of the Orks' barbaric deities. In an unprecedented display of xenos ingenuity, the Orks of Waaagh! ThrottleKlaw affected a ship-to-ship boarding action whilst their own Space Hulk, and *Mortis Thule*, which they had encountered upon the tides of the Warp, were adrift in the Sea of Souls. How this was achieved may never be known, even to the Orks themselves, yet Waaagh! ThrottleKlaw somehow crossed the gulf of Warp space to board *Mortis Thule*, and to this day they occupy a series of holds deep within it. ThrottleKlaw's Mekes have been busy constructing the mightiest of war machines, ever ready for the day when the Space Hulk will emerge from the Warp in orbit over a world occupied by some enemy they can crush beneath their hobnailed boots. To date, the Orks of Waaagh! ThrottleKlaw

have yet to encounter the Imperium or even a human, but when they do, their beady red eyes shall surely glow with the bloodlust that only an Ork that has just discovered a new and challenging enemy can know.

THE BRUTISH EMPIRE

Geargut ThrottleKlaw's empire is based in a series of truly vast chambers and tunnels near to the outer edge of *Mortis Thule*. At first glance the space claimed by the Orks might appear to have been formed naturally from void borne rock, but in reality it is formed by the interior of one the largest classes of starships ever built. The tunnels are not carved from rock, but from metal, and represent the processing conduits of a refinery the size of a moon. The chambers are not caverns, but cargo holds constructed to transport mega tonnes of refined ore. The vessel was once a Universe-class mass conveyor known as the *Toil of Aedir*, lost two millennia ago and still mourned



by the Adeptus Mechanicus of the Dalthus yards where it was constructed at astronomical cost in blood and treasure.

The *Toil of Aedir* was lost before it had even entered service, caught in an unmatriculated Warp swell during its first trial jump. The swell cast the vessel upon the tides of the Sea of Souls and its skeleton crew of only ten thousand Tech-Priests, bonded voidsmen, and menials were slaughtered in short order by the predators of the Warp. Its fate unknown to its creators, the *Toil of Aedir* was set adrift upon the Warp, until eventually it came to that fate which so many lost vessels share—it was melded with the vast conglomerated bulk of a Space Hulk, in this case *Mortis Thule*.

Because the mass conveyor was lost before ever entering service, its vast processing facilities were never used and so its holds were empty when the vessel met its fate. Having become conjoined with *Mortis Thule*, however, the chambers and conduits did not remain so for long, for they soon became the hunting grounds of the predators, vermin, and worse that haunt the Space Hulk. What foul deeds were enacted within the silent, lightless machine systems may never be known, but now, centuries later, they are host to the first Ork Waaagh! seen to date in the Jericho Reach.

The vessel in which the Orks muster is truly vast, each of its holds the size of a hive city and interlaced by thousands of kilometres of conduits, many wide enough to allow the passage of an entire armoured company. Given over as it now is to a nation of barbarous greenskins, the interior of the *Toil of Aedir* bears scant resemblance to its original form. Once gleaming bulkheads are now caked in oil and dung, the deck strewn with debris and the bilges swilling with stinking filth. The numerous skull and cog icons of the Adeptus Mechanicus that adorned the vessel have all been defaced, hacked, and hewn to resemble the brutish features of Warlord Geargut ThrottleKlaw.

Within cargo holds of impossible size, Ork Meks and their thousands of slaves are constructing war machines of every possible size and shape. Huge armouries belch out countless thousands of rounds of ammunition without pause, much of which is expended with joyful exuberance by an army restless to find a worthy foe. The most awe inspiring sight in the entire region must surely be the Gargant construction chamber, an entire hold given over to the construction of ThrottleKlaw's titan-sized engines of war. The yards take the form of tangled masses of scaffolding over which scramble many thousands of slaves. Within these towering webs of steel await the ominous forms of half constructed Gargants and Stompas, each the work of a single Big Mek in competition with his peers to create the largest, shootiest war machine in the entire Waaagh!

With such a massive concentration of Orks using *Mortis Thule* as a means of crossing the gulf of space, it is only a matter of time before the Weird Boyz in ThrottleKlaw's employ detect the presence of an occupied system and utilise their insane powers to steer the Space Hulk right into it. Should that happen, the Achilles Crusade will find itself up against a foe strong enough to tip the balance against the Imperium and to set the entire Jericho Reach to the torch. Perhaps worse than the prospect of the Achilles Crusade being cast back is the notion that ThrottleKlaw could actually gain ascendancy over the region, enslaving entire planetary populations to his will.

Needless to say, should the Kill-team discover such a threat, reporting it to the Chamber of Vigilance would be a matter of urgency, for the fate of the entire crusade might be at stake.

STOP THE WAAAGH!

Having read through the previous optional missions, the Game Master should be familiar with the format in which it is presented. As ever, the Game Master is free to adapt the information presented here and to expand it to suit his own ideas and the needs of his gaming group.

MISSION PREPARATION

Of the three optional missions presented in this chapter, the encounter with Waaagh! ThrottleKlaw is the one the Player Characters might have the most forewarning of. Even if the Kill-team has only the foreshadowing gained in **Chapter II** (see **Awakening the Spirit** on page 38), the Battle-Brothers should be fairly sure that a large concentration of Orks is present on the Space Hulk and they are likely to know exactly what this might mean for the Jericho Reach and the Achilles Crusade as a whole.

If the players have somehow failed to grasp the severity of the situation, the GM can deliberately seed in some more hints as the adventure progresses. Again, it is assumed that the GM will have read all three of the optional missions before deciding which to run, and has therefore had plenty of opportunity to foreshadow them as much as he thinks appropriate. Of course, the final decision as to which one of the optional missions is pursued may come down to the players themselves, though the Game Master can certainly steer them in one direction should he wish.

It is almost certainly a simpler task to foreshadow the presence of the Orks than either of the other two factions presented in the optional missions. The Enslavers are limited in their ability to roam by the fact that Primaris Psyker Har is actively thwarting their abominable schemes, while Interrogator Thirl limits his activities to the *Heart of Glass*. The Orks, however, are far more likely to roam beyond the territory they occupy. For one thing, Orks are not known for their respect of borders, but this particular group is constantly searching for the materials and other resources they need to build the fearsome war machines that will spearhead their invasion when they finally make contact with a worthy foe. *Mortis Thule* is as large as a moon, but the Orks are a vigorous species, so evidence of their presence could be found in even the most far flung corner of the Space Hulk. In all likelihood, the only check on the Orks' wanderings is likely to be the aggressiveness of the other creatures to be found on *Mortis Thule*, especially the Genestealers (which some Orks call "gene-sneakers") that haunt its darkest tunnels.





BRIEFING

Should the players decide to pursue this particular route towards the exit point, then a Briefing can be formulated by the Battle-Brother that is to serve as Mission Leader. While normally the briefing would be delivered by a senior Deathwatch NPC via the Game Master, this is not possible given the Kill-team's current circumstances. As mentioned in the previous optional missions, the Game Master can summarise what knowledge the Space Marines have access to, and it is even better if he can do so to one player who can relate it, "in character" to the rest of the group.

The Game Master can use some or all of the following points when planning this encounter and the briefing that may accompany it.

Even if no overt clues of the Orks' presence are presented, there is a chance of the Battle-Brothers sensing the barbarous xenos in the vicinity. The Space Marines would have fought Orks on countless occasions and would be all too familiar with their habits. Signs of the Orks' being on board *Mortis Thule* might include an unmistakable taint in the air, crude symbols daubed on bulkheads, signs of wanton destruction and battle, and numerous other hints. The Game Master could seed these in through the previous chapters. Some could be obvious and impossible to miss, while others could require Awareness Tests of varying Difficulty Levels to notice.

When preparing for this mission, the Game Master could take a moment to review the Past of each of the characters, as well as any additional details such as Honours they might have earned. Should any of these relate to Orks, he might

like to consider tying them in to this mission in some manner. This might be as simple as allowing an especially experienced character to take the lead and serve as Mission Leader, but it could be more involved. Note that Waaagh! ThrottleKlaw has yet to encounter Humanity, so it is unlikely that any of the Battle-Brothers has faced this particular group, but there could be some other, subtler link. ThrottleKlaw's tribe rose from the ashes of a previous group that was ultimately defeated by an unknown xenos species, so it may be that group that the Space Marine has some knowledge of.

The Battle-Brothers of the Deathwatch make it their sacred duty to study and to predict the actions of the xenos within the area covered by their vigil. They are well versed in fighting Orks and are familiar with their activities within the Jericho Reach. Discovering an entire Ork Waaagh! would represent a major challenge to the Deathwatch's mission and many of the Battle-Brothers might regard engaging it as a matter of honour. This is particularly interesting considering that the Battle-Brothers themselves might have to choose which route to take to the exit point and therefore which of the optional missions they will undertake. There might be some tension within the Kill-team, especially if the characters' backgrounds steer them in different directions. A Battle-Brother of the Storm Wardens Chapter who has some knowledge of the Nemesis Incident, for example, might want to pursue the first mission, as his Chapter suffered greatly at that hands of the vile xenos. Another Battle-Brother might hold the Orks in particular disdain, and every Chapter has reason to do so. As ever, the Game Master should award creative roleplaying should the players rise to the challenge of settling the matter according to their characters' backgrounds, Demeanours and the like.

MISSION LEADER

The choice of which Player Character is to perform the duty of Mission Leader is up to the players themselves. Given that they are more likely to know something of the foe they are to face, the choice may be made on the basis of prior experience against the Orks or perhaps because the Kill-team anticipates taking a particular Oath they believe will be useful against the barbarous xenos.

OATH-TAKING

When it comes to Oath-Taking, the players should choose whichever they believe is most appropriate, but this may not be the most obvious. Experienced players should know that victory does not always come as the result of battle and that they can scarcely expect to defeat the entire Ork Waaagh! in combat. In fact, gathering intelligence on the Orks may be more valuable than any short-term gains the Space Marines can earn by engaging them, so Oaths that contribute towards this might be a better choice. Players who recognise this fact without being prompted should be rewarded with additional Experience Points at the mission's conclusion, with a bonus of 100 points being appropriate.

ARMING

As discussed in the previous two optional missions, the Space Marines should not have access to much in the way of additional equipment, certainly not beyond the stubbers, shotguns, and autoguns the survivors of *The Emperor's Gaze*

have access to. In this particular case, the Space Marines running low on ammunition is actually a good thing and the Game Master should think carefully before entertaining any requests to seek out more exotic or powerful equipment. The players should have realised that they cannot be expected to defeat the Orks in battle as there are simply too many of them, so raw firepower is not the answer. If forced by low ammunition to adopt an approach other than overt confrontation, the Kill-team is far more likely to succeed.

MISSION OBJECTIVES

The Kill-team's aim is obviously to reach the exit point, but in encountering the Orks on board *Mortis Thule* that mission changes drastically. No Battle-Brother of the Deathwatch could ever ignore such a massive intrusion of xenos warriors, so a new Primary Objective comes into play. However, the Game Master should not merely tell the players what this new Objective is—they should work it out for themselves. The new Primary Objective is to gather as much intelligence on the Orks as possible, so that a suitable response can be mustered by the forces of the Achilus Crusade. As a Secondary Objective, the Kill-team should be on the look out for an opportunity to slay the leader of the tribe. Slaying ThrottleKlaw will not halt the invasion, of course; another, equally powerful warleader will take his place, but it may delay any invasion while the matter of the succession is settled, buying the Imperium more time to respond.

As mentioned, the Game Master should encourage the players to formulate their own objectives. Should they start planning what amounts to a suicide mission to engage an entire Ork Waaagh! by themselves, the GM might drop a few hints or require a **Challenging (+0) Lore: Common (Deathwatch) Test** in order to remind them of standing orders that apply in such cases. A success reminds the Space Marines of the Deathwatch's doctrine in such cases and they can continue on their mission. If the Game Master wants to allow the players to continue on a course of action that takes them into direct confrontation with the Orks, he should feel free to do so, but should allow them at least one opportunity to see their error and formulate a new plan of action. If they do not, the mission soon becomes an escape effort and little intelligence of any worth is gathered.

MISSION COMPLICATIONS

The same advice as given in the first two optional missions applies in this one as well, though the fact that the Kill-team should have more of an idea of what they are up against might bring with it a whole range of potential Complications. One of the more obvious is the **Bad Intelligence** Complication, suggesting that some of the assumptions that the Space Marines are operating under are flawed in some way. The Game Master is encouraged to use any additional Complications he can come up with, considering what might possibly go wrong. For example, what if the Space Marines made some error that revealed their presence to a great many Orks rather than just a handful? One confrontation could very quickly escalate until the Kill-team is facing a force many hundreds of times its own number and their priority would become evading the hordes spilling through the tunnels after them.

EXECUTION

Once the Kill-team has completed the Mission Preparation stage, the next phase of the adventure can begin, using the **Space Hulk Mission Generator** system presented in **Chapter IV**. Hopefully by now the Game Master and players will be familiar with the system, and therefore the Game Master is encouraged to adapt any of the results it produces to suit him and his gaming group.

THREAT LEVEL AND SCALE

The Threat Level and Scale should be set as high as the Game Master believes the players and the characters they play can cope with. Given the circumstances of the encounter, the Game Master can think of the mission in terms of the Threat Level and Scale. If it is relatively low, for example, perhaps because the Kill-team has suffered one or more losses or lingering Critical Injuries, a relatively low Threat Level and Scale would represent the Kill-team skirting the outer extent of the territory controlled by the Orks of Waaagh! ThrottleKlaw without taking any unnecessary risks. It might alternately simply represent the Emperor delivering them from the xenos peril. Setting the Threat Level and Scale higher represents more of an overtly aggressive stance being taken from the outset, and unless there is a good reason not to do so, this is the most appropriate approach.

ENCOUNTERS

As with the first two optional missions, it is preferable that the number of rolls on the Encounters charts of the **Space Hulk Mission Generator** are limited so as not to dilute the main themes of the mission as presented here. That said, the Game Master might still like to pick and choose appropriate Encounters, especially those involving any of the numerous greenskin races. In addition, it often pays to keep the players on their toes and to play around with their expectations. For example, should they grow used to encountering Orks and their various cousins, an encounter with a far-ranging Genestealer might remind them that *Mortis Thule* is owned by no single species and death can come in any one of a thousand guises, and at any moment at all.

CALAMITIES

Calamities are highly appropriate to the narrative of the adventure, especially because the Orks have literally been “mining” the stuff of *Mortis Thule* and in so doing have made entire sections of its structure unstable. The Orks' efforts to locate and recover useful resources have seen them strip out already unstable plasma reactors and drain off vast tanks full of unimaginably toxic fluids. They have stripped hundreds of kilometres of conduits and cables from their housing and removed structural supports with no consideration of what they might be supporting. Needless to say, any one of the Calamities made possible by the **Space Hulk Mission Generator** might have been caused by the Orks' careless efforts, although the Space Marines are unlikely to realise this at first. As they progress and the number and severity of Calamities increase, however, they might realise the extent of the greenskins' activities. The Game Master could even have the Kill-team encounter an Ork “reclamation” team going about its work and see for themselves the destruction wrought in their passing.

HULL TYPES

The first stage of the mission sees the Kill-team pass through a fairly “typical” stretch of the Space Hulk, i.e. one that features a range of different vessels crushed together by the capricious tides of the Warp, as well as rough tunnels bored directly through the raw, spaceborne rock. Whatever results are produced by rolling on the **Space Hulk Mission Generator** tables should be fine, keeping in mind the advice already given regarding the damage the Orks have done to their surroundings. Eventually, the Space Marines come upon the territory made up of the interior of the Universe-class mass conveyor the *Toil of Aedir*. The remainder of the mission takes place within the echoing chambers and hallways of this impossibly vast ship.

ARCHITECTURE AND TECHNOLOGY

The further the Kill-team travels towards the region controlled by the Orks of Waaagh! ThrottleKlaw, the more obvious signs of the greenskins’ presence becomes. At first this might take the form of the occasional gristly trophy mounted above a portal or crude runes daubed across a

bulkhead. Soon, however, the tunnels become clogged with debris and signs of violence are to be found at every turn. Eventually, the Space Marines are picking their way through tunnels strewn with rubble as well as the remains of meals and recent fights. Some stretches are knee deep in stinking filth from which great, malformed funguses sprout. That will make it necessary for the Space Marines to undergo the Rite of Deep Cleansing should they make it back to Watch Fortress Erioch.

LIFE FORMS

The approach to the region claimed by the Orks should feature the normal range of Life Forms generated by the **Space Hulk Mission Generator**, but the interior of the wreck of the mass conveyor should not. The reason for this is simple—the Orks eat anything too small to fight or too slow to escape.

ENVIRONMENT

The Game Master should feel free to employ the full range of environmental hazards produced by the **Space Hulk Mission Generator**, and just like the Calamities already discussed, many could easily be the result of the Orks’ efforts to retrieve useful materials from the fabric of the Space Hulk.



WARP EFFECTS

The mission can feature the normal amount of Warp Effects, and most of those produced by the **Space Hulk Mission Generator** should be perfectly appropriate. In addition, some Ordo Xenos savants are of the opinion that when massed into a huge invasion force the Orks actually produce a gestalt psychic effect the xenos themselves express in typically crude fashion as “the Waaagh!” As the population grows and the potential for violence on a planetary scale increases, this field effect grows stronger. Those Orks that are especially sensitive to this energy—called Weird Boyz—suffer all manner of side effects from the build up, from talking in strange voices to spontaneous cranial detonation.

DISCOVERIES

Because the Orks have looted so much of the area surrounding the mass conveyor, the Game Master should consider limiting the number of rolls on **Table 4–12: Discoveries** found in **Chapter IV**. This also helps communicate the fact that this is not a combat mission, but a reconnaissance operation where the use of weapons would give the Space Marines’ presence away and make further observations impossible. That said, there is no reason why items other than weapons should not be found, especially as the Orks might have discarded such items as useless.

VISITORS

As has already been discussed, the Game Master should not roll on the Visitors tables unless he has a specific narrative in mind. As with other forms of life, any intruder entering the Orks’ domain is generally clubbed senseless before being devoured whole (or sometimes devoured whole before being clubbed senseless).

CONCLUSION

This mission moves into its final phase when the Space Marines observe the true extent of the Ork forces. The mission has several potential endings, and the Game Master is free to determine which is most appropriate or to invent his own as befits his group.

If the Kill-team determined that their Primary Objective was to gather intelligence on the size and nature of the Ork Waaagh!, this can form the climax of the mission. This is determined by infiltrating one of the mass conveyor’s central cargo holds and watching the Orks go about their business for at least an hour. The Game Master should allow the Kill-team to locate a suitable hiding place from which to make their observations, and having done so have them make an **Opposed Challenging (+0) Concealment Test** against any greenskins that might be wandering by. The test is made against the enemy’s Awareness so long as they have no specific reason to be hunting the Kill-team, and against their Scrutiny should they have reason to suspect the Space Marines are nearby. Other circumstances may modify this test as well, such as any effort to distract the enemy or how long it has been since the last contact with them.

TERMINATION

Should the Kill-team decide to take a more aggressive approach to their mission, the Game Master might allow them a chance at engaging Warlord ThrottleKlaw himself. Doing so will certainly benefit the Imperium, if only for a while, as experience tells the Space Marines that the entire tribe is likely to erupt in internecine violence in the sudden power vacuum that ensues.

One way of bringing this about is to have the Warlord appear as the Kill-team is gathering its intelligence as discussed above. Ideally, he should appear in the crosshairs of a Battle-Brother’s scope, and just before the group is about to pull out. The Space Marine must make a snap decision, for the target will be lost in seconds. This is an ideal opportunity to put pressure on one single player, especially if the Game Master can deliver the information in a dramatic manner. For example, he might inform the player that the Ork Warlord has just crossed through his sights and tell him he has three seconds to decide what to do. If he does not answer straight away the chance is missed.

In the event that the player hesitated, the Game Master might take pity and allow him a chance to redeem himself, in which case he should ramp up the tension by having the Warlord reappear. This time, however, the Warlord senses danger and looks straight up at the Space Marine. Once again, the player must decide what to do, and this really is his last chance.

If the shot is taken, all hell breaks loose, whether or not it kills its target. The Game Master may allow the Kill-team to close on the Warlord and kill him in close combat, but more likely the Space Marines will have to extract themselves from the anarchy that erupts all about them. In this case, the Space Marines are beset by dozens of Orks during their hasty extraction. Profiles for several different Ork adversaries are presented in the **Appendix** on pages 119–122. Should the Game Master wish to punish the players for their hesitation, or should the players decide to engage the greenskins more directly, the profile for Warlord ThrottleKlaw himself is presented on page 143.

However the mission is concluded, once the Space Marines are clear of the inevitable mass of furious Orks that give chase, or they have managed to get clear without having set off such anarchy, the Game Master should proceed to page 83 and the section entitled **Five to Midnight**.



FIVE TO MIDNIGHT

Having completed one of the optional missions, the Kill-team is finally on the last leg of the journey to an exit point, salvation seemingly close at hand. But the Battle-Brothers are soon to discover that *Mortis Thule* is truly cursed and that its fell reputation as a harbinger of doom is well deserved. When it emerged from the Immaterium, the Space Hulk did so on the outskirts of a system controlled by the forces of the Imperium, and it is heading towards one of the system's worlds like a

vengeful comet. To make matters worse, the section of the Space Hulk that the Kill-team finds itself upon is growing rapidly more unstable and is in danger of breaking away as *Mortis Thule* arrows through the system. Should that happen, it will be transformed into a fiery meteor large enough to spell the doom of the world below and in so doing set the efforts of the Achilles Crusade back by years.

The remainder of this chapter presents the climax of the **ARK OF LOST SOULS** adventure. The Game Master is provided with an overview of the situation inside and outside of *Mortis Thule*, allowing him to plan for all eventualities. Details of the final confrontation with an old enemy are presented, but even when this is resolved the Kill-team must still find a way off of the Space Hulk as the section they are in begins to sheer off of the main bulk and threatens to lay waste to the world below.

In addition to these trials and tribulations, there is one final twist, provided by the Kill-team's stricken Watch-Captain, who awakens at the very moment of the adventure's climax.

DEATH FROM BEYOND THE HORIZON

The following overview of the "big picture" is provided for the Game Master's benefit and much of it may not be discovered by the Kill-team, at least until some time after the adventure is concluded. The Game Master is, of course, free to expand on these details or to change them in any way he sees fit. In addition, the events that unfold during the final stage of **ARK OF LOST SOULS** might very well serve as a springboard for future adventures, and this is discussed in more depth in the conclusion.

When *Mortis Thule* emerged from the Warp (at the end of **Chapter II**), it did so on the outskirts of the Karlack System, the single most strategically vital location in the entire Achilles Crusade.

Mortis Thule was disgorged from the Immaterium far within the system's stable jump points, and the stresses imposed upon its vast, conglomerate bulk were so immense that one part of it is in the process of breaking away even as the Space Hulk arrows towards the system's inner regions.





When *Mortis Thule* emerged in the Karlack System, it set off the highest level of response the crusade forces were able to mount. The insertion point was well within the system's defence perimeter, meaning that it bypassed a great many of the early-warning monitors stationed on the outer verges and tasked with detecting threats inbound from the stable jump points. The first sign of the Space Hulk's sudden and portentous appearance was when Karlack's primary Astropathic Choir, the most important communications node in the entire Jericho Reach, was struck by an unprecedented wave of ætheric phenomena. The choir was at that moment attended by over a thousand of the most experienced Astropaths in the entire crusade, but every one of them was struck down in an instant as *Mortis Thule* ripped its way through the thin layer separating reality from the Warp so close to their world. The lucky ones were merely deafened by the daemonic howls that accompanied the appearance, the choir's systems automatically plunging them into a coma for their own benefit, but more importantly to protect itself from what could emerge should their souls be compromised. Many suffered fatal bio-feedback shunts and were boiled alive in their own superheated blood. The most unfortunate saw their doom coming for them, their screams of damnation and denial added to the cacophonous howls of the Warp as their souls were torn to shreds.

The instant Karlack's primary Astropathic Choir was struck down, the system's defence status escalated to its second highest tier as every augur array and piquet vessel in the entire system was tasked with identifying any and every possible threat. The Warp insertion point was identified within the hour, though three senior Navigators of House Bellisarius died divining its exact coordinates. Five hours later, a squadron of system defence monitors detected

the Space Hulk's probability wake and extrapolated its likely course. Two hours after setting out to track the Space Hulk's wake, the defence monitors detected its unmistakable return and confirmed its trajectory. The instant the information was passed on to the system's defence command, Karlack's alert status was escalated to its highest possible level. Imperial Navy logisters set to the task of comparing the Space Hulk's augur silhouette with those in the extensive archives, but in truth all knew that doing so was nothing more than a matter of protocol. It was obvious to all that the sheer size of the Space Hulk meant that it could only be that most dire of threats—the dreaded *Mortis Thule*.

As if the identification of the largest Space Hulk at the heart of the lynchpin system of the Achilus Crusade was not terrible enough, what followed soon after caused the entire high command strategium to fall into stunned silence. *Mortis Thule*, the logisters announced with cold certainty, was locked on a trajectory that would see it pass within a hundred-thousand kilometres of Karlack's capital world, the planet they themselves were on and from which the entire Achilus Crusade was conducted.

Karlack's high commanders ordered every warship in the system to intercept the massive Space Hulk, but they knew that even the massed fire power of the entire Imperial fleet would stand little chance of inflicting enough damage to destroy it before it closed on the world. Nevertheless, those vessels able to do so were ordered to converge on *Mortis Thule*, and it was as the first did so and visual scanning was at last possible that a new fact became known.

The lead vessel saw and reported that a large segment of the Space Hulk was in the process of breaking off of the main mass, and it was soon realised that this might have a drastic effect on the Space Hulk's trajectory. The finest minds of the Adeptus Mechanicus could assemble pored over the data in punishing detail, utilising cogitation routines so arcane the ancient data-stacks required blood to process them and unsealing long forbidden computation formulas. It took the cogitators just over an hour to compute the conclusion that, should the segment break loose from the Space Hulk, its trajectory would be altered just enough to guarantee it would not slam into the planet Karlack and destroy everything on its surface. There was one issue, however, and that was the fact that the segment itself would still plummet through space to impact with Karlack, and while total devastation would be averted, millions would nonetheless be consumed in the ensuing destruction.

The highest-ranked masters of the Achilus Crusade convened, but ultimately it was Warmaster Tetrarchus who issued the final order. All available warships were to converge their fire upon the compromised section of the Space Hulk in an effort to dislodge it, and in so doing save Karlack.

And thus it is that, as the Kill-team races for the escape point, the vessels of the Imperial Navy and the Karlack System Defence force close in to deliver the first of their barrages. Unaware of the Battle-Brothers' presence, the vessels intend to pound the area with enough ship-to-ship ordnance to sink a continent. Unfortunately, their intended target happens to be the exact location the Kill-team is attempting to access.

The conclusion of **ARK OF LOST SOULS** takes place as *Mortis Thule* closes on Karlack and the comprised segment is targeted by the warships in order to alter the Space Hulk's trajectory. The Kill-team's only hope of escape is to be found in the very region that is to be bombarded, but the bombardment cannot and will not be delayed.

COUNTDOWN TO DOOM!

The final act is played out as a series of scenes, each a challenge that the Kill-team must overcome if it is to prevail. Unknown to the players at the outset, the Kill-team actually has an opportunity to avert total disaster and stop the falling fragment of the Space Hulk from plummeting to the surface of Karlack. There is a cost, however, and one that the wider Imperium may never know of. One must remain on the fragment as it detaches itself from the Space Hulk, sacrificing the life of one bold champion of the Emperor that countless mortals may survive to continue His wars.

The events of the final passage are presented as a timeline, through which the Game Master should proceed as fast as he is able. The more pace and tension the Game Master can bring to the game play, the more exciting the final scene will be, so it is suggested he prepare by familiarising himself with the events and the various mechanics, Skill Tests and the likes that may come up throughout it. The same is true of the players, of course, as they have as important a part to play in the smooth running of the game as the GM. Ideally, the entire group should be on the edge of its seats throughout the entire climax, just like they would be when viewing the last five minutes of a Hollywood blockbuster. The great thing about roleplaying is, of course, that the players are far from passive spectators—they are integral to the story and their decisions determine how it all ends.

EVENT 1: SPACE QUAKE

As the Kill-team presses on towards the exit point, the ground beneath their feet starts to tremble and soon the very fabric of the Space Hulk is trembling as a deep, groaning roar thunders through the tunnels. Loose debris falls from overhead and the air pressure drops dramatically.

The Kill-team must overcome a Standard Obstacle as they make their way to the exit point. At this point the Game Master should use the Calamity rules found on page 98 of the **Space Hulk Mission Generator** in **Chapter IV**. This standard Obstacle requires five Tests at a difficulty of **Hard** (–20). The Battle-Brothers may use their choice of Acrobatics, Dodge, or Toughness for these Tests. This Obstacle represents the roiling, pitching ground beneath the Battle-Brothers' feet and the falling debris as they make their way to the exit. When the Battle-Brothers achieve two Successful Tests, proceed to Event 2.

OPTIONAL EVENT: THE EMPEROR'S GAZE RETURNED

If he wishes, the Game Master can insert an additional event into the very last scene. This event harkens back to *The Emperor's Gaze* and the circumstances of the Space Marines' interactions with the survivors. In that passage, a small group of survivors set out for the escape point, and the remnants of this group can make a reappearance here if the GM wishes. Exactly what part this group plays in the final scene is left open, but here are a few ideas:

- The survivors appear in the launch bay, pursued by Tyranid Genestealer organisms, and beg to join the Space Marines on the Arvus lighter. The Lighter has only twelve berths (plus the pilot's station) so space is limited. The Space Marines may rescue the survivors from the pursuing creatures and allow them on to the shuttle.
- The survivors arrive on the scene and, at the sight of the Space Marines boldly fighting the Tyranids, join in the battle. Perhaps their efforts distract the xenos long enough for the Watch-Captain to break free and head off for the engineering deck.
- The survivors arrive too late and, seeing the shuttle depart, kneel nobly in prayer. The Space Marines might attempt to turn back and rescue them, or they might decide it is too late to do so, depending on the players.

EVENT 2: XENOS FRENZY

At this point the Space Marines start to hear the unmistakable sound of Tyranid organisms howling in rage. Stirred to a frenzy by whatever forces are at work in the Space Hulk, the xenos seek any enemy they can, acting purely on their alien instinct.

The Kill-team encounters a Magnitude (40) horde of Hormagaunts when they achieve their second Success to overcome the Obstacle first presented in Event 1. Profiles for these adversaries can be found on page 371 of the **DEATHWATCH Core Rulebook**. When the Kill-team achieves their fourth Success, they encounter a Magnitude (30) Horde of Vectori-Strain Genestealers. Profiles for these adversaries can be found on page 131 of the **Appendix**. When the Kill-team overcomes the Obstacle, upon achieving their fifth Success, proceed to Event 3. Remember, this part of the adventure is all about tension and pace, so GMs are encouraged to alter the encounters as necessary to keep the action moving.

EVENT 3: DESTRUCTION ALL ABOUT

Two minutes out from the escape point, the Space Marines are almost thrown from their feet as the tunnel they are passing along is wrenched in two, tonnes of debris spilling through the tortured ceiling. The screams of maddened Tyranid monstrosities is audible even over the grinding of megatons of rock and metal being subjected to unimaginable forces.

So violent is the effect of the fragment of the Space Hulk they are in breaking off from the main bulk of *Mortis Thule* that the Tyranids do not attack them even if they find themselves running along the same corridor. The Kill-team must overcome a Standard Peril to avoid massive injury during the cataclysm of their escape. From this point the Game Master should use the Calamity rules found on page 98 of the **Space Hulk Mission Generator** in **Chapter IV**. This Standard Peril requires five Tests at a difficulty of **Hard** (–20). The Battle-Brothers may use their choice of Acrobatics, Dodge, or Toughness for these Tests. This Peril represents the collapsing tunnels and flying debris as the mass of the Space Hulk is torn asunder. When the Kill-team overcomes this Peril, proceed to Event 4.

EVENT 4: A CHANCE OF DELIVERANCE

As the destruction of the fabric of the Space Hulk reaches a screaming crescendo, the Kill-team passes into a region that is clearly the interior of an Imperial Navy vessel, and one that is still under power. Though not operating at its full capacity, it is evident by the number of functioning command terminals and lumens that this vessel's plasma core must still be online. Moments later, the Kill-team comes upon a huge blast door, the sigils stencilled upon it proclaiming the area beyond to be "Launch Bay Delta 2."

Opening the portal requires a **Hard (-20) Security** or **Tech-Use Test** because the vessel's systems are not fully online, but it can also be opened with a **Very Hard (-30) Strength Test**, which two Battle-Brothers may combine their efforts to attempt.

The scene beyond the hatch is one to fill the Battle-Brothers' hearts with hope. The launch bay's far wall is open to space, its atmospheric field still operational. Though the hardpan is strewn with debris and the scars of war, a launch cradle hangs intact above and in its mechanical claws is an Arvus lighter, a small utility shuttle that must surely be as welcome a sight as a Thunderhawk Gunship!

The Space Marines must activate the cradle's launch cycle in order to lower the shuttle to the hardpan so they may board it. This requires a **Very Hard (-30) Tech-Use Test**, and once passed the launch cradle grinds into motion as the shuttle is lowered.

EVENT 5: ENTER THE IMPERIAL NAVY

Before the Arvus lighter is fully lowered, another sight catches the Space Marines' eyes. Through the open launch bay a vast form comes into view. At first they can make no sense of the sight for it appears as if a metal cliff face is passing across the open bay. Then realisation hits; the form is that of an Imperial Navy vessel pulling alongside. As they look on, the forms of individual weapons turrets become evident against the impossibly thick, scarred, and corroded armour of the warship.

It is possible that at this point the Space Marines might attempt to contact the warship. This is perfectly possible from the launch bay's command terminal and requires a successful **Hard (-20) Tech-Use Test**. Having made the vox system operational, however, the Space Marine must convince the receiving station who he is by way of a successful **Very Hard (-30) Command Test**. Having done that, the Space Marine is patched through to the vessel's executive officer and may communicate however the players wish.

The most obvious thing for the players to attempt is to tell the officer who they are and to request his aid in rescuing them. However, this is not possible, because the officer has far greater concerns than even the lives of a Deathwatch Kill-team. He knows, as the Space Marines do not, that the part of the Space Hulk that they are on is breaking away from the main bulk and that if it can be blasted clear, *Mortis Thule's* course will be altered and Karlack saved from total destruction. The Game Master should use the officer to communicate as much of this information as he likes, keeping in mind the need to keep the story racing along at an exciting pace. Ultimately, the officer informs the Space Marines that they must get clear as soon as

they are able because his ship's guns are about to open fire in an effort to separate the fragment from the Space Hulk.

Before closing the vox link, the officer commends the Battle-Brothers' bravery, and if he has not done so already, informs them that his ship's actions will save countless lives and rescue the Achilus Crusade from a setback it might not otherwise be able to recover from. Even with his actions, thousands, possibly millions will still die as the fragment will still plummet to the surface of Karlack. Better that millions, die the officer states, than the entire crusade falter.

EVENT 6: DE DOMINOVA AWAKENS

Not long after the vox link is closed, the Space Marines witness the broadside batteries on the warship opening wide, but in the sudden silence they hear a coughing sound from behind them. Turning, they see that Watch-Captain de Dominova is regaining consciousness despite the incredible injuries he has suffered. Through blood-flecked lips he demands to know what is happening, his strength of purpose and formidable command ability showing through even in his mortally wounded condition.

The Game Master should allow the group an opportunity to interact with the Watch-Captain, the Arvus lighter taking what seems like an age to lower from its stowed position overhead as they do so.

EVENT 7: BROADSIDE

Almost the exact moment the shuttle reaches the hardpan, the view through the launch bay portal erupts with blinding fire as the warship unleashes its first broadside against the Space Hulk. A second later, a dozen shells the size of battle tanks slam into the Space Hulk's flanks, the force of their detonation causing the deck beneath the Space Marines' feet to pitch violently.

The Game Master should allow the players only a few seconds to react, before pressing on with his description of the rapidly unfolding events. Before the smoke of the first broadside has cleared, the warship unleashes a second, and this time the effect is even more drastic. The entire launch bay is shaken violently as the fragment begins to tumble away from *Mortis Thule*. The view through the launch bay door changes drastically as the warship swings out of view, to be replaced by the sight of the planet Karlack. If they were in any doubt before, now the Space Marines are confronted with the truth of the naval officer's words. The planet is so close its surface fills the entire scene, mountains, valleys and the formidable fortresses of the planet visible even from thousands of kilometres overhead.

Whatever course of action the Space Marines are attempting, it is obvious that the warship's mission was successful. The fragment of *Mortis Thule* they are on has been torn from the Space Hulk's mass, which although now out of sight must surely be sweeping past Karlack at an impossibly close, but nonetheless safe distance. The fragment however is tumbling straight towards a massive dark stain upon the surface of Karlack, a stain that can only be one of its numerous fortress complexes.

The world might be saved, but that fortress is still home to hundreds of thousands of Imperial Guardsmen and other devoted servants of the crusade.



EVENT 8: THE CHOICE

The Kill-team now has the opportunity to depart, but there is one choice to make, and one more enemy to face before it may do. The choice is whether or not to attempt to intervene and save the fortress city below. This can be achieved by powering up the tender's plasma drives and using them to steer the entire fragment of the Space Hulk clear of the fortress. The fragment will still crash into the surface, but hundreds of thousands of lives will be saved in the process. The cost, of course, is that the Space Marine that undertakes this task will die in the process, as he cannot possibly get clear in time having fired up the tender's drives.

This course of action may not be immediately evident to the players, especially with their minds focused on all of the other threats they are faced with. If none of the players think to avert the disaster, the Game Master could allow them each to make a **Difficult (-10) Logic Test** to have something of the idea occur to them, although this might be a little too mechanical for the tastes of some.

A better solution, and a suitably dramatic one, is to have the mortally injured Watch-Captain order the players to depart while he staggers to his feet and heads off in the direction of the engineering deck. Before leaving he ensures that the Kill-team are in possession of the relic weapon he was delivering before the *Argent Crusader* was lost to the Warp, and commends them for their bravery in delivering him this far. With that, he is gone, whether or not the Battle-Brothers attempt to stop him. The Space Marine handed the weapon might very well find a use for it in the closing scene, and doing so would be very dramatic indeed.

Again, some Game Masters might not find the idea of an NPC playing such a pivotal role in the climax of an adventure to their tastes. In this case, there is nothing wrong with allowing the Kill-team to depart on the shuttle, but before they can do so they must face the aforementioned enemy and fight their way clear.

There is, of course, one last possibility. Should he wish, one of the Player Characters could sacrifice himself and be the one to activate the tender's plasma drives and save the fortress complex. This most certainly counts as a Heroic Sacrifice as discussed on page 271 of the **DEATHWATCH** Core Rulebook, and should be rewarded with a substantial benefit in addition to the character's name being spoken of in awed tones in future adventures.

The enemy that must be faced is the Beast of Thule, confronted in **Chapter I**, which reappears at this very moment at the head of a massive horde of screeching, maddened xenos abominations. If the Watch-Captain or a Player Character has headed out to activate the plasma drives, then the remainder must provide them with covering fire, although the xenos do not actually stop the hero performing his duty (though the players do not know this, of course). If the Kill-team is making for the shuttle, it must fight its way through an endless tide of Tyranid creatures, best represented by successive waves of Hordes—of Magnitudes of at least 50 or more—of Genestealers, Hormagaunts, Termagants, and Ripper Swarms. Depending on the relative power level of the Kill-team, the Game Master is encouraged to make this a serious threat for the Battle-Brothers. If the Game Master has access to the **DEATHWATCH** supplement, **MARK OF THE XENOS**, he may wish to mix individual Tyranid Warriors and Ravens

among the more mundane Tyranids to give the players pause. Remember, though, that the Beast of Thule is the true nemesis of this adventure, and should be appropriately threatening.

Regardless of events, the Beast of Thule throws itself at the Kill-team and must be killed before the shuttle can depart. There is no way the Arvus can launch with the creature still alive, as it makes every attempt to attack them and the shuttle in its maddened desire for survival.

THE END

The Beast of Thule defeated or somehow evaded, all that remains is for the Kill-team to escape via the Arvus shuttle. Doing so requires the Space Marine piloting it to make a **Punishing (-50) Pilot Test**, but the results are not used to determine if the shuttle makes it clear, but rather how it does so. If the test is passed, the Arvus makes it clear in spectacular style and may come in to land anywhere the pilot wishes, from the launch bay of the warship to the surface below. If the test is failed, the shuttle still escapes, but in less impressive fashion. Consult **Table 3-1: Crash Landing** to determine the effect.

As the shuttle actually leaves the tender's launch bay, the Game Master should read aloud or paraphrase the following description, and then select one of the two final descriptions that follow it. The first assumes that someone (either the Watch-Captain or one of the Kill-team) stayed

TABLE 3-1: CRASH LANDING

DoS	Result
1	The shuttle sustains damage from the halo of debris surrounding the fragment of the Space Hulk, but despite being violently buffeted is able to limp to the nearest Imperial Navy warship and dock in its primary launch bay.
2	The shuttle makes it clear of the fragment, but too late for it to climb back into orbit. It must be landed on the surface of Karlack, either at the fortress complex the Kill-team's actions have just saved, or elsewhere.
3	As above, but the pilot is barely able to land the shuttle and has no control as to where it comes down. The shuttle settles safely, but in a remote and mountainous region of Karlack. No injuries are sustained in the landing but the Kill-team must travel to the nearest Imperial fort on foot, which takes at least three days.
4	As above, except the shuttle is wrecked and any passengers other than the Space Marines are seriously injured, the exact effects of which are left up to the Game Master to determine.
5+	As above, except the landing is spectacularly botched, resulting in the Space Marines themselves sustaining substantial injuries and any other passengers being killed. The exact nature of any injuries is left up to the GM to determine.



behind to activate the tender's plasma drives, saving the fortress below in the process. The second description is to be used if the tender's plasma drives were not activated for whatever reason.

The view through the tender's launch bay portal is now entirely filled with the sight of the surface of the planet Karlack, details of mountains, valleys, and a vast fortress complex looming impossibly close. The shuttle's engines fire up as the launch cradle lurches violently forward. The launch bay shakes as a tortured grinding wail screams out from the rock and metal all around, loose debris falling from above.

As the engines reach full power, flames erupt from all around and a Tyranid's clawed hand scratches at the cockpit armourglass. Then, the launch cycle is complete, the cradle releases its grip on the shuttle and it powers forward through licking flame and tumbling debris, the Tyranid creature hanging on from the cockpit for a few seconds more before being knocked clear by a chunk of falling metal.

A second later, the shuttle is powering through the open launch bay portal and out into open space. In that moment you witness how utterly vast Mortis Thule truly is, the shuttle an insignificant mote of dust in the shadow of a twisted mass of rock and metal at least as vast as a continent. Tumbling inexorably away from the vast bulk of the Space Hulk is the detached fragment from which you have just escaped, the Imperial Navy tender that saved you visibly melded to its rocky mass.

Even as the shuttle arrows away from the Space Hulk, one last spectacle awaits...

THE FATE OF WATCH-CAPTAIN DE DOMINOVA

If Watch-Captain de Dominova saved the fortress by heading off to activate the tender's plasma drives, the players no doubt have every reason to assume he is lost. However, de Dominova is an established Deathwatch NPC, and so killing him off in this adventure could cause problems for the Game Master if he reappears later on. While the GM could simply rename any Watch-Captain and present him as a different character, a far more engaging solution would be to hint that de Dominova somehow survived, without saying how. This would surely escalate the heroic Watch-Captain to a figure of epic proportions in the eyes of the Player Characters, exemplifying the notion that for one utterly dedicated to his duty, even certain death is but another in a long line of challenges to be overcome.

Taking this idea further, the Game Master might decide not to inform the players of the Watch-Captain's fate at all, but to have him appear in a future mission entirely unannounced. Perhaps he appears to deliver a mission briefing, or arrives at an extraction point with reinforcements and rescues the Kill-team from overwhelming odds. The GM can have a huge amount of fun with the Watch-Captain, turning him into a figure the players hold in equal parts awe and disbelief.



The following should read if the fortress was saved:

The shuttle travels no more than a few kilometres before nucleonic fire flares to blinding light on the side of the tumbling fragment. Your heart swells with pride at the knowledge that the mission to fire up the tender's plasma drive was successful. With painful slowness, the tumbling fragment alters course, its leading edge aglow with the fires of re-entry. You watch enthralled as the fragment is transformed into a burning meteor, a fiery harbinger not of death, but of salvation. The fragment ploughs on through orbital space, down through the atmosphere, layer upon layer of its mass stripped away to feed the fires of its own doom.

At the last, what remains of the fragment smashes into the surface of Karlack, concentric waves of bright devastation circling outwards from the impact point. Columns of fire ride high into the atmosphere, to be followed no doubt by megatons of debris and dust. But that is for the Adepts of the Machine God to contain, for you know the fortress below was saved. Countless thousands of the Emperor's warriors are saved from a pointless death, and may now go out into the warzones of the Jericho Reach and deliver Humanity from the taint of Chaos and the xenos.

The following should be read or paraphrased if the tender's plasma drives were not activated:

As your shuttle streaks away from the Space Hulk, all is cast into darkness as the tumbling fragment blasted clear by the Imperial Navy passes directly overhead. As it moves inexorably by, the sight of Mortis Thule is revealed in its full unearthly splendour. The Space Hulk is clearly moving away from the planet, its trajectory altered by the change in mass just enough to cause it to sheer away, but the cost of saving the entire world is revealed to you even as you look on. The fragment's leading edge begins to glow white as it is transformed into a shooting star, a flaming sword of Damocles aimed directly at the huge fortress complex far below, and the hundreds of thousands of bold servants of the Emperor that occupy it.

How you choose to honour the deaths of these innocents is your choice. Perhaps you watch the entire spectacle to the last, bearing witness as the fortress is consumed in fire and fury as countless lives are snuffed out in an instant. Perhaps you look away, and meet the gaze of your wounded Watch-Captain as he mouths a silent prayer to the souls even now taking their place in the ranks of the Emperor's eternal, deathless hosts.

Whichever is the case, brethren of the Deathwatch, give thanks that your mission may now be completed, the relic and your Watch-Captain are saved, and you are at last free of the dark grip of Mortis Thule.

For now...

DEBRIEF

All that remains after the Kill-team's escape from *Mortis Thule* is to tidy up any loose ends and inform them of what happened in orbit and on the ground, especially if they were forced to make a crash landing in the wastes of Karlack and only return to base some time later.

The main point to communicate is that *Mortis Thule's* trajectory was sufficiently altered by the fragment being blasted clear that Karlack saved. The Space Hulk passed the planet by at an impossibly close distance and was then "sling-shotted" out of orbit. As it powered away, all available warships were ordered to pursue and to hammer it with every weapon they could bring to bear, but no such engagement was possible. Even as the vengeful warships closed on the Space Hulk, its vast form was consumed by the energies of the Warp as it was sucked back into the raging depths of the Immaterium once more. It is assumed that the Space Hulk remains in the Warp, for now at least, or else it has re-materialised far from any world of the Imperium and is wreaking havoc on the enemies of Mankind. Initial planning is underway even now to launch a mission to locate the Space Hulk and to act upon the intelligence the Player Characters obtained.

In addition to the status of *Mortis Thule*, the Game Master should review any other plot points that emerged throughout the adventures. The Kill-team's original mission was to follow the Watch-Captain into battle against the Tau forces laying siege to Watch Station Antael, a duty that must still be completed, by the Player Characters themselves or another group if they are unable for any reason.

Lastly, there is the matter of the optional missions. Whichever threats the Kill-team did not face are still present within *Mortis Thule*, and must be dealt with soon. Who better to lead a return mission to *Mortis Thule* than the Player Characters themselves? This is only possible once the Space Hulk makes a reappearance, of course, and that might happen tomorrow, in a year, or never again within their lifetimes.

TABLE 3-2: BONUS CAMPAIGN EXPERIENCE

Deed	Experience Awarded
Saving The Maul of the Gatekeeper	300 XP
Saving the Watch-Captain AND averting the destruction of the Fortress	400 XP
Rescuing any <i>Emperor's Gaze</i> survivors that turn up at the end	150 XP
Rescuing Navigator Ortellius	150 XP
Rescuing Death Cultist Clorr	150 XP
Slaying the Beast of Thule	300 XP
Realising how to save the fortress without being prompted	200 XP

REWARDS

When it comes to awarding Experience and Renown Points, the Game Master should first review the Objectives that the players themselves identified at the beginning of **Chapter III**. These should be awarded as per the usual rules. In addition to these, the GM should consider the events that unfolded during the climax, as these were not part of the original mission preparation. **Table 3-2: Bonus Campaign Experience** provides more details.

REWARDS

The Game Master should issue the players the following rewards depending on how they performed throughout the optional mission:

EXPERIENCE POINTS

- **Primary Objective completed:** 300 XP
- **Each Secondary Objective completed:** 200 XP

RENOWN

- **Primary Objective completed:** 1 point.
- **All Secondary Objectives completed:** 1 point.

In addition, the GM may reward additional Experience Points to reflect other aspects of the characters' performance such as attempts to conserve ammunition and locate more, how selflessly they protected Watch-Captain de Dominova, how much they considered the dictates of Standing Order Epsilon Nine-Nine-Zero, and general problem solving and roleplaying.





SPACE HULK MISSION GENERATOR



Scale & Threat
•
Objectives
•
Subplots
•
Calamities
•
Encounters
•
Life Forms
•
Hull Type
•
Architecture
•
Environments
•
Warp Effects
•
Discoveries



CHAPTER IV: SPACE HULK MISSION GENERATOR

"Though it has been lifetimes since I last knew true fear, no undertaking inspires such disquiet, such potent unease of the spirit as to venture onto a Space Hulk. To be alone within the carcasses of the lost, it is the truest test of one's mettle, and even amongst the mighty Astartes there are those who have not the stomach for it."

— Venerable Tiamach, Deathwatch Dreadnought,
formerly Keeper of the Solemn Archive

The imagery of Space Marines battling their way through the cramped and abandoned tunnels of a Space Hulk is an iconic one, and one that represents a challenge both for the Player Characters and for the GM. On the one hand, players might be eager to lay waste to all that opposes them with blade and bolter. On the other hand, Space Hulks are places of cursed desolation, a haunted house, ghost ship, and abandoned city all at once, where support and supplies are scarce at best, and the alien beasts that lurk in the darkness are only part of the peril.

This chapter provides an assortment of tools for a GM to use to create encounters and missions aboard a Space Hulk. This system is intended to be a starting point for the thought processes, a means to generate the building blocks of a game, and GMs should feel welcome to pick and choose freely from the tables rather than rolling randomly, or to adapt, change, or outright scrap any results they don't feel are appropriate for their games. Using these tables, along with a healthy portion of imagination, GMs should be able to come up with a huge array of potential Space Hulk missions, whether set aboard the dread *Mortis Thule* as those in this book are, or on a Space Hulk somewhere else in the galaxy.

The adventures contained within this book refer frequently to this chapter to provide additional details and mission structure. As a result, it is recommended that GMs read this section before attempting to run the **ARK OF LOST SOULS** adventures.

HOW TO USE THE SPACE HULK MISSION GENERATOR

"A Space Hulk is unlike any other structure in the void. Once, its constituent parts were distinct ships, but the influence of the Warp has transformed them into a fused, tangled, and distorted abomination. Expect not the reassuring constancy of power, atmosphere, and gravity, but rather expect these things to be variables, uncertainties as significant as an unknown foe. Expect not the conformity of STC patterns, for structures will be stretched and crushed and twisted beyond recognition, and it will not only be vessels of the Imperium that contributed to the Space Hulk's existence. Be watchful of the forgotten artifice of the Dark Ages of Technology, of the vile works of xenos artisans, and of the defiled technologies of the traitor and heretek."

— Attributed to Forgemaster Vodrik of
Watch Fortress Erioch, 251.M38

The **Space Hulk Mission Generator** is divided into a number of sections, which are designed to interlink easily. Two of these sections—Encounters and Calamities—are of greater importance and significance to creating a Space Hulk mission, and form the core of the Mission Generator. Every Space Hulk Mission is composed of one or more Encounters and/or Calamities, as these are the basic elements that a mission is composed of. The other sections provide either supplementary detail or add additional complexity to an Encounter or Calamity, fleshing out these basic components in some way.

When building a Mission with the **Space Hulk Mission Generator**, there are a number of steps the GM should follow. At each of these steps, the Game Master can either create the appropriate element himself or he can use the information provided in the relevant section below. The steps are as follows:

- Step 1: Determine Scale & Threat Level
- Step 2: Determine Objectives
- Step 3: Determine Subplots (Optional)
- Step 4: Generate Calamities
- Step 5: Generate Encounters
- Step 6: Generate Life Forms
- Step 7: Generate Hull Type
- Step 8: Generate Architecture (Optional)
- Step 9: Generate Environment (Optional)
- Step 10: Generate Warp Effects (Optional)
- Step 11: Generate Discoveries (Optional)



STEP 1: DETERMINE SCALE

When designing a Space Hulk Mission, the GM should first determine the number of significant events you wish to include within the mission. This number is the mission's Scale, which is often referred to in other sections. The GM should then divide the events as desired between Encounters and Calamities. This division can be done in whatever manner the GM wishes, though it is recommended that the GM err toward having more Calamities than Encounters, if only to encourage a feeling of empty desolation within the mission (the Space Hulk could feel as if it is crowded or teeming with life if the GM includes too many Encounters).

Missions aboard a Space Hulk vary in difficulty and deadliness alike and, as a result it is important to define this expected difficulty in advance so it can influence the other sections appropriately. The **Space Hulk Mission Generator** uses a series of broad categories dubbed Threat Level to classify this difficulty, and it influences Encounters, Calamities, and many of the other sections in this chapter significantly.

The five Threat Level categories are as follows:

- **Minima:** This mission is not particularly challenging, or is only a brief excursion into the Space Hulk. In either case, it is not particularly taxing on resources or the Battle-Brothers.
- **Minoris:** The mission is not simple, but it is not particularly difficult either, and requires some caution and care to complete successfully.
- **Majoris:** The mission is fairly typical of those aboard a Space Hulk—challenging and potentially deadly to the unwary, incautious, or ill-prepared, but manageable for those who are experienced, skilled, and intelligent.
- **Extremis:** The mission is highly dangerous and difficult, and might require difficult choices to be made to ensure that limited resources such as ammunition or medical supplies are not expended unnecessarily. The mission may be a particularly long one, delving deep into the Space Hulk's innards.
- **Terminus:** Missions of this sort are never to be undertaken lightly, and are taxing for even the most resourceful and puissant of Space Marines. They are long, arduous ventures, involving great peril and deadly foes, and it is not unreasonable to expect some of the Kill-team to be slain in the undertaking of this mission.

Scale has some influence over Threat Level, with longer missions being inherently more difficult or dangerous simply because of the scarcity of support or resources—even the finest warriors cannot continue fighting forever, as lack of supplies and the steadily mounting cost of repeated injuries all take a toll. As a result, any mission with a Scale of 5 or less can have any Threat Level, though Minima or Minoris level missions are likely to be relatively simple and quick affairs. Conversely, a Game Master ought to think long and hard about creating a mission with a Scale of 11 or greater with a Threat Level higher than Majoris or Extremis, for this could be unnecessarily punishing for all but the most experienced Kill-teams.

SCALE, THREAT, AND CREATING MISSIONS

Note that for the purposes of generating Space Hulk missions, **Scale** and **Threat Level** are not tied directly to the **Creating Missions** section on page 272 of the **DEATHWATCH** Core Rulebook. However, the GM should take note of the information presented in that section when creating missions using the **Space Hulk Mission Generator**—particularly to the section titled **Setting a Mission's Difficulty**. The general rubric for using Scale and Threat when creating Space Hulk Missions is presented in **Table 4-1: Scale, Threat, and Mission Difficulty**.

TABLE 4-1: SCALE, THREAT, AND MISSION DIFFICULTY

Primary Objective Difficulty	Scale	Threat Level
Novice	1–5	Minima–Majoris
Skilled	6–10	Any
Veteran	11+	Majoris–Terminus

STEP 2: DETERMINE OBJECTIVES

“Priority Target eliminated; Brother Nidon, prepare the Teleport Homer. All souls, prepare for extraction in two minutes.”

—Brother-Sergeant Taran, Red Scorpions Chapter, at the conclusion of the scouring of Space Hulk *Harbinger of Despair*

The Primary Objective of a Space Hulk mission is, of course, the central purpose behind boarding such a nest of horrors in the first place. Even the greed and ambition of the most vainglorious Rogue Trader still requires the promise of wealth and status behind a veil of terror and the threat of fates worse than death. The nature of Space Hulks means that there are a range of potential missions that could take place aboard one, and this section provides a selection of ideas that a Space Hulk Mission could be designed around. There is no random table in this section, merely the provision of a few concepts to serve as a starting point from which many Space Hulk Missions can spring.

ASSASSINATION

When dealing with a known target, an Assassination mission is fairly commonplace—amongst many of the foes of the Imperium, the loss of a leader or other unifying presence can be crippling, turning a grave threat into a far less dire one as a united force fractures amidst infighting and confusion.

Assassination missions always involve a single potent enemy—normally a commander of some sort, but always a societal, military, or religious focal point. For the Orks,

this would usually be a powerful Warboss or a particularly cunning Mekaniak. For the Tyranids, this is almost certainly a Synapse Creature of some kind. For the servants of Chaos, a powerful Champion or Sorcerer could be the target. In any case, such a foe is unlikely to yield easily.

In game terms, the target is almost always a Master enemy, though he (or she, or it) should never be encountered alone—even the mightiest of enemy warlords possess an honour guard, entourage, or retinue of some kind who are immediately at hand, and the legions of followers further afield. The difficulty of such battles is such that the final **Encounter** of an Assassination mission should be rolled as if it were one **Threat Level** higher than the rest of the mission. To make things more interesting, the Game Master could choose to spread the assassination over several **Encounters**—with a single Master-level adversary with the Touched by the Fates Trait, burning a Fate Point at the end of each Encounter as it is defeated and retreats, only to face the Kill-team in battle once again (restored to full Wounds, of course, and perhaps with other tricks).

EXTERMINATION

A simpler prospect than the precision of an assassination mission, Extermination missions are no less challenging to overcome. Requiring nothing less than the thorough extermination of every detectable threat within the Space Hulk, these missions can, in some cases, take days or weeks of forays into the depths of the Space Hulk, and in the most extreme cases can require the efforts of dozens of Space Marines. Such extremes, however, are reserved only for the most massive of infestations, and only when the certainty of personal battle is required over the indiscriminate and imprecise annihilation provided by a naval bombardment.

Extermination missions focus upon a single enemy force as a target, and the nature of the threat is commonly known in advance—were it not, then none would know to declare an Extermination mission. The enemy force is likely spread over a significant area and consists of numerous and powerful creatures—in essence, a force that could be a grave threat if allowed to reach an inhabited world. A significant proportion of all Extermination missions are against beings whose hostility and danger to humanity mean that killing them is the only viable and permissible response—but potential heretical threats or the presence of the Daemonic, are also regarded as sufficiently dire to warrant extermination of this sort.

In game terms, an Extermination mission should always be focused around an enemy that is likely to nest or dwell within the Space Hulk. Other explorers—such as Eldar or Tau—are less likely to be known of in advance, and are seldom present within a Space Hulk in the numbers necessary to warrant such thorough purgation. The number of enemies is of particular significance to Extermination missions—these are undertakings where the thorough and remorseless slaughter of the enemy is the only viable solution—so the proportion of **Encounters** compared to **Calamities** should be increased, and perhaps the number of enemies in each **Encounter** as well.



An abundance of combat encounters without variation is likely to get tiresome; changing the circumstances in each **Encounter** is vital to ensure that players do not get bored of an endless march of foes. Different terrain and environmental conditions can help matters in this regard, as can short-term goals or obstacles that force players to think about something other than the enemy in their sights. A Horde of Troop-level enemies that refreshes itself to full Magnitude every Turn unless the source of the reinforcements is blocked, a Discovery that risks being destroyed during the fighting, or a worsening hazard that imperils everything in the chamber as it grows in intensity are all options that a GM has to make encounters different and refocus player attention away from the fighting and to the broader matter of the battle.

RECONNAISSANCE

Often, small Deathwatch forces are employed to perform aggressive reconnaissance into perilous areas such as Space Hulks. The primary reason that the Adeptus Astartes are used for this seemingly minor role is simple—few non-Astartes can effectively survive the dangers inherent in exploring a Space Hulk, and fewer can survive while also providing detailed and insightful information for other forces to use. Indeed, there is an ancient adage that says that there is no intel that a Space Marine trusts more than that gained by the eyes of a Battle-Brother.

Such reconnaissance missions are seldom uneventful. Even empty Space Hulks are rife with dangerous environments and the lingering taint of the Warp, and far too few are entirely empty of

malicious entities hungering for flesh, souls, or battle. Dormant infestations awaken from fragile hibernation at the slightest hint of stimulation, drawn to the prospect of new prey.

Reconnaissance missions, really, should be considered the baseline of Space Hulk missions—with limited knowledge of what awaits them, a Kill-team should be prepared for anything. Indeed, when planning a campaign focused on a Space Hulk, the earliest missions should tend towards Reconnaissance, as learning about the Space Hulk should always be the first priority before any other decisions are made. The specifics of a Reconnaissance mission are likely to be quite vague and uncertain, but the Primary Objective is invariably simple in concept—venture onboard, identify and discover as much as possible, and make it back alive to pass on that information. As with most things, however, this is easier said than done.

RECOVERY

A distinct change from missions of annihilation, Recovery missions focus on a particular object or piece of information that must be retrieved at all costs. Such missions are typically called upon when the location of something precious or vital is discovered, such as the retrieval of long-lost Ordo Malleus relics when the Space Hulk *Twilight* re-emerged from the Warp in the Calixis Sector. In larger endeavours, Recovery missions are often the task of a single boarding team, occasionally with other teams given Extermination missions to simultaneously draw enemy attention and cleanse the Space Hulk for future exploratory missions.

In game, every Recovery mission should be centred on a **Discovery**, determined in **Step 11: Discoveries**, but far greater in scale—this is not merely something to stumble upon in the dark, but the focal point of the entire mission. If the GM wishes to determine the **Discovery** randomly, add +40 to this particular roll upon that table, to remove the most petty and inconsequential of discoveries. This, however, should be regarded as a method of last resort—the kinds of objects and information that generate entire missions are too grand and significant to be left up to random chance, and should be tailored to the particular themes of a campaign and the inclinations of a given group of players, particularly if the item has significance to the home Chapter of one of the Battle-Brothers or one of their long-established allies.

SABOTAGE

The idea of sabotage aboard a Warp-tainted agglomeration of derelict starships initially seems to many to be an impossibility—after all, what critical and functional technology would still exist aboard a Space Hulk? The truth of the matter is somewhat more nuanced, however—the individual components of a Space Hulk do not make a functioning vessel, certainly, but that is not to say that there is not technology aboard that cannot be disabled for some benefit to the Imperium.

Though rare, the presence of some powerful device within the heart of a Space Hulk is cause for investigation, with either recovery or annihilation as the ultimate course of action. Ancient and corrupt relics of Dark Age science, including abominable intellects and other technological blasphemies, represent a

range of potential targets for sabotage, and the impure science of xenos and the servants of Chaos alike can both produce devices of horrific potential that cannot be allowed to exist.

In some rare cases, an entire vessel within a Space Hulk or even the Space Hulk itself is the target of such sabotage, with the intention to destroy utterly something that cannot be allowed to exist. The use of hideously powerful munitions, placed at key locations within the Space Hulk, can often achieve what prolonged macrocannon bombardment cannot, shattering the misbegotten vessel using faults and flaws deep within its impossible structure.

In game terms, a Sabotage mission is likely to contain more **Calamities** than **Encounters**—getting close to a particular device, structure, or even vessel is a challenge to be overcome rather than an enemy to be fought. The culmination of the mission is likely to be a **Calamity**, representing the challenge of reaching the final target, placing charges, or otherwise performing the sabotage, and then getting clear. This is not to say that a Sabotage mission is going to be without enemies—whether an unwitting infestation, a boarding party seeking the same goal, or a force seeking to protect the mission's target, foes can abound within a Sabotage mission, often growing more numerous and fierce the closer the Kill-team gets to its Objective.

The esoteric and often dangerous nature of Sabotage targets within a Space Hulk allows for unusual adversaries to be played up, particularly in the hands of a creative GM—a horde of corrupted servitors, the reawakened legions of an ancient xenos species slumbering at the heart of the Space Hulk, the blasphemy engine that promises to unleash a Daemonic incursion surrounded by screaming cultists, the grand technological artifice of an insane Ork Mekboy, or the forbidden Eldar super-weapon that those enigmatic beings seek to reclaim or destroy—all these, and more, are options for a Sabotage mission aboard a Space Hulk, and an opportunity to truly play up and emphasise the array of forbidden horrors that lurk in the darkness between the stars.

VANGUARD

Many Astartes Chapters throughout the history of the Imperium, dating back even to the legendary times of the Great Crusade and the Legiones Astartes, hold some special regard for those who enter battle first. To be the tip of the spear, to be the first to wet their blades with the blood of the enemy, this is a thing to be prized. Often, it is an honour granted to veteran units, though as frequently others are granted the boon of being first to battle as a reward for prior accomplishments or a trial-by-fire. Working with other Imperial forces, or simply by merit of their elite status and capabilities, Deathwatch Kill-teams are asked to serve as a vanguard in a variety of missions, with their efforts paving the way for other forces to arrive.

Space Hulks are, in this regard, little different from any other type of battlefield—the honour of the vanguard is something highly sought-after, and a duty often given to the most hardened and battle-ready of veterans. However, missions aboard a Space Hulk are often small-scale affairs, only employing a handful of elite squads rather than risking



less-capable units in such deadly environs. In these situations, the role of the vanguard is to swiftly secure their boarding zone and confirm as best they can the intelligence given to them before the mission, usually all within a few short minutes, to ease the arrival of the rest of the force. Boarding Space Hulks is a potentially risky affair, and the vanguard must be ready to confront any threat or challenge that would jeopardise the entire endeavour.

In game terms, a Vanguard mission should be extremely brief, with a very low Scale. The mission itself serves as a prelude to later conflict aboard the Space Hulk, with a single squad working to clear and secure a boarding zone for other squads only minutes behind them. In particular, the unknown conditions of the boarding area and the urgency of doing the job properly should be emphasised, for if a boarding zone is unsuitable, then there is precious little time to call the whole thing off before reinforcements arrive.

Ideally, a Vanguard mission should be the starting point for larger-scale operations aboard that Space Hulk, with the Kill-team regrouping immediately after completing the Vanguard mission to prepare for the next stage of the operation. While serving as the vanguard for other Deathwatch Kill-teams (under the overall command of a Watch-Captain, perhaps) provides a sense of unity and singular purpose to an operation, having the Kill-team as the vanguard for other troops—perhaps Stormtroopers, Imperial Navy boarding parties, or Adeptus Mechanicus Explorator—can serve to change the Kill-team's place in the operation as a whole.

STEP 3: DETERMINE SUBPLOTS

"For six centuries we have carried the burden of defeat, the stigma of failure. Now we redeem ourselves."

—Captain Raphael of the Blood Angels, during the opening minutes of the assault on the Space Hulk *Sin of Damnation*

While none would venture aboard a Space Hulk without some tangible goal to achieve, it is rare that this goal alone is the driving force behind the mission. The Adeptus Astartes are proud warriors with ancient and venerable traditions, and they would be mere machines were it not for these traditions and the warrior spirit they embody. A Space Marine's strength of purpose is not only bound to the objective at hand, but also to the ties of brotherhood that bind all Astartes, to the legacies of those whose geneseed transformed him and whose wargear he now carries, and to the spiritual and genetic legacies of their Primarchs and their homeworlds.

It is this spirit that drives a Space Marine to war as much as a sense of duty and it is this spirit that makes him fight all the harder to ensure victory, for nothing less than victory will do.

This section allows a GM to determine subplots and ideas for personal agendas for a Space Hulk mission, giving a Kill-team an additional goal to achieve and an additional motivation for boarding the Space Hulk. Unlike other sections of this chapter, these are not to be randomly determined, but are rather based on a character's demeanours. The GM should endeavour to customise the subplots of a Space Hulk mission

TABLE 4-2: EXAMPLE SUBPLOTS

Demeanour	Subplot
Calculating	Vigilance
Gregarious	Unity
Hot-Blooded	Challenge
Studious	Secrets
Taciturn	Adamant
Pious	Emperor's Wrath
Stoic	Trial
Scornful	Emperor's Wrath
Ambitious	Glory
Proud	Vengeance

to the individual characters, and as such this section provides only examples. One subplot should be generated for each member of the Kill-team, and each subplot provides a single Tertiary Objective to be completed by a specific character. It is a matter of personal honour that only that individual completes the objective.

VIGILANCE

The Battle-Brother regards a threat unknown as a threat most perilous, for the unknown is a variable beyond consideration. Above all else, the Battle-Brother seeks to bring definition to the nature of the enemy, to understand what they are so that the way to defeat them can be determined.

The Battle-Brother must observe and learn the nature and numbers of his enemy, and gains Kill Markers for every enemy the Kill-team encounters: 1 for every Troop-level Adversary (or for every 5 Magnitude of enemy Hordes), 3 for every Elite Adversary, and 5 for every Master adversary. A total of 25 Kill Markers is required. The Battle-Brother may, as a Half-Action, attempt to analyse his enemies in more detail, requiring a **Challenging (+0) Scrutiny** or **Lore: Forbidden Test** of the appropriate type for the enemies faced, or a **Hard (–20) Awareness Test**. If he succeeds, he earns 1 extra Kill Marker per Degree of Success for that encounter.

UNITY

The Emperor created the Imperium to unite Mankind, and the Battle-Brother believes that unity in those who defend the Imperium is a vital cause. To this end, he will stand by his brothers to the ends of existence, and he will not falter in his devotion to them or the Imperium.

The Battle-Brother's pursuit of unity is such that the Kill-team's ability to operate as a team is his concern. This objective is completed if the squad does not reach 0 Cohesion at any point during the mission, and if the squad's final Cohesion score at the end of the mission is more than half its original value.



CHALLENGE

The Battle-Brother is eager to test his might and prowess against whatever dwells within the Space Hulk, knowing that such challenges are amongst the truest tests of a Space Marine's abilities. He will venture into the darkness eagerly, with weapons drawn and ready to spill blood.

The Battle-Brother seeks a true test of his capabilities and must triumph in combat against whatever dwells within the Space Hulk. By the end of the mission, the Battle-Brother must have slain at least 3 Elite adversaries or one Master adversary. These do not have to be single combat, but the Battle Brother must have struck at least two blows (or one killing blow) and have been attacked by each enemy he faces.

SECRETS

Knowledge is power; guard it well. This ancient adage is believed to predate the Imperium, and the Battle-Brother regards those words as ones to shape his existence. The greatest of victories and the most crushing of defeats have been determined as much by knowledge as by faith or skill, and to possess knowledge that your enemies lack is a great advantage over them. By uncovering knowledge and protecting it from all others who would seek it, you preserve that advantage.

The Battle-Brother must successfully recover at least one **Discovery**—see **Step 11: Discoveries**—during the mission.

ADAMANT

The Battle-Brother allows his actions to speak for him, choosing to speak only when nothing else can convey the correct meaning. He is stern, silent, and unwavering, stable and certain upon the field of battle.

The Battle-Brother must pass all Willpower Tests (of any kind) he attempts during the mission.

EMPEROR'S WRATH

Faith is the Battle-Brother's shield, fury is the strength in his sword-arm, and hate is his armour against the horrors of the universe. To cleanse such a nest of terrors and monstrosities is a holy act, a demonstration of Mankind's divine right to rule the stars.

The Battle-Brother seeks nothing short of the just extinction of his foes, must endeavour to slay as many as possible. He gains Kill Markers for every enemy he personally slays: 1 for every Troop-level Adversary (or every 5 Magnitude removed from an enemy Horde), 5 for every Elite Adversary, and 20 for every Master adversary. He needs 50 kill markers to accomplish his goal.

TRIAL

The Battle-Brother endures. This above all else is true, for the Battle-Brother's will and flesh alike are as adamantium, unyielding in the face of all dangers. In even the most deadly of situations, he survives, and though he may be battered and bloodied by all that this hostile galaxy can throw at him, he is unbroken in spirit and unending in determination.

The Battle-Brother must survive the mission without Burning a Fate Point.

GLORY

To the ambitious, danger is merely the herald of glory, and those who aspire to fame and standing are often those who take the greatest risks, for they believe that to face the greatest perils and triumph is the surest path to glory. The Battle-Brother seeks to advance himself, to establish himself as a hero and a champion in the eyes of others, and does not turn aside from the deadliest of threats.

The Battle-Brother must gain at least 5 Renown during the course of the mission, including any gained from completing mission objectives.

VENGEANCE

The Battle-Brother seeks to avenge past wrongs against his brethren and ancestors alike, to wipe away the stain of ancient shames and reignite the flames of ancient glory. Only in the crucible of battle can the legacies he bears be purified.

In each Encounter, the Battle-Brother must inflict a total number of wounds upon any enemies in that encounter equal to his current Renown. Each point of Magnitude damage inflicted to enemy Hordes is equal to 5 wounds.

STEP 4: GENERATE CALAMITIES

"Warning: structural integrity of section is impaired. 41% chance of collapse during traverse. Ambient background radiation levels at 16 krad and rising—radiation approaching dangerous levels."

— Imperial Fists Techmarine Stahl, during the purgation of the Space Hulk *Herald of Desolation*

Calamities are the first of the two main components of a Space Hulk Mission. Every Calamity is an instance in which the Kill-team finds its progress hindered, endangered, or imperilled by some environmental circumstance. This could be a simple obstruction that slows an advance or forces a detour, or it could be some great and hazardous condition or event that threatens the Kill-team's ability to complete the mission, or even their very survival.

Calamities come in three distinct varieties, defined by their base nature. An **Obstacle** is some situation which slows, hinders, or forces a decision from the Kill-team. A **Hazard** is a persistent dangerous situation, which can only be completely avoided or escaped by leaving that area. A **Peril** is a brief but severe instance in which the surroundings become highly dangerous and must be endured or eluded. See **Table 4-3: Calamity Types by Threat Level** on page 99.

OBSTACLE

The Kill-team is hindered by some block in the path—sealed bulkheads, collapsed corridors, barely functioning force fields, vast crevasses, or some other impediment. Though passable with time and effort, whether through finding some means of removing the obstacle or navigating an alternative route, it nonetheless impedes progress.

All obstacles can be circumvented or bypassed after a number of Skill or Characteristic Tests. Each such Test takes several minutes of effort (10 minus the number of Degrees of Success on a successful Test, 11 plus the number of Degrees of Failure on a failed Test). The type of Tests required should be determined by the GM, who should remain open to all manner of creative solutions. The total number of successful Tests required, and the standard difficulty of those Tests, is determined by the severity of the Obstacle.

Minor Obstacles require three successful Tests to bypass, and the standard difficulty of such Tests is **Difficult (–10)**. Alternatively, the Obstacle can require five successful Tests with a standard difficulty of **Challenging (+0)**. Minor Obstacles are more annoyances than anything else, posing little more than an inconvenience to a skilled and determined Kill-team.

Standard Obstacles require either five successful Tests with a standard difficulty of **Hard (–20)**, or seven successful Tests with a standard difficulty of **Difficult (–10)**. Standard Obstacles can be time consuming to overcome, but seldom serve as a deterrent to Astartes in the midst of a mission.

Major Obstacles require either seven successful Tests with a standard difficulty of **Very Hard (–30)**, or nine successful Tests with a standard difficulty of **Hard (–20)**. To all but the most determined and resourceful of warriors, such an obstacle would spell the end of any endeavour.



HAZARD

The Kill-team encounters some persistent, lingering danger—a radiation or chemical leak, an ongoing blaze, an electromagnetic disturbance, or some other threatening circumstance. Similarly impeding to an Obstacle, a Hazard also inflicts continual harm upon those caught within it, and it takes time to bypass and fortitude to endure.

As with an Obstacle, a Hazard can be circumvented after a number of Skill or Characteristic Tests. Each such Test takes several minutes of effort (10 minus the number of Degrees of Success on a successful Test, 11 plus the number of Degrees of Failure on a failed Test). The type of Tests required should be determined by the GM, who should remain open to all manner of creative solutions. The total number of successful Tests required, and the standard difficulty of those Tests, is determined by the severity of the Test.

Where a Hazard differs from an Obstacle is that for every Test attempted—pass or fail—every member of the Kill-team suffers a set amount of Damage determined by the severity of the Hazard. This Damage is reduced by Toughness Bonus and Armour as normal. The type of Damage inflicted varies based on the precise nature of the Hazard, though Rending and Energy Damage are the most commonplace. At the GM's discretion, some hazards can also apply one or more Weapon Qualities to the Damage inflicted—commonly applicable Qualities are Flame, Haywire, Shocking, and Toxic.

Minor Hazards require three successful Tests to bypass, and the standard difficulty of such Tests is **Difficult (–10)**. Alternatively, the Hazard can require five successful Tests with



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a standard difficulty of **Challenging (+0)**. Minor Hazards inflict 1d10+5 Damage with a Pen of 5. Minor Hazards are rarely a concern for the well protected and durable Astartes, but can still pose a threat if not overcome quickly.

Standard Hazards require either five successful Tests with a standard difficulty of **Hard (-20)**, or seven successful Tests with a standard difficulty of **Difficult (-10)**. Standard Hazards inflict 1d10+7 Damage with a Pen of 7. Standard Hazards can be deadly to the incautious or ill-equipped, but the Adeptus Astartes are seldom so vulnerable.

Major Hazards require either seven successful Tests with a standard difficulty of **Very Hard (-30)**, or nine successful Tests with a standard difficulty of **Hard (-20)**. Major Hazards inflict 1d10+9 Damage with a Pen of 9. Major Hazards must be faced quickly and decisively, and only the most resilient and dauntless warriors can hope to endure them.

PERIL

The Kill-team encounters some impending grave threat—the risk of a collapsing section, a reactor on the verge of breach, a cache of unexploded munitions, or some other immediate danger. A Kill-team must move swiftly and carefully through a perilous area, and while this can impede them, the risk of lingering too long or acting incautiously can prove lethal.

As with an Obstacle, a Peril can be circumvented after a number of Skill or Characteristic Tests. Each such Test takes several minutes of effort (10 minus the number of Degrees of Success on a successful Test, 11 plus the number of Degrees of Failure on a failed Test) to perform. The type of Tests required should be determined by the GM, who should remain open to all manner of creative solutions. The total number of successful Tests required, and the standard difficulty of those Tests, is determined by the severity of the Test.

Where a Peril differs from an Obstacle is that for any Test failed, there is a chance of the Peril taking effect. This requires a number of Degrees of Failure determined by the severity of the Peril, and inflicts Damage to every member of the Kill-team equal to the severity of the Peril. This Damage is reduced by Toughness Bonus and Armour as normal. The type of Damage inflicted varies based on the precise nature of the Hazard. At the GM's discretion, some hazards can also apply one or more Weapon Qualities to the damage inflicted—commonly applicable Qualities are Flame, Haywire, Shocking, and Toxic.

Minor Perils require three successful Tests to bypass, and the standard difficulty of such Tests is **Difficult (-10)**. Alternatively, the Peril can require five successful Tests with a standard difficulty of **Challenging (+0)**. Minor Perils are triggered by any Test failed by Three or more Degrees of Failure, and inflict 2d10+5 Damage with a Pen of 5. Minor Perils can be avoided by those who are skilled and careful.

Standard Perils require either five successful Tests with a standard difficulty of **Hard (-20)**, or seven successful Tests with a standard difficulty of **Difficult (-10)**. Standard Perils are triggered by any Test failed by two or more Degrees of Failure, and inflict 3d10+5 Damage with a Pen of 7. Standard Perils require as much luck as skill to avoid, and pose a threat to life and limb for even the Astartes.

Major Perils require either seven successful Tests with a standard difficulty of **Very Hard (-30)**, or nine successful Tests with a standard difficulty of **Hard (-20)**. Major Perils are triggered by any Test failed by one or more Degree of Failure, and inflict 4d10+5 Damage with a Pen of 9. Major Perils are extraordinarily dangerous, likely to become lethal threats at any moment to even the most well-prepared and careful of warriors.

TABLE 4-3: CALAMITY TYPES BY THREAT LEVEL

Roll	Minima	Minoris	Majoris	Extremis	Terminus
01–20	Minor Obstacle	Minor Hazard	Minor Peril	Standard Obstacle	Standard Hazard
21–40	Minor Hazard	Minor Peril	Standard Obstacle	Standard Hazard	Standard Peril
41–60	Minor Peril	Standard Obstacle	Standard Hazard	Standard Peril	Major Obstacle
61–80	Standard Obstacle	Standard Hazard	Standard Peril	Major Obstacle	Major Hazard
81–100	Standard Hazard	Standard Peril	Major Obstacle	Major Hazard	Major Peril

STEP 5: GENERATE ENCOUNTERS

"The foes you shall encounter within are invariably well acquainted with their surroundings, to the degree that you likely cannot trust the walls around you or the floor beneath your feet. Perpetual vigilance is of the utmost importance, for an ambush may come at any time and a foe may retreat from you through avenues you had not even begun to imagine."

– Deathwing Master Cadmus, before the Purging of the Space Hulk *Idol of Atrocity*, 813.M36

Encounters are the second of the two main components of a Space Hulk Mission. Every Encounter is an instance in which the Kill-team makes contact with another group of sentient or dangerous creatures within the Space Hulk, for good or ill. This is likely to result in immediate hostilities, as the two forces clash violently, but it can in some cases result in potential alliances, exchanges of information, or other peaceful dealings, depending on the nature of the creatures encountered and the response of the Kill-team itself. To generate the sort of Encounter, roll on **Table 4-4: Encounter Types by Threat Level**.

Encounters come in three distinct varieties, defined by their general circumstances. A **Nest** is an encounter in which the Kill-team has the initiative, where the enemies they face are encamped, resting, or otherwise idle and forced to act on the defensive. A **Clash** is an encounter between two mobile, active forces, in which neither side is on the offensive or defensive in any significant way. An **Ambush** is an encounter where the Kill-team is caught off-guard or otherwise forced to be on the defensive by a sudden or surprising attack.

MINOR NEST

The Kill-team locates a small group of enemies and has the opportunity to strike swiftly against them before they can properly react. The enemy force consists of a number of Troops equal to the number of Battle-Brothers in the Kill-team, plus a single Elite adversary as their leader.

The Kill-team is considered to have an Offensive Advantage, set by the GM randomly determining or choosing a single effect from **Table 4-5: Offensive Advantage** on page 101.

MINOR CLASH

The Kill-team encounters a small force of enemy skirmishers, possibly a scouting force or vanguard. The fight is likely to be short and brutal. The enemy force consists of a number of Troops equal to the number of Battle-Brothers in the Kill-team, plus a single Elite adversary as their leader.

MINOR AMBUSH

The Kill-team is caught on the defensive, attacked by a fast-moving or stealthy enemy force. The enemy force consists of a number of Troops equal to the number of Battle-Brothers in the Kill-team, plus a single Elite adversary as their leader.

The enemy force is considered to have an Offensive Advantage, set by the GM randomly determining or choosing a single effect from **Table 4-5: Offensive Advantage**.

STANDARD NEST

The Kill-team locates a significant group of enemies and has the opportunity to strike swiftly against them before they can properly react. The enemy force consists of a number of Troops equal to twice the number of Battle-Brothers in the Kill-team, plus a number of Elite adversaries equal to half the number of Battle-Brothers, or a number of Elite adversaries equal to the number of Battle-Brothers in the Kill-team.

The Kill-team is considered to have an Offensive Advantage, set by the GM randomly determining or choosing a single effect from **Table 4-5: Offensive Advantage**.

STANDARD CLASH

The Kill-team encounters a sizeable force of enemies moving through the Space Hulk. The fight is likely to be bloody. The enemy force consists of a number of Troops equal to twice the number of Battle-Brothers in the Kill-team, plus a number of Elite adversaries equal to half the number of Battle-Brothers, or a number of Elite adversaries equal to the number of Battle-Brothers in the Kill-team.

STANDARD AMBUSH

The Kill-team is caught on the defensive, attacked by a well-prepared enemy force. The enemy force consists of a number of Troops equal to twice the number of Battle-Brothers in the Kill-team, plus a number of Elite adversaries equal to half the number of Battle-Brothers, or a number of Elite adversaries equal to the number of Battle-Brothers in the Kill-team.

The enemy force is considered to have an Offensive Advantage, set by the GM randomly determining or choosing a single effect from **Table 4-5: Offensive Advantage**.

MAJOR NEST

The Kill-team locates a large group of enemies and has the opportunity to strike swiftly against them before they can properly react. The enemy force consists of a number of Troops equal to

TABLE 4-4: ENCOUNTER TYPES BY THREAT LEVEL

Roll	Minima	Minoris	Majoris	Extremis	Terminus
01–20	Minor Nest	Minor Clash	Minor Ambush	Standard Nest	Standard Clash
21–40	Minor Clash	Minor Ambush	Standard Nest	Standard Clash	Standard Ambush
41–60	Minor Ambush	Standard Nest	Standard Clash	Standard Ambush	Major Nest
61–80	Standard Nest	Standard Clash	Standard Ambush	Major Nest	Major Clash
81–100	Standard Clash	Standard Ambush	Major Nest	Major Clash	Major Ambush

TABLE 4-5: OFFENSIVE ADVANTAGE

Roll	Advantage
01–20	Surprise Attack: All defenders are considered to be Surprised for the first Round of combat.
21–40	Shock and Awe: All the attackers' ranged attacks during the first Round of combat force enemies to make Pinning Tests.
41–60	Coordinated Assault: If the attacking force is the Kill-team, they gain +1 Cohesion at the start of the combat. If the attacking force is comprised of NPCs, then they gain a +20 bonus to all attack rolls for a single Round during the combat.
61–80	Split-second Edge: The attackers roll twice for Initiative and choose the higher result.
81–100	Preparation: Each attacker receives an additional Reaction during the first Round.

three times the number of Battle-Brothers in the Kill-team, plus a number of Elite adversaries equal to the number of Battle-Brothers, or a number of Elite adversaries equal to twice the number of Battle-Brothers in the Kill-team. In either case, four Elite adversaries can be exchanged for a single Master adversary.

The Kill-team is considered to have an Offensive Advantage, set by the GM randomly determining or choosing a single effect from **Table 4-5: Offensive Advantage**.

MAJOR CLASH

The Kill-team encounters a major force of enemies moving through the Space Hulk. The fight is likely to be bloody. The enemy force consists of a number of Troops equal to three times the number of Battle-Brothers in the Kill-team, plus a number of Elite adversaries equal to the number of Battle-Brothers, or a number of Elite adversaries equal to twice the number of Battle-Brothers in the Kill-team. In either case, four Elite adversaries can be exchanged for a single Master adversary.

MAJOR AMBUSH

The Kill-team is caught on the defensive, attacked by an overwhelming enemy force. The enemy force consists of a number of Troops equal to three times the number of Battle-Brothers in the Kill-team, plus a number of Elite adversaries equal to the number of Battle-Brothers, or a number of Elite adversaries equal to twice the number of Battle-Brothers in the Kill-team. In either case, four Elite adversaries can be exchanged for a single Master adversary.

The enemy force is considered to have an Offensive Advantage, set by the GM randomly determining or choosing a single effect from **Table 4-5: Offensive Advantage**.

ENCOUNTER STRUCTURE

Structuring an Encounter is more a matter of GM's discretion than hard-and-fast rules. The matter of context (the overall nature of a mission, the specifics of the environment, the type



of enemy, and so forth) should define much of the way an Encounter should be described, and many of these elements can be determined using the other tables later in this chapter.

The type of Encounter (**Ambush**, **Clash**, or **Nest**) plays a significant role in determining the structure of that Encounter—an ambushing enemy begins a battle arranged differently than if they are caught on the defensive during a Nest Encounter. Further, the type of Encounter defines the number and type of enemies present, which is obviously a major factor in determining how an encounter should run.

Depending on the type of enemies, the composition of the Kill-team, and the benefits of variation, the composition of the enemy force in an Encounter can be altered, using the following guidelines. Two or more Troop-level adversaries can be replaced by a Horde of that type, with a Magnitude equal to five times the number of Troops replaced. This can be done with all the Troops in an Encounter, and they can be formed into one or several Hordes at the GM's discretion. Typically, a Horde should not be larger than Magnitude 30, especially in the often-restrictive confines of a Space Hulk. In a similar way, two Troop-level adversaries can be replaced with a single Elite adversary, and four Elite adversaries can be replaced with a single Master adversary, though this last option should only be used once or twice at most during a mission, and only during missions with a high Threat Level—Master adversaries can be extremely dangerous and should be used sparingly.

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STEP 6: GENERATE LIFE FORMS

"Brothers, the enemy is at hand. Summon all of your resolve and your fury."

—Brother-Sergeant Lorenzo of the Blood Angels, aboard the Space Hulk *Sin of Damnation*

The enemies that may be found aboard a Space Hulk are many and varied. A sampling of adversaries for Space Hulk missions can be found in the **Appendix**, though they represent only a small portion of the possible diversity and variation that can be found in these situations. Additional foes of varied types for an array of enemy forces can be found in the **DEATHWATCH** Core Rulebook and other **DEATHWATCH** supplements.

The following table can be used to determine the type of enemies faced aboard a Space Hulk during **Encounters** and other situations. Typically, only one type of enemy should be determined for any given mission, but rare circumstances can result in encountering multiple different enemy forces, particularly when one of those forces consist of explorers rather than inhabitants. If multiple or varying forces are intended, then there should be no more than one distinct Enemy Type for every 5 Scale the mission has, in order to prevent the Space Hulk from seeming crowded or heavily populated. If forces are intended to vary throughout the mission, roll to determine a new Enemy Type when determining a new **Hull Type**. To determine a type of enemy, roll or choose on **Table 4-6: Enemy Types**.

As some enemies are more dangerous than others, rolls on the table are modified by Threat Level, as described on **Table 4-7: Enemy Type Modifiers**, on page 103.

LOST SOULS

Those unfortunate members of the human race that find themselves aboard a Space Hulk rarely expect to do so. Whether it be to the ravages of the other denizens of the cursed derelicts or to the horrors fo the Immaterium itself, most shipwrecked men and women perish in their first moments on a Space Hulk. Those that do survive are either hardy, resourceful souls that carve out a place for themselves through sheer determination, or give in to the twisted spirits of the Warp and find their bodies and minds twisted beyond recognition.

Profiles for these sorts of lost souls can be found on page 117.

ORKS

The Greenskin menace is a threat to humanity across the galaxy, and though inherently divided due to their fractious and belligerent nature, they nonetheless seem determined to inflict strife and mayhem upon the galaxy wherever they go. Ork infestations seem an inevitable fact of existence, for the Orks themselves are a widespread and long-established species. This is, in part, due to their use of Space Hulks to travel the void, scattering the Greenskins far and wide across the galaxy—no part of the Imperium is safe from the potential threat of an Ork infestation.

Orks are a common foe for the armies of the Imperium, and more information on them can be found in numerous books. The **DEATHWATCH** supplement **MARK OF THE XENOS** contains a number of basic Ork adversaries, while several **ROGUE TRADER** supplements contain a wealth of information on different types of Orks that a creative GM might be able to employ. Additionally, profiles for Ork adversaries common to Space Hulks can be found on page 119.

TABLE 4-6: ENEMY TYPES

Roll	Enemy Type
01–25	Lost Souls
26–50	Orks
51–60	Tau
61–70	Eldar
71–90	Chaos Space Marines, Cultists, and Renegades
91–110	Tyranids
111–120	Chaos Daemons
121–130	Psychneuein
131+	Enslavers

TAU

Though they are newcomers to the galactic stage, the Tau are an ambitious and insidious breed, their expansionist creed seeing Tau ships orbiting new worlds with every passing year as their small Empire grows in size. As the Tau have expanded through the Canis Salient, their contact with phenomena such as Space Hulks has increased, and the naturally curious Tau have ventured within with the intent of uncovering new technologies to exploit in the fight for dominance in the Jericho Reach.





TABLE 4-7: ENEMY TYPE MODIFIERS

Circumstance	Modifier
Threat Level Minima	Roll twice and choose the lowest result
Threat Level Minoris	No Modifier
Threat Level Majoris	+20 on all rolls
Threat Level Extremis	+20 on all rolls; Roll twice and choose the highest result
Threat Level Terminus	+40 on all rolls
Scale 5 or less	+10 on all rolls
Scale 11 or greater	-10 on all rolls
Hull Type is Xenos Vessel: Ork	Any roll of a double (11, 22, 33, etc.) results in an enemy type of Orks, regardless of modifiers
Hull Type is Xenos Vessel: Eldar	Any roll of a double (11, 22, 33, etc.) results in an enemy type of Eldar, regardless of modifiers
Hull Type is Tainted Construction or Warp-Spawned Artifice	+20 on all rolls

Though not widespread across the galaxy, the Tau Empire is a notable force within the Jericho Reach, and as such has been examined in some detail within the **DEATHWATCH** range. Additional Tau adversaries can be found within the **DEATHWATCH** Core Rulebook and the **MARK OF THE XENOS** supplement. Additionally, profiles for Tau adversaries that can be encountered on Space Hulks can be found on page 122.

ELDAR

The Eldar have existed since long before humanity took to the stars, and though their numbers dwindle, they are far from having exhausted their strength. The Eldar are notably absent from the conflict within the Jericho Reach, preferring to act in their own inexplicable ways from the shadows rather than waging war directly. As a result, there are few other **DEATHWATCH** books that contain additional Eldar adversaries, though they are featured in some detail in books within the **ROGUE TRADER** game line. That being said, a Space Hulk is the perfect place to include xenos threats that are not normally encountered by players in a **DEATHWATCH** game and the Eldar are included here for that reason.

Profiles for Eldar adversaries that can be encountered on Space Hulks can be found on page 125.

CHAOS SPACE MARINES, CULTISTS, AND RENEGADES

The lost and the damned represent a perpetual threat to humanity, and not one easily extinguished. Part of this is the tenacity that desperation and misplaced zeal can breed—the twisted servants of the Dark Gods will go to any ends to serve their vile masters and will stop at nothing to elevate themselves into the higher ranks of blasphemy. This, combined with the difficulty of voyaging between worlds for many cults and warbands, leads them to make use of the accursed Space Hulks that intermittently cross the galaxy, allowing them to practice their foul creed in a place already damned, and to spread their taint far and wide.

The Chaos forces within the Jericho Reach are many and varied, and a host of Chaotic adversaries can be found in the **DEATHWATCH** Core Rulebook, **MARK OF THE XENOS**, and **THE ACHILUS ASSAULT**. In addition, further details on the worshippers and forces of Chaos can be found in many other **WARHAMMER 40,000** ROLEPLAY books. Additionally, profiles for mortal Chaos adversaries that may be encountered on Space Hulks can be found on page 128.

TYRANIDS

Tyranid vanguard organisms commonly employ Space Hulks to travel to distant worlds and locate new sources of biomass for the Hive Fleets to consume, and none in the Imperium truly know how far creatures such as Genestealers have spread. While most Tyranid creatures travel aboard (or are spawned from) massive bioships that lumber through the void, the rapid and unpredictable spread of their scouts and vanguard broods allows the Hive Fleets to swim inexorably towards inhabited worlds.

The terror of Hive Fleet Dagon threatens the Jericho Reach only decades after the Tyranids were thought defeated during the First Tyranic War, yet that brutal conflict has been shown to only be a small portion of the Tyranid threat. A host of Tyranid adversaries can be found in the **DEATHWATCH** Core Rulebook, as well as the **MARK OF THE XENOS**, **THE ACHILUS ASSAULT**, and **THE JERICHO REACH** supplements. Additionally, profiles for Tyranid adversaries common on Space Hulks can be found on page 130.

CHAOS DAEMONS

A grave and perilous threat, the prospect of battle against Daemons is not something that even fearless warriors embrace. Their existence is anathema to the fabric of nature, their inhuman intellects know naught but malice and depravity, and their powers grow in those places where the Warp touches reality most easily. Aboard a Space Hulk, the Daemoniac can cavort and lurk with ease, and the arrival of a Space Hulk so infested above a populated world is a nightmarish prospect that few are equipped to comprehend, let alone combat.



As with their mortal counterparts, the Daemons of Chaos are detailed in the **DEATHWATCH Core Rulebook**, **MARK OF THE XENOS** and **THE ACHILUS ASSAULT**. As before, further details on these creatures of Chaos can be found in many other **WARHAMMER 40,000 ROLEPLAY** books. Additionally, profiles for Daemonic adversaries commonly encountered on Space Hulks can be found on page 133.

PSYCHNEUEIN

A xenos threat like few others, Psychneuein are a parasitoid species (that is, the larvae are born within and consume a host during the early stages of their existence) who prey exclusively upon psykers. Their existence is one of many reasons that an unprotected psyker is such a threat to those around him, but even strong-willed and well-defended psykers are potentially vulnerable to Psychneuein infestation. Unless a Psychneuein infestation can be stopped swiftly, it can annihilate a planetary population with startling speed. Profiles for Psychneuein adversaries can be found on page 134.

ENSLAVERS

Enslavers represent an extreme peril to human existence. Using psykers as a means of entry into the material world, a small group of Enslavers can quickly enslave a world with their psychic powers and create more gateways to allow more of their kind in. Unless caught quickly, there is little able to stop an Enslaver invasion without massive collateral damage. Profiles for Enslaver adversaries can be found on page 137.

STEP 7: GENERATE HULL TYPES

"New section breached; I am performing an auspex sweep to determine structure. Section appears to be of Imperial construction, mid-34th Millennium heavy warship. Further details will be provided pending extended investigation."

—Captain Sidriel, Blood Angels 1st Company, during the cleansing of the Space Hulk *Hammer of Spite*, 221.M36

Broadly speaking, the type and purpose of a ship reveals a great deal about its structure; so enslaved to the necessities of function are starships that their fundamental purpose defines much of their design and construction. As a direct result of this, the original purpose of a particular derelict vessel within a Space Hulk can still have an impact upon those who venture within.

Hull Types are unlikely to impact upon, or be affected by, the Threat Level of a Space Hulk Mission—when fighting your way through a Space Hulk, your surroundings merely are, and you adapt to overcome difficulties caused and capitalise on potential advantages. However, no Space Hulk is composed of a single vessel, so on particularly long missions, it can be worthwhile to determining a new Hull Type after a particular point in the mission. This is by no means required—even the smallest vessel has many hundreds of metres of corridors and cavernous chambers, and the largest can rival small cities for their size and complexity—but it can be a useful way of changing the tone of a mission. Under normal circumstances, a mission should feature no more than one distinct Hull Type (and any accompanying changes; see **Step 8: Generate Architecture & Technology**, on page 107) for every 5 Scale the mission has, in order to prevent any individual craft from seeming too small or insignificant.

This section provides a basis for description and narrative within a Space Hulk mission—to provide a GM with basic information useful for depicting particular locations during the mission. To determine a section's Hull Type, roll on **Table 4-8: Common Hull Types**:

TABLE 4-8: COMMON HULL TYPES

Roll	Hull Type
01–40	Transport
41–55	Raider
56–70	Frigate
71–80	Capital Ship
81–86	Xenos Vessel (Ork)
87–92	Xenos Vessel (Eldar)
93–97	Tainted Construction
98–99	Warp-Spawned Artifice
100	Provenance Unknown

TRANSPORT

Transport ships undertake the overwhelming majority of interstellar travel, often favouring long-established routes through the Immaterium and short journeys that do not require the precious services of a Navigator. While such travel is safe enough for the Imperium to rely upon on a daily basis, the Warp is a changeable place and disaster awaits the incautious and foolhardy. Particularly during times of turmoil, when the Warp is riven with errant tides and disruptive phenomena, a vessel can be easily pushed off course and end up centuries late, stranded far from home, or worse—trapped within the Warp. Given the sheer number of Transports in service across the Imperium, it should come as little surprise that if even a tiny number of those are lost to misfortune, they still make up a large proportion of the vessels found within Space Hulks.

A transport's structure is designed to allow for the swift and easy movement of goods, passengers and personnel—the better to ensure that the ship runs efficiently. As a direct consequence, the bulk of the vessel's corridors and chambers are large and broad, with broad, high doors, allowing swift and easy travel around the ship. A transport's massive cargo holds are vast and cavernous, able to easily contain hundreds of thousands of tonnes of goods and materials, and are often fitted with sophisticated preservation technologies (up to and including stasis fields) depending on the vessel's primary cargo—the transport of perishable food requires such things, while metal ores does not.

DESTROYER

Amongst the most commonly constructed of warships, destroyers are small, fast, and lightly armoured craft favoured by pirates and reavers of all kinds for their ability to perform brutal hit-and-run attacks. Their small size, relatively heavy armament, and powerful engines make small crews a necessity, and little space is left over for anything that isn't entirely functional. Destroyers make up a sizeable proportion of the vessels found within Space Hulks, and most of these are unsanctioned vessels operated by heretek, pirates, and other voidfaring outlaws, given their propensity for avoiding the normal (and patrolled) routes and their inability to buy the services of a Navigator.

The interior of a destroyer is given over to battle first and foremost. Reinforced bulkheads and cramped, narrow corridors are the norm across most of the ship for three reasons—the first is to ensure the vessel is sturdy enough to support the guns mounted at the prow, the second is to make boarding the vessel more difficult, and the third is to allow areas to be quickly closed in case of battle damage such as a fire or decompression. Even were these factors not pertinent, the relative size and bulk of the engines and weapon systems mean that space is at a premium and the passage of crewmen to any place other than their duty stations is heavily discouraged. This means that a destroyer is seldom easy to traverse, particularly if many sections have been sealed off.

FRIGATE

A mainstay of Imperial Navy battlegroups, frigates are the workhorse of most naval forces, serving as patrol vessels and escort ships in equal measure. Though only a little larger than destroyers, frigates are somewhat more durable and while not as quick, their armament is more versatile. In essence, frigates are almost ideal as a countermeasure to enemy destroyers, hence their common use in patrolling pirate-infested regions.

As with destroyers, frigates are cramped vessels. Due to the close confines and heavy reinforcement of bulkheads and other structural components, access to different areas of the ship is difficult, particularly without the aid of navigation aids such as schematics or detailed auspex readings.

CAPITAL SHIP

A capital ship such as a cruiser or even a battleship is a massive vessel, with even the smallest being several kilometres long. The mightiest of them can support almost a quarter of a million souls as crew and passengers, while carrying weaponry of immense potency in considerable quantity. The loss of a capital ship to the Warp is a sad thing indeed, for even the most commonly produced of them—such as the Lunar-class cruiser of the Imperial Navy—is the loss of a potent and venerable machine not easily replaced. The loss of ancient battleships is even worse, for many of them are countless millennia old and might even have seen the golden days of the Great Crusade. The salvage and restoration of rediscovered capital ships is a powerful motivation for salvaging Space Hulk missions, and both the Imperial Navy and Adeptus Mechanicus regard highly those who can secure such prizes.

Access within a capital ship varies in difficulty. Within the lower decks, conditions are as cramped—if not more so—than those aboard a destroyer or frigate. Worse, as such areas tend to be largely ignored by the senior staff, they might even be largely inhospitable or infested with mutant vermin. However, key locations on the upper decks are often connected by an integrated transit system—an internal monorail or mag-lift system—to allow personnel to traverse distances quickly. While they might no longer function, the tunnels these systems employed can prove to be a valuable shortcut through a derelict capital ship. The command decks around the bridge are likely to be both heavily fortified against attack and opulently appointed as befits the status of the bridge officers.

XENOS VESSEL (ORK)

When they are not travelling aboard Space Hulks, the Orks can be prodigious starship builders. Their vessels, however, are far from easy to categorise. Without exception, Ork ships are composed of junk, salvaged components, and anything else the Ork engineers—known colloquially as “Mekaniaks” or “Mekboyz”—were able to lay their hands on. Further, the acts of construction, maintenance, and refit are not limited to dry-dock as they are amongst any sane species, and many Ork starships have undergone significant alterations in the midst of battle. Systems are torn apart and rebuilt with gleeful abandon as their creators seek some twisted kind of perfection that only they can appreciate.

It should come as little surprise that Ork vessels are almost entirely lacking in uniformity. With most, individual sections of the ship are not discretely divided into particular compartments, but overlap into each other without regard for anything except the vessel's brutal efficiency. Crew quarters and gun decks—often the same thing—exist all over each ship with little regard to placement, and massive lengths of cabling and piles of spare parts clutter corridors. Due to the strange assortment of technologies the Orks employ, many Ork vessels are toxic or radioactive, though never to a degree that bothers the Orks themselves, hardy as they are.

The worst thing about even derelict Ork vessels, however, is that they are commonly still inhabited by the brutish descendants of the original crew.

XENOS VESSEL (ELDAR)

In stark contrast to the vessels of any other species, the Eldar operate vessels that seem more ornamental than functional. However, this appearance is entirely deceiving—the Eldar are proficient voidfarers, and their vessels, while unusual, are extremely effective in their chosen purpose. The majority of Eldar vessels are apparently grown from a substance known as wraithbone, which the Eldar prize for making psychic devices of many kinds. This craftsmanship produces devices which appeal to the Eldar aesthetic senses while simultaneously being entirely functional, and results in technology which appears almost organic in form.

Eldar vessels appear to contain only very tiny crews, and their interior structure—a fluid maze of curved corridors and rounded chambers whose purpose is hidden to human eyes—is extremely difficult to navigate. However, the psychoreactive nature of Eldar ships seems to retard the intrusion of Warp-spawned entities somewhat, as if designed to repel the malice of the Warp. Perhaps as a side-effect of this, many psykers who have encountered Eldar vessels within Space Hulks have described such ships as seeming “haunted,” as if the spirits of the crew still linger within the ship itself.

TAINTED CONSTRUCTION

Many vessels which have become part of Space Hulks no longer resemble their original form. The twisting influence of the Warp can wreak many changes upon starships and turn them into nightmarish labyrinths and impossible pits of foulness. The Warp sits heavily in such places, defiling the purity of reality with a vile sheen of impermanence.

Such vessels seldom retain their original layout, and might even contain locations where physical law is subverted in some way, resulting in regions that cannot be mapped because their position is impossible to define. Further, the original substance and artifice of the vessels' interiors are no less susceptible to change, often being remade into stone, brass, flayed skin, or something more exotic such as glass or smoke.

Worst of all, the Warp energy suffusing these places can prove perilous to psykers and strengthening to Daemons in equal measure. When in an area of Tainted Construction, add an additional +20 to all rolls on **Table 6-1: Psychic Phenomena** or **Table 6-2: Perils of the Warp** on pages 187 and 188, respectively, of the **DEATHWATCH** Core Rulebook. Further, while within such an area, all creatures with the Warp Instability Trait gain a +20 bonus to their Willpower.

WARP-SPAWNED ARTIFICE

In extreme cases, the Warp—and the entities within it—can give shape and structure to the accumulation of debris and detritus that fuses the individual ships of a Space Hulk together. These areas are similar in many ways to the structure of vessels whose construction has been tainted, but often far stranger, for there is little or no rhyme or reason to those shapes due to a lack of original structure to distort.

Worse still is the notion of vessels that were not created within any material shipyard, but which were assembled through vile sorcery and the toil of damned souls within the heart of Warp storms and other places where the veil is thin. These vessels are, by their very nature, abominations against the natural order of the universe, capable of impossible feats that defy reason and sanity.

In either case, not only are these locations suffused with the power of the Warp, gaining the same effects on psykers and Daemons as noted for vessels of Tainted Construction, above, but their very structure is baleful to the mind and soul. Any creature that fails a Test to navigate around a section of Warp-Spawned Artifice (which includes Tests to circumvent or avoid Calamities) by three or more Degrees of Failure immediately gains 1 Insanity Point and 1 Corruption Point.

PROVENANCE UNKNOWN

There are some vessels and structures encountered aboard Space Hulks that have no clear or known origin. Whether these are relics of the Dark Age of Technology or some era before that, fragments of some dark future, or the work of an unknown xenos breed is a matter of intense debate, and varies with each and every discovery.

So varied are these constructions that nothing definitive can be said of them, save that all are unsettling in their unfamiliar form, disorienting to human sensibilities even beyond the reasoned disgust of setting foot aboard a tainted or xenos vessel.

In most cases, the Adeptus Mechanicus is eager to secure and study these unknown derelicts first-hand—the mysterious tempts the hunger for lore within every Priest of Mars as much as it wards away right-thinking servants of Him-on-Terra. Their desire is easily explained—the work of ancient humanity promises a wealth of archeotechnology, while the creations of unknown xenos could reveal the nature of some previously unseen threat to the Imperium.



STEP 8: GENERATE ARCHITECTURE & TECHNOLOGY

"Fifty metres down this corridor to the launch control ante-chamber, Brother-Sergeant. We should be able to reach the control rooms through there. No signs of hostiles detected."

—Veteran Brother Omnio, during the cleansing of the Space Hulk *Sin of Damnation*

While much of a Space Hulk's interior is likely to be lifeless, decrepit, and desolate, some lingering remnants of abandoned technology remain functional, often providing vital tactical advantages to those Battle-Brothers willing to exploit them, or make otherwise defensible areas untenable. Even without such advantages, the simple structure of many locations within derelict starships can provide a cunning warrior with numerous assets.

This section can be used to add quirks of location to an Encounter or some other part of a Space Hulk mission, representing the nature of a particular area or the still-functioning technology contained within. When determining an Encounter or Calamity locale, roll on **Table 4-9 Architecture and Technology**. Elements such as these should be comparatively rare, so as not to give the impression of a functioning starship. No more than one should be added to any given **Encounter**, and there should be no guarantee that any given element of Architecture & Technology is in any advantageous state. The GM is encouraged to alter or entirely replace particular entries that don't match with the **Hull Type** the Kill-team is currently moving through, or the prevailing **Environment**.

TABLE 4-9: ARCHITECTURE & TECHNOLOGY

Roll	Architecture & Technology Elements
01–06	Auto-Bulkheads
07–12	Fuel Silo
13–24	Ventilation Ducts
25–30	Voidlock
31–36	Chapel
37–42	Launch Bay
43–48	Teleportarium
49–54	Catacombs
55–60	Cogitator Bank
61–66	Munitions Vault
67–72	Medicae Facilities
73–78	Labyrinth of Wreckage
79–84	Maintenance Shaft
85–90	Effluent Sump
91–100	Generatorium

CRAMPED CONDITIONS

Many starships, particularly military ones, are likely to give over little space to easy travel. Whether this is because of lack of space in general, to aid in defence against boarding actions, or for some other reason, this means that moving around such vessels is going to be difficult.

The movement of any creature larger than Hulking is going to be extremely difficult at best, imposing a –20 penalty on all movement-related Tests made by a creature of Enormous Size and denying access to any creature of Massive Size, except through selected areas (such as those sections where starship munitions are moved, as macrocannon shells are extremely large and heavy).

AUTO-BULKHEADS

While many doors within a starship only open through manual effort, the most important ones are designed to be operated remotely from a control shrine, sealing upon command during emergencies. This area contains just such a set, which have an equal chance of being open or closed (if determined randomly, roll 1d10. On a roll of a 6 or higher, the bulkheads are open; otherwise, they are closed). While unlikely to be functional, the path through these doors is probably the easiest route ahead. Alternately, an open set of bulkheads might be allowing a tide of enemies through, and closing them might be the only way to stem the tide.

It requires a **Hard (–20) Tech-Use Test** to successfully repower and unseal closed Auto-Bulkheads, or to seal open ones. Only one such Test can be attempted—the Test is as much to determine if the doors still work as to return them to function. If cutting or blasting through is the only option, Auto-Bulkheads have 32 AP, and attackers must inflict 20 or more points of Damage after reductions for armour to open a hole large enough for a Hulking creature to pass through.

FUEL SILO

The location contains a large container and many pipes for the distribution of fuel—most likely promethium aboard an Imperial vessel. Such chemicals are innately volatile, and a breach of the container may cause any remaining fuel to leak out dangerously.

When creating such a site, roll 1d10; on a result of 8 or higher, the fuel silo contains more than trace amounts of volatile fuel. The container and the pipes alike are considered to have 28 AP, and any hit that deals Damage is sufficient to cause a breach, through which fuel still remaining leaks out. The fuel can be ignited with any attack that deals Energy or Explosive Damage, resulting in a blaze (dealing 2d10+5 E Damage that can set creatures alight, and inflicting 2d10 E Damage to any creature that catches light), which concludes in an explosion (4d10+5 X Damage, Pen 6 and Concussive, to all within the area, due to the blast in a confined space and the torrent of shrapnel) after 2d5 rounds.

VENTILATION DUCTS

While most chambers have air vents of some sort, major sections will contain broad ventilation ducts to carry large amounts of air. While almost certainly too small for an Astartes in warplate to crawl through, some foes have been known to squeeze through these confined tunnels and attack from unusual angles.

Ventilation Ducts allow easy movement for any creature of Size (Weedy) or smaller, and allow creatures of Average size to move through with an **Ordinary (+10) Contortionist Test**. This confers no advantage on its own, but can allow small or agile creatures to outflank or elude the Kill-team.

VOIDLOCK

Voidlocks are massive, heavily warded entry chambers used to allow passage from the harrowing void outside a ship into its more hospitable interior and back again. Commonly used as entry points by boarding parties for simple ease of access, Voidlocks are difficult to bypass without a skilled Tech-Adept of some kind or powerful cutting tools. Due to the sheer mass of vessels that comprise a Space Hulk, a boarding party might encounter numerous Voidlocks as they travel deeper into the derelict. Voidlocks are built with local power supplies to remain operable long after a vessel's main power dies out, and can easily be fitted to other power supplies in an emergency.

It requires a **Difficult (–10) Tech-Use Test** to successfully repower and operate a Voidlock. If the Test fails, the Battle-Brothers must find a way to power the Voidlock before trying again. If cutting or blasting through is the only option, each Voidlock door has 42 AP, and attackers must inflict 30 or more points of Damage after reductions for armour to open a hole large enough for a Hulking creature to pass through. Typical Voidlocks have two doors—one external to the void, one leading to the vessel's interior.

CHAPEL

Any typical Imperial starship incorporates numerous small chapels for the crew, ranging from grand structures akin to terrestrial temples for officers to rudimentary deck-shrines where petty labourers queue to pray between duty shifts. These serve as places of worship and sanctuary alike, with every chapel fortified and warded from all but the most catastrophic of harm. In times of emergency, particularly during travel through the Warp, a vessel's chapels are usually filled with crew seeking the Emperor's protection during a time of crisis.

Warp Effects have no effect within a Chapel, due to the additional layers of warding built into the structure. Further, each Chapel is a solid and defensible position, easily fortified in an emergency.

LAUNCH BAY

All vessels have launch bays, even if they pale in comparison to the flight decks of Imperial Navy carriers. Every vessel requires scores of small craft for carrying cargo and passengers to and from the ship, and as a result, every vessel has numerous small launch bays in key locations. Though small by comparison, these are still

cavernous chambers many metres high and fitted with vast loading cranes and maintenance hangars that lead out onto a large, broad deck facing immense blast doors that open to the void.

Launch bays are large and commonly lacking in cover or heavy obstruction, allowing creatures to move quickly and freely through them. At the same time, battles within launch bays often happen at longer ranges than those elsewhere in a Space Hulk, due to the abundance of available space to move.

TELEPORTARIUM

Rare on all but the most sophisticated vessels, the use of a Teleportarium is something that few ever endure. However, for veteran warriors of the Adeptus Astartes, attack by teleportation is not uncommon. Few warriors ever entirely overcome the unpleasant feeling that accompanies teleportation, but it is a common method of deploying strike teams for boarding actions and surgical strikes.

A Teleportarium is an arcane and complex device, requiring a **Very Hard (–30) Tech-Use Test** that takes twenty minutes to operate when powered. Under normal circumstances, this is made easier by a conclave of lesser Tech-Adepts and monotask servitors performing rites of maintenance and operation, but a Techmarine in the depths of a Space Hulk lacks the luxury of such assistance. Activating the Teleportarium allows the Kill-team to move to a location where a Teleport Homer is currently functioning, or to another Teleportarium within 10,000 kilometres. Similarly, it can act as a Teleport Homer in its own right, providing pinpoint coordinates for the delivery of additional supplies or even reinforcements, if needed. Exactly what is available to be teleported to the Kill-team is left entirely to the GM's discretion, though a resupply drop is rarely too much to request.

CATACOMBS

Twisting, narrow corridors often form a significant portion of the middle and lower decks, much of which are frequently abandoned even when a vessel is fully operational—few crewmen wish to venture into the deep holds of the ship, and few of those who do return.

Catacombs are a confined space, with minimal room for anyone of larger than Hulking size, and barely enough room for a warrior in Terminator Armour to walk. So confined are the tunnels within a section of Catacombs that creatures of Hulking Size cannot physically move past one another, and creatures of Average Size can only pass each other with an **Ordinary (+10) Agility Test**—failure means that both creatures (the one moving past, and the one being moved past) lose a Half Action on their next Turn. Astartes boarding doctrine actually capitalises on these conditions, as no foe can push past a Space Marine in such close quarters, and ganging up on a single foe is almost impossible.

COGITATOR BANK

The shrines of the Adeptus Mechanicus aboard starships often serve the primary purpose of housing large banks of cogitators, controlling automated ship functions and gathering vast quantities of data. While largely useless without constant power, the datacrypts that store their processes and findings are often filled with valuable data.

The vast quantities of data within any of a vessel's cogitator banks are such that it would take an army of scribes months to sort and process, though a properly equipped Magos could likely sift the information in hours using secret algorithms and mathematic rites.

MUNITIONS VAULT

Chambers filled with colossal shells and missiles, the munitions within these vaults are designed for starships, not warriors. Still, such a collection of macro-ordnance could be valuable if destroying part of the Space Hulk is a goal—the correct rites to awaken and enrage the warheads' spirits, a liberal application of demolitions charges, and a safe distance can turn a storage chamber into the heart of a mighty conflagration.

MEDICAE FACILITIES

Every starship have numerous medicae stations, for even the smallest vessel is large enough that a singular medicae-ward is insufficient. Though long-abandoned, these stations still have tools and chemicals which may be of use.

While at a Medicae Facility, all Medicae Tests for first aid gain a +10 bonus, and the facility contains drugs equivalent to 1d5 doses of Pain Suppressant.

LABYRINTH OF WRECKAGE

While this section might once have contained clear passageways, debris and wreckage have partially filled it, making it difficult to traverse and navigate.

A Labyrinth of Wreckage is Difficult Terrain, imposing a –20 penalty on Agility-based Tests made within the area.

MAINTENANCE SHAFT

A collection of smaller tunnels and passages that lead between decks, maintenance shafts are an alternative way to traverse a derelict vessel. As with Catacombs, these areas are not sufficiently large for Hulking characters to move around freely, but their broad access to multiple different areas makes them useful. Most access between decks is by long, sturdy ladders. While this is useful for Battle-Brothers in power armour, warriors in Terminator Armour are incapable of climbing or descending a ladder due to a combination of weight, limited agility, lack of free hands, and distribution of mass.

EFFLUENT SUMP

The collective filth of mortal existence gathers in these places, to be pumped and processed and either disposed of or recycled for some other purpose. Now that life has departed the vessel, the sump is a waist-high pool of stagnant, semisolid filth that offends even the dullest of senses.

An Effluent Sump is Difficult Terrain, imposing a –30 penalty on Agility-based Tests made within the area. It is also vile to look at, worse to smell, and contains the corpses of countless mutant vermin and forgotten labourers. It probably also leaves stains and a clinging odour on armour.

GENERATORIUM

In addition to the massive plasma drives that serve as a ship's burning heart, every vessel contains countless smaller generatoriums, macrocapacitors, and other power distribution systems to ensure that every vital system remains operational. Long after its plasma heart has been extinguished, these remain the only hope of restoring power to portions of a derelict ship.

Restarting a dormant Generatorium requires a **Hard (–20) Tech-Use Test** and an hour of work. Success means that the area's lighting, life sustainers, and other nearby systems are now repowered and begin to work. In addition to the obvious benefits, this means that the next Architecture & Technology element generated, if it requires power (such as Auto-Bulkheads, Voidlocks, or a Teleportarium or Cogitator Bank) are now considered to be powered, and all Tests relating to their operation gain a +10 bonus.

STEP 9: GENERATE ENVIRONMENTS

"During a boarding action, environmental conditions within the operational area are not guaranteed to be capable of supporting human life. Even with multi-lung support, asphyxiation is a risk after several minutes should you suffer a breach in your warplate. A breach should be sealed using repair cement as soon as possible to minimise exposure to a hostile atmosphere. Application of repair cement should take less than five seconds even during combat."

—Sergeant Aclemes, Ultramarines 9th Company, instructing new Battle-Brothers on boarding action doctrine

As derelict vessels, the component parts of a Space Hulk are likely to be quite inhospitable to human life. This is a given, and the reason why no boarding party ever embarks upon a Space Hulk mission without at least some measure of life preserving equipment—typically voidsuits and rebreathers. The Adeptus Astartes are well equipped for hostile conditions such as these, as their armour is inherently equipped to protect against all manner of deadly environments, including hard vacuum. However, the rigours of combat seldom allow for such equipment to remain intact and fully operational, and even Space Marines must be wary of suit breaches and system failures that could threaten their lives as surely as a gun or blade.

Table 4–10: Environment on page 110 provides a number of different environmental conditions that may hinder, threaten, or inconvenience a Kill-team during a Space Hulk mission. These conditions are passive in nature, affecting everyone involved equally, so a cunning Battle-Brother might be able to turn them to his advantage.

As with a number of other elements such as Hull Type, the environmental conditions should not change too frequently. Typically, they should accompany a change of venue or surroundings—conditions are likely to be different in a vessel's ruined Enginarium than they were in the crew quarters or gun decks, and the conditions aboard a xenos vessel might differ from those aboard an Imperial one. To generate a set of environmental conditions, roll or choose between one and three results from the following table. If you generate results that inherently conflict with one another, generate a new result.

TABLE 4-10: ENVIRONMENT

Roll	Environmental Conditions
01-02	Extremely Radioactive
03-04	Extremely Toxic
05-06	Extremely Corrosive
07-09	Highly Radioactive
10-12	Highly Toxic
13-15	Highly Corrosive
16-30	Malfunctioning Gravity Plates
31-35	Mildly Radioactive
36-40	Mildly Toxic
41-45	Mildly Corrosive
46-50	Flooded (Chemical)
51-60	Hard Vacuum
61-65	Flooded (Water)
66-95	Non-Supportive Atmosphere
96-100	Supportive Atmosphere

RADIOACTIVE

The area is irradiated to some degree, or otherwise contains some radioactive materials whose presence is detrimental to most living creatures.

Radiation is a common hazard across the galaxy, found erupting from crude fission reactors and the blasted craters caused by atomics, as well as occurring naturally in the cold void of space and upon countless worlds for countless different reasons. For every hour a creature is exposed to an irradiated environment, it suffers Toughness Damage, which is reduced by an amount equal to the lowest armour value on the creature (even small amounts of protection are of some use, but leaving part of the body exposed renders the entire suit essentially worthless). If the armour has been

breached, it provides no protection. The amount of Toughness Damage inflicted varies based on the severity of the radiation.

For creatures with Unnatural Toughness, this amount (after deductions for armour) is divided by a value equal to the Unnatural Toughness multiplier, rounding up. For a Space Marine with Unnatural Toughness (x2), the amount of Toughness Damage suffered from radiation is halved, while a creature with Unnatural Toughness (x3) takes only a third of the Toughness Damage.

Any creature that suffers more Toughness Damage at one time greater than its Toughness Bonus before taking the Damage suffers a level of Fatigue as well. A creature cannot recover from Toughness Damage and Fatigue caused by radiation while still exposed to that radiation. Creatures with the Daemonic, Machine, Strange Physiology, Stuff of Nightmares, or Tyranid Traits are immune to the effects of radiation.

A Mildly Radioactive area inflicts 1d5 Toughness Damage. A Highly Radioactive area inflicts 1d10 Toughness Damage. An Extremely Radioactive area inflicts 2d10 Toughness Damage.

TOXIC

There is something in the atmosphere in this area that is poisonous, harming living creatures who inhale it.

A Toxic area forces a Toughness Test every round a creature breathes the atmosphere there. Attempting to hold your breath, or relying on another source of air, prevents this Test. Failure on this Test inflicts Damage to the creature, which ignores both Toughness Bonus and armour. The difficulty of this Toughness Test, and the amount of Damage inflicted, vary based on the severity of the Toxic environment.

A Mildly Toxic area requires a **Routine (+10) Toughness Test** and inflicts 1d5 Damage, +1 per Degree of Failure. A Highly Toxic area requires a **Difficult (-10) Toughness Test** and inflicts 1d10 Damage, +1 per Degree of Failure. An Extremely Toxic area requires a **Very Hard (-30) Toughness Test** and inflicts 2d10 Damage, +2 per Degree of Failure. For the purposes of Critical Damage, this Damage is considered to be Impact Damage.

ARMOUR BREACH!

As noted in the **DEATHWATCH** Core Rulebook, any Battle-Brother who suffers more Damage than the Armour Points of his armour has suffered a breach, and no longer counts his armour as environmentally sealed. While this is seldom an issue when fighting in life-supporting conditions, it is a hazard when fighting aboard a Space Hulk. All Space Marines carry a few applications of repair cement to flash-seal any breaches their armour suffers, and this can be applied, with no Test required, as a Full Action in order to keep the armour sealed.

With power armour's Osmotic Gill functioning (which is guaranteed so long as the suit has power), a suit breach does not mean immediate harm or death, however. The suit is still producing breathable air, even if some of it is leaking, though the air might become contaminated or insufficient if the breach is left untended for long. A gradually worsening environment of this sort becomes hazardous to the suit's wearer after a number of Rounds equal to twice his Toughness Bonus, after which he begins to suffer the deleterious effects of the environment outside his suit (suffocation, poisoning, hard vacuum, or something similarly problematic). A Space Marine's implants (particularly his Multi-Lung) can keep him functioning in such conditions for longer than a human might, but they will not save him forever.

If, for whatever reason, the Osmotic Gill of a Space Marine's power armour no longer functions (if the armour's reactor has taken damage, or the Space Marine has been hit by a haywire weapon, for example), then he has only a limited amount of available air and begins to suffocate. In a normal atmosphere, the Space Marine could simply remove his helm or open the vent grille in the faceplate to allow air in, but this is obviously not an option if the atmosphere is inhospitable.

Needless to say, proper armour maintenance, especially during combat, is essential when aboard a Space Hulk.



CORROSIVE

There is something in the atmosphere in this area that eats away at everything it comes into contact with. While obviously hazardous to living creatures, it also has a potentially dangerous effect on non-living matter as well, which includes armour.

A Corrosive area functions exactly as a Toxic area of the same severity, but with one addition. At the start of every Turn, roll a die (which varies based on severity) and compare that to the AP on one or more locations on each character, determined at random. If the die roll is higher than the AP, then the armour loses one AP from that location.

A Mildly Corrosive area rolls 1d5 and affects 1 location per Turn. A Highly Corrosive area rolls 1d10 and affects 2 locations per Turn. An Extremely Corrosive area rolls 2d10 and affects 1d5 locations per Turn.

MALFUNCTIONING GRAVITY PLATES

Starships of all kinds employ some form of gravity-manipulation technology to provide starships with their own gravity, allowing the crew to walk around and perform their duties normally rather than acclimating to null-G conditions. The secrets to creating these ancient devices are held solely by the Adeptus Mechanicus. However, with proper tending and ministrations from the Martian priests, these devices can operate for several lifetimes. Indeed, some starships use gravity plates salvaged from even older vessels, where individual plates might be thousands of years old and still in perfect working order.

However, that is not to say that they cannot malfunction.

While typically stable, extended periods without maintenance after suffering damage or due to the interference of external forces such as the Warp can cause gravity plates and equivalent technologies to function oddly or not at all.

When generating this environmental condition, roll 1d10. On a 1-3, the gravity is significantly heavier than usual. On a 4-6, the gravity is significantly lighter than usual. On a 7-9, gravity is entirely absent. On a roll of a 10, some other oddity has occurred, to be determined by the GM—the gravity might operate in a different direction (upwards, or towards one of the walls, for example) or it might fluctuate heavily (roll again every 1d5 Rounds).

Rules for operating in low, high, and zero gravity can be found on page 210 of the **DEATHWATCH** Core Rulebook. Note that Astartes armour is equipped with magboots by default.

HARD VACUUM

For whatever reason, the section is completely lacking in atmosphere. The area follows the rules for Vacuum on page 261 of the **DEATHWATCH** Core Rulebook.

FLOODED

The area is completely filled with liquid, hindering normal passage. Depending on the result chosen, the liquid might be some form of chemical or it could be water.

If the area is flooded with chemicals, then the GM should have some idea of what sort of chemicals they are—if the GM has already generated the Radioactive, Corrosive, or Toxic environmental conditions, those apply to the chemicals rather than the air. Either way, it is likely that the chemicals are not as transparent as water, restricting vision to a number of metres equal to twice a creature's Perception Characteristic (though this does not hinder Preysense upgrades or hearing). Needless to say, a character cannot breathe in a chemical flood, and must either walk through it along the floor or swim through.

If the area is flooded with water, the vision restrictions do not apply, and while most creatures cannot breathe water, Space Marines can due to their Multi-Lung. If the Radioactive, Corrosive, or Toxic environmental conditions were generated, those apply to the water, indicating that it has become contaminated.

NON-SUPPORTIVE ATMOSPHERE

While not particularly dangerous for any other reason, the atmosphere in this area contains insufficient oxygen to support human life. Attempting to breathe it is a futile endeavour that result in suffocation.

SUPPORTIVE ATMOSPHERE

By some fortuitous circumstance, the area contains breathable air. While it is likely to be stale and stagnant, it is nonetheless safe to breathe, barring any other environmental issues. In some cases, it might be that the air is particularly thin or somewhat oxygen-depleted, and while these could be detrimental to humans over time, they are of no concern to Adeptus Astartes.

STEP 10: GENERATE WARP EFFECTS

"The Power of the Warp sits heavily here. We would be wise to gird our deeds with caution and our souls with scepticism."

—Codicier Vost, during the cleansing of the Space Hulk
Embodiment of Sin

The touch of the Warp is an inevitable part of exploring a Space Hulk. Each and every one of them has voyaged unprotected upon the endless tides of the Immaterium, and each one was born within those depths from a host of other vessels and detritus cast adrift in the Empyrean. This much is taken as truth, and it is thus with great caution that any mission into a Space Hulk is undertaken.

The following section provides a number of different Warp-spawned effects that may hinder, threaten, or inconvenience a Kill-team during a Space Hulk mission. As with the **Environmental Effects** above, many of these conditions are passive in nature, affecting everyone involved equally, so a cunning Battle-Brother might be able to turn them to his advantage. Warp Effects should be rare, however, and while all Space Hulks are touched by the Warp in some way, few are so touched as to manifest potent side-effects. A Warp Effect should only be generated on missions with a Threat Level of Majoris, Extremis, or Terminus—lesser missions are not subject to these effects, for no commander would regard any mission into an area so suffused with the Immaterium to be minor.

To generate a Warp Effect, roll on or choose from options listed on **Table 4-11: Warp Effects**. If the mission is Threat Level Terminus, generate two Warp Effects. If those results seem contradictory with any other element of the Space Hulk generated, keep them anyway—the Warp is defiant of the natural order of things, and is often contradictory to existence. As all these effects are Warp-based, anything that provides bonuses to resisting, or the potential for immunity from, manifestations of the Warp grants those bonuses when attempting to resist a Warp Effect.

REALITY EROSION

The laws of reality have been made fragile here, causing uncertainty as even simple tasks are undone through the Warp's influence. Psykers are often more able to operate in such areas, for their perception of the Warp's touch allows them to navigate so fractured a reality.

All creatures without the Psyniscience Skill, or the Daemon or Warp Instability Traits, suffer an additional –10 penalty on all Tests within an area subject to a Reality Erosion. Creatures may attempt a **Challenging (+0) Willpower Test** as a Half-Action to steel their minds and exert their wills upon their distorted surroundings, ignoring the penalty for a number of Rounds (or minutes, if not in combat) equal to their Willpower Bonus, plus one for every Degree of Success. Creatures that are, for whatever reason, unaffected by psychic powers or other Warp-spawned effects, can traverse a Reality Erosion without difficulty—the touch of the Warp holds no peril for them, no matter the form it takes.

Psykers can endeavour to stabilise reality for their comrades, which requires a Focus Power Test and a Full Action in the same manner as using a psychic power. If the psyker succeeds, then the Reality Erosion is suppressed (and does not affect anyone) for a number of rounds (or minutes, if not in combat) equal to the Psyker's Psy Rating, plus one per Degree of Success.

TABLE 4-11: WARP EFFECTS

Roll	Warp Effects
01–08	Reality Erosion
09–16	Aura of Madness
17–24	Daemonboon
25–32	Temporal Flux
33–40	Impossible Perceptions
41–48	Visitation
49–56	Whispers in the Dark
57–64	Warp Echo
65–72	Psychic Discharge
73–80	Spatial Disturbance
81–88	Unbidden Vitae
89–100	Disquieting Calm

AURA OF MADNESS

Though not physically afflicted by the touch of the Empyrean, the area is still tainted by that contact. Every surface, patch of rust, flicker of shadow, and auspex reading seems somehow to inspire thoughts of darker times, of betrayal and deceit, and only the strong-willed can keep their minds from a growing sense of paranoia.

Every minute a creature is in an area pervaded by an Aura of Madness, it must attempt a **Challenging (+0) Willpower Test**. If it fails, the creature gains one Insanity Point, plus one for every Degree of Failure. NPCs are incapacitated by incipient madness upon gaining 10 Insanity Points. As these Insanity Points are caused by a Warp-spawned source, any creature who gains Insanity Points from an Aura of Madness also gains the same number of Corruption Points.

DAEMONBOON

The strength of the Warp-taint here is such that Daemons and other Warp-spawn are given greater vitality and potency, allowing them to inflict suffering and terror with far greater ease. In similar measure, the veil is sufficiently thin here that a psyker is more able to draw upon the powers of the Warp, though there is risk in doing so.

All creatures in the area with the Warp Instability Trait do not suffer from that Trait's normal effects. Instead, such creatures regain a number of wounds (or points of Magnitude, if a Horde) equal to their Willpower Bonus at the end of any Turn in which they inflicted Damage or Insanity Points.

Psykers within an area granting Daemonboon gain an additional +1d5 Psy Rating when using their powers at the Push level, but must also roll twice on **Table 6-1: Psychic Phenomena** (see page 187 of the **DEATHWATCH** Core Rulebook) and choose the higher result.

TEMPORAL FLUX

Time's passage has become erratic in this area, with seconds, minutes, and hours all becoming fluid concepts. Even the mightiest warrior can be struck down if time allows his enemies swift motion while he is stuck between moments.

In structured time, at the start of every creature's Turn, roll 1d10. On a 1 or 2, that creature is hindered by time and is considered to

be Stunned until the end of the Round, unable to take any Actions or Reactions. On a 9 or 10, the creature is bolstered by time and can take a second Turn immediately after completing its normal one. On any other result, time has not slowed or accelerated enough to help or hinder the creature, and it acts normally.

In narrative time, roll 1d10 and subtract the roll of a second 1d10 from it. This value in minutes is added—or subtracted—to the length of time a given extended task (such as a Test when circumventing a Calamity) takes. Roll individually for each action and character, as time does not flow evenly for all within a Temporal Flux.

As a side effect, any character who has been within an area of Temporal Flux finds that his chronometer is no longer synchronised with that of his comrades, as different amounts of time have passed for all of them.

IMPOSSIBLE PERCEPTIONS

The touch of the Warp here plays with the mind, making people see things which do not exist, and making them overlook things that are truly there. Even the machine-spirits of devices like the common auspex are not immune to such disturbances, and they become highly unreliable as a result.

Any character within an area where Impossible Perceptions occur must re-roll any successful Perception-based Test, as well as any Tech-Use Tests made to operate an auspex or similar sensing device. Characters with an ability to re-roll Perception-based Tests do not gain their normal benefit (as you cannot re-roll a re-rolled die), but instead can ignore the re-roll forced upon them by Impossible Perceptions. Similarly, a character with Fate Points available can spend one to prevent this forced re-roll instead of re-rolling the Test as would normally be the case.

VISITATION

When the Warp presses upon reality, dreams and idle thoughts become more tangible, and while only the psychically gifted have the talent to control this phenomena, close contact with the Warp has allowed many to make contact with a spectral image of those significant to their past, present, or future.

At some point during the Kill-team's time within this area, 1d5 random Battle-Brothers receive a vision of another being—someone from their past, someone they currently know, someone they might meet someday, or a spiritual ancestor of some sort. In some extreme and extraordinary cases, Battle-Brothers have reported seeing visions of their Primarch or the Emperor Himself, though these are incredibly rare occurrences.

The visitation is only brief, lasting only a couple of minutes at most, but the characters can interact with their visitor if they wish—asking questions, for example. Whether or not these apparitions are truly the spirits of others, or merely a figment of the Battle-Brothers' imaginations is (and should remain) unknown. For most characters, this visitation is a brief but memorable occurrence. For Battle-Brothers with the Wisdom of the Ancients Talent, they may use that Talent at this point, and then roll 1d10. On a roll of 6 or more, the Fate Point used to activate the Wisdom of the Ancients Talent is not spent.

WHISPERS IN THE DARK

An unnatural and eerie presence lingers in this place, sufficient to unsettle any mortal warrior. This whispering presence seems to mock and taunt those who pass through the area, and though their

intent seems perfectly clear, their words seem to hang just beyond the edge of perception. While the Astartes are not unmanned by petty mortal fears, this presence can be...distracting.

In any combat encounter within an area subject to Whispers in the Dark, all creatures within the area must respond as if the area itself had the Fear (1) Trait.

WARP ECHO

Almost as if all sound was bent back upon itself, this place seems to echo abnormally. All sounds, even ones conveyed over vox, echo strangely, often impossibly.

This effect imposes a -10 penalty on all hearing-based Awareness Tests.

PSYCHIC DISCHARGE

A heavy cloud of Warp energy hangs over this place, seeking any opportunity to be unleashed upon the material world. The slightest spark of errant power is sufficient to provide this energy with an avenue of escape.

While in this area, no Psychic Powers can be used at the Fettered level—too much power fills the air to restrain oneself effectively. Further, any act that results in Psychic Phenomena, or any time when a creature with Warp Instability suffers one or more points of Damage, presents a risk of Psychic Discharge.

When any of the above-listed events occurs, roll 1d10; on a result of 6 or higher, a Psychic Discharge occurs, striking one random creature within the area. A Psychic Discharge inflicts a single hit dealing 2d10 E Damage with the Concussive and Warp Weapon Qualities.

SPATIAL DISTURBANCE

The physical dimensions within this area are flawed and inconstant, preventing even the most puissant of warriors from ranging their shots accurately. When the distance between attacker and target varies from moment to moment, none can be expected to fight with their usual certainty.

When making any shooting attack, after declaring a target but before determining the modifiers for the to-hit roll, roll 2d10. If the number rolled is odd, add that value to the distance in metres between the firer and the target. If the number rolled is even, subtract that value from the distance between the firer and the target.

UNBIDDEN VITAE

A sure sign of the taint of the Warp, blood flows freely within this area. It seems to seep from the walls and ceilings, gathering in sickly puddles on the floor and trickling from the ceilings in intermittent crimson showers. Worse, when wounded, the blood of the injured flows more eagerly. Due to the slick pools of gore that have accumulated in the area, the entire area is considered to be Difficult Terrain, requiring a **Difficult (-10) Agility Test**. Further, when any creature is subject to Blood Loss within the area, the chance of death is doubled. Space Marines, who are normally immune to Blood Loss, become subject to it while within an area of Unbidden Vitae.

DISQUIETING CALM

Though touched by the baleful influence of the Warp, there appear to be no particular effects upon this area. Though mildly unnerving, this Warp Effect has no effect on creatures in the area.

STEP 11: GENERATE DISCOVERIES

"Auto-beacon located. Ascertaining location..."

—Techmarine Santos, Crimson Fists, during the exploration of the Space Hulk *Idolater's Spite*

A prime reason for the exploration of Space Hulks, as opposed to simply obliterating them with massed macrocannon fire, is the potential for the recovery of lost relics, ancient technologies, and other precious things. In particular, the loss of sacred wargear and precious geneseed from previous expeditions can spur the Deathwatch to board a Space Hulk to reclaim their lost legacies.

The potential treasures awaiting discovery aboard a Space Hulk are many and varied, and range from the derelict hulls of ancient starships to scraps of STC data, as well as pieces of Archeotech, caches of wargear and munitions, lost relics, and far more besides. Some of these are of such significance that entire missions could be shaped around their recovery, while others are chance finds that make a mission even more vital, and victory all the sweeter.

This section allows a GM to generate a number of items that a Kill-team can discover during a Space Hulk mission. These Discoveries might be tied to individual Encounters or Calamities, or could be uncovered in distinct events of their own. Approximately one Discovery for every four points of Scale should be a sufficient quantity of potential Discoveries, though whether they have the means to claim or keep those finds is another matter. To generate Discoveries, choose from or roll on **Table 4-12: Discoveries**.

TABLE 4-12: DISCOVERIES

Roll	Discoveries
01–15	Munitions Cache
16–25	Roving Servitor
26–40	Remains of the Past
41–55	Starship's Archives
56–65	Fragment of Archeotech
66–75	Lost Geneseed
76–90	Ancient Lore
91–99	Forgotten Relic
100	Suspected STC Fragment

MUNITIONS CACHE

Ancient arms lockers, the cargo of resupply servitors, and the remnants of ancient expeditions can all provide a valuable source of ammunition. A Munitions Cache provides a Kill-team with an additional six clips of pistol ammunition, an additional ten clips of basic weapon ammunition, and an additional two clips of heavy weapon ammunition, as well as eight additional frag grenades, eight krak grenades, and twelve additional uses of repair cement. The individual weapons that these clips are for are determined when the Kill-team locates the Munitions Cache, though it cannot provide ammunition for any weapons requiring Famed or Hero renown.

ROVING SERVITOR

Lacking commands for ages, the ill-maintained machinery and decrepit flesh of this servitor are only barely able to sustain its half-remembered function. A willing Techmarine can extract information from the cortex of this servitor before deactivating it permanently. While normally little of a servitor's memory is of great use, a servitor that has roamed a Space Hulk unperturbed for a protracted period of time might have valuable information about the layout of the Space Hulk, aiding in navigation.

It requires an **Ordinary (+10) Tech-Use Test** to locate and extract this information successfully. This information grants the Kill-team a +20 bonus on all Tests made to circumvent the next **Calamity** they face.

REMAINS OF THE PAST

The dead are many here. Still clad in their dust-caked warplate, these fallen heroes are a testament to the perils of exploring a Space Hulk. Their corpses are decayed beyond recognition, leaving no geneseed to salvage, but their wargear is still potentially valuable. There are 1d5–2 corpses (to a minimum of 1), all equipped with the standard issue gear for a Tactical Marine. Half of their grenades, ammunition, and repair cement supplies (rounding down) have all been used, but the rest remain in useable condition.

A member of the Kill-team with the Lore: Forbidden (Adeptus Astartes) Skill may choose to perform a brief service to put the spirits of the dead Astartes to rest and commend them to the Emperor. If the Test is successful, every member of the Kill-team regains two lost Cohesion, as they are reminded of the necessity of sacrifice and that only in death does duty end.



SUPPLY LINES AND SPACE HULKS

Being difficult to traverse and inherently hostile, Space Hulks represent a challenge when it comes to supplying boarding parties with sufficient ammunition and other supplies. For the most part, a boarding party carries all they can to limit the need to resupply, but even then, ability to carry ammunition is finite. When delivered by boarding torpedo or gunship, the boarding party often leaves a reserve supply within the craft and returns to restock when necessary. This is most common when multiple distinct missions aboard the Space Hulk are required, as the boarding craft serves as a useful rallying point. In rare instances, resupply drops by teleport can be sent deeper into a Space Hulk, though this requires the use of Teleport Homers, and is not guaranteed to work.

If a GM's particular campaign does not typically worry about spare ammunition, then there is no reason to start tracking it just because the mission takes place aboard a Space Hulk. However, this sort of "survival" element is often associated with Space Hulk incursions. Therefore, if the GM wishes to track ammunition expenditure during a Space Hulk mission, then two additional resupply options exist, which the Kill-team may spend requisition to obtain.

If the Kill-team wishes to leave a reserve supply within their boarding craft, then this costs 20 Requisition, but allows any and every member of the Kill-team to replenish all their ammunition, grenades, drugs, repair cement, and other consumable items back to a full stock upon visiting the craft. If the group also has a Tech-Marine and sufficient time, it allows repairs to be made to damaged armour as well, though these repairs are still temporary.

If the Kill-team wishes to have a resupply drop teleported to them during the mission, they must first requisition a Teleport Homer. Each teleported resupply drop costs 30 Requisition (in addition to the cost of the Teleport Homer), but provides supplies identical to the **Munitions Cache Discovery** on page 114. However, when requesting a teleported resupply drop, roll 1d10. On the roll of a 1, the teleport suffers a mishap and does not arrive, though at the GM's discretion it could have materialised elsewhere in the Hulk.

STARSHIP'S ARCHIVES

A very specific type of information (though valuable in its own right), the logs of a lost starship can provide answers to ancient mysteries and allow the Imperium to gain some insight into the reasons a ship was lost. This, in turn, can highlight the existence of previously unknown foes and perils, or provide some precious insight into the nature of an existing threat. Even if it provides little else, conclusive evidence of a vessel's fate is useful, and most starships are so old as to contain a variety of unique information.

Though a vessel typically contains many logs and archives, many ships house a central datacrypt that stores only the most important records—the infologs of the vessel's central cogitator and the journals of its captain, senior navigator, and chief engineer. This allows the datacrypt to be more easily recovered; upon being seriously damaged, the central cogitator automatically transfers these crucial logs to a durable, heavily shielded infocasket the size of a large munitions container. It takes a **Routine (+20) Lore: Forbidden (Adeptus Mechanicus) Test**, or a **Difficult (–10) Tech-Use Test** to successfully perform the Rite of Retrieval, which takes twenty minutes. A successfully retrieved infocasket weighs 20kg, is fitted with carrying handles for easy transportation, and is small enough to be carried by hand by a multirole servitor, menial, or other attendant—or, if necessary, mag-locked to a Space Marine's backpack. If the infocasket is struck, it is considered to have 26 AP, and is damaged if it takes more than 10 Damage overall.

A safely retrieved infocasket grants 1d5 Renown to all members of the Kill-team. This is reduced to 1 if the infocasket is significantly damaged.

FRAGMENTS OF ARCHEOTECH

The product of ancient science, often hailing from the Dark Age of Technology, can be found scattered across the Imperium, with the depths of ancient hive cities and the hearts of Space Hulks providing some of the greatest treasure troves of this precious resource.

Intact Archeotech, particularly within a Space Hulk, is rare at best and more commonly found are damaged fragments of ancient technology. This is no less valuable to the Adeptus Mechanicus, for they can still seek comprehension of the works of the ancients in the salvaged pieces.

After discovering Fragments of Archeotech, it requires a series of **Challenging (+0) Tech-Use Tests** to successfully salvage useful technology. The Battle-Brothers can attempt any number of Tests, each taking 10 minutes, but if the total number of Degrees of Failure from all the Tests attempted reaches 4, then the salvage attempt is ruined. Otherwise, the Kill-team gains additional Renown at the end of the mission for retrieving the Archeotech fragments, equal to the Degrees of Success scored. Further, any member of the Kill-team may purchase Peer (Adeptus Mechanicus) as an Elite Advance for 300 XP.

LOST GENESEED

Exceptionally precious to the Adeptus Astartes, the loss of geneseed is a tragedy matched only by the joy of its rediscovery. The universal comprehension of how vital geneseed is to a Space Marine Chapter's survival means that rediscovering another Chapter's lost geneseed is an occasion that reinforces ancient bonds of brotherhood and mends millennia-old feuds.

Lost geneseed is invariably found within stasis-locked containers, of a kind used by Apothecaries after their removal—without them, the geneseed would decay into uselessness within hours—and are typically discovered in groups, often where an Apothecary fell in battle. The geneseed collected, if it is successfully retrieved from the Space Hulk, grants every member of the Kill-team 3 Renown. This increases to 6 Renown if the geneseed is checked and secured by an Apothecary, requiring a **Challenging (+0) Medicae Test**.

ANCIENT LORE

The husks of derelict starships possess a potential wealth of lore that can serve the Inquisition well in future centuries. Taking many forms including from data-coils, crystal-wafer stacks, collections of dataslates, holoscrolls, xenos inscriptions, or even something as basic and fragile as paper, this lore is something that scribes and archivists can work with for years or even decades.

Discovering a collection of Ancient Lore is the simple part. Actually retrieving it can be more challenging, for even a small archive is inconvenient to transport, particularly in combat. Securing an archive for later retrieval is a commonly chosen option, though not always practical. Alternatively, the Kill-team can choose to bring only portions of the archive, or take detailed pictis and hololithic imagery of the archive materials. Taking only a portion of an archive, or making duplicates, requires a **Difficult (-10) Logic Test**, a **Hard (-20) Scrutiny Test**, or a **Challenging (+0) Scholastic or Lore: Forbidden Test** of a type appropriate to the type of lore contained within the archive. Success indicates that useful information is retrieved.

Successfully retrieving the entire archive is sufficient for all members of the Kill-team to gain an additional 1d10 Renown. Successfully retrieving only part of the archive reduces this to 1d5 Renown.

FORGOTTEN RELIC

Vessels carrying items of spiritual worth are not uncommon in the Imperium—countless acts of devoted heroism and pious self-sacrifice occur across the Emperor's domain every year, and even though a tiny proportion of them lead to anything of great significance, the trappings of these heroes and martyrs are precious reminders of the costs of faith and duty. Transporting these relics to shrine worlds is a heavy responsibility, and some vessels are lost during the voyage. Beyond that, sacred tools of mighty warriors can be found aboard Space Hulks, lost during prior expeditions.

In either case, these relics are of great worth and are a worthy burden to take up. When discovering a Forgotten Relic, roll 1d10. On a result of 9 or 10, the relic is a functioning and sacred weapon. On any other result, the relic is either damaged beyond immediate repair or is otherwise of no significant or immediate uses save as an object of veneration.

Relics that have no particular use are valuable if safely retrieved, granting 1d5 Renown to all members of the Kill-team. Relics that are functioning weapons can be valuable assets to the Kill-team. A relic weapon is a Master-Crafted weapon of a type determined by the GM, that gains the Sanctified Quality and any two other Qualities from the following list: Concussive, Devastating (1), Felling (1), Razor-Sharp, Tearing, or Volatile, once again chosen by the GM. Alternatively, the GM should feel free to design unique relics.

Retrieving a relic weapon grants 1d5 Renown to all members of the Kill-team, +1 for the Battle-Brother who wielded that weapon if it was used to slay a Master-level enemy.

In either case, retrieval of a relic allows all members of the Kill-team access to the Peer Talent appropriate for the group most closely connected to the relic (GM's discretion).

SUSPECTED STC FRAGMENT

Potentially the most precious and sacred of finds in any situation, even the tiniest morsel of standard template construct data is of incalculable value. However, true fragments of STC data are incalculably rare, and their discovery is the stuff of legends. In most cases, suspected fragments of STC lore turn out to be too incomplete to be of use, a duplicate of material already rediscovered, or otherwise entirely useless. However, this can normally only be discerned after decades, even centuries of research, and the Techpriests of the Adeptus Mechanicus are grateful for even the most tenuous of leads in their quest for knowledge.

Upon discovering a Suspected STC Fragment, recovery of such a precious item must be done delicately. The correct rites and procedures for recovery of a sacred tech-relic such as this can be recalled using a **Difficult (-10) Lore: Forbidden (Adeptus Mechanicus) Test**, at which point the fragment needs to be stored somewhere secure.

Once the Suspected STC Fragment has been retrieved and stored, note how the item is being carried (in what container, etc.), and on which location of the character's body. If that location suffers Critical Damage, roll 1d10; on a result of 6 or higher, the fragment has been caught in the attack and damaged. If the Suspected STC Fragment is damaged more than once, it is irreparably destroyed.

Successful retrieval of a Suspected STC Fragment is a coup for any servant of the Imperium, and results in every member of the Kill-team gaining 10 Renown. This is reduced to 1d10 if the fragment is damaged. In addition, any member of the Kill-team may purchase Peer (Adeptus Mechanicus) and/or Good Reputation (Adeptus Mechanicus) for 200 XP and 500 XP, respectively, as Elite Advances.



APPENDIX: NPCs AND ADVERSARIES

The profiles that follow are offered to Game Masters to populate the twisted corridors and haunted tunnels of a Space Hulk. Both the **ARK OF LOST SOULS** adventure module and the **Space Hulk Mission Generator** reference the profiles included in this **Appendix**.

LOST SOULS

Space Hulks are by no means populous places, but there are those that scrounge a living among Warp-haunted desolation. These lives are often short and brutal, rife with peril to mind, body, and soul. As a result, those cursed few that find themselves stranded within the twisted bulk of a Space Hulk are either wretched or vicious in the extreme. The castaways, mutants, and poor souls listed below are usually the remnants or descendants of human crews trapped inside a Space Hulk's confines or of those foolish enough to delve its depths.

SPACE HULK SURVIVOR

Though rare, it is not unknown for the crews of derelict ships to survive the trauma of being conglomerated into a Space Hulk. In extremely rare circumstances, like is the case with the survivors of *The Emperor's Gaze*, a working Gellar field can protect a crew for a short amount of time. This is far from common, however, and few survivors live through their first Warp translation aboard a Space Hulk.

Survivor (Troop) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	20	30	30	30	25	25	25	30

Movement: 3/6/9/18

Wounds: 9

Armour: None.

Skills: Lore: Common (Imperium & Imperial Navy) (Int), Speak Language (Low Gothic) (Int), Survival (Space Hulk) (Int).† One in every five or so Survivors have the Trade (Shipwright) (Int) or (Technomat) (Int) Skills.

Talents: None.

Traits: None.

Weapons: Improvised weaponry (Melee; 1d10+4 I; Pen 0; Primitive, Unbalanced). One in five is armed with a Naval Pistol (Ranged; 20m, S/3/—, 1d10+4 I, Pen 0, Clip 6, Full, Tearing).

†**Survival (Space Hulk):** It may have been the blessing of the Emperor that allowed the survivors to endure the terrors of their vessel's doom, but none would have survived more than a day more had they not very quickly developed the skills to endure in their new and highly dangerous home.



MUTANT HORDE

These vile creatures have been caught in the depths of a Space Hulk and represent the flotsam and jetsam, the reavers, outcasts, criminals, and assorted scum of the void. Their minds, bodies, and souls are utterly steeped in the Warp energies at play within the cursed vessel they inhabit.

Mutant (Troop) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	25	30	30	25	30	25	25	20

Movement: 3/6/9/18

Wounds: 10

Armour: None.

Skills: Awareness (Per), Speak Language (Low Gothic) (Int).

Talents: None.

Traits: None.

Weapons: Improvised clubs (Melee; 1d10+2 I, Pen: 0, Primitive, Unbalanced).

Horde: Mutants rarely operate alone unless encountered going about other business in the tunnels and chambers of the Space Hulk. In battle, they fight in large groups, using the Horde rule.



GHILLIAM

Living in wretched colonies deep in the bowels of many voidships, these outcasts and fugitives were once the crewmen of the ships on which they live. In the hostile environments of the deep-holds, the Ghilliam (as they are called by the void-savvy) scrounge and scavenge what life they can, often-times devolving into cannibalistic and other unholy practices. Little more than vermin, these wretched outcasts haunt their former crew-mates, occasionally swarming out from the bowels of the ship to assault those who stray too far from the safety of higher decks.

Ghilliam (Troop) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
33	18	34	30	30	18	24	20	10

Movement: 3/6/9/18

Wounds: 8

Armour: None.

Skills: Awareness (Per) +10, Climb (Str), Concealment (Ag) +10, Lore: Common (Secret Ways of the Ship) (Int), Silent Move (Ag).

Talents: Blind-Fighting, Hatred (Humans), Resistance (Cold, Toxins).

Traits: Overwhelming (Horde).

Weapons: Rusted knife (Melee or Ranged; 3m; 1d10+2 R; Pen 0; Primitive), sharpened teeth (Melee; 1d10 R; Pen 0; Primitive).

Gear: Lumenmould lantern, half-eaten haunch of flesh, soiled trinket or memento (home world keepsake, family pict locket, etc.).

HULLGHAIST

These degenerate creatures are a debased form of the far more common Ghilliam. These grotesque mutants exist in the darkest depths of voidships and Space Hulks, deep in the forgotten corridors and desolate holds where atmosphere, temperature, and radiation all wreak terrible havoc on the body and mind. Hullghasts are the result of such twisting influences, and these vile creatures have long-ago given up all connection to the human race. Predators in the truest sense of the word, Hullghasts prowl the lower decks of derelict voidships and Space Hulks seeking meat in whatever form they can find it. They are aggressive and violent and seem willing to attack openly when desperate for food.

Hullghast (Elite) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
44	10	37	40	38	16	39	34	04

Move: 3/6/9/18

Wounds: 18

Armour: None.

Skills: Awareness (Per) +10, Climb (S) +20, Concealment (Ag) +20, Silent Move (Ag) +10.

Talents: Berserk Charge, Frenzy, Hatred (Humans), Resistance (Cold), Swift Attack.

Traits: Bestial, Brutal Charge, Dark Sight, Fear (1), Improved Natural Weapons, Natural Weapons (Bite and Claws), Toxic, Survival of the Fittest†.

Weapons: Club or sharpened bone (Melee; 1d10+3 [R]; Pen 0;), bite and claws (Melee; 1d10+4 [R]; Pen 3; Tearing).

†**Survival of the Fittest:** The Hullghast mutation allows the creature to survive in the most hostile surroundings known to man. They are immune to most environmental hazards such as poisons, mild doses of radiation, pollutants, intense gravity fluctuations, airborne toxins, and almost anything else that could be encountered in the depths of any voidship. What has not killed them has indeed made them stronger. Hullghasts automatically succeed on Toughness Tests versus Toxic weapons.



ORKS

Perhaps the single most numerous and widespread species in the galaxy after Humanity, Orks can be found almost everywhere. While the Orks do possess starships of their own creation, the means to produce fleets of vessels is spread unevenly through Ork society, and as a result much of Ork space travel is performed by chance—stealing aboard a passing Space Hulk and riding along until they reach somewhere interesting. Whatever hazards, perils, or other inhabitants may have been aboard the Space Hulk before the Orks arrived are regarded as sources of entertainment by the raucous greenskins, while countless billions of tonnes of scrap metal and wrecked machinery are seen by Ork engineers, or Mekboyz, as the perfect raw materials for their bizarre and deadly creations. Upon reaching its destination, an Ork horde within a Space Hulk may have become a vast and powerful army ready to lay waste to anything in its path.

The greatest and most ambitious of Ork warlords have even turned their ambitions to commandeering Space Hulks for more than simply transport, and several Ork Waaaghs! through history have been accompanied by Space Hulks that have been transformed into colossal mobile star fortresses. Such creations are thankfully rare, but the prospect of their creation makes eliminating Ork infestations within Space Hulks a particular priority, eliminating the risk before it can truly manifest.

ORKY TRAITS

The following traits are possessed by most Orks.

MIGHT MAKES RIGHT

Orks may substitute Command Tests with Intimidate Tests.

MAKE IT WORK

Ork-made weapons with the Unreliable Trait are only treated as having it in the hands of other species.

MOB RULE

All Orks are latently psychic, an ability that increases in strength the more of them are in one place. This bolsters their confidence and courage to near fearless levels when they gather en masse. For every additional Ork within 10m, the Ork's Willpower gains a +10 bonus to resist the effects of Fear and Pinning. In a horde, Orks are immune to Fear and Pinning.

WAAAGH!

When the Ork charges, he may make any additional attacks granted from other Talents (such as Swift Attack or Lightning Attack), rather than one. In addition, whenever this Ork charges into combat, all other Orks (or Ork Hordes) within 20 metres who charge that Turn may make one additional attack.



GRETCHIN SLAVE

The subservient greenskin race known as gretchin, or “grots” to their Ork masters, are found everywhere there are Orks. Gretchin form the core of the workforce that feeds and supplies the Ork hordes, toiling endlessly and constantly terrified of savage retribution or unthinking brutality from their overlords. Individual gretchin are physically feeble, though perhaps somewhat more robust than their scrawny forms may suggest. They are, however, sneaky and cunning in a way that most Orks aren’t. Particularly ambitious or lucky gretchin can even rise to become the personal servants of powerful Orks, sparing them the worst that society can throw at their wretched kind.

The small size and nimble fingers of gretchin make them useful assistants to Mekboyz and, in this capacity, gretchin aboard a Space Hulk may find themselves ranging out into the derelict “wastelands” for scrap in large mobs, struggling to drag away chunks of a starship’s ancient carcass in the vain hope of not being kicked in the face so hard when they return. At times, some particularly put-upon mobs of gretchin decide to try to establish themselves away from the tyranny of the Orks, leading to small encampments of “rebel grots” that loot and steal all they can from their former masters while proclaiming independence. Those few Orks who care to think about what the gretchin are up to tend to put an end to these rebellions fairly swiftly.

Gretchin Slave (Troop) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
20	35	15	18 ⁽²⁾	44	33	35	16	24

Movement: 3/6/9/18

Wounds: 5

Armour: None.

Skills: Awareness (Per), Concealment (Ag), Dodge (Ag), Search (Int), Shadowing (Ag), Silent Move (Ag).

Talents: Heightened Senses (Hearing).

Traits: Run Fer it!†, Size (Scrawny), Unnatural Toughness (x2).

Weapons: Tiny, crude blunderbuss (Basic; 30m; S/–/–; 1d10+2 I; Pen 0; Clip 1; Rld Full; Primitive, Scatter), sneaky boot knife (Melee; 1d5+1 R; Pen 0).

Gear: Breather mask, bag of scrap, small stolen trinkets, machine parts and shiny baubles.

Horde: Gretchin Slaves can be used as a Horde (see the Horde rules on page 359 of the **DEATHWATCH** Core Rulebook). Alter the Size Trait as appropriate for Horde magnitude.

†**Run Fer It!** Gretchin are cowardly, sneaky creatures who will recoil from violence if at all possible, unless they think they’re going to win. The presence of their Ork masters prevents them fleeing at the first sign of danger, but if Gretchin (individually or as a Horde) find themselves in combat without an Ork within line of sight, they will scatter down any convenient hole or into any suitably dark corner and hide until it’s safe to come out. Treat this as an immediate **Ordinary (+20) Concealment Test** for the entire group, with success meaning that the gretchin vanish immediately, while failure means that half of the gretchin (rounding down) don’t hide in time and must try again next turn. If the gretchin outnumber their visible enemies by 10 to 1 (count every point of magnitude as a single gretchin for this purpose), then they will not flee immediately—their overwhelming numbers give them some measure of confidence.

ORK WREKKA

Orks are relatively adaptable creatures, able to take advantage of almost any condition or circumstance. Travelling aboard a Space Hulk—while an abhorrent prospect by any human reasoning—is no different. Indeed, Orks are known to thrive in the face of adversity, becoming stronger and more dangerous in hostile conditions such as wars of attrition or predator-filled wilderness.

Ork Mekboyz can manufacture or jury-rig life sustainers and create sufficiently habitable conditions, a need for raw materials to fuel their industry and create munitions and war engines for the perpetual war effort of the greenskins requires Orks to travel out into the inhospitable derelicts with powerful cutting tools and explosive charges. That these devices make for brutally effective weapons means that these Orks are also well equipped to fight anything that confronts them.

Ork Wrekka (Troop) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	20	46	48 ⁽⁸⁾	30	26	25	25	20

Movement: 3/6/9/18

Wounds: 15

Armour: Crude Voidsuit (All 3, Horde 3).

Skills: Awareness (Per), Demolitions (Int), Dodge (Ag), Intimidate (S), Lore: Common (Ork) (Int), Speak Language (Ork) (Int), Tech-Use (Int).

Talents: Bulging Biceps, Crushing Blow, Furious Assault, Hardy, Iron Jaw, Street Fighting, True Grit.

Traits: Brutal Charge, Make it Work, Might Makes Right, Mob Rule, Sturdy, Unnatural Toughness (x2), Waaagh!

Weapons: Shoota (Basic; 60m; S/3/10; 1d10+8 I; Pen 2; Clip 30; Reload Full; Inaccurate) and buzzsaw (Melee; 2d10+6 R; Pen 3; Tearing, Razor-Sharp, Unwieldy), or burna (Ranged) (Basic; 15m; S/–/–; 1d10+5 E; Pen 3; Clip 8; Rld 2 Full; Flame) or (Melee) (Melee; 1d10+11 E; Pen 4; Power Field, Unwieldy), stikkbombz (Grenade; 12m; S/–/–; 2d10+2 X; Pen 1; Blast [3]).

Gear: Breather mask, a handful of teef, pockets full of bullets.

Horde: Ork Wrekkas can be used as a Horde (see the Horde rules on page 359 of the **DEATHWATCH** Core Rulebook). A Horde of Ork Wrekkas has the Overwhelming Trait.



ORK LOOTA

In such a technology-rich environment as a Space Hulk, it should come as little surprise that the Ork sub-caste known as "Lootas" would be commonplace. Through barter and brute force, Lootas obtain the largest, most powerful Ork-portable firearms possible, and revel in the noise and devastation they can inflict.

Lootas tend to operate singly or in small groups, the wealth and prestige demonstrated by their massive guns making them paranoid of other Orks' intentions.

Ork Loota (Elite) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	28	46	(8) 45	30	28	25	31	20

Movement: 3/6/9/18

Wounds: 17

Armour: Crude Voidsuit with extra armour plates (All 5, Horde 5).

Skills: Awareness (Per), Barter (Fel), Dodge (Ag), Intimidate (S), Lore: Common (Ork) (Int), Sleight of Hand (Ag), Speak Language (Ork) (Int), Tech-Use (Int).

Talents: Bulging Biceps, Crushing Blow, Furious Assault, Hardy, Iron Jaw, Paranoia, Street Fighting, True Grit.

Traits: Brutal Charge, Give it Sum Dakka!†, Make it Work, Might Makes Right, Mob Rule, Sturdy, Unnatural Toughness (x2), Waaagh!.

Weapons: Deffgun (Heavy; 90m; S/4/8; 1d10+10 I; Pen 2; Clip 50; Reload 2 Full; Innacurate, Storm), choppa (Melee; 1d10+7 R; Pen 2; Tearing, Unbalanced).

Gear: Breather mask, bag of bullets, gretchin slave carrying spare ammo.

†**Give It Sum Dakka!** Lootas rejoice in the size and brutality of their Deffgunz, and care for little but the opportunity to show off their prize possessions. Lootas may count the Suppressive Fire action as a Half Action instead of a Full Action.



ORK FLASH GIT

Flash Gitz use their size and strength to ensure that they receive the greatest share of the loot, giving them access to uniquely customised weapons and armour and even more opportunities to throw their weight around. Their ostentatious displays of wealth (and their untempered greed for even more) makes them amongst the most mercenary and fickle of Orks, but regardless of their loyalties, they are unashamedly aggressive and ever willing to demonstrate the potency of their latest purchases.

Ork Flash Git (Elite) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	29	(8) 49	(8) 49	33	28	29	28	20

Movement: 4/8/12/24

Wounds: 35

Armour: Kustom Voidsuit with extra armour plates (Body 7, Head 5, Arms 4, Legs 4).

Skills: Awareness (Per) +10, Barter (Fel) +10, Command (Fel) +10, Dodge (Ag), Intimidate (S) +20, Lore: Common (Ork) (Int), Sleight of Hand (Ag), Speak Language (Ork) (Int), Tech-Use (Int).

Talents: Bulging Biceps, Crushing Blow, Furious Assault, Hardy, Iron Jaw, Street Fighting, Swift Attack, Talented (Intimidate), True Grit.

Traits: Brutal Charge, Fear (1), Make it Work, Might Makes Right, Mob Rule, Size (Hulking), Sturdy, Unnatural Strength (x2), Unnatural Toughness (x2), Waaagh!.

Weapons: Snazzgun (Heavy; 90m; S/2/-; 1d10+9 I; Pen 1d5; Clip 20; Reload 2 Full), Kustom Choppa (Melee; 1d10+13 R; Pen 2; Tearing, Unbalanced).

Gear: Breather mask, bag of bullets, gretchin slave carrying spare ammo.

Kustom Shoota: Flash Gitz are extremely proud of their extensively customised weaponry and spare no effort or expense in guaranteeing that their guns are the noisiest, deadliest, and messiest ones around. The GM may select one or more of the following upgrades for a Flash Git's Snazzgun:

- **More Dakka:** Change Rate of Fire to S/2/4.
- **Shootier:** Increase damage to 1d10+12 I.
- **Blasta:** Increase Pen to 1d10, change damage type to Energy and add the Overheats quality.

Lissen Ta Me Coz I'z Da Biggest! Ork Flash Gitz may use the Intimidate Skill in place of the Command Skill when interacting with other greenskins. In addition, as a Full Action, a Flash Git may bellow commands and threaten extreme violence to a single greenskin Horde within 10m, requiring a **Challenging (+0) Intimidate Test**. If successful, that Horde immediately recovers 1d5 Magnitude, +1 for every Degree of Success.

ORK BIG MEK

Mekboyz are a common sight in Ork settlements of all kinds, but it is a rare Mekboy that possesses the drive, ambition, and raw aggression necessary to challenge Nobz and Warbosses for leadership. A Big Mek is a powerhouse, combining the raw physical might of the typical Ork leader with the instinctive technical know-how and mad ingenuity of the craziest Mekboy. Driven only by its own innate compulsion to build and create ever-greater machines, and spurred on by the similarly crazed entourage of lesser Mekks that gather around it, a Big Mek is a master of transforming inspiration into destructive force.

Ork Big Mek (Master) Profile



WS	BS	S	T	Ag	Int	Per	WP	Fel
45	33	(10) 52	(8) 48	41	41	35	40	22

Movement: 5/10/15/30

Wounds: 45

Armour: Ekstra Speshul Kustom Voidsuit (Body 9, Head 7, Arms 6, Legs 6).

Skills: Awareness (Per) +10, Barter (Fel) +10, Demolitions (Int) +20, Dodge (Ag), Intimidate (S) +20, Lore: Common (Ork) (Int) +20, Sleight of Hand (Ag), Speak Language (Ork) (Int), Tech-Use (Int) +20, Trade (Armourer) (Int), Trade (Shipwright) (Int).

Talents: Bulging Biceps, Crushing Blow, Furious Assault, Hardy, Iron Jaw, Street Fighting, Swift Attack, Technical Knock, True Grit.

Traits: Brutal Charge, Fear (1), Make it Work, Might Makes Right, Mob Rule, Size (Hulking), Sturdy, Unnatural Strength (x2), Unnatural Toughness (x2), Waaagh!

Weapons: Kustom Mega Blasta (Heavy; 100m; S/—/—; 3d10+9 E; Pen 9; Clip 14; Reload 4 Full; Inaccurate, Overheats, Reliable), Sparky Choppa-Spanna (Melee; 1d10+16 R; Pen 5; Power Field, Tearing, Unwieldy).

Gear: Breather mask, 1d5 gretchin slaves carrying tools and oil squigs, Kustom Force Field Projekta†, Kustom Tellyporta††.

†**Kustom Force Field Projekta:** Capable of generating a large bubble of crackling green force, this device protects nearby Orks from harm...when it works. A Kustom Force Field Projekta grants all creatures within 15m of the Big Mek a Force Field with a Protection of 40 against all ranged attacks from outside of that area. This field will overload on any roll of 01-10, but because the entire bubble is one large force field, it means that one Overload will deactivate the field, for everyone. The Big Mek may spend a Full Action to attempt a **Routine (+10) Tech-Use Test** to reactivate the Kustom Force Field Projekta.

††**Kustom Tellyporta:** It is believed that the Orks have been dabbling with teleportation technology in various forms for millennia, though the technology has not yet become widespread or capable of large-scale teleportation as of yet. The Big Mek's back-mounted Tellyporta can be used as a Half Action, requiring a **Challenging (+0) Tech-Use Test**. If this fails, the Big Mek doesn't move anywhere. A successful Test, however, allows the Big Mek to vanish and immediately reappear 3d10 metres away in a direction of its choosing. Should any two of the dice rolled for distance roll the same number (two 3s, or two 6s, etc.), then the Mek does not immediately reappear, but rather reappears at the start of its turn, 1d5 rounds later, utterly confused.

TAU

The Tau Empire is a civilisation on the rise. Ever-growing and expanding, the Tau have found a way to thrive despite their relative youth. This youth gives them great energy and innovation, but it also curses the Tau with a fair dose of naiveté, a dangerous thing in a universe where knowledge can be deadly to the unwary. So far as the forces of the Achilus Crusade can ascertain, the Tau of the Canis Salient have not yet had many encounters with the perils of a Space Hulk—they are a fortunately rare occurrence by any estimation—but the appearance of a conglomeration of derelict starships seems too great a wealth of knowledge and technology for their kind to ignore.

Even with their limited experience of the hazards of a Space Hulk, the Tau have nevertheless learned that they are perilous places, and in their own way they have developed means to confront these dangers. Utilising flocks of semi-intelligent exploratory drones, commanded by a small number of Fire Caste Warriors in specialised void armour, Tau expeditionary forces are small but well equipped. Each adheres strictly to complex strategic doctrines that prioritise the survival of valuable assets over and above direct confrontations.



EXPLORATORY DRONE

Though a culture that promotes the sacrifices of the individual for the good of the community, the Tau are few in number and pragmatic in their devotions, seeing no benefit in the expenditure of lives without commensurate gain. As a result, many dangerous or menial tasks are given to drones, limited artificial intellects capable of performing simple tasks alone, or more complex tasks when networked or at the direction of a living overseer.

A derivative of the DX-4 Technical Drone, the DX-11 Exploratory Drone was developed in response to the first encounter with *Mortis Thule*, alongside the XV-46 Vanguard Battlesuit, and intended to aid those suits in their further forays into Space Hulks. Fitted with limited armament and an array of sensory and high-powered communications equipment, these drones are typically sent off to roam an area autonomously, searching for anything of interest while an operator views their findings and makes command decisions. If threatened, an Exploratory Drone is programmed to conceal itself, transmit an alert, and await instructions, reserving its limited firepower only for moments of absolute necessity or when operating in direct support or defence of its operator.

Exploratory Drones typically operate as individual units, regrouping into small squadrons only when instructed, typically during search-and-destroy operations. Their potent sensors and communications, along with their powerful anti-grav motors, allow them to identify, report, and respond quickly to developing situations when properly directed.

Exploratory Drone (Troop) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
20	20	20	40	40	15	35	20	10

Movement: – (Flying 12)

Wounds: 15

Armour: Machine Chassis (All 5, Horde 5).

Skills: Acrobatics (Ag) +20, Concealment (Ag) +20, Awareness (Per) +10, Dodge (Ag), Search (Per), Tech-Use (Int) +20.

Talents: Fearless.

Traits: Flier (12), Machine (5), Seeker Protocol†.

Weapons: Pulse Carbine (Basic; 60m; S/–/3; 2d10+2 E; Pen 4; Clip 24; Reload Full; Gyro-Stabilised).

Gear: High-power comm-link (for receiving orders), scanner, tactical-net link (counts as Signum link).

Horde: Exploratory Drones can be used as a Horde (see the **Horde** rules on page 359 of the **DEATHWATCH** Core Rulebook). A Horde of Exploratory Drones has the Fire Drill Trait.

†**Seeker Protocol:** Exploratory Drones are programmed to locate targets, threats, and obstacles and observe until instructed otherwise, concealing themselves swiftly before powering down their engines to avoid detection. An Exploratory Drone may attempt a Concealment Test as a Half Action with no penalty or as a Reaction with a –10 penalty. In both cases, the drone moves up to 6m in any direction to hide, clamps itself to a suitable surface, and remains motionless until discovered or commanded otherwise.

XV-46 VANGUARD VOID BATTLESUIT

Designed by the Earth-caste mechanics of the Canis-Salient Tau after their first encounter with *Mortis Thule*, these unique battlesuits have yet to see widespread use among the Tau of the Jericho Reach. As their primary function is the exploration of derelict starships, Vanguard Battlesuits are fairly bulky, but not so large as the commonly encountered Crisis and Broadside Battlesuits, which would struggle to manoeuvre through the restrictive wreckage and cramped corridors. Because of the terrain they are expected to operate through, Vanguard Battlesuits are well armed for close quarters combat, laden with flamers and other short-ranged weapons. To repel foes seeking to engage the pilots in close combat, a variety of electroshock repulsors and photon burst launchers are available.

Given the awkward and often-hostile environments they face, Vanguard Battlesuits are equipped to move primarily by jetpack, and the suits are heavily reinforced with life support systems and protective systems. As a final layer of protection, the pilot is placed within a shock-proof ejection pod, programmed to return the pilot to the safety of the boarding craft. These suits are comparatively difficult to produce, even for the technologically savvy Tau, because of the advanced and miniaturised technology they incorporate. As a result, few of these suits exist.

Vanguard Battlesuit (Elite) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
26	45	(10)	(10)	30	40	40	40	35

Movement: 4/8/12/24 (Flying 12)

Wounds: 36

Armour: XV-46 Vanguard Battlesuit (All 8).

Skills: Acrobatics (Ag) +20, Awareness (Per) +10, Dodge (Ag) +10, Lore: Common (Tau) (Int) +10, Search (Per), Speak Language (Tau) +10, Tech-Use (Int) +20.

Talents: Ambidextrous, Cleanse and Purify, Combat Formation, Gunslinger, Hip Shooting, Independent Targeting, Leap Up, Mighty Shot, Nerves of Steel, Two-Weapon Wielder (Ballistic).

Traits: Auto-Stabilised, Dark Sight, Defensive Systems†, Flier (12), Size (Hulking), Sturdy, Unnatural Strength (x2), Unnatural Toughness (x2).

Weapons: Flame Projector (Basic; 30m; S/–/–; 1d10+11 E; Pen 3; Flame), Burst Cannon (Heavy; 60m; –/–/10; 1d10+14 E; Pen 4), Fusion Torch (Basic; 20m; S/–/–; 2d10+12 E; Pen 13; Scatter, x2 Pen at Short Range).

Gear: High-power comm-link, scanner, tactical-net control unit (counts as Signum).

†**Defensive Systems:** An array of shock dischargers, photon charge launchers, and wide-burst gravity pulse generators are mounted across the surface of the battlesuit, operating on subconscious mind-impulse triggers to ensure the fastest response to an enemy attack. As a Reaction, when an enemy closes to within 2m, the pilot may trigger these defensive systems, making an **Ordinary (+10) Ballistic Skill Test**. If this is successful, then the enemy is shunted 1d5m away and must pass a **Challenging (+0) Toughness Test** or be Stunned for 1 round.

XV-46-4 VANGUARD COMMANDER VARIANT VOID BATTLESUIT

A more heavily built and heavily equipped variant of the XV-46 Vanguard Battlesuit, the XV-46-4 is designed to be used by experienced commanders of Shas'el rank or higher. The suits employ many of the same basic technologies as the original XV-46, but allied with many advanced and experimental systems, following the tradition of issuing cutting-edge technology to command personnel for field testing.

Fitted with extensive command and communication systems, and crewed by a high-ranking Fire Caste officer with years of experience in commanding Tau forces using advanced communications systems, these suits are valuable assets in the field, with normally only a single one assigned to any given expeditionary force.

Vanguard Commander (Master) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	55	⁽¹⁰⁾ 50	⁽¹⁰⁾ 50	35	50	50	40	45

Movement: 4/8/12/24 (Flying 12)

Wounds: 72

Armour: Command-variant XV-46 Vanguard Battlesuit (All 9).

Skills: Acrobatics (Ag) +20, Awareness (Per) +10, Command (Fel) +10, Dodge (Ag) +10, Lore: Common (Tau) (Int) +10, Search (Per), Speak Language (Tau) +10, Tech-Use (Int) +20.

Talents: Air of Authority, Ambidextrous, Cleanse and Purify, Combat Formation, Gunslinger, Hip Shooting, Independent Targeting, Iron Discipline, Leap Up, Mighty Shot, Nerves of Steel, Two-Weapon Wielder (Ballistic).

Traits: Auto-Stabilised, Dark Sight, Flier (12), Size (Hulking), Sturdy, Unnatural Strength (x2), Unnatural Toughness (x2).

Weapons: Flame Projector (Basic; 30m; S/-/-; 1d10+11 E; Pen 3; Flame), Experimental EMP Blaster (Heavy; 40m; S/-/-; 2d10+4 E; Pen 8; Blast [3], Haywire [3], Shocking, Unreliable), Microburst Fragmentation Launcher (Heavy; 60m; -/3/-; 1d10+8 X; Pen 3; Blast [2], Concussive).

Gear: Command Uplink†, Defensive Systems††; High-power comm-link, scanner, tactical-net control unit (counts as Signum).

†**Command Uplink:** The commander has access to a persistent stream of tactical and strategic information, allowing him a clear view of the theatre of battle. Using that information, the commander can assist his subordinates with precisely timed instructions. As a Full Action, the commander may nominate a single ally he is in communications range with. That ally receives an additional Full Action and an additional Reaction before the start of the commander's next turn.

††**Defensive Systems:** An array of shock dischargers, photon charge launchers, and wide-burst gravity pulse generators are mounted across the surface of the battlesuit, operating on subconscious mind-impulse triggers to ensure the fastest response to enemy attack. As a Reaction, when an enemy closes to within 2m, the pilot may trigger these defensive systems, making an **Ordinary (+10) Ballistic Skill Test**. If this is successful, then the enemy is shunted 1d5m away and must pass a **Challenging (+0) Toughness Test** or be Stunned for 1 round.



ELDAR

While uncommon, situations do arise to compel the Eldar to act when a Space Hulk emerges from the Immaterium. When such grim necessity is divined by their Farseers, the Eldar despatch warrior-troupes to venture aboard a Space Hulk of interest burdened with some fates-decreed task. Indeed, though their webway pathways are safe from the usual predations of the Warp, it is not unknown for Eldar vessels to be trapped within the mass of a drifting Space Hulk.

VOIDSTORM CORSAIRS

The Eldar are not a numerous people, and those who call the Craftworlds home must learn to balance the bloodthirsty and impulsive sides of their nature with the necessities of survival both spiritual and cultural. There are some Eldar, however, who cannot or will not tame the ferocious wanderlust that burns in their hearts, who seek to experience the glories of the universe and revel in their whims and desires. These Eldar often choose to become outcast from their kin, wandering the galaxy with like-minded souls, but few forget their homes and families. Voidfaring corsairs, raiding alien worlds and exploring the dark places beyond civilisation, are commonly called to aid their home Craftworld, often in exchange for supplies, repairs, or some other favour.

Eldar Corsair (Troop) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
46	43	35	36	(8) 49	38	41	36	33

Movement: 4/8/12/24

Wounds: 11

Armour: Eldar Armoured Voidsuit (All 5).

Skills: Acrobatics (Ag) +10, Awareness (Per) +10, Climb (S), Concealment (Ag), Dodge (Ag), Lore: Common (Eldar) (Int), Lore: Forbidden (Xenos) (Int), Pilot (Jet Pack) (Ag), Search (Ag), Silent Move (Ag), Speak Language (Eldar) (Int).

Talents: Catfall, Foresight, Hard Target, Heightened Senses (Hearing, Sight), Jaded, Nerves of Steel, Quick Draw, Rapid Reaction.

Traits: Flyer (10), Unnatural Agility (x2).

Weapons: Lasblaster (Basic; 120m; S/3/6; 1d10+4 E; Pen 4; Clip 90; Reload Full; Reliable) or Shuriken Catapult (Basic; 60m; S/3/10; 1d10+4 E; Pen 4; Clip 80; Reload 2 Full; Razor-Sharp, Reliable), Fusion Pistol (Pistol; 20m; S/-/-; 2d10+6 E; Pen 13; Clip 10; Reload 2 Full; Reliable, Volatile, Special†), Eldar Power Sword (1d10+7 E; Pen 8; Balanced), Eldar Plasma Grenades (Grenade; 9m; 1d10+6 E; Pen 5; Blast [3], Concussive, Volatile).

Gear: 2 cartridges of Lasblaster or Shuriken Catapult ammunition, 2 magazines of shuriken pistol ammunition, xenos-crafted medikit, soul stone, scanner, and helm (incorporating rebreather, photo-visior, and micro-bead), jet pack††, shimmershield†††.

Horde: Eldar Voidstorm Corsairs may be used as a Horde (see the Horde rules on page 359 of the **DEATHWATCH** Core Rulebook). A Horde of Voidstorm Corsairs has the Fighting Withdrawal and Fire Drill Traits, and may attempt a Dodge Reaction to reduce Magnitude Damage suffered by 2 on a successful Test, plus 2 per Degree of Success.

†**Fusion Pistol:** A fusion pistol doubles its Penetration at Short Range.

††**Jet Pack:** Many Corsair bands employ lightweight jet pack harnesses that allow them to traverse terrain and close on their enemies swiftly and quietly. Due to their jet packs, Voidstorm Corsairs have the Flyer (10) Trait, included above.

†††**Shimmershield:** Eldar force field technology is significantly more advanced than that of the Imperium, and it is employed in a wide variety of ways. Shimmershields are tiny field generators that generate protective wards too small to be of use at range, but which are incredibly effective in close quarters when paired with the wearer's innate reflexes. A shimmershield grants the wearer a force field with a Protection Value of 35 against any and all melee attacks. Shimmershields overload on a roll of 01.



VOID DREAMER

The Eldar are, and have always been, a psychic people. Since long before Humanity even existed, the Eldar have turned their will and the power of the Warp to their ends, and any Eldar can study the psychic arts if they so choose. It should come as little surprise, then, that Eldar forces are commonly accompanied by psychic individuals—collectively known as Seers—who utilise their powers with subtle finesse to aid their comrades. Eldar Seers do not sculpt the Immaterium with iron will and brute force, but rather derive power from it through insightful observation of its flows and tides, weaving it gently into startlingly potent forms.

Amongst the various Corsair fleets can be found a particular type of Seer, known by many names but most commonly referred to as Void Dreamers. These individuals serve as navigators and helmsmen upon Eldar vessels first and foremost, but they also work to ward off the hazards and dangers of the Warp. Within the Warp-tainted confines of a Space Hulk, the insight and protection of a Void Dreamer is invaluable to squads of Corsairs.

Eldar Void Dreamer (Elite) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
51	48	35	36	(10) 54	52	51	55	43

Movement: 5/10/15/30

Wounds: 15

Armour: Eldar Armoured Voidsuit (All 5), Rune Armour (Protection 55, no Overload).

Skills: Acrobatics (Ag) +10, Awareness (Per) +10, Climb (S), Command (Fel), Concealment (Ag), Dodge (Ag), Invocation (WP), Lore: Common (Eldar) (Int), Lore: Forbidden (Xenos) (Int), Navigate (Stellar) (Int) +10, Navigate (Webway) (Int) +10, Pilot (Jet Pack) (Ag), Pilot (Space Craft) (Ag) +10, Psyniscience (Per) +10, Search (Ag), Silent Move (Ag), Speak Language (Eldar) (Int).
Talents: Ambidextrous, Bastion of Iron Will, Catfall, Foresight, Hard Target, Heightened Senses (Hearing, Sight), Improved Warp Sense, Jaded, Nerves of Steel, Psy Rating 5, Quick Draw, Rapid Reaction, Resistance (Psychic Powers), Strong-Minded, Swift Attack, Two-Weapon Wielder (Ballistic, Melee), Wall of Steel, Warp Sense.

Traits: Flyer (10), Unnatural Agility (x2).

Psy Rating: 5

Psychic Powers: Astrotelepathy, Long-range Telepathy, Short-range Telepathy, Spiritshield†, Withering Radiance††.

Weapons: Shuriken Pistol (Pistol; 20m; S/3/6; 1d10+2 E; Pen 4; Clip 40; Reload 2 Full; Razor-Sharp, Reliable), Witchblade (Melee; 1d10+14 R; Pen 5; Balanced, Power Field), Haywire Grenades (Grenade; 9m; Haywire [3]).

Gear: 2 magazines of shuriken pistol ammunition, xenos-crafted medikit, soul stone, scanner, and helm (incorporating rebreather, photo-visor, and micro-bead), seer runes (psy focus), jet pack†††, Rune Armour††† shimmershield†††.

†**Spiritshield:** Among the duties of Void Dreamers is to protect their shipmates from the hazards of the Warp. This psychic power takes a Free Action to use and a Free Action to sustain, and is always used Fettered. While in effect, the Void Dreamer and all allied Eldar within 30m may resist any dangerous Warp-based or psychic attacks or effects they are subject to by making a Test using the Void Dreamer's Willpower Characteristic. If this Test is

successful, the Warp-based effect (etc.) is ignored, though it may still affect others who are not protected. In addition, while this power is in effect, any Daemon or psyker attempting to charge an Eldar protected by this power must pass a **Difficult (-10) Willpower Test** or be Stunned for 1 round.

††**Withering Radiance:** The Void Dreamer unleashes a spear of brilliant energy, a glimpse at the depths of the Warp that leaves ancient and withered corpses where vital and puissant warriors once stood. This psychic power takes a Half Action to use, and may be targeted at any enemy within 10x Psy Rating metres. If the Focus Power Test is successful, the target, and one additional enemy within range per Degree of Success, immediately suffers 2d10 Energy Damage, +1 per Psy Rating, with a Pen of 10.

†††**Jet Pack & Shimmershield:** See the entry for these pieces of equipment on page 125.

††††**Rune Armour:** A complex latticework of wraithbone and other psychoreactive materials adorns the body of an Eldar psyker in battle, producing a protective aegis fuelled by their will that pulses in time with their heartbeat. A Void Dreamer's Rune Armour generates a force field with a Protection Rating equal to his Willpower, with no chance of overloading.



WARP SPIDER

Of all the forces at the disposal of the Eldar Craftworlds, many believe that it is the warriors of the Warp Spider Aspect who best know the vagaries and dangers of Warp-translation. For this reason, Warp Spiders are well-suited to missions aboard a Space Hulk. The vicious firepower afforded by their Death Spinners allows them to swiftly overcome most of the adversaries they encounter, while the mobility granted them by their Warp Jump Generators allow them to circumvent the most difficult and dangerous of obstacles.

Warp Spider (Elite) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
52	56	38	37	(10)	44	(8)	51	28

Movement: 5/10/15/30

Wounds: 16

Armour: Warp Spider Aspect Armour† (All 8).

Skills: Acrobatics (Ag) +10, Awareness (Per) +10, Climb (S), Concealment (Ag) +10, Dodge (Ag) +10, Lore: Common (Eldar) (Int), Lore: Forbidden (The Black Library, Warp, Xenos) (Int), Medicae (Int), Pilot (Warp Jump Generator) (Ag), Search (Ag), Security (Ag) +20, Silent Move (Ag), Speak Language (Eldar) (Int), Tactics (Assault Doctrine) (Int), Tactics (Recon and Stealth) (Int), Tracking (Int).

Talents: Catfall, Crack Shot, Deadeye Shot, Foresight, Hard Target, Heightened Senses (Hearing, Sight), Jaded, Mighty Shot, Nerves of Steel, Quick Draw, Rapid Reaction, Step Aside.

Traits: Auto-Stabilised, Unnatural Agility (x2).

Weapons: Death Spinner (Basic; 30m; S/2/4; 1d10+15 R; Pen 0; Clip 20; Reload Full; Blast [1], Devastating [1], Reliable, Tearing), Shuriken Pistol (Pistol; 30m; S/3/5; 1d10+4 R; Pen 4; Clip 40; Reload 2 Full; Razor-Sharp, Reliable), Master-crafted Xenos Combat Blade (Melee; 1d5+5 R; Pen 2).

Gear: Warp Jump Generator††, 2 cartridges of Death Spinner ammunition, 2 magazines of shuriken pistol ammunition, xenos-crafted medikit, soul stone, scanner, and helm (incorporating rebreather, photo-visior, and micro-bead).

†**Aspect Armour:** Eldar armour is extremely sophisticated, and is far less encumbering than its protective properties might suggest. Aspect Armour is fully sealed and protects the wearer from all hostile environments, including vacuum.

††**Warp Jump Generator:** Every Warp Spider carries a compact Warp generator, allowing them to make brief controlled journeys through the Warp. Though lasting only for fractions of a second, these jumps permit a Warp Spider to cross dozens of metres at a time with little trace of its passage but the subtle rush of displaced air. However useful these jumps are, though, they are not without peril; for an Eldar to linger within the Immaterium for more than the briefest of moments is to invite catastrophe.

The Warp Spider may move at double his normal movement rate using the Warp Jump Generator, ignoring all intervening terrain and obstacles in the process. He may try to linger in the Warp for fractions of a second longer to travel 2d10 metres further, but should the Warp Spider roll a double 1 for this additional distance, he must pass a **Hard (-20) Pilot (Warp Jump Generator) Test** or fail to return to reality. Should he pass the Test, he may only take a Half Action on his next turn as he returns to the material universe.

WARP SPIDER EXARCH

Each Aspect Warrior squad hails from a single Temple within his home Craftworld, and every Temple is home to a single Exarch, who serves as its guardian, attendant priest, and tutor to those who would study the arts of war there. But Exarchs are far more than teachers and priests. Each has walked far upon the Warrior Path and found himself unable to turn away, instead devoting his existence entirely to the pursuit of warfare. Each is a superlative warrior, with skill, speed, and insight far greater than all but the mightiest of combatants. Exarchs live and breathe warfare, and can only view the world around them through a warrior's eyes.

The Exarchs of the Warp Spiders exemplify the traits and nature of the Warp Spider Aspect to a degree impossible for any other being, and are commonly found accompanying their students on perilous missions in the defence of their Craftworld. Their armament and prowess are greater than even that of the warriors they lead, and there are few foes they cannot best.

Warp Spider Exarch (Master) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
62	66	48	47	(15)	54	(8)	61	38

Movement: 5/10/15/30

Wounds: 30

Armour: Exarch Armour† (All 10)

Skills: Acrobatics (Ag) +10, Awareness (Per) +20, Climb (S), Command (Fel) +10, Concealment (Ag) +10, Dodge (Ag) +20, Lore: Common (Eldar) (Int), Lore: Forbidden (The Black Library, Warp, Xenos) (Int), Medicae (Int), Pilot (Warp Jump Generator) (Ag) +10, Search (Ag), Security (Ag) +20, Silent Move (Ag), Speak Language (Eldar) (Int), Tactics (Assault Doctrine) (Int) +10, Tactics (Recon and Stealth) (Int) +10, Tracking (Int).

Talents: Ambidextrous, Catfall, Crack Shot, Deadeye Shot, Foresight, Hard Target, Heightened Senses (Hearing, Sight), Jaded, Mighty Shot, Nerves of Steel, Quick Draw, Rapid Reaction, Step Aside, Swift Attack, Two Weapon Wielder (Ballistic, Melee).

Traits: Auto-Stabilised, From Beyond, Surprise Assault††, Touched by the Fates (1), Unnatural Agility (x3), Withdraw†††.

Weapons: Exarch Death Spinners (Basic; 30m; S/2/4; 1d10+17 R; Pen 0; Clip 20; Reload Full; Blast [1], Devastating [1], Reliable, Storm, Tearing) or Spinneret Rifle (Basic; 60m; S/-/-; 1d10+5 R; Pen 10; Clip 1; Rld Half; Accurate, Felling [2], Razor-Sharp, Tearing), two forearm-mounted Eldar Power Blades (Melee; 1d10+10 E; Pen 8; Balanced, Power Field).

Gear: Warp Jump Generator†††, 2 cartridges of Death Spinner ammunition, a multitude of soul stones, scanner, and helm (incorporating rebreather, photo-visior, and micro-bead).

†**Exarch Armour:** Eldar armour is extremely sophisticated, and is far less encumbering than its protective properties might suggest. Exarch Armour is fully sealed and protects the wearer from all hostile environments, including vacuum.

††**Surprise Assault:** Particularly under the guidance of their Exarch teacher, Warp Spiders are experts at ambush and surprise attacks, commonly butchering their foes before those enemies can properly react. When attacking surprised or unaware enemies, the Warp Spider Exarch and his squad may count those enemies as helpless.



†††**Withdraw:** Warp Spider Exarchs view the flow and weave of battle with a clarity that mortal warriors cannot comprehend, let alone emulate, and can spot the very moment at which an assault should end. Upon his signal, the Exarch's squad vanishes without a trace. On any turn, the Exarch may decide to disengage from the battle entirely as a Full Action. Upon doing this, the Exarch and every Warp Spider in his squad (as well as any incapacitated, injured, or dead members—their armour follows the Exarch's signal so that they can be recovered safely) immediately leave combat and reappear 50m away, out of sight of their enemies—for all intents and purposes, the battle is over, though the Warp Spiders live to fight again.

††††**Warp Jump Generator:** Every Warp Spider carries a compact Warp drive, allowing them to make brief controlled journeys through the Warp. Though lasting only for fractions of a second, these jumps permit a Warp Spider to cross dozens of metres at a time with little trace of their passage but the subtle rush of displaced air. However useful these jumps are, though, they are not without peril; for an Eldar to linger within the Immaterium for more than the briefest of moments is to invite catastrophe.

The Warp Spider may move at double his normal movement rate using the Warp Jump Generator, ignoring all intervening terrain and obstacles in the process. He may optionally try to linger in the Warp for fractions of a second longer to travel 2d10 metres further, but should the Warp Spider roll a double 1 for this additional distance, he must pass a **Hard (-20) Pilot (Warp Jump Generator) Test** or fail to return to reality. Should he pass the Test, he may only take a Half Action on his next turn as he staggers back into the material universe.

CHAOS SPACE MARINES, CULTISTS, AND RENEGADES

Due to the Warp-tainted nature of most Space Hulks, many become home to those devoted to the Ruinous Powers. Such a presence can be particularly detrimental, as the presence of the Lost and the Damned can serve as a conduit into the Warp, distorting and corrupting the physical substance of a Space Hulk further. An accursed derelict of this sort is an immense threat to the Imperium, not only for the vile creatures it contains but also for the taint that it represents and may spread.

The mortal servants of the Dark Gods are legion, and for every army slain by the forces of the Imperium, another springs up to take its place. For all those who stand firm against the darkness and resist the insidious influence of Chaos, it takes only a few to succumb to bring worlds to their knees and to subject billions to damnation.

Warbands devoted to Chaos often travel aboard Space Hulks, viewing them as guided by the divine provenance of the Dark Gods. Many found dark temples within the depths of the Space Hulk they ride in, performing blasphemous rites while they voyage through the Immaterium.

RENEGADE REAVER

Mortal servants of Chaos, traitor voidsmen, or murderous pirates, Renegade Reavers are almost universally devoid of mercy and compassion. Armed with simple weapons, these damned souls are driven by their own wanton desires and fear of their dark masters.

A screaming, blood-soaked horde, Renegade Reavers are a threat to Adeptus Astartes warriors only in overwhelming numbers.

Renegade Reaver (Troop) Profile



WS	BS	S	T	Ag	Int	Per	WP	Fel
32	32	35	35	32	28	30	27	26

Movement: 3/6/9/18

Wounds: 10

Armour: Armoured Voidsuit (All 5, Horde 5).

Skills: Awareness (Per), Intimidate (S), Lore: Forbidden (Heresy) (Int), Speak Language (Low Gothic) (Int), Tech-Use (Int).

Talents: None.

Traits: None.

Weapons: Combat Shotgun (Basic; 30m; S/2/-; 1d10+4 I; Clip 28; Reload 2 Full; Scatter), Mono-Axe (Melee; 1d10+4 R; Pen 2).

Gear: Mag-boots, cutting tools.

Horde: Chaos Reavers can be used as a Horde (see the Horde rules on page 359 of the **DEATHWATCH** Core Rulebook). A Horde of Chaos Reavers has the Blood Soaked Tide Trait.



CHAOS TERMINATOR

Amongst the Traitor Legions, there are some whose devotion to darkness are greater than most. These dark paragons are elite amongst Chaos Space Marines, and they commonly bear the rarest and most valuable wargear available. Clad in ancient and powerful Terminator Armour and equipped with mighty weaponry, they are the match for all but the mightiest of Space Marines.



Chaos Terminator (Elite) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
55	55	⁽¹⁶⁾ 80	⁽¹⁰⁾ 50	25	40	45	48	30

Movement: 3/6/9/18

Wounds: 35

Armour: Terminator Armour (All 14; Protection 35).

Skills: Awareness (Per) +10, Command (Fel) +10, Intimidate (S) +20, Literacy (Int), Lore: Forbidden (Daemons, Warp) (Int), Scrutiny (Per), Survival (Int).

Talents: Bolter Drill, Bulging Biceps, Die Hard, Fearless, Hatred (Loyalist Space Marines), Heightened Senses (Sight, Hearing), Hammer Blow, Jaded, Lightning Attack, Quick Draw, Rapid Reload, Swift Attack, True Grit.

Traits: Auto-Stabilised, Dark Sight, Size (Hulking), Unnatural Strength (x2), Unnatural Toughness (x2).

Weapons: Combi-Bolter (Basic; 100m; S/4/—; 1d10+9 X; Pen 4; Clip 56; Rld 2 Full; Tearing, Twin-Linked), Astartes Power Axe (Melee; 1d10+21 E; Pen 6; Power Field, Unbalanced).

Gear: Skull-topped Trophy Rack.

REAYER CHAMPION

Elevated through slaughter and sacrifice, reayer champions are powerful mortal beings who carry the favour of the Chaos Gods. Their blood-soaked services and shrieking sermons drive lesser servants of Chaos into a berserk fury.



Reayer Champion (Elite) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
52	32	52	48	41	28	30	35	35

Movement: 4/8/12/24

Wounds: 20

Armour: Armoured Voidsuit (All 5, Horde 5).

Skills: Awareness (Per), Charm (Fel), Command (Fel), +10 Dodge (Ag), Intimidate (S) +10, Lore: Forbidden (Heresy) (Int), Speak Language (Low Gothic) (Int), Tech-Use (Int).

Talents: Berserk Charge, Disturbing Voice, For the Dark Gods!†, Frenzy, Furious Assault, Hatred (Ecclesiarchy, Space Marines), Inspire Wrath, Into the Jaws of Hell, Iron Discipline.

Weapons: Accursed Eviscerator (Melee; 2d10+11 R; Pen 3; Felling [1], Razor-Sharp, Tearing, Unwieldy).

Gear: Mag-boots, blasphemous icons.

†**For The Dark Gods!** Champions of Chaos are the foremost amongst the screaming and depraved hordes of the Lost and the Damned, and a few words of insane fervour from a Champion can drive their followers into orgies of destruction and desecration. As a Half Action, a reayer champion may attempt an **Ordinary (+10) Command Test**. If this is successful, a single Horde of Renegade Reayers within 10m gains a +20 bonus on their next attack roll.



EXALTED CHAMPION

Amongst the greatest of mortal Champions of Chaos are the Exalted Champions, beings who approach the very pinnacle of their devotion and power. Their prowess is a match for even mighty champions of the Adeptus Astartes, and they can strike down great hordes of lesser warriors in mere moments. Armed with mighty and deadly weaponry and clad in Warp-blessed armour, they are nigh-unstoppable.

Exalted Champion (Master) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
70	60	⁽¹⁴⁾ 70	⁽¹⁰⁾ 50	50	45	50	53	45

Movement: 6/9/18/36

Wounds: 50

Armour: Chaos Armour (All 12).

Skills: Awareness (Per) +20, Command (Fel) +20, Dodge (Ag) +10, Intimidate (S) +20, Literacy (Int), Lore: Forbidden (Daemons, Warp) (Int) +10, Scrutiny (Per), Speak Language (Low Gothic, Unholy Tongue) (Int), Survival (Int).

Talents: Ambidextrous, Astartes Weapon Training, Bolter Drill, Bulging Biceps, Crushing Blow, Die Hard, Fearless, Hatred (Loyalist Space Marines), Heightened Senses (Sight, Hearing), Hammer Blow, Jaded, Killing Strike, Lightning Attack, Quick Draw, Rapid Reload, Swift Attack, True Grit, Two Weapon Wielder (Ballistic, Melee).

Traits: Dark Blessings†, Dark Sight, Fear (2), From Beyond, Rule Through Dread††, Size (Hulking), Touched by the Fates (2), Unnatural Strength (x2), Unnatural Toughness (x2).

Weapons: Plasma Pistol (Pistol; 30m; S/2/-; 1d10+8 E; Pen 8; Clip 14; Rld 3 Full; Volatile), Daemonic Blade (Melee; 1d10+18 R; Pen 6; Balanced, Tearing, Warp Weapon).

Gear: Skull-topped Trophy Rack, Unholy Blessings (Protection 50, Overload 01-05).

†**Dark Blessings:** The Exalted Champion is barely mortal any more, and has accumulated many dark and potent gifts throughout their millennia of existence. The Exalted Champion may use the Codex Solo Abilities listed on page 216 of the **DEATHWATCH** Core Rulebook.

††**Rule Through Dread:** The Exalted Champion is terror made flesh, and his followers dread him more than they fear the enemy. Whenever an ally must attempt a Fear or Pinning Test, or a Test to resist breaking and fleeing, he may use the Exalted Champion's Willpower instead. Further, he may attempt an **Ordinary (+20) Willpower Test** as a Half Action to restore 1d10 Magnitude to a single Horde within 20m, as the fear of his wrath renews their resolve.



TYRANIDS

Though they are known to possess vast void-faring organisms, dubbed bioships, to sail the dark between the stars, the Tyranids are not an uncommon sight aboard Space Hulks. In particular, strains of the Genestealer species can often be found lying dormant within these ancient derelicts, hibernating until they are disturbed. Ordo Xenos archivists have recorded countless thousands of Genestealer infestations that can theoretically be traced back to the contamination of an exploratory team. Threats of this nature are amongst the many reasons that the Adeptus Astartes are frequently entreated to investigate and purge Space Hulks in place of mortal warriors.

Genestealers are, however, far from the only form of Tyranid to be found aboard Space Hulks. While the particular instinctive drives of Genestealers are believed to compel these creatures to stow away aboard starships in order to spread their taint, they do not always do so alone. The peculiarities of Tyranid physiology means that while some of these vile stowaways perish, others enter a prolonged state of hibernation, conserving limited energy and minimising respiration of increasingly scarce oxygen.

Isolated from the domination of the Hive Mind, these creatures typically revert to instinctive and animalistic behaviour when woken from their slumber, but are just as dangerous when driven into a berserk rage by starvation as they are when commanded by the implacable will of the Hive Mind.

RIPPER SWARM

Lacking contact with the Hive Mind, the existence of a Ripper Swarm is commonly brief and savage. Virtually mindless and driven only to consume, Rippers cannot truly digest the matter they devour—such is the purpose of the massive digestion pools formed during a Tyranid invasion, and will invariably gorge themselves until dead to be devoured by another and another until decay takes them. Those few who endure even this and hibernate to avoid starvation will awaken at the slightest disturbance, and soon after they spill forth from the dank holes they have infested.

Ripper Swarm (Troop) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	—	25	30	40	10	30	30	—

Movement: 2/4/6/12

Wounds: 10

Armour: Exoskeleton (All 2, Horde 2).

Skills: Awareness (Per), Climb (S), Dodge (Ag), Silent Move (Ag), Swim (S), Tracking (Int) +10.

Talents: Fearless, Heightened Senses (Smell).

Traits: Burrower (1), Crawler, Dark Sight, Improved Natural Weapons (Mandibles), Instinctive Behaviour (Feed), Natural Armour (Exoskeleton), Size (Puny), Tenacious Grappler†, Tyranid.

Weapons: Mandibles (Melee; 1d5+3 R; Pen 3).

Horde: Rippers can be used as a Horde (see the Horde rules on page 359 of the **DEATHWATCH** Core Rulebook). When in a Horde, Rippers gain the Relentless and Overwhelming Traits,

the Swift Attack Talent, and all their attacks gain the Tearing quality. A Horde of Rippers has the Fear (1) Trait. Alter the Size Trait as appropriate for Horde magnitude.

Biomorphs: At the GM's discretion, Rippers may be given any of the following biomorphs:

- **Poisonous** (gain the Toxic [1d10] Trait).
- **Winged** (gain Flyer [3] Trait).
- **Tenacious** (gain Unnatural Toughness [x2]).
- **Spinespitter** (Rippers with this adaptation can project vicious flurries of spines at their prey. Increase the Ripper's Ballistic Skill to 30 and gain the following ranged weapon [Pistol; 20m; -/3/-; 1d10+1 I; Pen 0; Living Weapon]).

†**Tenacious Grappler:** Rippers drag down their prey by grappling with it so that others can latch on more easily. When attempting to grapple an opponent armed with a melee weapon, Rippers suffer only a -10 penalty instead of the usual -20. Further, a Horde of Rippers gains a bonus equal to its Magnitude on all Strength Tests made during a grapple.

VECTORI-STRAIN GENESTEALERS

The *Vectori* strain represents a classification of Genestealers adopted by the Jericho Deathwatch to refer to the unique Genestealer breed encountered aboard the Space Hulk *Mortis Thule*. More agile than the purestrains from which all Genestealers derive, this xenos breed is well adapted to moving swiftly and silently

through confined spaces, while their lower body mass reduces the energy required of their bodies, allowing them to operate effectively for longer periods without sustenance.

Vectori Genestealers are nimble and stealthy hunters, operating with a focus and efficiency natural to creatures for which economy of energy is an essential facet of survival. However, their lighter physiology makes them ill-suited to direct shock tactics, and their bodies are not as durable as those of purestrains.

Vectori-Strain Genestealer (Elite) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
65	—	(8) 42	45	(10) 55	38	60	45	—

Movement: 10/20/30/60

Wounds: 16

Armour: Reinforced Chitin (All 4).

Skills: Acrobatics (Ag), Awareness (Per) +10, Concealment (Ag), Contortionist (Ag) +10, Climb (S) +20, Dodge (Ag) +10, Move Silently (Ag) +10, Swim (S) +10, Tracking (Int) +10.

Talents: Ambidextrous, Assassin's Strike, Double Team, Fearless, Hard Target, Leap Up, Lightning Attack, Lightning Reflexes, Sprint, Step Aside, Swift Attack.

Traits: Brood Telepathy†; Dark Sight, Fear (2), Genestealer's Kiss††, Multiple Arms, Natural Armour (Reinforced Chitin), Unnatural Agility (x2), Unnatural Speed, Unnatural Strength (x2), Tyrannid.

Weapons: Rending Claws (Melee; 1d10+12 R; Pen 5; Razor Sharp).

Biomorphs: At the GM's discretion, *Vectori*-strain Genestealers may be given either or both of the following Biomorphs:

- **Adrenal Glands** (gain Furious Assault Talent).
- **Toxin Sacs** (gain the Toxic [1d10] Trait).

†**Brood Telepathy:** *Vectori*-strain Genestealers have a constant telepathic link with each other which can function clearly and without restriction (such as from intervening objects or other forms of shielding) up to one kilometre.

††**Genestealer's Kiss:** A Genestealer possesses an ovipositor within its maw that implants the alien's genetic code into its victims. This seeds the host's body with a parasite that will grow into a monstrous hybrid creature. Over a number of generations, these hybrids will give birth to more hybrids until eventually a new Genestealer is born. A host can resist such an implantation, but only if they pass a **Challenging (+0) Toughness Test** as soon as it occurs. Once infected, the host becomes beholden to the Genestealer that infected it (and through their Brood Telepathy, that Genestealer's entire brood), and it protects and nurtures the progeny it carries as if it were its own child. Special treatments known to the Deathwatch and the robust physiology of the Adeptus Astartes ensure that Deathwatch Space Marines are immune to this effect and will automatically pass any Toughness Tests to resist being so infected.

VECTORI-STRAIN GENESTEALER BROODLORD

The circumstances that lead to a Broodlord coming into being are still a relative unknown to the Ordo Xenos, but speculation and theories abound on the subject. In the case of those found aboard *Mortis Thule*, it has been theorised that exposure to the energies of the Warp and isolation from the Hive Mind has somehow culminated in the creation of an "alpha" Genestealer, a creature of terrible majesty and dreadful might that exists at the heart of the collective brood-mind shared by any given group of Genestealers.

Whatever the truth of their origins, *Vectori* Broodlords are terrifying creatures. Connected psychically to an instinctive network of hunters, they lie in wait while their lesser brood herd unwitting prey into traps and ambushes orchestrated by a being of vicious cunning and inhuman intellect. When they choose to act directly, there are few combatants who can endure their onslaught.

Vectori-Strain Broodlord (Master) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
75	—	(12) 42	(8) 45	(12) 65	48	60	55	—

Movement: 12/24/36/72

Wounds: 50

Armour: Hardened Carapace (All 6).

Skills: Acrobatics (Ag), Awareness (Per) +10, Concealment (Ag), Contortionist (Ag) +10, Climb (S) +20, Dodge (Ag) +10, Move Silently (Ag) +10, Swim (S) +10, Tracking (Int) +10.

Talents: Ambidextrous, Assassin's Strike, Double Team, Fearless, Hard Target, Iron Jaw, Leap Up, Lightning Attack, Lightning Reflexes, Preternatural Speed, Sprint, Step Aside, Swift Attack, True Grit.

Traits: Alpha Genestealer†, Dark Sight, Fear (2), Genestealer's Kiss††, Multiple Arms, Natural Armour (Hardened Carapace), Unnatural Agility (x2), Unnatural Speed, Unnatural Strength (x3), Unnatural Toughness (x2), Tyrannid.

Weapons: Rending Claws (Melee; 1d10+16 R; Pen 5; Razor Sharp).

Biomorphs: At the GM's discretion, a *Vectori*-strain Broodlord may be given either or both of the following Biomorphs:

- **Adrenal Glands** (Gain Furious Assault Talent).
- **Toxin Sacs** (Gain the Toxic [1d10] Trait).

†**Alpha Genestealer:** *Vectori*-strain Genestealers have a constant telepathic link with each other which can function clearly and without restriction (such as from intervening objects or other forms of shielding) up to one kilometre. This allows them to communicate with one another and pass information to nearby Genestealers quickly and quietly. A Broodlord at the heart of this telepathic link can track its foes with the senses of many and employs its greater intellect to coordinate and command the lesser Genestealers. As long as the Broodlord is conscious and within range, the entire brood gains a +20 bonus on all Awareness and Tracking Tests, and allows the GM to roll twice and pick the highest when randomly determining the number of Genestealers present in an Encounter.

††**Genestealer's Kiss:** A Genestealer possesses an ovipositor within its maw that implants the alien's genetic code into its victims. This seeds the host's body with a parasite that will grow into a monstrous hybrid creature, mixing the genes of the Genestealer and the host. Over a number of generations, these hybrids will give birth to more hybrids until eventually a new Genestealer is born. A host can resist such an implantation, but only if they pass a **Challenging (+0) Toughness Test** as soon as it occurs. Once infected, the host becomes beholden to the Genestealer which infected it (and through their Brood Telepathy, that Genestealer's entire brood), and it protects and nurtures the progeny it carries as if it were its own child. Special treatments known to the Deathwatch and the robust physiology of the Adeptus Astartes ensure that Deathwatch Space Marines are immune to this effect and will automatically pass any Toughness Tests to resist being so infected.



CHAOS DAEMONS

Fouler than any mortal adversary, the Enemy Beyond is a danger not only to life and limb, but to heart and soul as well. No enemy is as perilous to the spirits of those who face them as the perfidious nature of the Daemon, and no creatures are as abhorrent to the natural order of the universe as Daemons. Even amongst many of the xenos species that plague the galaxy, the daemonic is despised as unnatural, such is their vile nature.

A Daemonic infestation aboard a Space Hulk can take many forms and will inevitably alter the fundamental structure and nature of the derelict vessels that comprise the Space Hulk, warping them beyond recognition into some impossible, hellish realm. To combat such an infestation, warriors must be steeled against physical corruption and spiritual taint alike.

The nature of the threat a Space Hulk poses is seldom known until it has been boarded and investigated. As a result, it can rarely be predicted if a tainted Space Hulk is present within a system, and while it would be preferable for forces such as the Grey Knights or the Ordo Malleus to confront such threats, the Deathwatch are often faced with the responsibility of purging such infestations.

FURY

Counted amongst the weaker of the common breeds of lesser Daemons, Furies are little more than savage animals, shrieking hell-beasts that blot out the sky in great swarms. Driven by crude intellect and predatory instinct, they exist primarily to slay and devour mortal prey. Furies are said to be the souls of those who devoted themselves to Chaos but found no bond to any one Chaos God, cursed by their indecision. They crave opportunities to escape their aimless existence and torment the living.

In the warp-tainted environs of a Space Hulk, great flocks of Furies can lurk in the darkest places, conserving their unnatural vitality until potential prey is detected. Should mortal souls cross their path, they emerge in great numbers and descend swiftly to engage in savage combat.

Fury (Troop) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
42	—	(6) 39	(6) 39	35	19	40	29	10

Movement: 3/6/9/18 (Flying 12)

Wounds: 13

Skills: Awareness (Per), Intimidate (S), Dodge (Ag), Psyniscience (Per).

Talents: Berserk Charge, Fearless, Furious Assault.

Traits: Daemonic (TB 6), Daemonic Presence†, Fear (1), Flyer (12), From Beyond, Improved Natural Weapons, Strange Physiology, Unnatural Strength (x2), Warp Instability.

Weapons: Vicious Talons (Melee; 1d10+6 R; Tearing).

Horde: Furies can be used as a Horde (see the Horde rules on page 359 of the **DEATHWATCH** Core Rulebook). A Horde of Furies has the Blood Soaked Tide and Overwhelming Traits. Should the Horde be subjected to Warp Instability, it will lose 1 Magnitude, plus 1 Magnitude per Degree of Failure on the Willpower Test.

†**Daemonic Presence:** All enemies within 10 metres of a Fury suffer a –10 penalty on all Willpower Tests.



SCREAMER OF TZEENTCH

These graceful monstrosities sail through the sholes of the Empyrean and are drawn to the incandescent souls of those traversing the Warp. Their super-natural Warp maw is capable of rending the hull of a voidship into useless scrap as they tear their way into the heart of a ship in search for prey.

Screamer (Elite) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	02	45	(8) 45	50	15	43	40	03

Movement: – (Flying 12)

Wounds: 18

Armour: None

Skills: Awareness (Per) +20.

Talents: None.

Traits: Daemonic (TB 8), Fear (2), Flyer (12), From Beyond, Improved Natural Weapons (Warp Maw), Warp Instability.

Daemonic Presence: All creatures within 20 metres take a –10 penalty to Willpower Tests.

Weapons: Warp maw (Melee; 1d10+5 E, Pen 12; Felling [3], Razor Sharp, Tearing).

UHLEVORIX

The Eater of Dread, Daemon Prince of Slaanesh

A melding of coalesced fear and a mortal soul as black as pure night, Uhlevorix is a nightmarish psychic predator, whose psychic power and cold intellect allows it to use the fear of its prey as a weapon. As a powerful Daemon Prince of Slaanesh, believed to once have been a sadistic mortal, this entity has only been encountered a handful of times in the history of the Jericho Reach. This is a mercy, for the grotesque monstrosity is known to have massacred whole armies and laid waste to entire settlements purely on the power of the fear it inspires. Intangible by nature, the Eater of Dread is difficult to harm, let alone slay, and it grows stronger with every moment of terror it inspires.

Aboard a Space Hulk, this singular creature feeds off the terror and panic of the crews of starships lost in the Warp, and lingers within its psychic residue as the derelict vessel coasts through the Immaterium. Once manifested, if it encounters mortal prey, it haunts their steps attempting to discern their fears and wield them. Even the iron resolve of the Adeptus Astartes are not entirely immune to Uhlevorix's influence, though they are more resilient than most.

Uhlevorix (Master) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
43	—	38	⁽¹⁵⁾ 56	⁽¹⁰⁾ 52	49	50	⁽¹²⁾ 68	22

Movement: 14/28/42/84

Wounds: 120

Armour: None.

Skills: Awareness (Per) +10, Concealment (Ag) +20, Dodge (Ag) +20, Intimidate (S) +20, Lore: Forbidden (Daemons) (Int) +10, Psyniscience (Per) +10, Silent Move (Ag) +20, Speak Language (All) (Int) +10.

Talents: Assassin's Strike, Crippling Strike, Crushing Blow, Improved Warp Sense, Lightning Attack, Psy Rating 6, Swift Attack, Warp Sense.

Traits: Daemonic (TB 10), Daemonic Presence†, Daemonic Psyker††, Eater of Dread†††, Ephemeral Nightmare††††, Dark Sight, Fear (4), From Beyond, Improved Natural Weapons, Incorporeal, Palpable Fear†††††, Size (Enormous), Strange Physiology, The Stuff of Nightmares, Unnatural Agility (x2), Unnatural Speed, Unnatural Toughness (x2), Unnatural Willpower (x2), Warp Instability.

Psychic Powers: Compel, Mind Scan, Mind Worm, Weaken Resolve.

Weapons: The Touch of Dread (Melee; 1d10+3 R; Felling [2], Warp Weapon).

†**Daemonic Presence:** All enemies within 30 metres of Uhlevorix suffer a –10 penalty on all Willpower Tests.

††**Daemonic Psyker:** Uhlevorix may not use its powers at the Fettered or Pushed power levels, and never suffers from Psychic Phenomena or Perils of the Warp.

†††**Eater of Dread:** Whenever a creature fails a Fear Test against Uhlevorix's Fear, or suffers one or more Insanity points because of it, the Eater of Dread regains 1d10 wounds, up to its normal maximum.

††††**Ephemeral Nightmare:** Melee attacks made by Uhlevorix can still harm corporeal creatures even though it is incorporeal, these attacks cannot be parried except by psychically warded or blessed weapons. Further, any creature damaged by Uhlevorix's melee attack gains 1d5 Insanity Points.

†††††**Palpable Fear:** Uhlevorix is a being of coherent fear and centuries-old malice, an entity that feeds upon and inspires dread in equal measure. Any creature that fails a Fear Test caused by Uhlevorix immediately suffers damage as if struck by it in melee. The Astartes, whose minds are proof against mortal terrors, suffer 1d5 Insanity Points upon encountering Uhlevorix, as their spirits are wounded by its presence. Creatures that are Fearless or otherwise immune to Fear are entirely unaffected by this special rule and cannot be harmed by its attacks.

LUCTOS-STRAIN PSYCHNEUEIN

A rare but terrible form of Warp entity, Psychneuein represent well the perils of the unprotected psyker. Their capacity to spread and overwhelm civilised areas, in spite of a lack of any apparent intellect, is horrifying to observe, and signs of Psychneuein infestation are treated seriously by the Inquisition. Countless divergent strains and variants of these creatures have been identified over the millennia, such as the Mara Strain observed within the Calixis Sector, and the near-mythical Prospero Strain, believed to have infested a world of sorcerer-kings during the dark days before the Imperium.

The Luctos Strain, identified in 281.M39 by Brother-Epistolary Arno Tannis of the Deathwatch in the Jericho Reach, seems particularly resistant to extinction, having reappeared dozens of times after seemingly being annihilated. Tannis himself was slain by larval infestation less than a day after making his report of a successful mission against them to the Watch Commander, forcing Watch Fortress Erioch into lockdown until the creatures could be contained and purged.

While most identified strains of Psychneuein seem capable only of laying their eggs within the brain of a nearby psyker (typically less than 100 metres), the Luctos strain appears capable of nesting in other conditions if necessary—using ambient psychic energy rather than the brain of a psyker to gestate their young. From observed sightings, this appears to be less effective and far slower than gestation with a psyker's brain, but it nonetheless poses a significant problem to the Imperium, as it demonstrates a xenos breed adapting to the typical methods of elimination.



PSYCHNEUEIN GRUBS

Psychneuein grubs are typically around a metre long and ooze a greyish mucous as they crawl. They are unsettling to behold, as if their motions are out of synch with the reality they are spawned into, and few beings can stomach their presence for long.

Clutches of Psychneuein grubs are more inclined to hide in some dark corner, safe from aggressors. It takes relatively little time for grubs to mature into full-grown Psychneuein, but they are extremely vulnerable to aggressors until that time.

Psychneuein Grub (Troop) Profile



WS	BS	S	T	Ag	Int	Per	WP	Fel
15	—	20	20	30	—	10	70	—

Movement: 7/14/21/42

Wounds: 6

Armour: None.

Skills: Concealment (Ag).

Talents: None.

Traits: Fear (2), From Beyond, Improved Natural Weapon (Mandibles), Six-Legged, Size (Puny), Spontaneous Mutation†, Strange Physiology.

Weapons: Mandibles (Melee; 1d10+2 R; Pen 0).

Horde: Psychneuein grubs can be used as a Horde (see the Horde rules on page 359 of the **DEATHWATCH** Core Rulebook). Alter the Size Trait as appropriate for Horde magnitude.

†**Spontaneous Maturation:** Whenever a Psychneuein grub takes damage but is not killed, it has a 25% chance of transforming instantly into a mature Psychneuein drone. Should a Horde of Psychneuein grubs suffer damage, there is a 50% chance that a single mature Psychneuein drone appears, having matured out of one of the injured larvae.

PSYCHNEUEIN INFESTATION

Those unfortunate enough to be host to a clutch of Psychneuein eggs have an extremely short life expectancy, and can look forward to an agonising and maddening demise as their brain and nervous system are devoured by ravenous larvae.

A character suffering from Psychneuein Infestation will die after a number of hours equal to his Toughness characteristic. As long as the final stages have not begun, this can be averted with delicate neurosurgery, requiring an **Arduous (–40) Medicine Test** taking 1d5 hours to successfully locate and remove the eggs. Failure means that some or all of the eggs remain. This Test can only be attempted once—repeated brain surgery in a short space of time is inadvisable at the best of times.

THE AGONY OF BIRTH

The final stages last only a few hours, but the victim's condition changes rapidly during this time. There are two final stages, each lasting a number of minutes equal to the character's Toughness characteristic. The first of these stages is indicated only by a persistent headache, imposing a level of Fatigue that cannot be removed. The second stage sees that dull pain turn into searing agony, and the character is changed in the following ways:

- Half Intelligence and Fellowship Characteristics
- Increase Psy Rating by 1
- Gain the Die Hard and Fearless Talents
- The character can no longer be Stunned
- Any attempts to enter, influence or view the character's mind telepathically causes psychic feedback inflicting a level of Fatigue on the prying psyker
- If the infested character attempts a psychic power and suffers from Perils of the Warp, ignore the usual effects. Instead, the character dies immediately, and 1d10 Mature Psychneuein drones claw their way impossibly from his skull.
- If the character is slain, there is a 25% chance that 1d10 Mature Psychneuein drones emerge. Otherwise, 1d10 Psychneuein grubs (or a Horde of twice that Magnitude) emerges instead.

PSYCHNEUEIN DRONE

Making up the overwhelming majority of adult Psychneuein, drones resemble giant wasps, each two metres long from their mandibles to the end of their thorax. Capable of swift movement and extremely strong and resilient, Psychneuein are also innately psychic and venomous. Their stingers can pierce any armour wrought by man or Daemon, and in significant numbers they can overwhelm even the mightiest of warriors.

Within the confines of a Space Hulk, swarms of Psychneuein drones cluster in vast caverns and abandoned vaults, emerging to hunt periodically. The sound of their droning flight has been known to infect the minds of men and drive them to madness, and it is this sound that most often heralds their hunting swarms.

Psychneuein Drone (Elite) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
38	—	(8) 40	(10) 56	(6) 32	16	66	70	—

Movement: 9/18/27/54 (Fly 10)

Wounds: 20

Armour: None.

Skills: Awareness (Per), Climb (S) +20, Dodge (Ag) +10, Psyniscience (Per).

Talents: Double Team, Psy Rating (4), Swift Attack.

Traits: Dark Sight, Fear (4), Flyer (10), From Beyond, Improved Natural Weapons (Stinger), Six-Legged, Strange Physiology, The Stuff of Nightmares, Toxic, Unnatural Agility (x2), Unnatural Senses (30m), Unnatural Strength (x2), Unnatural Toughness (x2), Warp Predator†; Warp Weapons.

Psychic Powers: Blood Boil, Short-Range Telepathy, The Gate of Infinity.

Weapons: Stinger (Melee; 1d10+8 R; Pen 0; Toxic, Warp Weapon).

†**Warp Predator:** Psychneuein drones are inherently psychic creatures, at home within the depths of the Immaterium as they are in the firmament of reality. Psychneuein drones always use their psychic powers Unfettered, and never suffer from Psychic Phenomena or Perils of the Warp.



PSYCHNEUEIN QUEEN

Thankfully rare, it is posited by the Magos Biologis scholars of the Deathwatch that the Psychneuein breeds that they have titled “queens” require special conditions to create. The special circumstances that are necessary for a grub to become a queen instead of a drone have never been replicated. However, those rare few that have been encountered were sighted aboard the Space Hulk *Mortis Thule*. These beasts are extremely dangerous, not only for their enormous size and ferocious manner, but also for their ability to spread their vile brood across the stars.

Large, bloated, potentially psychic, and extremely strong and resilient, a Psychneuein queen is a deadly foe, the kind of creature that only the mightiest and most resolute warriors can hope to combat.

Psychneuein Queen (Master) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
38	—	(12) 40	(16) 86	22	16	66	70	—

Movement: 9/18/27/54

Wounds: 60

Armour: None.

Skills: Awareness (Per), Climb (S) +20, Dodge (Ag), Psyniscience (Per) +20.

Talents: Double Team, Lightning Attack, Psy Rating (6), Swift Attack.

Traits: Dark Sight, Fear (4), Flyer (10), From Beyond, Improved Natural Weapons (Stinger), Lay Eggs†, Six-Legged, Size (Hulking), Strange Physiology, The Stuff of Nightmares, Toxic, Unnatural Senses (30m), Unnatural Strength (x3), Unnatural Toughness (x2), WarWarp Weapons.

Psychic Powers: Blood Boil, Long-Range Telepathy, Short-Range Telepathy, The Gate of Infinity.

Weapons: Stinger (Melee; 1d10+12 R; Pen 0; Toxic, Warp Weapon).

†**Lay Eggs:** Psychneuein queens are almost continually producing eggs to lay within the brains of unwilling psykers. Under normal circumstances, a queen will lay its eggs in the mind of a distant and unprotected psyker, spreading the infestation far and wide. However, if threatened with death, it can attempt to lay a clutch of eggs closer to home, in the mind of any psyker nearby. As a Full Action, a heavily injured Psychneuein queen may attempt to lay its eggs in the brain of a single psyker within 100m. This is a Psychic Power, requiring an **Opposed Challenging (+0) Willpower Test**. If successful, a clutch of Psychneuein eggs is implanted within the target's brain. For further details on this potentially agonising demise, see the **Psychneuein Infestation** sidebar on page 135.

Warp Predator: Psychneuein queens are inherently psychic creatures, at home within the depths of the Immaterium as they are in the firmament of reality. Psychneuein queens always use their psychic powers Unfettered, and never suffer from Psychic Phenomena or Perils of the Warp.

ENSLAVERS

Contact with the creatures known only as Enslavers is thankfully rare, for they are amongst the most dangerous xenos the Imperium has ever catalogued. A trio of Enslavers can condemn a dozen or more worlds to domination and destruction, it is said, though little is known about these beings for certain. Indeed, even in situations where the Enslavers have been cited as the cause, actual contact with the creatures is scarce.

A typical Enslaver infestation is believed to follow a fairly standard progression. Initially, between one and three Enslavers will usurp the soul and body of an unprotected psyker, mutating the victim's flesh until he is transmuted into a living gate into the Warp, through which the Enslavers can pass. These Enslavers proceed to psychically dominate any intelligent creatures they come across, employing them for all forms of manual labour and defence, while dominated psykers are commonly transformed into additional living gateways. Halting an Enslaver infestation is extremely difficult once it has begun, and only the strongest-willed individuals should ever be trusted to undertake such a task, lest they be dominated as well.

MIND SLAVES (TROOPS)

The Enslavers' greatest asset is their ability to dominate the minds of those around them. Few can resist the psychic onslaught of an Enslaver's powers, and fewer still can stand firm as their friends and brothers turn against them.

In some rare cases, an Enslaver may be forced to linger in the material universe, waiting for the ideal opportunity to open a gate and bring their kin from the Warp. In such situations, the Enslaver is likely to retain an entourage of Mind Slaves, driven by its will to persist even beyond the normal limitations of life and flesh.

Mind Slave (Troop) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	25	34	33	35	51	49	67	03

Movement: 3/6/9/18

Wounds: 14

Armour: Armoured Voidsuits (All 4).

Skills: Awareness (Per) +10, Psyniscience (Per) +20.

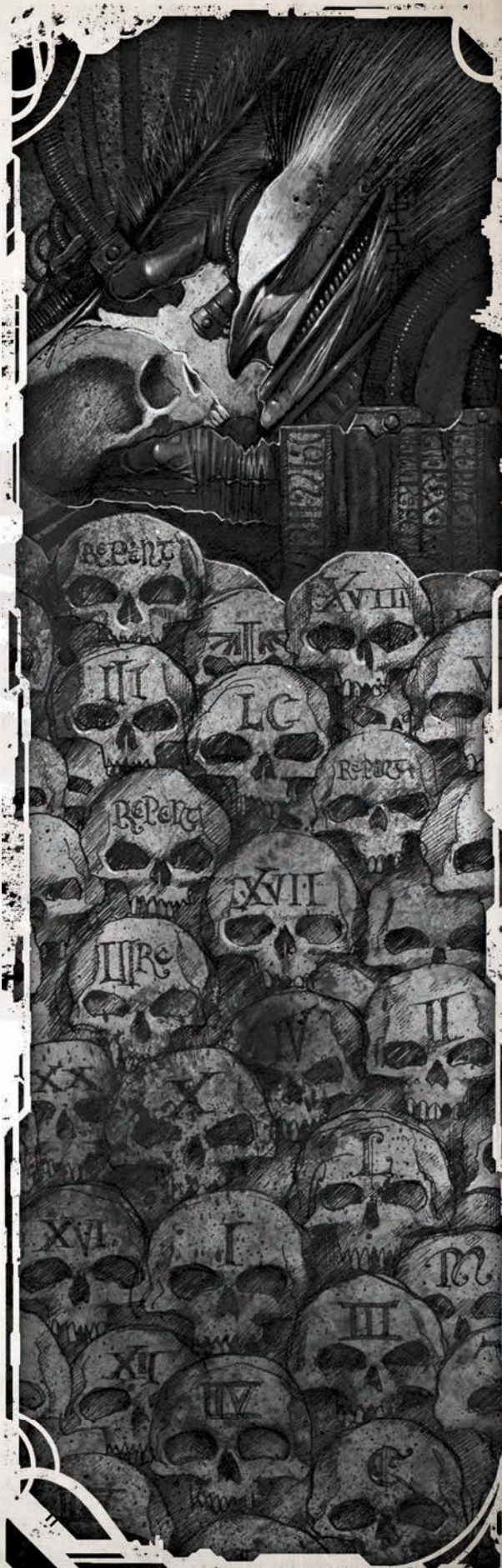
Talents: Chem Geld, Fearless, Orthoproxy.

Traits: Disciplined (Horde), Enslaved†, Overwhelming (Horde), Undying.

Weapons: Compact Autogun (Basic; 50m; S/3/10; 1d10+2 I; Pen 0; Clip 30; Rld Full), Tools (Melee; 1d10+3 R; Pen 1).

Horde: Mind Slaves can be used as a Horde (see the Horde rules on page 359 of the **DEATHWATCH** Core Rulebook). When acting as a Horde, Mind Slaves gain the Blood Soaked Tide Trait.

†**Enslaved:** Mind Slaves are driven far beyond what a human body should be able to endure, and yet remain utterly bound to the wills of their Enslaver masters. Their Intelligence, Perception, Willpower and Fellowship characteristics, as well as their Skills, are those of the Enslaver controlling them. Should the controlling Enslaver be slain, all Mind Slaves dominated by it are Stunned for 1 round as they recover their wits, and gain 1d10 Insanity Points from the experience. Anything a Mind Slave perceives is immediately perceived by the controlling Enslaver as well.



ENSLAVED PSYKER (ELITE)

The need of a waiting Enslaver to prepare to bring its kin forth makes psykers a valuable resource. As with the scores of other Mind Slaves, an Enslaver will maintain as many enslaved psykers as it can. The role of the psyker in an Enslaver's plans means that they are difficult to sustain and require extensive preparation to make them ready to serve as future Warp Gates.

Moderately powerful psykers in their own right, they serve as extensions of the Enslaver's will, and they can be transmuted into Warp Gates in a relatively short space of time—a terrifying prospect, as this comes with the promise of more Enslavers entering the material universe.

Enslaved Psyker (Elite) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	25	40	(8) 40	35	51	49	67	03

Movement: 3/6/9/18

Wounds: 20

Armour: Armoured Voidsuits (All 4).

Skills: Awareness (Per) +10, Psyniscience (Per) +20.

Talents: Favoured by the Warp, Psy Rating (4).

Traits: Enslaved†, Undying, Unnatural Toughness (x2), Warp Gate††.

Psychic Powers: Compel, Long-Range Telepathy, Mind Scan, Short-Range Telepathy.

Armour: Armoured Voidsuits (All 4).

Weapons: Compact Autogun (Basic; 50m; S/3/10; 1d10+2 I; Pen 0; Clip 30; Rld Full), Repurposed Tools (Melee; 1d10+4 R; Pen 1).

†**Enslaved:** These enslaved psykers are being driven far beyond what a human body should be able to endure, and yet remain utterly bound to the wills of their Enslaver masters. Their Intelligence, Perception, Willpower and Fellowship characteristics, as well as their Skills and Psychic Powers, are those of the Enslaver controlling them. Should the controlling Enslaver be slain, all enslaved psykers dominated by it immediately die. Anything an enslaved psyker perceives is immediately perceived by the controlling Enslaver as well.

††**Warp Gate:** These enslaved psykers have been prepared to serve as additional Warp Gates as necessary, and need little development to complete their transformation. The controlling Enslaver may spend one or more Full Actions to transform the enslaved psyker, and makes a **Hellish (–60) Willpower Test** at the end of each action, with a cumulative +10 bonus for every consecutive Full Action already spent. If this Test is successful, then the enslaved psyker transforms over the following 1d5 rounds, and is unable to act during that time or afterwards. Once transformed, the enslaved psyker's characteristics—with the exception of Toughness and Wounds—are reduced to 0, and he doubles his Toughness and Wounds. Once a Warp Gate is created, a single Enslaver may emerge after 1d5+3 rounds, followed by another 1d5+3 rounds after that, to a maximum of 3 (including the one who created the Warp Gate).

ENSLAVER (MASTER)

The typical Enslaver is a hideous beast, a mass of leathery flesh festooned with writhing tendrils and surrounded by the malefic aura of an entity that can dwell as easily within the Warp as within reality. They exist in defiance of the natural order of the universe, floating across battlefields and bending the minds of those who would otherwise fight them.

Aboard a Space Hulk, an Enslaver can linger in hibernation with a swarm of psychically sustained slaves for years, even decades, while the Space Hulk traverses the Warp. When their psychic senses detect a populous world, they begin preparations to infest it, to spread their psychic influence across it.

Enslaver (Master) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
12	—	(10) 53	(10) 51	40	51	49	67	03

Movement: – (Hover 6)

Wounds: 50

Armour: None.

Skills: Awareness (Per) +10, Psyniscience (Per) +20.

Talents: Bastion of Iron Will, Combat Formation, Improved Warp Sense, Psy Rating (6), Resistance (Psychic Powers), Strong Minded, Warp Sense.

Traits: Creature of the Warp†, Enslavement††, Fear (2), From Beyond, Hoverer (6), Multiple Arms, Psychic Shock†††, Size (Hulking), Strange Physiology, Unnatural Senses (15m), Unnatural Strength (x2), Unnatural Toughness (x2).

Psychic Powers: Compel, Dominate, Long-Range Telepathy, Mind Probe, Mind Scan, Short-Range Telepathy.

Weapons: Tendrils (Melee; 1d5+7 I; Primitive).

†**Creature of the Warp:** Enslavers are inherently psychic creatures, as at home within the depths of the Immaterium as they are in reality. Enslavers always use their psychic powers Unfettered, and never suffer from Psychic Phenomena or Perils of the Warp.

††**Enslavement:** Enslavers are skilled at overwhelming the minds of those they wish to dominate. When they use the Dominate psychic power, the target suffers an additional –20 penalty on all Willpower Tests made to resist or break free from the Enslaver's control. Further, the Enslaver only requires a Free Action to sustain this power and command its slaves, no matter how many it has—it may have a total number of slaves equal to twice its Willpower characteristic, counting psykers as a number equal to their Psy Rating—and it is not required to spend any of its own actions in order to force its slaves to make their normal allowance of actions. Any creature who was under the Enslaver's control and is suddenly freed from it (either through their own efforts, or because the Enslaver died, or for whatever other reason) is Stunned for 1 round as they recover their wits, and gains 1d10 Insanity Points from the experience.

†††**Psychic Shock:** The primary defence of an Enslaver is a potent telepathic shock, which injures and incapacitates threats. This is treated as a psychic power requiring a Half Action to use, which may be targeted anywhere within 60m and which creates a blast with a radius of 2 metres. Non-psykers within the area immediately suffer 1d10+12 Energy damage, ignoring Armour. Psykers may attempt a **Challenging (+0) Willpower Test** in order to resist, ignoring the damage inflicted if the Test is successful.

MORTIS THULE

NON-PLAYER

CHARACTERS

The following profiles comprise the cast of characters that the Players are likely to encounter during their hardships aboard *Mortis Thule*.

WATCH CAPTAIN

ESTEBAN DE DOMINOVA

An Apothecary seconded to Deathwatch from the Crimson Fists, Watch Captain de Dominova has a near encyclopaedic knowledge of xenos and their foul physiology.

Watch Captain De Dominova Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
55	60	(12)	(12)	40	60	50	45	50

Movement: 5/10/15/30

Wounds: 40

Armour: Astartes Power Armour (Arms 8, Body 10, Head 8, Legs 8).

Skills: Awareness (Per), Ciphers (Chapter Runes) (Int), Chem-Use (Int) +10, Climb (S), Dodge (Ag), Command (Fel) +20, Concealment (Ag), Drive (Ground Vehicles) (Ag), Intimidate (S) +10, Inquiry (Fel) +10, Literacy (Int), Lore: Common (Adeptus Astartes, Imperium, Jericho Reach, Tech, War) (Int) +10, Lore: Forbidden (Xenobiology) (Int) +20, Lore: Scholastic (Archaic, Biology, Chymistry, Codex Astartes, Philosophy) (Int) +10, Medicae (Int) +20, Navigation (Surface) (Int), Scrutiny (Per) +10, Silent Move (Ag), Speak Language (High Gothic, Low Gothic) (Int), Tactics (Defensive Doctrine) (Int), Tech-Use (Int) +20, Tracking (Int).

Talents: Air of Authority, Ambidextrous, Bulging Biceps, Deathwatch Training, Hatred (Orks, Tau), Heightened Senses (Hearing, Sight), Hunter of Aliens, Into the Jaws of Hell, Iron Discipline, Iron Jaw, Killing Strike, Litany of Hate, Master Chirurgeon, Nerves of Steel, Quick Draw, Resistance (Psychic Powers), Strong Minded, Polyglot, Talented (Medicae), True Grit, Unarmed Master.

Traits: Size (Hulking), Unnatural Strength (x2), Unnatural Toughness (x2).

Weapons: Astartes Guardian Bolt Pistol (Pistol; 30m; S/3/—; 2d10+5 X; Pen 5; Clip 14; Rld Full; Tearing, Accurate, Reliable), The Maul of the Gatekeeper (Melee; 2d10+19 E; Pen 8; Concussive, Master-Crafted, Power Field, Unwieldy, Special†), Astartes Combat Knife (Melee; 1d10+2 R; Pen 2).

Cybernetics: Master-Crafted Cybernetic Eye (Photo-visor), Master-Crafted Mind Impulse Unit, Master-Crafted Implanted Auspex.

Gear: Chrono, data-slate, vivisection gauge, reductor, narthecium.

†**Special:** The wielder may spend Fate Points to augment the damage it inflicts when fighting aliens of any type. This augmentation is declared before damage is rolled, and each Fate Point spent adds an additional d10 to the weapon's damage for that attack only. When fighting Enslavers, the result of the extra d10 is doubled, and any Enslaver Mind Slave struck by the weapon (even if no Fate Points are spent) is immediately slain as its link to its xenos puppet-master is severed. See **The Maul of the Gatekeeper sidebar** on page 20 for more information about The Maul of the Gatekeeper.

THE BEAST OF THULE

None can possibly know how long this creature has lurked in the passageways of *Mortis Thule*, but given the dense lattice of scars traced into its chitinous armour, it might be centuries or more. Ordo Xenos archives relate numerous reports of contacts with what is now believed to be the same organism, a beast that has surely slaughtered countless loyal servants of the Emperor and drawn countless Tyranid creatures to *Mortis Thule* with its powerful pheromone markers. Xenos savants believe the creature's repeated and prolonged exposure to the Warp each time *Mortis Thule* is pulled back into the Sea of Souls must have invested it with some as-yet-undetermined taint, a fact that has resulted in its high ranking amongst targets of opportunity.

Beast of Thule Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
65	—	(14)	(12)	(10)	25	(8)	45	—

Movement: 12/24/36/72

Wounds: 120

Armour: Reinforced Chitin (All 8).

Skills: Acrobatics (Ag), Awareness (Per) +20, Climb (S) +20, Concealment (Ag) +20, Contortionist (Ag) +10, Dodge (Ag) +20, Shadowing (Ag) +20, Silent Move (Ag) +20, Survival (Int) +20, Swim (S), Tracking (Int) +20.

Talents: Ambidextrous, Assassin Strike, Berserk Charge, Blind Fighting, Catfall, Combat Master, Counter Attack, Crushing Blow, Fearless, Furious Assault, Hard Target, Heightened Sense (Hearing, Sight, Smell, Taste, Touch), Leap Up, Lightning Attack, Sprint, Step Aside, Swift Attack, True Grit.

Traits: Chameleonic Scales†, Flesh Hooks††, Dark Sight, Fear (3), Hardened Talons†††, Instinctive Behaviour (Lurk), Memory Devourer††††, Natural Armour (Hardened Carapace), Multiple Arms, Peerless Reflexes††††, Regeneration (6), Unnatural Agility (x2), Unnatural Strength (x2), Unnatural Perception (x2), Unnatural Toughness (x2), Improved Natural Weapons (Scything Talons and Rending Claws), Size (Enormous), Tyranid.

Weapons: 2 Scything Talons (Melee; 1d10+16 R; Pen 3; Tearing), 2 Rending Claws (Melee; 1d10+14 R; Pen 5, Razor Sharp, Tearing).

Gear: None.

†**Chameleonic Scales:** The Beast of Thule is covered in chameleonic scales which shimmer and shift to match its surroundings and can make it practically invisible to the naked eye, including most other methods of visual detections such as



infrared and ultraviolet scopes. Whenever it uses its Concealment Skill to hide, all Tests to detect it visually suffer a –30 penalty. In addition, the scales allow the Beast to make Concealment Tests as a half action rather than a full action and can even do so when being observed or when there is no nearby cover.

†††Flesh Hooks: The Beast of Thule has dozens of tiny hooks which it can fire from its chest to snare its prey and draw them toward it. These allow it to initiate a Grapple (see page 246 of the **DEATHWATCH** Core Rulebook) with a target up to 10m away. With every successful **Opposed Strength Test** the Beast makes as part of the Grapple Action, the target is moved 1m closer to it, plus 1m for each Degree of Success.

†††Hardened Talons: The Beast of Thule may Parry incoming attacks with its natural weapons. Weapons with the Power Field Quality do not destroy its natural weapons on a successful parry attempt.

††††Memory Devourer: When the Beast of Thule devours the brain of its prey, it can learn some of its memories. Once the Beast has eaten a victim's brain, it gains access to all of the victim's recent most distinct memories (usually the location of friendly troops or defences). If the Beast of Thule wishes to learn something very specific from the victim, such as an old memory or one the victim does not remember well, it must make an **Easy (+20) Intelligence Test**.

†††††Peerless Reflexes: The total number of attacks the Beast of Thule can avoid in a Round—with any combination of Dodge or Parry Tests—is equal to its Agility Bonus. Note that the Beast of Thule may still only make one attempt—either Dodge or Parry, not both—against each attack.

NAVIGATOR ORTELLIUS

Tarakon Ortellius is encountered at the beginning of **Chapter II**. In the event that the Battle-Brothers decide to rescue him and he accompanies them on their perilous journey through the Space Hulk, the following profile should be used to resolve any encounters he is involved in. The players are quite likely to decide that he is a liability, but his Warp Eye is both useful and quite dangerous.



Tarakon Ortellius Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
15	20	25	25	25	45	60	50	20

Movement: 1/0/0/0

Wounds: 10

Armour: None.

Skills: Awareness (Int), Lore: Common (Imperium) (Int) +10, Lore: Forbidden (Warp) (Int) +20, Lore: Scholastic (Astromancy, Interstellar Cartography) (Int) +20, Navigation (Stellar, Warp) (Int) +20, Pilot (Spacecraft) (Ag), Psyniscience (Per) +20, Speak Language (Low Gothic, High Gothic) (Int) +20, Secret Language (Navis Nobilite) (Int) +20.

Talents: Chem Geld, Favoured by the Warp, Foresight, Improved Warp Sense, Jaded, Meditation, Orthoproxy, Paranoia.

Traits: Strange Physiology, Shattered Mind†, The Curse††, Warp Eye†††.

Weapons: None.

†**Shattered Mind:** In the unlikely event that the Kill-team decides to save Ortellius, the Game Master should make regular Fear Tests on the Navigator's behalf, with the Degree of Fear depending on the event that caused it (a Battle-Brother drawing a pistol suddenly might cause a Disturbing Test for example, while witnessing a battle brings about a Terrifying Test). Unless the Kill-team incapacitates the Navigator, it is very likely the stress of repeated rolls on the Shock Table will bring about his demise long before the mission is complete, but the players should be rewarded should they make an effort to rescue the insane Navigator.

†**The Curse:** The curse of the Navigator Gene has exacted its toll on Ortellius that he is almost entirely helpless. He can barely move and must be carried (his weight is negligible), his withered limbs cannot support his own weight and he is incapable of lifting any object heavier than 1kg.

†**Warp Eye:** Like all Navigators, Ortellius has a third eye in the centre of his forehead, though his horrible mutations have caused his flesh to droop so that his Warp Eye is in fact located in the centre of his hideous face. The Navigator's eye is shrouded by a metal hood grafted to the surrounding flesh, and Ortellius can raise this in order to expose those he looks upon to the full horror of the Warp. The Navigator makes an **Opposed Challenging (+0) Willpower Test**, rolling once for himself while each being looking towards him at that moment rolls separately. Each opponent that rolls less than the Navigator suffers 2d10+(Ortellius' Willpower Bonus) Energy damage and is stunned for 1d5 rounds. The Warp Eye has a range of 15m, and all beings (except Daemons) caught in its gaze are affected, whether friend or foe. Any target that the GM judges to be forewarned of the opening of the Warp Eye may attempt to look away, in which case they gain a +30 bonus to the Opposed Willpower Test described above.

DIPLOMATIC ENVOY

ARNO STAK

Details of the sole surviving member of the diplomatic cadre formerly embarked upon *The Emperor's Gaze* are found on page 50.

Arno Stak Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	20	30	30	30	35	30	35	45

Movement: 3/6/9/18

Wounds: 12

Armour: None.

Skills: Lore: Common (Imperium) (Jericho Reach) (War) (Int), Speak Language (High Gothic) (Low Gothic) +10, Survival (Space Hulk) (Int), Literacy (Int) +10, Logic (Int), Scrutiny (Per), Trade (Linguist) (Int).

Talents: Favoured by the Warp†, Polyglot.

Traits: None.

Weapons: None.

Gear: None.

†**Favoured by the Warp:** Unknown to the adept, Stak harbours something of the Wyrd deep inside his soul, and it is this fact that allowed him to survive the vessel's doom. This Talent applies to not just any Psychic Phenomena affecting him directly, but to any within 20m.

SERGEANT-AT-ARMS

NOTO CORINTHI

Noto Corinthi is detailed on page 51.

Noto Corinthi Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	35	34	38	34	34	33	42	30

Movement: 3/6/9/18

Wounds: 12

Armour: None.

Skills: Awareness (Per), Climb (S), Command (Fel) +10, Lore: Common (Imperium) (Imperial Navy) (War) (Int), Speak Language (High Gothic, Low Gothic) (Int).

Talents: Paranoia.

Traits: None.

Weapons: Naval Bolt Pistol† (Pistol; 30m; S/2/-; 1d10+5 X; Pen 4; Clip 8; Reload [Full]; Tearing).

Gear: None.

†**Naval Bolt Pistol:** Note that Corinthi does not openly carry her weapon, but it is rarely far from her side.

CHIEF KILLICK

A survivor held in as much awe as fear, details of Chief Killick can be found on page 51.

Chief Killick Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
38	28	35	40	30	25	33	35	22

Movement: 3/6/9/18

Wounds: 12

Armour: Light flak jacket (Arms 2, Body 2).

Skills: Awareness (Per), Lore: Common (Imperium & Imperial Navy) (War) (Int), Intimidate (Int) +20, Speak Language (Low Gothic) (Int), Deceive (Fel) +10, Tech-Use (Shipwright) (Int), Survival (Space Hulk) (Int).

Talents: Fearless, Resistance (Cold, Fear, Heat, Psychic Powers).

Traits: None.

Weapons: Pair of Naval Pistols (Pistol; 20m, S/3/-, 1d10+4 I, Pen 0, Clip 6, Full, Tearing).

Gear: Bandolier holding four reloads for Naval Pistol, utility grade cybernetics.





MEDICAE DHUNN

Details of this secret deserter from the Imperial Guard are found on page 51.

Medicae Dhunn Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	30	30	35	30	30	30	30	20

Movement: 3/6/9/18

Wounds: 11

Armour: None.

Skills: Awareness (Per), Climb (S), Lore: Common (War) (Jericho Reach) (Imperial Guard) (Int), Deceive (Fel) +20, Speak Language (Low Gothic) (Int), Swim (S), Survival (Space Hulk) (Int), Trade (Chymist) (Int) +10, Medicae (Int)†, Lore: Scholastic (Chymistry) (Int).

Talents: Orthoproxy.

Traits: None.

Weapons: None.

Gear: Basic medicae gear.

†**Medicae:** Note that Dhunn's medicae training means little should he be required to provide medical assistance to a Space Marine. If requested or ordered to do so, he must pass a **Challenging (+0) Willpower Test** to overcome his awe at such a task. If he fails, he suffers a -20 penalty to the subsequent Medicae Test.

LAY-TECHNICIAN RIDU KAM

Details of this NPC are to be found on page 52.

Ridu Kam Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	20	38	38	30	30	25	25	30

Movement: 3/6/9/18

Wounds: 11

Armour: Heavy work gear (All 2).

Skills: Awareness (Int), Lore: Common (Imperium) (Imperial Navy) (Int), Speak Language (Low Gothic) (Int), Trade (Technomat) (Shipwright) (Int), Tech-Use (Int) +20.

Talents: Technical Knock.

Traits: None.

Weapons: Power wrench (Melee; 1d10+1 E, Power Field, Unbalanced).

Gear: Respirator and numerous tools, many (secretly) improvised.

INTERROGATOR THIRL

Details of the mad Interrogator are to be found on page 75.

Interrogator Thirl Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
58	58	45	45	31	56	57	54	42

Movement: 3/6/9/18

Wounds: 35

Armour: Black Crystal Shards (All 5).

Skills: Acrobatics (Ag), Awareness (Per) +20, Command (Fel) +20, Lore: Common (War, Imperium, Jericho Reach) (Int) +20, Lore: Forbidden (Warp, Xenos, Daemons, Psykers, Mutants) (Int), Interrogation (WP) +20, Linguistics (Int), Parry (WS) +20, Psyniscience (Per) +20.

Talents: Air of Authority, Crippling Strike, Crushing Blow, Iron Discipline, Into the Jaws of Hell, Lightning Attack, Nerves of Steel, Psy Rating 4, Swift Attack, True Grit.

Traits: Regeneration†.

Weapons: Warp Blast†† (Special; 10m; S/-/-, 2d10+8 R; Pen 12; Clip: -; Reload: -).

Gear: Ragged clothing, tainted Imperial seal.

†**Regeneration:** Thirl's Regeneration is the result of his communion with the ancient, malignant, and utterly alien intelligence lingering within the *Heart of Glass*. It applies so long as he remains in the centre of the chamber in which he is first encountered, but ceases if he moves more than twenty or so metres from it.

††**Warp Blast:** Interrogator Thirl is able to channel the power of the Immaterium through his body and cast deadly black beams at his foes. These attacks have the Warp Weapon Trait and never run out of ammunition.



DEATH CULTIST CLORR

Details of Interrogator Thirl's nemesis are to be found on page 74.

Death Cult Assassin Clorr Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
60	60	45	45	58	40	52	50	40

Movement: 5/10/15/30

Wounds: 24

Armour: Synskin bodyglove (All 3).

Skills: Acrobatics (Ag) +20, Awareness (Per) +20, Climb (Str) +20, Concealment (Ag) +20, Contortionist (Ag) +20, Dodge (Ag) +20, Scrutiny (Per) +10, Search (Per) +10, Security (Ag), Silent Move (Ag), Shadowing (Ag) +20, Speak Language (High Gothic, Low Gothic) (Int), Survival (Int), Tracking (Int) +20.

Talents: Ambidextrous, Assassin Strike, Blademaster, Catfall, Combat Master, Counter Attack, Fearless, Hard Target, Jaded, Lightning Reflexes, Quick Draw, Sprint, Step Aside, Swift Attack, Two Weapon Wielder.

Weapons: Pair of power stiletos (Melee; 2d10+5 E, Pen 6, Balanced, Power Field).

Gear: Integrated infra-red goggles and micro-bead.

WARLORD GEARGUT THROTTLEKLAW

Details of this vicious and cunning Warboss are to be found on page 82.

Geargut ThrottleKlaw Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
60	25	(10) 55	(10) 55	43	33	35	40	25

Movement: 5/10/15/30

Wounds: 60

Armour: Mega Armour†† (Body 14, Arms and Legs 10, Head 6).

Skills: Awareness (Per) +10, Command (Fel) +10, Dodge (Ag), Intimidate (S) +20.

Talents: Bulging Biceps, Crushing Blow, Furious Assault, Hardy, Into the Jaws of Hell, Iron Discipline, Iron Jaw, Lightning Attack, Swift Attack, Talented (Intimidate), Street Fighting, True Grit.

Traits: Brutal Charge, Fear (2), I'z Da Greenest!†††, Make it Work†, Might Makes Right†, Mob Rule†, Size (Hulking), Sturdy, Unnatural Strength (x2), Unnatural Toughness (x2), Waaagh!†.

Weapons: Big Shoota (Heavy; 60m; S/3/10; 1d10+8 I; Pen 2; Reload Full; Inaccurate, Unreliable) and Power Klaw (Melee; 2d10+22 E; Pen 10; Power Field, Tearing, Unwieldy).

Gear: Crude banner bearing trophies and skulls of numerous xenos foes, most of which the Imperium has never encountered or else thought long extinct.

†**Ork Traits:** See page 119.

††**Mega Armour:** Mega Armour provides the wearer with the Auto-Stabilised Trait.

†††**I'z Da Greenest!:** ThrottleKlaw may use the Intimidate Skill in place of the Command Skill when interacting with other greenskins. In addition, as a Standard Action, ThrottleKlaw may bellow commands and threaten extreme violence to a single greenskin Horde within 10m, requiring a **Challenging (+0) Intimidate Test**. If successful, that Horde immediately recovers 1d10 Magnitude, +2 for every Degree of Success.



DEATHWATCH™

ARK OF LOST SOULS™

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The Space Hulk *Mortis Thule* drifts silently through the void of the Jericho Reach and with it comes devastation, ruin, and woe.

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