OBELISK OF CATACLYSM
HOR

A cooperative kill team campaign using the Heralds of Ruin Kill Team rules by Master Antaeus/Rhett Bricker

As the entity called Iash'Uddra discorporates, you and your comrades, both dead and alive are caught up in a swirling vortex as ancient machinery hidden between dimensions calls its shattered necrodermis home to be repaired. You catch a glimpse of a yawning tunnel with beings of indescribable horror pressed hungrily against it, but as your mind begins to break, you are pulled with Iash'Uddra into the vortex of unreality, watching in mad disbelief as your screams materialize in front of you and trail behind your hurtling form.

It's over in a moment; you lie gasping for breath and barely conscious on an unfamiliar ship. A chemical tang suffuses the air; the unmistakable smell of life support powered down and on its last legs. You hear the sounds of distant gunfire as you cast about for some clue to your location, the cosmic horror you just witnessed causing all coherent thought to dance maddeningly out of reach. You raggedly wipe the drool from your chin and lurch toward the sounds of fighting, stumbling over the unmoving forms of your comrades. The Obelisk of Cataclysm may have you, but it has not broken you. Yet.

The Obelisk of Cataclysm is a cooperative campaign for Heralds of Ruin Kill Team. Two or more teams will battle their way through hordes of foes in a desperate battle for survival against the forces of the living space hulk.

CAMPAIGN SPECIAL RULES

Morale

After combat, each model must take a morale test counting every model from its own kill team that was killed within 3". However, if the test is failed, the model takes that many Str 3, AP- dmg 1 hits. Kill team fighters only have to take this test if they are still in combat at the end of the turn. This supersedes the normal morale rules for Kill Team.

Starting Over

Although this is a sequel to the Karnemak Incident, you do not have to take the same team leader or even the same faction. If you choose to do so, you are starting fresh (see Spear of Zagris below).

Spear of Zagris

If your team leader was used in the Karnemak Incident cooperative campaign, you may choose for it to retain a single battle honor that it had at the end of that campaign.

Lean & Mean

At the start of the campaign, no Kill Team may be more than 250 points. Kill teams will not take anything they cannot easily carry or use, so any VP not spent between games are lost.

Scattered Survivors

Since there is no base to return to, the maximum kill team size over the course of the campaign is automatically 500 points of bitter, embattled, professional survivors. This does not take into account battle honors.

Desperate Allies

Since you and your fellow players are not playing against each other, there are no **threat** ratings for warbands, even though this is a campaign and each kill team is restricted to a single command point per mission, unless otherwise stated.

Far From Home

Unless otherwise specified, no player-controlled model may be set up after deployment and models which have rules that allow them to be set up anywhere on the table may not do so. For every model on your kill team that has such an ability add 5 VP to your total victory point total for the first mission only.

Ending a Mission

The game *can* end once the mission criteria are met to end it. That does not mean that it *has* to end. You can keep playing the mission as long as you want, but you may find that some units are hopelessly far from the exit zone or otherwise so heavily engaged that there is no mathematical way for them to escape. These models are considered casualties and will have to roll to see if they survived the mission.

Large Kill Teams

Some kill teams take up more table space than others. If this becomes a problem, it is perfectly acceptable to add 2" to the size of a deployment zone per kill team.

Campaign Difficulty

Is the campaign a breeze? Are you getting overwhelmed every mission? Feel free to adjust the difficulty of each mission up or down by one.

RUNNING THE CAMPAIGN

Spawn Zone

A spawn zone is a 3x5 area in which enemies are placed. They can be placed anywhere in the 3x5 area by whomever is placing them

Exit Zone

A model may leave the table (andg survive) at the beginning of any player phase in which it is touching an exit zone. It can leave even if it is falling back, pinned or locked in combat. If it is part of a unit, only one model from the unit needs to be touching the exit zone.

Marker

There are several kinds of markers, none should be larger than 3"x3". To interact with a marker (other than to shoot it) a model must be in base to base with the marker. A marker counts as an objective for abilities which are triggered by objectives.

Designer note – For best results, use a 60mm base or objective for these markers.

Deployment Maps

When reading deployment maps, note that areas which are listed as impassable and blocking line of sight are essentially walls that cannot be bypassed unless through a gate. You can add as much terrain as you like (though this will make the missions harder), though it is recommended you do not alter the mission maps that have areas marked off.

THE ENEMY TURN

Spawning the Opposition

At the beginning of the enemy turn, each player rolls a number of dice equal to the difficulty of the mission and consults the chart at the beginning of the chapter for the mission they are playing.

Thus, if I was playing a kill team in part I of the campaign and the mission difficulty was 4, I would roll 4 dice, getting 1, 3, 3, 5. I would thus spawn two units of Void Killers and one unit of Void Walkers. The specific nature of these enemy models depends on which part of the campaign you are playing.

Placing the Opposition

After you have determined what is spawning, roll a d6 for each unit you spawned and place that unit in the corresponding spawn zone in coherency in any formation or position you choose as long as they all fit. If they won't fit, place them as close to the center of the table as possible. Spawn zones are placed according to the mission diagram. The opposition will then act depending on its keyword.

Assault Keyword

Movement – Units with the AA ssault modelskeyword will advance toward the nearest player-controlled model (remember, advancing is fixed at +3") by the shortest possible route. They will not jump through windows, but they will run over obstacles lower than 1". They will not climb or jump unless that is the only way that they can reach a player-controlled model and they always pass the roll to do so. Assault units are slowed by difficult terrain as usual.

Shooting – Units with the Assault keyword will always attempt to shoot the nearest player-controlled model if they have ranged weapons.

Assault – Starting with the Assault keyword unit closest to a player-controlled model, roll 2d6 to assault as normal for that unit. If the first member of the assaulting unit is able to reach base contact (rather than getting within 1") of the nearest player-controlled model, the rest of its unit will move as far as possible to reach base contact with any nearby player-controlled models they can reach while still staying in coherency. Models that did not make base contact will attempt to pile in to reach the player-controlled model they initially charged, but if this is impossible, they will attempt to pile into the closest unengaged player-controlled models while staying in coherency. If all player-controlled models within their pile-in range are engaged, then they will engage the closest player-controlled models they can get to.

Shooting Keyword

Movement – Units with the Shooting keyword will move without advancing as far as possible toward the nearest undefended objective. If they reach that objective, they will only move to get line of sight on a player-controlled model, but will never move further than 3" from that objective. They will not jump through windows but they will move over obstacles smaller than 1". They will not climb or jump unless that is the only way they can reach an undefended objective (objectives, in this case, include the Exit zone). If all objectives are defended by enemy units with the shooting keyword, the unit will move toward the nearest player controlled model and stop when it either runs out of movement or all its members have line of sight to one or more player-controlled models.

Shooting – Units with the Shooting keyword will suppressively shoot the nearest player-controlled model first, allocating hits to as many different models as possible.

Assault – Units with the shooting keyword will never themselves assault, but will fight normally if they are assaulted. When they pile in, they will not attempt to pull in units other than the one that assaulted them. If they win combat, they will not consolidate.

PART I – THE NEBULA STRIDER

Ancient Voidsmen

Judging from the ostentatious decoration that festoons every bulkhead of this ship, it belonged to a Rogue Trader. Shell casings and mummified corpses of xenos and humans alike litter the decks as though thousands of battle have taken place here.

These ancient humans move wordlessly forward, their archaic space suits rent a thousand times over through the millennia. Bones and exposed cables betray the cybernetic nature of the foe as they advance menacingly or take up covered positions near your objectives.

Roll	Enemy Spawned
1	Lucky you. No spawns for this die.
2-3	One unit of five Void Killers.
4-5	One unit of five Void Walkers.
6	Roll on the Perils of the Obelisk Table

Perils of the Obelisk

Roll	Enemy Spawned
1	D3+1 Genestealers.
2	D3 Charonites
3	A single Void Lord
4	A single Warp Gheist
5	D3 Murder Servitors
6	Roll twice, re-rolling any further rolls of 6 until you get something that is not a 6.

These archaic warriors, whose weapons and armor could have been cut from paintings left over from the Great Crusade move purposefully toward objectives to defend them from you and your allies. Whatever spark of life that once dwelled in these men and women has been replaced with cold, hard, tech; their glowing orange eyes reflect their undead nature.

Void Walkers

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Void Walker (5)	6"	4+	4+	3	3	1	1	6	4+

RULES	- Cybernetic Ghost: This unit always passes morale tests.

ATTACKS	**Weapon**	**Rng**	**Type**	**Str**	**AP**	**Dmg**	**Abilities**
	Ancient Boltlock	18"	Assault 1	4	-	1	None.

KEYWORDS	Infantry, Shooting, Void Walker, Ancient Voidsmen

Unlike their boltlock-armed brethren, these warriors' void armor has been rent asunder and the visible parts of their bodies are corded with sparking cables and clear canisters of ichor pumping through ancient, blue-black veins. They sprint toward you, their mouths frozen in an endless scream.

Void Killers

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Void Killers (5)	6"	4+	4+	3	3	1	2	6	4+

RULES	- Cybernetic Ghost: This unit always passes morale tests.

ATTACKS	**Weapon**	**Rng**	**Type**	**Str**	**AP**	**Dmg**	**Abilities**
	Ancient Boarding Club	Melee	Melee	+2	-	1	None.

KEYWORDS	Infantry, Assault, Void Killer, Ancient Voidsmen

Smashing through friend and foe alike, the Ogryn Charonite is a living battering ram, shrugging off fire and your most puissant melee attacks.

Void Charonite									
NAME	**M**	**WS**	**BS**	**S**	**T**	**W**	**A**	**Ld**	**Sv**
Void Charonite	6"	3+	4+	5	5	3	3	7	4+

RULES	- Extensive Cybernetics: Each time this model receives a wound, roll a d6. On a 5+, the wound is discarded. - Indiscriminate: Each time this model rolls a 1 to hit in the Fight phase, the nearest friendly (so, opposition) unit suffers a mortal wound.

ATTACKS	**Weapon**	**Rng**	**Type**	**Str**	**AP**	**Dmg**	**Abilities**
	Charonite Weapons	-	Melee	+1	-2	D3	

KEYWORDS	Infantry, Void Charonite, Assault, Ancient Voidsmen

Just when you thought it couldn't get any worse, the Obelisk reminds you that it is still a space hulk as these shadowy killers detach from walls and ceilings to shred your beleaguered troops.

Genestealer									
NAME	**M**	**WS**	**BS**	**S**	**T**	**W**	**A**	**Ld**	**Sv**
Genestealer	8"	3+	-	4	4	1	3	9	5+

RULES	- Lightning Reflexes: This model has a 5+ invulnerable save. - Swift & Deadly: This model can charge even if it advanced during its turn. This model will advance on every move.

ATTACKS	**Weapon**	**Rng**	**Type**	**Str**	**AP**	**Dmg**	**Abilities**
	Rending Claws	-	Melee	User	-1	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4.

KEYWORDS	Infantry, Genestealer, Assault

Unlike the other voidsmen you have seen, this one is clearly some kind of leader, silently directing and supporting the voidsmen nearby. It glares across the intervening distance at you not with naked hate like its more common brethren, but rather as a problem that needs to be solved. You wonder how much of the once-human explorer still exists in it.

Void Lord

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Void Lord	6"	3+	3+	4	4	4	3	9	3+

RULES	-Extensive Cybernetics: Each time this model receives a wound, roll a d6. On a 5+, the wound is discarded. -Lord of the Void: Units with the Ancient Voidsmen keyword improve their WS and BS by 1 while within 12" of one or more models with this special rule.

Attacks	Weapon	Rng	Type	Str	AP	Dmg	Abilities
	Ancient Bolt Carronadus	24"	Assault 4	5	-1	1	

KEYWORDS	Infantry, Void Lord, Shooting, Character, Ancient Voidsmen

A warp gheist manifestation always starts on comms; the screams of dying void sailors and the visions the experienced before the warp devoured them. They latch on to your best and brightest, slowly draining them of life and are obnoxiously difficult to destroy.

Warp Gheist

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Warp Gheist	0"	3+	-	4	4	3	0	10	-

RULES	-**Incorporeal**: Any damage this model takes is reduced to zero unless it takes 3 or more wounds from a single failed save or 3 or more mortal wounds from the same action (such as Smite). This model makes no attacks, though models attacking it must still roll to hit. -**Screams of the Damned**: All player-controlled models within 3" of one or more models with this special rule reduce their WS and BS by 1. -**Haunting**: When it spawns, the Warp Gheist appears in base contact with the most expensive (model cost, upgrades and battle honours) model belonging to the kill team of the player that spawned it. If the model it is touching moves or falls back, the warp gheist moves with it. That model is free to move, shoot and assault despite being within 1" of this model. During its assault phase, it may choose to automatically be in assault with this model. This model may be shot or assaulted as normal. If the most expensive model on a given kill team is already the victim of a warp gheist, place any that subsequently spawn on the next most expensive model and so on. If the warp gheist's victim is removed as a casualty, the warp gheist is removed as well.

KEYWORDS	Character, Void Gheist

The arrival of these eagle-shaped servitors is always heralded by the shrieking sound of a hail of flechettes and then an ensuing struggle as your warriors desperately try to fend off its deadly talons.

Murder Servitor

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Murder Servitor	14"	3+	3+	2	3	2	2	10	5+

EQUIPMENT	-Flechette Blaster -Hydraulic Talons

RULES	-**Extensive Cybernetics**: Each time this model receives a wound, roll a d6. On a 5+, the wound is discarded. -**Death Shrike**: Player-controlled models attacking this model suffer a -1 to hit for both shooting and melee.

Attacks	Weapon	Rng	Type	Str	AP	Dmg	Abilities
	Flechette Blaster	18"	Pistol 5	2	-	1	Re-roll failed wound rolls when attacking with this weapon.
	Hydraulic Talons	-	Melee	User	-2	1	Re-roll failed wound rolls when attacking with this weapon.

KEYWORDS	Murder Servitor, Fly, Assault

Mission 1 – Big Gun

You emerge from a corridor into a cavernous gun deck, having found some of your allies from Karnemak along the way. Autoloaders hammer macro-shells out into the void as friendly forces clash with unfamiliar forms. You can see this battle has been going on for some time and the hulk's defenders appear to have the upper hand. You leap into the fray, grabbing an injured warrior and asking what's going on. He tells you that these guns are firing on incoming friendly landing craft and that his team has been sent to silence them. You rise and take command, noting the few leaders still standing among these ragged survivors. Your allies do the same. Time to turn the tables on whomever is pulling the strings behind this space hulk.

Deployment – The kill teams will deploy within 12" of one of the corners opposite the gun batteries.

First Turn – The kill teams will go first as the sudden appearance of fresh leaders has thrown the enemy into disarray.

Difficulty: 3. Owing to the chaos created by the appearance of the kill team commanders, enemy units cannot assault on the turn that they spawn. This is your only reprieve.

Ending the Game – The game can end once the markers designated A, B and C have been destroyed and at least one model has left the table via the exit zone.

The Gun Batteries – The vulnerable points of the gun mounts are represented by the A, B and C markers. Each marker has Toughness 6, 6 wounds and a 3+ armor save. They can be shot, but only from less than 12" away.

VP Awards

Action	VP
Took Part	25
Destroyed 2 or more of the objectives in the same turn.	+10
Destroyed 2 or more of the objectives in the same phase. (cumulative with above)	+10
Killed 3 or more Perils of the Obelisk	+10
No one left behind	+5

Mission Rewards

None.

Mission 1 - Big Gun
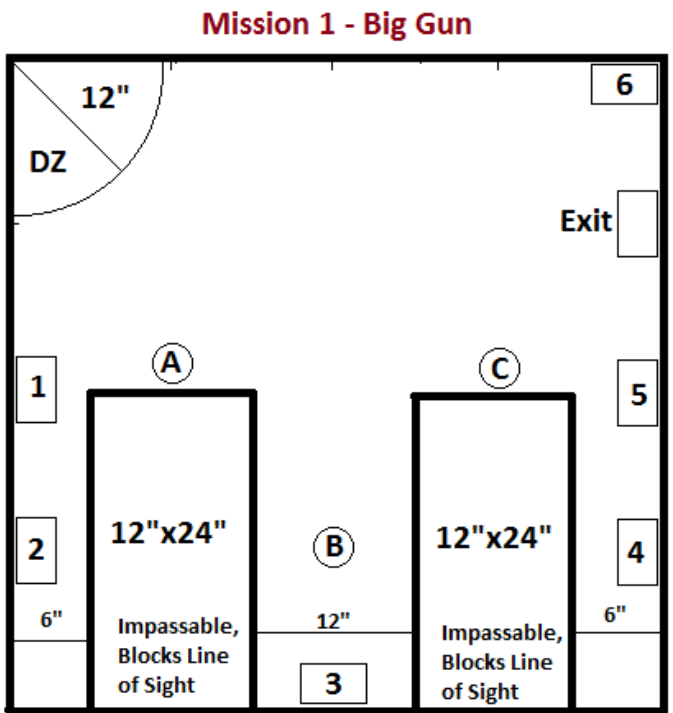
Mission 2 – Power Play

The gun deck is secure, but this is only temporary as it's only a matter of time before the forces here get the guns back in working order. One of the fighters you rescued tells you the only way to silence the guns is to get to the generatorium to route power away from them. The generatorium is only a few kilometers away and every attempt to take it has failed. Those expeditions weren't led by you and your allies.

Deployment – The kill teams deploy within 8" of the table edge opposite the exit zone.

First Turn – Having been warned of the kill teams' approach, the defenders are ready and will have the first turn.

Difficulty: 4

Ending the Game – The game can end once all 4 objectives have been powered up and at least one model has escaped via the exit zone.

Powering the Generatorium – A model can attempt to power one of the generatoria marked A, B, C and D each turn if it is within 3" of that objective. Roll a d6 and add the number of previous attempts to power that objective. If the total is 7 or higher, that objective is now powered up. A model with the ability to repair a vehicle can re-roll the die to power the objective.

VP Awards

Action	VP
Took Part	25
Powered 2 or more objectives in the same turn	+10
Powered all 4 objectives in the same turn	+10
Killed 3 or more spawns from the Perils of the Obelisk table	+5
No one left behind	+5
Assaulted an enemy unit that was holding an objective and take control of it at the end of that round	+10

Mission Rewards

Each kill team gains the Specialist battle honour.

Mission 2 - Power Play
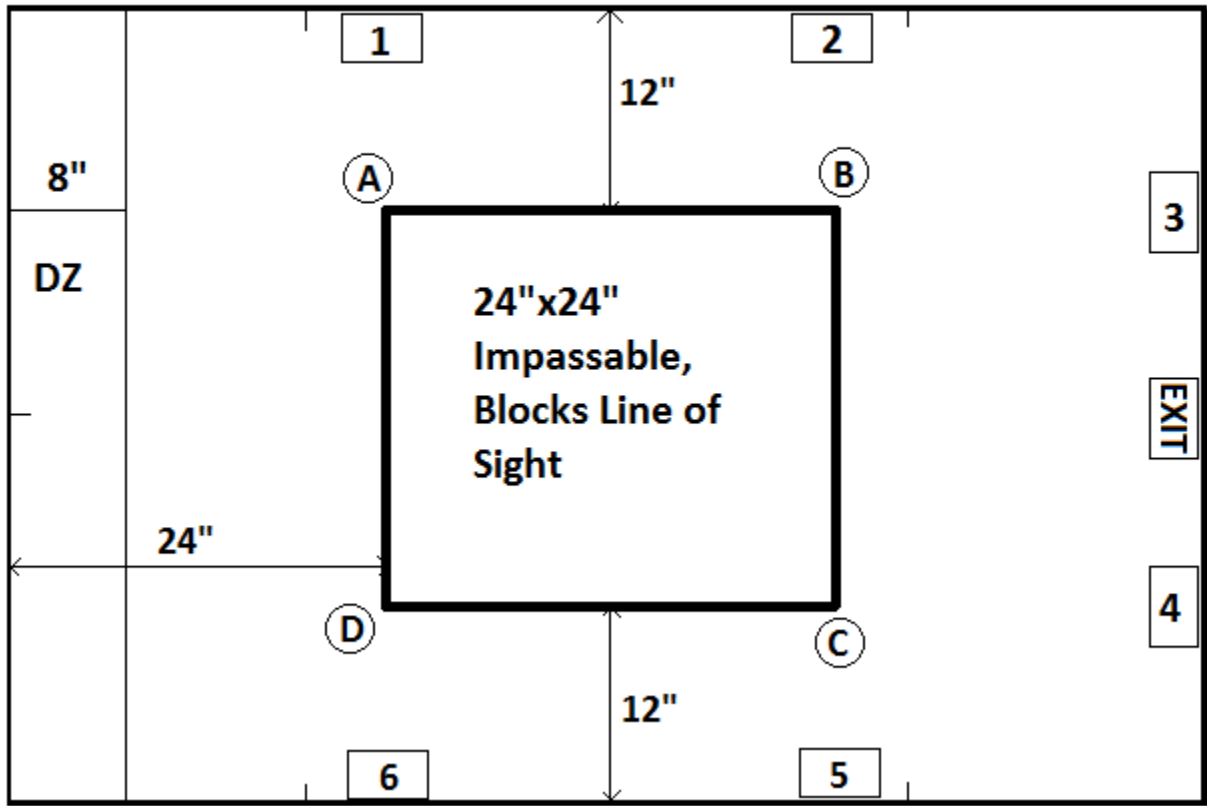
Mission 3 – Ship of Fools

Powering down the guns gave you an opportunity you did not anticipate: power to the ship's bridge. You and your allies hope that you can find answers among the bridge cogitators. Unfortunately your foes, driven by whatever force currently animates them, seem bent on preventing you from reaching the bridge and are even now welding shut doors and avenues of approach.

Deployment – The kill teams deploy within 12" of the midpoint table edge opposite the objective marked A.

First Turn – The kill teams have begun to build momentum and managed to catch the defenders unaware. Thus, they will have the first turn.

Difficulty: 4

Ending the Game – The game can end once the data has been pulled from the central cogitator and at least one model has escaped via the exit zone.

Hacking the Cogitator – A single model may attempt to hack the cogitator as long as there are no enemy units within 3" of the cogitator. At the end of each round, roll a die. On a 5+, put a counter on the hacking model. Once the kill teams have accumulated 3 such counters, they have all of the information they need, including the way out. Roll a d6 and flip the corresponding spawn zone over; it is now the exit zone. Re-roll any spawns that would normally enter play from that zone.

Gate – A gate marker is an immobile structure with 10 wounds, toughness 8 and a 3+ armor save. It can be shot, but only if the shooting model is within 12".

VP Awards

Action	VP
Took Part	25
No enemy unit got within 3" of the objective or the hacking model	+10
No one left behind	+5
Killed 5 or more spawns from the Perils of the Obelisk table	+10

Mission Rewards

The captain of this ship died as a true rogue trader of the Imperium: huddled in a corner behind several dozen rent and shattered underlings. Kill teams should divide up the following spoils which may be given to anyone on the team, no matter how bizarre this might seem:
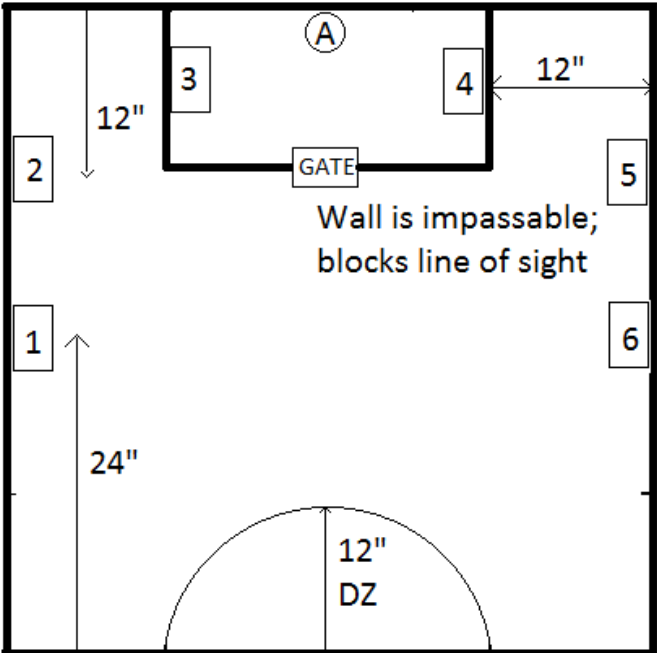
A master crafted power sword that does 2 damage rather than 1.

A plasma pistol that re-rolls 1's to hit.

A refractor field that bestows a 5+ invulnerable save.

A storm bolter that is assault 3.

Mission 3 - Ship of Fools

PART II – URÜHN, THE VOID WHALE

Cogitators on the ship's bridge told of the Nebula Strider's last, horrific voyage beyond Ultima Segmentum. It encountered a techno-virus that began taking over explorators and eventually the ship itself. Desperate to prevent the parasite from reaching the nascent Imperium, the captain and crew managed to disable the Gellar field and engines before plunging the ship into the warp. The cogitators also revealed a coded message left by another Imperial ship thousands of years later:

If you are reading this, know that I am Inquisitor Adept Solara Maeris and I have information about a vengeful star god that is playing a long game to radically alter the balance of power in the galaxy. I have uncovered a fragment of xenos treasure that can turn this star god back. I have secreted myself in the medical bay of the ship Winter's Blade. Be warned; powers above my rank have left the ship's defenses active. Winter's Blade is lodged in the dorsal part of the void whale that makes up the core of this hulk at the base of its glow-stalk. Good luck; the Emperor protects.

The void whale, a magnificent find all its own, for many doubt their existence, is mostly dead, though it has provided an ecosystem for millennia for its many internal macro-fauna that are very much still active. Though your teams are fortunate to only have to cross a small part of its internal structure, this distance is still over a hundred kilometers through a teeming bio-jungle lit only by your own lamp-packs and occasional nodules of cancerous fungus that are as likely to explode near you as provide a steady light source.

Internal Macro-Fauna

These bio-forms are clearly the still-functioning components of the great void whale's immune system and parasites that it picked up over the millennia that it was alive.

Macro-Fauna

Roll	Enemy Spawned
1	Lucky you. No spawns for this die.
2-3	One unit of 3 Histophages.
4-5	One unit of 3 Plasmocytes
6	Roll on the Perils of the Obelisk Table

Perils of the Obelisk

Roll	Enemy Spawned
1	1 Uranocanth
2	1 Pylagnian Charger
3	1 Leucosarc
4	1 Haemozome
5	1 Scatorhages
6	Roll twice, re-rolling any further rolls of 6 until you get something that is not a 6.

These roughly spherical creatures lope along on pseudopods, half running, half rolling, leaving a slick trail in their wake. They would be mildly comical if you couldn't see pieces of bone, armor and weapons that likely belonged to your allies slowly dissolving past their transparent membranes.

HISTOPHAGE									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Histophage	8"	4+	4+	4	4	2	2	6	5+

RULES

-Unstable Biology: When this model loses its final wound, roll a d6, resolve the corresponding effect on the table below and then remove this model.

Roll	Effect
1	All remaining model in this model's unit gain an extra wound.
2-5	Nothing happens. Remove the model like any other casualty.
6	All units within 3" of this model take a mortal wound, including its own.

ATTACKS

Weapon	Rng	Type	Str	AP	Dmg	Abilities
Engulf	-	Melee	User	-2	1	If this attacks hit, all subsequent attacks against the same target automatically hit.

KEYWORDS Infantry, Assault, Histophage, Megafauna

These organisms slide around on their own slime trail, but unlike the histophages, these are lit by an internal purple glow. Upon sighting an intruder, they begin vomiting fiery plasma that burns through armor and flesh.

PLASMOCYTE									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Plasmocyte	6"	4+	4+	4	4	2	1	6	5+

RULES

-Unstable Biology: When this model loses its final wound, roll a d6, resolve the corresponding effect on the table below and then remove this model.

Roll	Effect
1	All remaining model in this model's unit gain an extra wound.
2-5	Nothing happens. Remove the model like any other casualty.
6	All units within 3" of this model take a mortal wound, including its own.

Attacks

Weapon	Rng	Type	Str	AP	Dmg	Abilities
Bio-Plasmic Discharge	12"	Pistol d3	6	-2	1	

KEYWORDS Infantry, Plasmocyte, Shooting, Megafauna

This bloated flyer appears to float via some arrangement of gas bags. Wherever it goes, it is always surrounded by a choking cloud of parasites that it uses defensively to avoid danger.

URANOCANTH

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Uranocanth	12"	4+	4+	4	4	3	1	6	5+

RULES	-Billowing Cloud: This model will always attempt to fall back from close combat. When it does so, leave a marker in its original position. No line of sight may pass within 3" of this marker. The marker remains until this model's next movement phase.

Attacks	Weapon	Rng	Type	Str	AP	Dmg	Abilities
	Spike Launcher	24"	Assault 2	3	-1	1	If one or more attacks with this weapon hit, the model that it hit counts its WS and BS as one lower until the beginning of this model's next shooting phase.

KEYWORDS	Infantry, Uranocanth, Shooting, Megafauna, Fly

This six-legged, bear-like creature has a spherical head with a perfectly round hole ringed with teeth on one end. Unfortunately, this is the end that it points toward you when it charges and eats one of your warriors whole. The digestive process of this creatures appears to be fairly slow as several of your warriors have been cut alive from its innards, but such incidents are always bad for morale.

PYLAGNIAN CHARGER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Pylagnian Charger	8"	5+	-	6	5	5	5	6	4+

RULES	Digestion Fluid: If a player-controlled model rolls a 1 to attack this model in melee, it has gotten too close and been sprayed with digestion fluid. It takes a strength 4, AP -1, dmg 1 hit after its close combat attacks have been resolved.

Attacks	Weapon	Rng	Type	Str	AP	Dmg	Abilities
	Calcified Pseudocrux	-	Melee	User	-1	2	Any model hit by an attack from this weapon is moved 2d6" directly away (through other models, but will stop at impassable terrain or a table edge).

KEYWORDS	Monster, Pylagnian Charger, Assault, Megafauna

These white, mushroom-shaped warts appear to spring up where the great whale's tissues are most damaged. They cluster around the wounds and relentlessly spit parasitic spores at anything that doesn't belong.

LEUKOSARC									
NAME	**M**	**WS**	**BS**	**S**	**T**	**W**	**A**	**Ld**	**Sv**
Leukosarc	-	4+	4+	4	6	2	1	6	5+

RULES	-Fungal Bloom: When this unit is spawned, don't place it in a spawn zone, instead, it spawns in the center of the table and never moves. If more models are spawned in this way, they are placed around the initial Leukosarc. -Defense Network: This model never blocks line of sight to other Leukosarcs.

Attacks	**Weapon**	**Rng**	**Type**	**Str**	**AP**	**Dmg**	**Abilities**
	Spore Ejaculator	48"	Assault d6	6	-	1	

KEYWORDS	Infantry, Leukosarc, Shooting, Megafauna

These bright red patches appear to capture and digest prey much smaller than any of the warriors on your team. Even so, their grasping cilia are a serious hindrance when your warriors need to move quickly. They spread quickly wherever there is violence.

HAEMOSOME									
NAME	**M**	**WS**	**BS**	**S**	**T**	**W**	**A**	**Ld**	**Sv**
Haemosome	-	-	-	-	5	*	-	-	3+

RULES	-Creep: This model does not spawn as a unit, but when it is rolled on the Perils of the Obelisk table, place a die with a 1 facing up on each spawn zone and on the exit zone, if it has been revealed. Any player-controlled model passing within a number of inches of the spawn zone equal to or less than the number shown, that model is entangled. An entangled model loses the fly keyword and reduces its movement to 1" while within this distance. -Creeping Death: Each time a player rolls to spawn a Haemosome, increase the number shown on each die by 1. Each time a zone's Haemosome loses a wound, reduce that zone and only that zone's die by 1. A zone with 0 Haemosomes is considered clear terrain. -It's Everywhere: A player-controlled model that is unengaged during an assault phase, may target a Haemosome if within 1" of its effect. A player-controlled model may shoot a Haemosome as normal.

KEYWORDS	Haemosome, Megafauna

Unquestionably one of the most vile creatures to be found in the whale, these reclamation organisms are crawling with parasites and while no one would say that the smell inside of a dying void whale was pleasant, the smell of these disgusting creatures permeates even through life support. They float toward your warriors and explode in a blast of indescribably foul-smelling effluvia that seems to make the other organisms here more active.

SCATORHAGE									
NAME	**M**	**WS**	**BS**	**S**	**T**	**W**	**A**	**Ld**	**Sv**
Scatorhage	14”	-	-	-	4	3	-	7	5+
RULES	-Feculent Detonation: If this model ever gets to within 1” of a player-controlled model, remove it from the table and place a marker at its final position. The marker remains for the rest of the mission. Any model with the Megafauna keyword within 12” of one or more of these markers counts both its WS and BS as being 1 higher than it actually is.								
Attacks	-None.								
KEYWORDS	Infantry, Fly, Assault, Scatorhage								

Mission 4 – Whale of a Tale

This area appears to be a kind of arterial crossroads. Whatever passes for blood in a void whale has not flowed here in ages and the walls have hardened and curled in on themselves, making footing treacherous. Worse, the entire area is littered with the corpses of… entities that look as though they have devoured each other; some so recently that they are still steaming, their moisture wicked away by the soft vacuum of the void whale's innards.

Deployment – The kill teams are deployed 12" from the short table edge opposite the exit zone.

First Turn – The kill teams are proceeding through this new environment cautiously so the enemy will act first.

Difficulty – 5. Enemies may not charge on the turn that they spawn. After even one model has passed the halfway point on the table, enemies subsequently spawned may charge on the turn that they spawn.

**Ending the Game** – The game may end once a single model has left the table via the exit zone.

VP Awards

Action	VP
Took Part	25
First kill team across the midpoint (this award is not shared)	+15
No one left behind	+5

Mission Rewards

Seen It All – One member of each kill team gains a single wound as they either learn what they are truly capable of… Or their sanity has fled to the point that they no longer care how injured they are.

Mission 4 - Whale of aTale
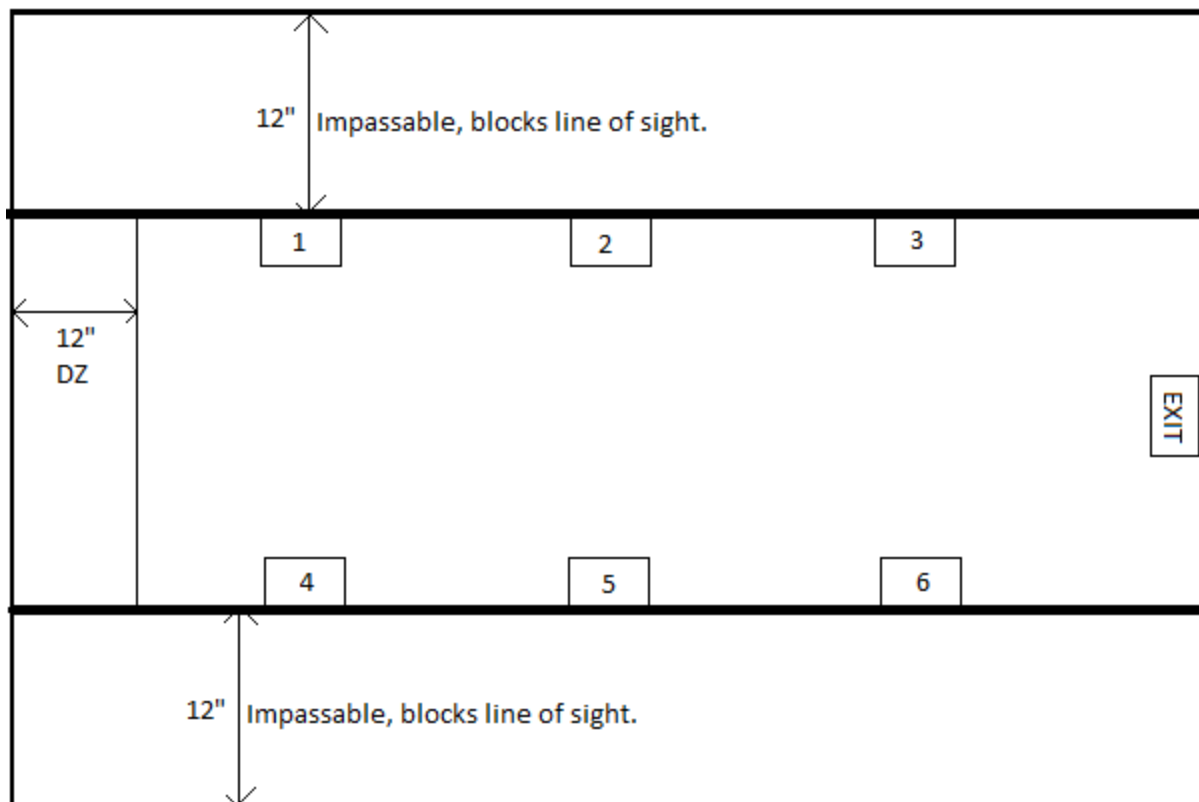
Mission 5 – The Furnace

The last thing you expected to find inside a dead void whale that formed the skeleton of an ancient space hulk was a school of boarding craft. It looks like the survivors put up a hell of a fight, but something was able to capture them and take them away as there are no corpses left here; just shell casings and equipment. Following the trail of destruction, you manage to locate the source: the bodies of your comrades as well as those of your allies, are being fed into what looks like a mitochondrial furnace which is nourishing the local ecosystem. You know what to do.

Deployment – The kill teams deploy within 12" of the midpoint of any table edge as the battlefield is roughly symmetrical.

First Turn – Since this is a raid, the kill teams will have the first turn.

Difficulty – 5. Once 8 prisoners have been freed, the difficulty increases to 6.

Ending the Game – The game ends once at least 8 prisoners have been freed and a single model has left via the exit zone. Note that prisoners that do not leave the table via the exit zone are automatically killed.

Freeing the Prisoners – The prisoners are in a severely weakened state and need medical attention (no matter how ludicrous this seems, i.e. gaunt or necron prisoners) and are missing much of their equipment. Roll a d6 for each prisoner freed. On a 6, that prisoner can tell you the way out. Roll a d6 and flip over the corresponding spawn zone. It is now the exit. Re-roll any spawns that would normally be placed here. If no prisoner knows the location of the exit, the 10th prisoner rescued knows it automatically.
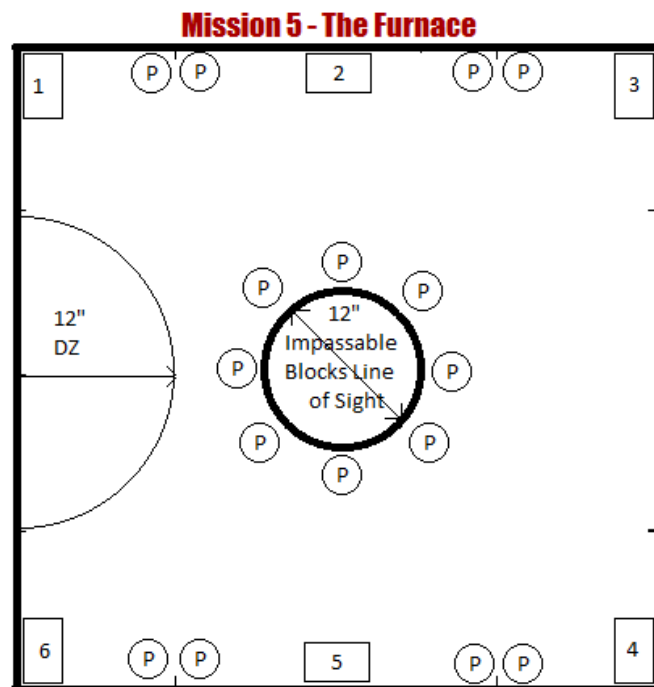
The Survivor datasheet is on the next page.

VP Awards

Action	VP
Took Part	+25
Each survivor that leaves by the exit zone	+5
Killed 5 or more spawns from the Perils of the Obelisk table	+5
No one left behind	+15

Mission Rewards

Strange Bedfellows – After this mission, you may reinforce your kill team with a single core choice from any other faction, no matter how preposterous this alliance would appear (Necron Immortal tagging along with Genestealer Cult, Assault Marine becomes fast friends with Chaos Daemons, etc). This unit is considered a Special choice for your kill team. That unit retains its original faction, but is considered friendly. If this unit dies permanently, it may not be replaced.

Mission 5 - The Furnace

SURVIVOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Survivor	4"	4+	4+	3	3	1	1	6	6+

RULES	-Light of Freedom: This model automatically takes all faction keywords of each kill team leader and are thus subject to the abilities and auras of each.

Attacks	Weapon	Rng	Type	Str	AP	Dmg	Abilities
	Holdout Weapons	12"	Pistol 2	3	-	1	

KEYWORDS	Infantry, Survivor

Mission 6 – Fear of the Dark

After sealing the path behind you with explosives, you are able to retrace your steps to the boarding craft and recover some equipment. Your ranks swelled, you set off by the nearest route to find the Winter's Blade and an answer in all this madness. Unfortunately, it appears that you and your allies have encountered a dead end in some immense cavity of the void whale. The cavity is pitch black and the walls seem to absorb autosenses. Your enemies closing in, you will need to find the exit quickly.

Deployment – The kill teams deploy within 6" of the table center.

First Turn – As they try to gain their bearings, the void whale's mega-fauna attack. The enemy will have the first turn.

Difficulty – 6.

Pitch Black – Poor visibility makes this mission extra difficult. Player-controlled models that target enemy models farther away than 18" suffer a -1 to their hit rolls.

Finding the Way Out – To find the way out, the kill teams must search the spawn zones. To search a spawn zone, a friendly model must touch the spawn zone at any point in its turn. When this happens, roll a d6. If the number is a 6, then turn that spawn zone over; it is now the exit zone. Any enemy spawns at that zone must be re-rolled. If 5 spawn zones have been searched, the 6th one is automatically the exit.

Ending the Game – The game may end once the exit has been discovered and a single model has left the table via the exit zone.
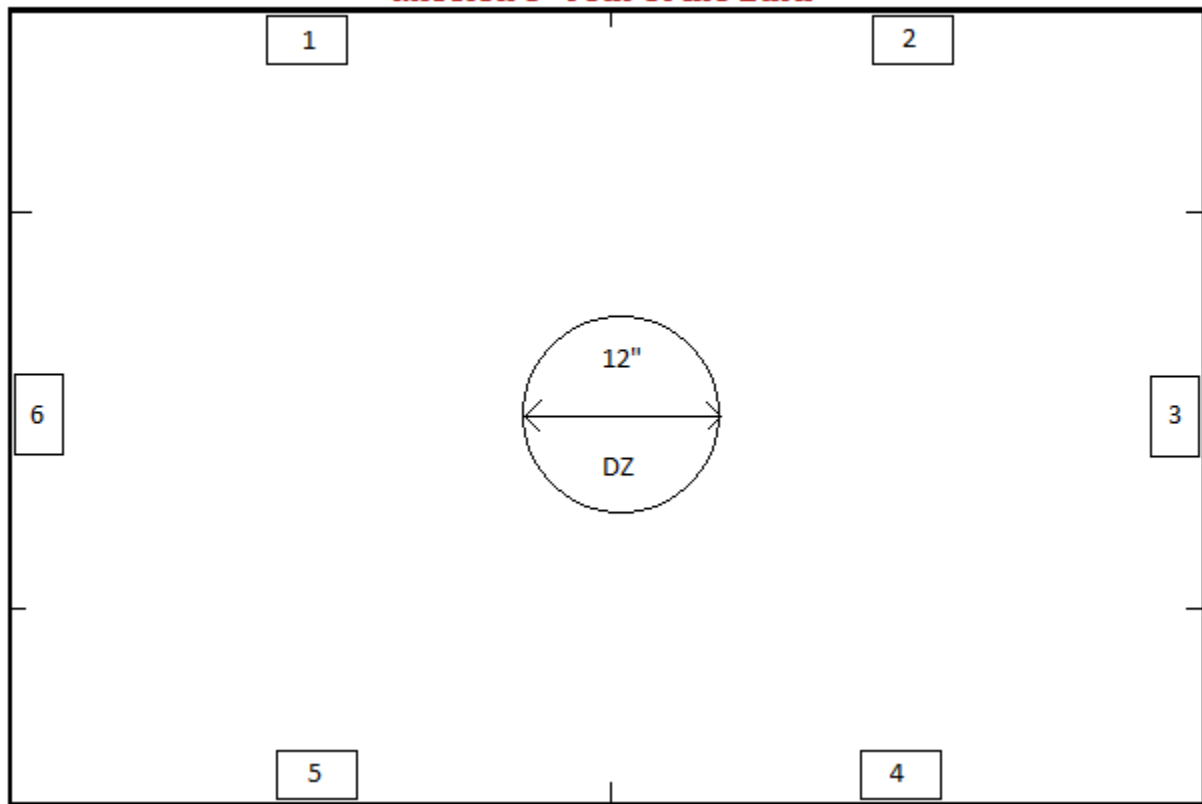
VP Awards

Action	VP
Took Part	25
Per spawn zone searched	+5
No one left behind	+5

Mission Rewards

Long Haul – One of your kill team members has picked up a symbiote of some kind. You may increase either the strength or toughness of one of your team members by 1. This is permanent.

Mission 6 - Fear of the Dark

1

2

6

12"

DZ

3

5

4

PART III – WINTER'S BLADE

Servitors

You have finally arrived on the Winter's Blade*. The ship is in suspiciously good condition for having spent 4,000 years on a space hulk. The reason soon becomes evident as the automated defenses begin deploying and attacking. Even with the full knowledge of the Inquisitor-Adept's warning, the level of defense is ferocious and you hope that the risk you and your troops are taking to get to her is worth it.*

Forces of the Inquisition

Roll	Enemy Spawned
1	Lucky you. No spawns for this die.
2-3	Unit of 4 Arco-Flagellants
4-5	Unit of 4 Gun Servitors
6	Roll on the Perils of the Obelisk Table

Perils of the Obelisk

Roll	Enemy Spawned
1	Penitent Engine
2	Praetorian Servitor
3	Unit of 15 Gilliam
4	3 Murder Servitors
5	Decanted Eversor Assassin
6	Roll twice, re-rolling any further rolls of 6 until you get something that is not a 6.

Arco-flagellation is a punishment reserved for able-bodied heretics. Their arms are replaced with deadly arco-flails and their bodies are pumped full of combat drugs. When not needed, they are kept in stasis. Apparently, whatever machine spirit controls these defenses can defrost them at will.

ARCO-FLAGELLANT									
NAME	**M**	**WS**	**BS**	**S**	**T**	**W**	**A**	**Ld**	**Sv**
Arco Flagellant	7"	3+	6+	4	3	2	4	7	7+
RULES	-Berzerk Killing Machine: The Arco Flagellant has a 5+ invulnerable save.								

Attacks	Weapon	Rng	Type	Str	AP	Dmg	Abilities
	Arco-Flails	-	Melee	+1	0	1	

KEYWORDS	Infantry, Assault, Inquisition, Arco Flagellant

A modification of the more common heavy bolter servitor, these ones sacrifice range for accuracy. This is unfortunate because that means it's better at shooting you and your allies.

GUN SERVITOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gun Servitor	4"	5+	4+	3	3	2	1	7	3+

RULES	-None

Attacks	Weapon	Rng	Type	Str	AP	Dmg	Abilities
	Ancient Macrobolter	24"	Assault 3	5	-1	1	

KEYWORDS	Infantry, Shooting, Inquisition, Gun Servitor

Clanking and chugging, screaming hymns to the Emperor in time with its laud hailers, these towering, nightmare engines slice and burn through hordes of the Emperor's enemies. Now they are trying to slice and burn through you.

PENITENT ENGINE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Penitent Engine	7"	3+	5+	5	6	7	4	8	4+

EQUIPMENT	-2 Heavy Flamers -Penitent Blades

RULES	-Redemption Lost: If this model puts a player-controlled model out of action in the Fight phase, roll a die. On a 4+, it may pile in and make a single attack. -Explodes

Attacks	Weapon	Rng	Type	Str	AP	Dmg	Abilities
	Heavy Flamers	8"	Heavy 2d6	5	-1	1	This attack hits automatically.
	Penitent Blades	-	Melee	X2	-3	D3	

KEYWORDS	Vehicle, Walker, Assault, Inquisition, Penitent Engine

The Praetorian is usually a bodyguard servitor and status symbol of paranoid planetary governors everywhere. Its carapace is as much a work of art as it is effective. The heavy tracked drivetrains make this servitor more like a baroque tank than infantry.

PRAETORIAN SERVITOR									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Praetorian Servitor	4"	6+	4+	4	5	4	2	7	2+

RULES	-Heavy Tracked Servitor: This unit may never claim a cover save and does not suffer the penalty for moving and firing a heavy weapon.

Attacks	Weapon	Rng	Type	Str	AP	Dmg	Abilities
	Volkite Hurlant	25"	Heavy 3	6	-	D3	

KEYWORDS	Infantry, Shooting, Inquisition, Praetorian Servitor

Every Imperial ship is host to parasites. Sometimes those parasites are (or were) human. Crew members cut off from the rest of the ship by battle damage can form whole eco-systems until they start causing problems with the rest of the ship at which time they are hunted down and exterminated. These debased wretches seem to be left alone by the automated defenses and largely appear to have forgotten how to speak. Sadly for the kill teams, they have not forgotten how to shoot.

GILLIAM									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gilliam	6"	5+	5+	3	3	1	1	5	-

RULES	-Warped Anatomy: This model has a 6+ invulnerable save. -Distored Bodies: If there is no room to place this model on a spawn zone, place it as close to the center of that spawn zone as possible.

Attacks	Weapon	Rng	Type	Str	AP	Dmg	Abilities
	Salvaged Autocarbine	18"	Assault 2	3	-	1	

KEYWORDS	Infantry, Assault, Gilliam

Hello, again, old friend! These are identical to the murder servitors you found on the Nebula Strider, save for they appear a little more intact than the ones you saw before. Still just as deadly, though.

MURDER SERVITOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Murder Servitor	14"	3+	3+	2	3	2	2	10	5+

RULES	-**Extensive Cybernetics**: Each time this model receives a wound, roll a d6. On a 5+, the wound is discarded. -**Death Shrike**: Player-controlled models attacking this model suffer a -1 to hit for both shooting and melee.

Attacks	Weapon	Rng	Type	Str	AP	Dmg	Abilities
	Flechette Blaster	18"	Pistol 5	2	-	1	Re-roll failed wound rolls when attacking with this weapon.
	Hydraulic Talons	-	Melee	User	-2	1	Re-roll failed wound rolls when attacking with this weapon.

KEYWORDS	Murder Servitor, Fly, Assault

What mission was this ship on that required a supply of Eversor assassins? Whatever it was, these assassins are horrific, skull-faced killers who explode when you finally do kill them.

DECANTED EVERSOR ASSASSIN

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Eversor Assassin	7"	2+	2+	4	4	5	6	9	6+

RULES	-**Lightning Reflexes:** This model has a 4+ invulnerable save. -**Bio-Meltdown**: When this model is reduced to 0 wounds, roll a d6 for each player-controlled unit within 1" of this model before removing it from the table. On a roll of 4+, the enemy unit suffers d3 mortal wounds. -**Frenzon**: When making a charge roll for this model, roll 3d6 instead of 2d6.

Attacks	Weapon	Rng	Type	Str	AP	Dmg	Abilities
	Power Sword	-	Melee	User	-3	1	

KEYWORDS	Infantry, Assault, Eversor Assassin

Mission 7 – Inquisitor

Entering Winter's Blade through a hole in the hull, you make it all the way to medical before you encounter the ship's automated defenses. Fight your way into the stasis crypt and find the Inquisitor-Adept.

Deployment – The kill teams will deploy within 12" of the midpoint of the side of the table opposite the stasis pods.

First Turn – Even though the kill teams are raiding, the opposition has been setting up here waiting for them, so the enemy will have the first turn.

Difficulty – 7. After the Inquisitor-Adept has been recovered from her stasis pod, the difficulty increases to 8.

Gate – A gate marker is an immobile structure with 10 wounds, toughness 8 and a 3+ armor save.

Searching the Pods – To search a pod, a friendly model must be touching one of the markers labeled A - F. Roll

a d6. If the roll is a 6, then the Inquisitor-Adept has been found. She is placed at the center of the marker and may act during the next phase of the game.

Ending the Game – The game can end once the Inquisitor-Adept has exited the board or been killed. If she is killed, skip mission 8. Once the Inquisitor-adept has been recovered from her stasis pod, the deployment zone becomes an exit zone.

VP Awards

Action	VP
Took Part	25
Rescued Solara Maeris	+20
No one left behind	+10

Mission Rewards – **Autosurgeon**: Four fighters from each kill team may immediately discard all permanent injuries.

Mission 7 - Inquisitor
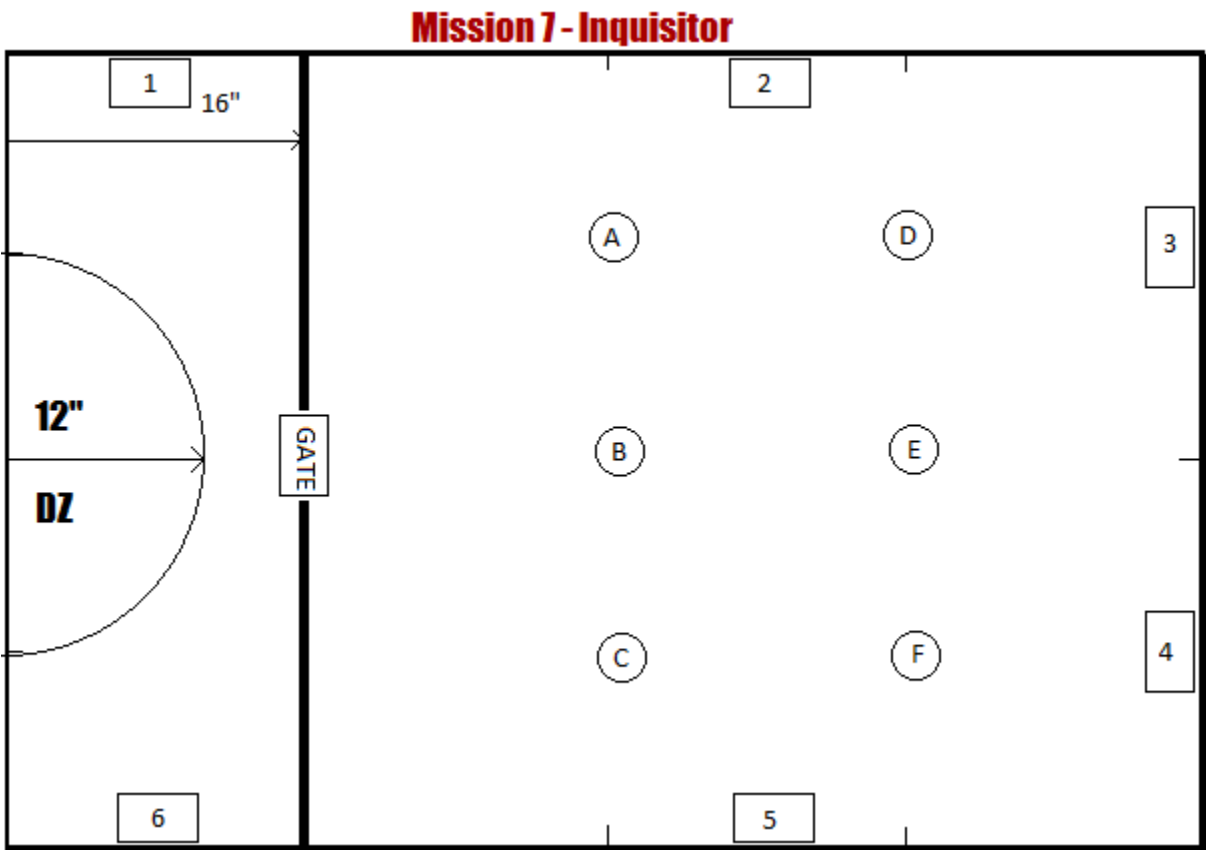
Inquisitor-Adept Solara Maeris

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Solara Maeris	5"	3+	3+	3	3	4	3	9	3+

RULES	-**Fragile**: If this model suffers an unsaved wound from an attack whose damage is randomly generated (i.e. meltagun), this model always suffers maximum damage.

Attacks	Weapon	Rng	Type	Str	AP	Dmg	Abilities
	Power Sword	-	Melee	User	-3	1	
	Bolt Pistol	12"	Pistol 1	4	-	1	

KEYWORDS	Infantry, Inquisitor, Character, Ordo Acanthus

Mission 8 – Wonder Weapons

Once safe, the Inquisitor-Adept tells you that the ship was carrying nightmarishly powerful archaeotech weapons and xenos artifacts back to Titan. Before she expires from injuries she sustained before going into stasis, she tells you the location and access codes.

Note: This is an optional mission; you don't have to play it, though if you went to the trouble of rescuing the Inquisitor-Adept, you might find it worth your while to do so.

Deployment – The kill teams must split in half with at least one team deploying in zone A and one in zone B.

First Turn – This is a raid. Kill teams go first.

Difficulty – 7.

Gate – A gate marker is an immobile structure with 10 wounds, toughness 8 and a 3+ armor save.

Arms Coffers – To take an arms coffer, a friendly model need only touch it and take it with them. A model carrying an arms coffer cannot advance and a model can only carry one at a time. A model that is slain carrying an arms coffer drops it where the model fell.

Ending the Game – The game can end once a single model has left the table via exit zone.

VP Awards

Action	VP
Took Part	25
Per gate destroyed	+5

Mission Rewards

Archaeotech Weapons – For each arms coffer that made it off the table, each kill team may generate a legendary weapon. This means that if all four arms coffers are recovered, each team will generate 4 different legendary weapons. Kill teams may trade these weapons back and forth freely, but once the next mission starts, they may not be traded further.

Mission 8 - Wonder Weapons
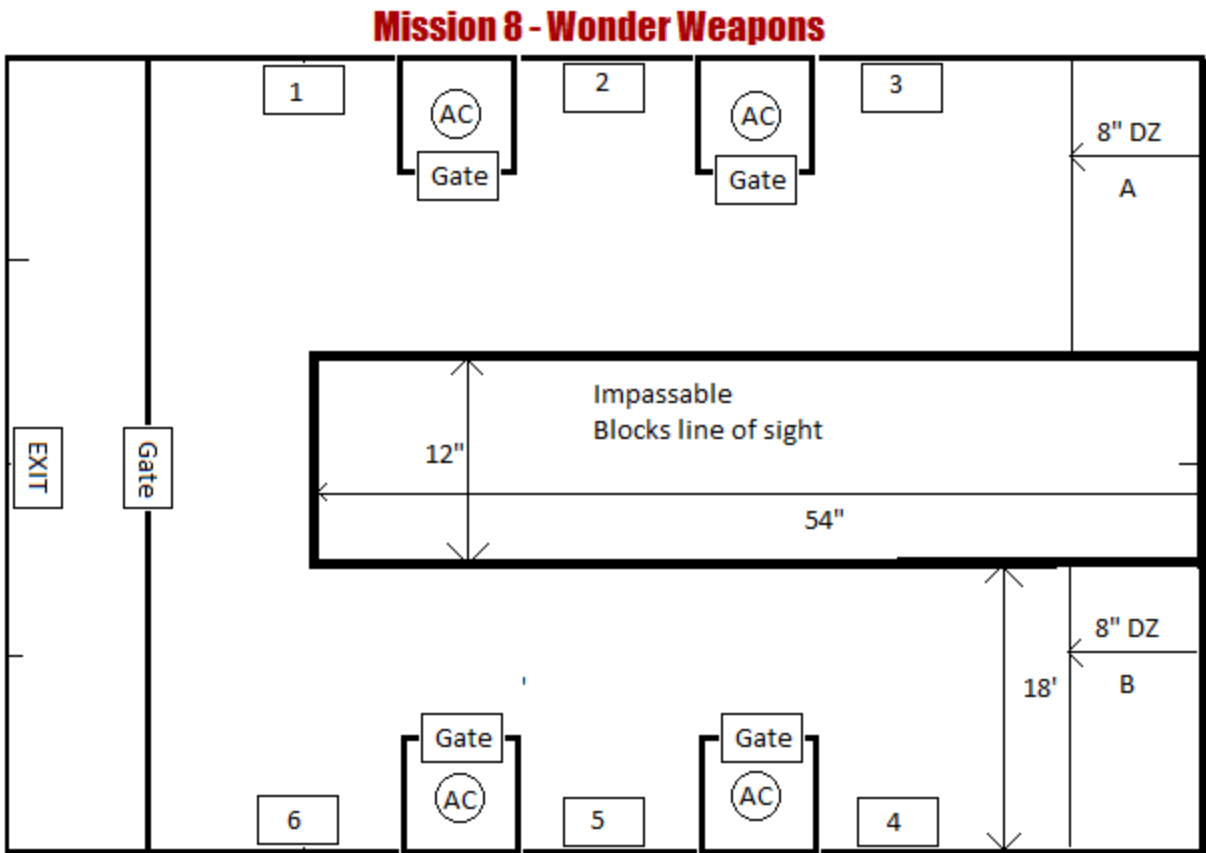
Mission 9 – Skin Deep

Though the Inquisitor-Adept has died of her wounds, she gave the kill team leaders a dataslate with her accumulated notes to date. It has led them to a Necron ship called the Crestfallen King which forms the spine of the space hulk. In order to get there, the kill teams will have to travel across the outside of the space hulk, in the hard vacuum of space. Unfortunately, there is a large piece of debris blocking their path and the long way around is swarming with the defenders of Winter's Blade, seemingly anxious to not let the intruding kill teams escape their grasp.

Deployment – The kill teams deploy within 8" of the same long table edge as the exit sits, opposite the 24"x32" debris.

First Turn – One of the players should roll a d6. On a 5+, the kill teams have emerged in an unexpected location and may take the first turn. Otherwise, the enemy will have the first turn.

Difficulty – 8. After a single model has passed beyond the area between spawn points 3 and 6, each spawn turn will generate a random Perils of the Obelisk result.

Zero-G Combat - Overpenetration by weapons in standard combat is dangerous enough, but an attack that overwhelms the self-sealing ability of void armor is nearly always fatal. To represent this, all attacks in the void improve their AP by 1.

Ending the Game – The game may end when at least one model has left the table via the exit zone.
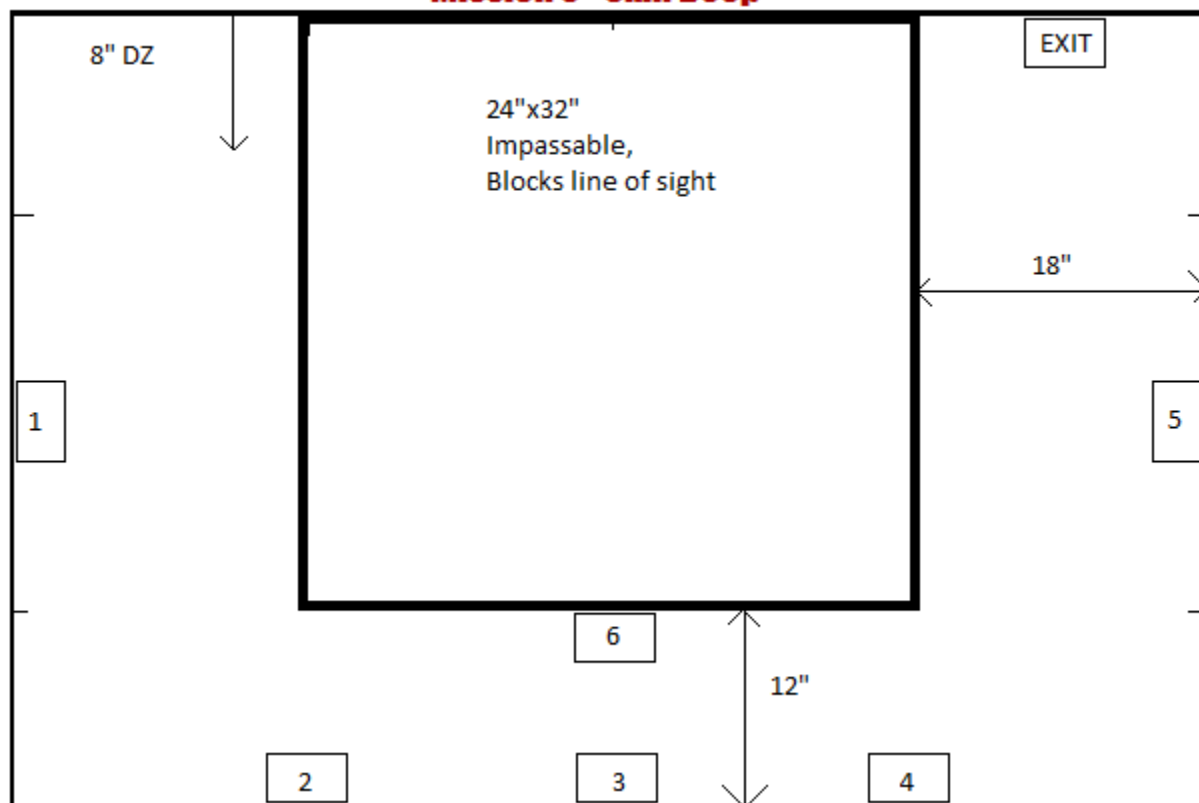
VP Awards

Action	VP
Took Part	25
No one left behind	+10

Mission Rewards –

Victory or Death – After this mission, there will be no reinforcements or wargear purchases. You can still purchase battle honours for your warriors.

PART IV – THE CRESTFALLEN KING

The Inquisitor's dataslate contains a story that you would scarcely believe if you hadn't spent the last standard cycle watching it unfold. The Crestfallen king is a torch ship bearing the only flesh daughter of some Necron'Tyr luminary called the Silent King. Even as the rest of the empire surrendered their bodies, the legends state that the king could not bring himself to give up his only daughter, instead placing her on the last torch ship, sent into the void to find a new home, far from something called the War in Heaven. He set every shard of the star god called Iash'Uddra to watch over her, but something went wrong. Forces in the Silent King's own Triarch dynasty had boarded the Crestfallen King in search of the princess to use as a bargaining chip against her father, but the galaxy-wide signal to go dormant went out before they could breach her stasis crypt. This stasis crypt contains the key to Iash'Uddra's prison in the form of the Princess' dynastic torc. The dataslate further posits that this key might allow the user to control or destroy Iash'Uddra. You will have to make a decision, but first, you need that key.

Forces of the Triarch

The ship is nothing like you imagined. Ancient, faded tapestries hang from the walls between sculptures of exotic beasts and gods of a pantheon never glimpsed by mankind. None of the bare, austere metal corridors normally found on Necron ships are evident. There are benches for sitting, glasses and clay mugs, their contents long evaporated in the dry, tomb-like atmosphere, still sit in the hands of delicate-looking skeletons. Crumbling, alien flower wreathes adorn the statues and some have actual gossamer fabric clothing still pinned to them. Tiered gardens, their plants long since withered away, border every large room. This ship was clearly meant to sustain multi-generational families over incredibly long periods of time.

Your presence triggers the dormant forms of the Triarch warriors to animate and when they are whole, the the bodies of these warriors are beautiful, baroque things; not the spindly, minimalist aesthetic you normally associate with the Necron dynasties; these are more like ancient demigods—or space marines from an age before the galaxy had ever seen its first progenoid. Even their robotic servants are wrought into the shape of beasts that are written into the memories of every intelligent race in the galaxy.

Roll	Enemy Spawned
1	Lucky you. No spawns for this die.
2-3	One unit of four Triarch Judicators.
4-5	One unit of four Triarch Liberators.
6	Roll on the Perils of the Obelisk Table

Perils of the Obelisk

Roll	Enemy Spawned
1	Canoptek Revenant
2	2 Triarch Prosecutors
3	Triarch Celestant
4	2 Triarch Decimators
5	Canoptek Reclaimer
6	Roll twice, re-rolling any further rolls of 6 until you get something that is not a 6.

Designer's Note—These units were devised with Stormcast Eternals standing in for the ancient forces of the Triarch.

These gold and turquioise-armored automatons all share the same face. They carry archaic looking bows that seem to accumulate energy as they are drawn and release it as a burst of lambent energy that collapses matter wherever it touches.

TRIARCH JUDICATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Triarch Judicator	6"	3+	3+	5	5	2	2	10	3+

RULES	-A Purpose Unshakeable: This unit automatically passes Morale tests.

Attacks	Weapon	Rng	Type	Str	AP	Dmg	Abilities
	Implosion Bow	24"	Rapid Fire 1	5	-1	1	

KEYWORDS	Infantry, Triarch, Triarch Judicator, Shooting

Marching in lock-step in eerie silence, these resemble ancient armored knights full of noble purpose and menace in equal measure. Their swords and shields crackle with fulgurating energy.

TRIARCH LIBERATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Triarch Liberator	6"	3+	3+	5	5	2	2	10	3+

RULES	-A Purpose Unshakeable: This unit automatically passes Morale tests. -Dispersion Shield: This model has a 3+ invulnerable save.

Attacks	Weapon	Rng	Type	Str	AP	Dmg	Abilities
	Hyperphase Sword	-	Melee	User	-3	1	

KEYWORDS	Infantry, Assault, Triarch, Triarch Liberator

This mechanized dragon rampages across the ship, its segmented gold scales shrugging off all but the heaviest of fire. If it's energy weapons and power claws weren't enough, when it closes with your forces, your reactions seem to slow and this effect does not seem to affect your foes. In time, your troops begin to pick these off first.

CANOPTEK REVENANT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Revenant	14"	4+	4+	6	6	4	4	10	3+

RULES	-Revenant Field: Player controlled models within 18" of one or more models with this special rule treat their WS and BS as being one worse than it actually is.

Attacks							
	Weapon	**Rng**	**Type**	**Str**	**AP**	**Dmg**	**Abilities**
	Particle Lance	24"	Assault 3	6	-	1	
	Hyperphase Claws	-	Melee	User	-3	1	Attacks using this weapon re-roll failed wound rolls.

KEYWORDS	Monster, Assault, Canoptek Revenant, fly

This Triarch warrior flits around on baroque, stylized wings, pausing only to hurl bolts of pure energy at your support specialists.

TRIARCH PROSECUTOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Prosecutor	10"	3+	3+	5	5	2	2	10	3+

RULES	-A Purpose Unshakeable: This unit automatically passes Morale tests. -Apex Predators: This model can target characters and will always target the nearest player-controlled character. If there is no character in sight, this model will target the nearest model with an aura ability. If there are no such models in this model's line of sight, this model instead targets the nearest player-controlled model.

Attacks							
	Weapon	**Rng**	**Type**	**Str**	**AP**	**Dmg**	**Abilities**
	Radial Javelin	24"	Assault 2	6	-2	1	Models hit by this attack must re-roll successful invulnerable saves.

KEYWORDS	Infantry, Shooting, Triarch, Triarch Prosecutor, fly

This stern angel strides toward your forces with relentless determination. You can see intelligence and drive in the way this one directs forces and it even seems to regard you with something approaching respect. Its halberd, however, respects neither flesh nor armor.

TRIARCH CELESTANT									
NAME	**M**	**WS**	**BS**	**S**	**T**	**W**	**A**	**Ld**	**Sv**
Celestant	6"	3+	3+	5	5	4	3	10	3+

RULES	-Force of Majesty: Friendly models with the Triarch keyword that are within 6" of this model gain an extra shot with their ranged weapons, if any, and +1 Attack.					
Attacks	**Weapon**	**Rng**	**Type**	**Str**	**AP**	**Dmg**	**Abilities**
	Gauss Lantern	8"	Assault d6	5	-1	1	This weapon automatically hits.
	Warscythe	-	Melee	+2	-4	2	
KEYWORDS	Infantry, Assault, Triarch, Triarch Celestant					

Even against other examples of your foes, these towering monsters are hulking brutes carrying massive hammers to menace your forces. Those hammers will pulp any but the most cogent defenses.

TRIARCH DECIMATOR									
NAME	**M**	**WS**	**BS**	**S**	**T**	**W**	**A**	**Ld**	**Sv**
Decimator	6"	3+	3+	5	5	2	2	10	3+

EQUIPMENT	-A Purpose Unshakeable: This unit automatically passes Morale tests.					
RULES	-					
Attacks	**Weapon**	**Rng**	**Type**	**Str**	**AP**	**Dmg**	**Abilities**
	Euclidian Hammer	-	Melee	X2	-3	D3	When attacking with this weapon, the user suffers -1 to the hit roll.
KEYWORDS	Infantry, Assault, Triarch, Triarch Decimator					

This living statue resembles nothing so much as a diminutive, Terran lion, if that lion were cut from living, segmented gold. It appears unarmed, but Triarch warriors near the reclaimer seem to heal damage as fast as your forces can inflict it.

CANOPTEK RECLAIMER									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Reclaimer	6"	4+	4+	4	5	3	2	8	3+
RULES	-Reclamation: Friendly models with the Triarch keyword within 6" of this model re-roll failed saves.								
Attacks	-None.								
KEYWORDS	Infantry, Shooting, Canoptek Reclaimer								

Mission 10 – The Threshold

As your kill teams descend into the interior of the kilometers-long torch ship, the defenders appear to be massing ahead. They have activated security between your forces and the royal chambers. You must break through before they can bring sufficient numbers to overwhelm you.

Deployment – The kill teams will deploy within 12" of the short table edge midpoint opposite the exit zone.

First Turn – The kill teams, flush with momentum and purpose, will have the first turn.

Difficulty – 9.

Gate – A gate marker is an immobile structure with 10 wounds, toughness 8 and a 3+ armor save. It can be shot, but only if the shooter is within 12".

Ending the Game – The game may end when at least one model has left the table via the exit zone.

Victory or Death – See mission 9.

VP Awards

Action	VP
Took Part	25
Removed all of the first gate's wounds in one round.	+10
Removed all of the second gate's wounds in one round.	+15
Killed 5 or more spawns from the Perils of the Obelisk table.	+15
No one left behind	+10

Mission Rewards –

Mission 9 - Skin Deep
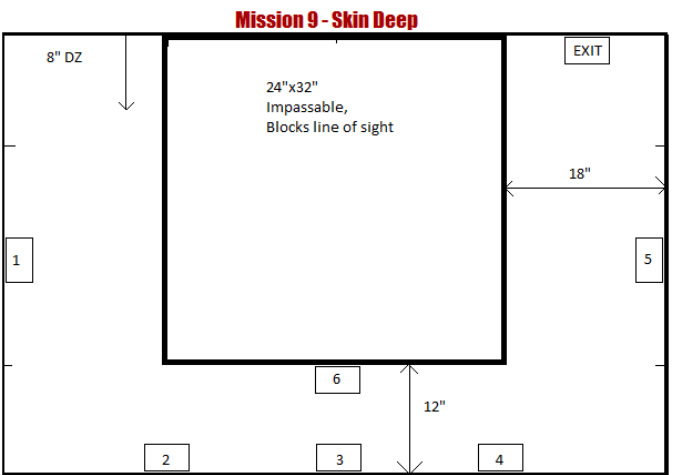
– Most of the Triarch forces phase out for repair, but these have been here for several tens of thousands of years and many do not. One of them remains with a pristine warscythe and dispersion shield which may be divided between the kill teams after the mission.

Mission 10 - The Threshold

12" x 32" Impassable, blocks line of sight

3

1

2

12"

GATE

A

B

GATE

EXIT

DZ

6

5

12" x 32" Impassable, blocks line of sight

4
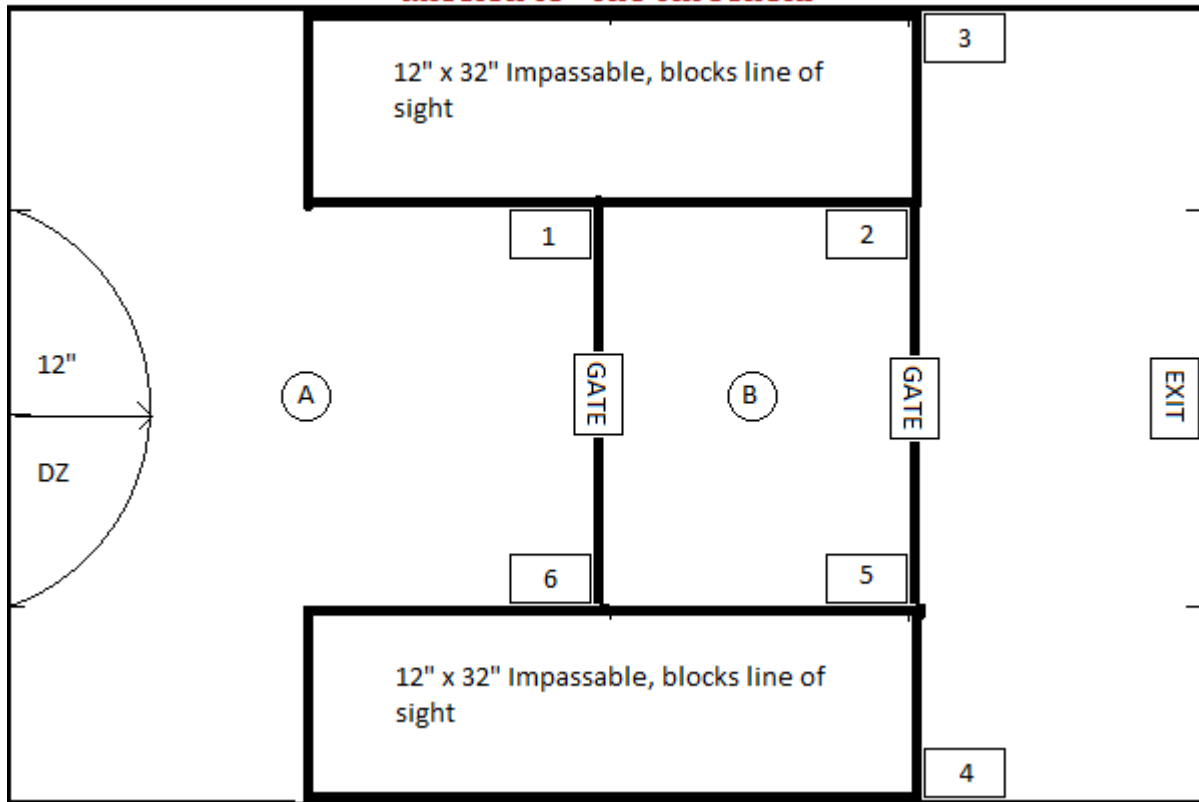
Mission 11 – The Sky Princess

At the heart of the Crestfallen King lies the stasis crypt that holds the Silent King's daughter and the key to Iash'Uddra's prison where it is currently reforming. You have found that crypt, but guarding your path are two colossal sphinx that spit riddles and death at anyone who approaches.

Deployment - The kill teams will deploy within 12" of the short table edge midpoint opposite the objective marked P. Before the game starts, deploy two models on 60mm (dreadnought) bases on the markers designated A and B to act as the sphinx. These are not objectives.

First Turn – Kill teams will have the first turn.

Difficulty: 9

Ending the Game – The game may end when the model with the key escapes via the exit zone.

Opening the Stasis Crypt – The crypt objective (marked P) may be opened by any model that has controlled it

for a full player and enemy turn. That model is now considered to be carrying the key. The key does not slow the model down or impede its abilities in any way.

VP Awards

Action	VP
Took Part	25
Killed one Sphinx	+25
Killed both Sphinx	+35
No one left behind	+10

Mission Rewards

Riddle of the Sphinx – This battle has stretched the kill team leaders' abilities to the breaking point. Their continued survival under such impossible circumstances has made them larger than life to their troops. The leaders of both kill teams permanently gain a wound and an attack.

Mission 11 - The Sky Princess

CANOPTEK SPHINX

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Canoptek Sphinx	0"	4+	4+	7	7	18	3	8	3+

RULES	
	-Immobile: This model may not move or be moved for any reason. This model may fire its weapons while within 1" of another model, though it will fire them at the closest model that is not within 1" of this model. -Riddle in Reality: Any psychic power that targets this model is reflected back on the psyker. -Probability Sheath: This model has a 5+ invulnerable save. -Dormant: This model starts the game inactive. Once a single model has moved within 24" of the sky princess' stasis crypt, this model comes to life and will act during the enemy turn. It will indiscriminately target enemy and player-controlled units. This model will never target another Canoptek Sphinx. Enemy models will ignore this model, no matter how badly it mauls them.

Attacks							
	Weapon	**Rng**	**Type**	**Str**	**AP**	**Dmg**	**Abilities**
	Particle Cannon	24"	Heavy 2	9	-3	D6	

KEYWORDS	Titanic, Shooting, Canoptek Sphinx

Mission 12 - Immortals

You opened the stasis crypt and got the key from the princess who had not yet begun the recovery process. Thus armed, you enter the room that houses all of the shards of Iash'Uddra in plinths like a cathedral to the star god. You see a familiar cultist in one alcove. Several other, more exotic forms are nearby. In the center of the room is a sarcophagus with a visible piece missing from the side; its shape matches exactly that of the key you now hold. Between you and it are a ring of Triarch teleportaria, clearly here to dissuade anyone from awakening the star god.

Deployment - The kill teams will deploy within 12" of the short table edge midpoint opposite the spawn zones. One of the kill team warriors must be carrying the key.

First Turn – The Triarch's forces were expecting this after the stasis crypt. The enemy will have the first turn unless the kill teams can seize the initiative.
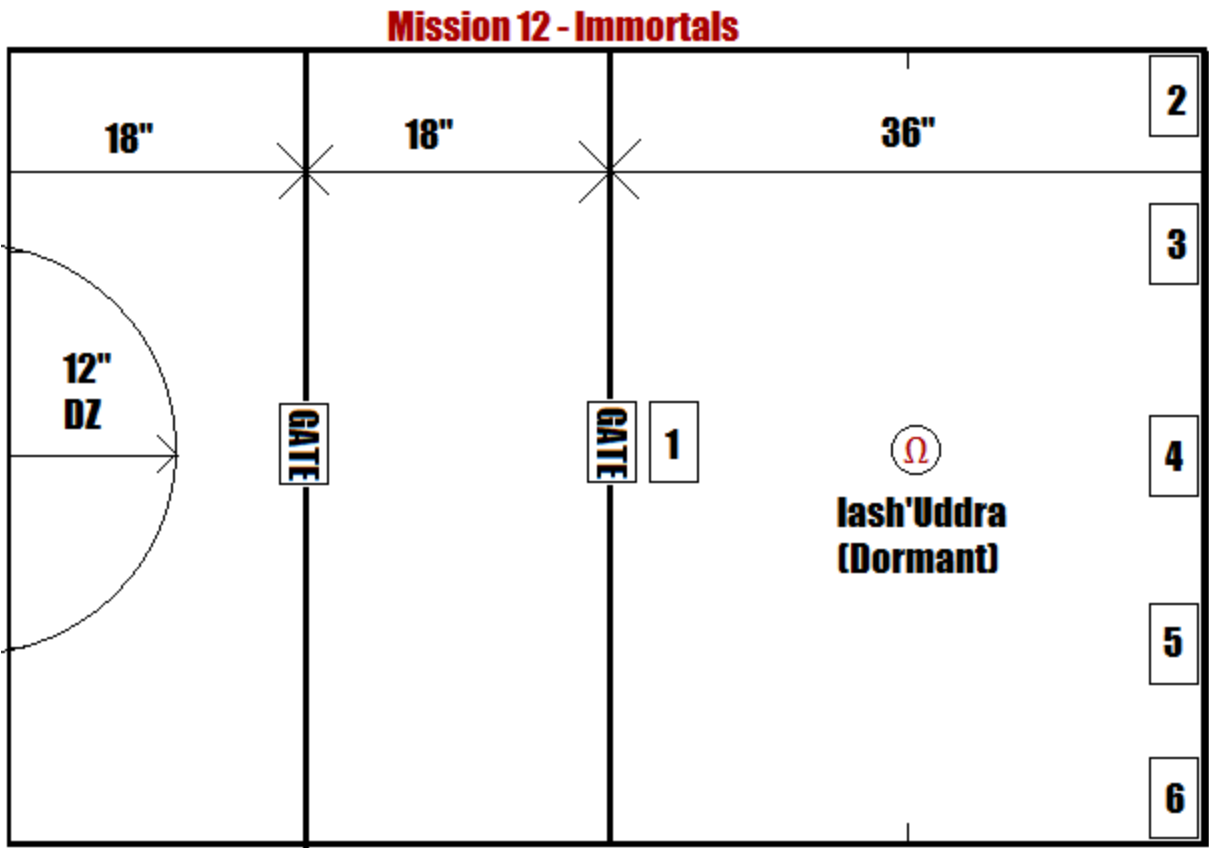
Difficulty – 10.

Gate – A gate marker is an immobile structure with 10 wounds, toughness 8 and a 3+ armor save. It can be shot, but only if the shooter is within 12".

Awakening Iash'Uddra – To awaken Iash'Uddra, the model with the key need only touch the objective marked with the Omega symbol. Place Iash'Uddra on a 60mm base at that moment and it will act during the enemy's next turn (see below)

Controlling Iash'Uddra – A team leader carrying the key may attempt to control Iash'Uddra at the beginning of a player turn by taking a mortal wound and rolling a d6. On a 3+, Iash'Uddra will act as a player-controlled model for that player's turn and then at the start of the enemy turn, it will revert to its normal opposition tactics. When Iash'Uddra comes under control of a player, player-controlled models automatically move 1" away from Iash'Uddra and, unless they are locked in combat with enemy units, will be out of combat and not considered to have fallen back.

Ending the Game – The game can end once Iash'Uddra has lost its final wound.

IASH'UDDRA, PROTECTOR OF THE SKY PRINCESS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Iash'Uddra	12"	2+	2+	7	7	14	4	10	-

RULES	
	-Malformed Necrodermis: This model has a 4+ invulnerable save. Furthermore, this model halves the damage (round **down**) to a minimum of 1 it receives.
	-Engine of Devastation: When this model shoots, its suppressive fire can hit models within 12" of its original target. This model can shoot while within 1" of an enemy model.
	-Endless Swarm: Any model that deal one or more unsaved wounds to this model in close combat takes an automatic Str 4, AP -4 hit that does 1 damage.

Attacks	Weapon	Rng	Type	Str	AP	Dmg	Abilities
	Wave of Despair	18"	Assault d6	7	-2	2	
	Singularity Blade	-	Melee	16	-5	2D6	

KEYWORDS	Monster, Assault, Iash'Uddra, C'Tan, Fly

Mission 13?

Unfinished Business

This mission begins just as the last one ends and will only be played if the kill teams disagree on whether Iash'Uddra should be destroyed or controlled. Leave the models exactly where they were at the end of mission 12 and consider them deployed exactly as they are for a standard kill team deathmatch. The winner will ultimately decide the fate of Iash'Uddra. If all players are in agreement about what should be done, then you don't have to fight it out.

Either way, the epilogue is the same.

It's done. Your comrades lie wounded and dying around you a second time, but now you have the upper hand. Whether you forced the monster back into its prison or annihilated it where it fell, it matters not. The undead plague, the techno-virus, the chaos and insanity of the Obelisk of Cataclysm are at an end. Even as you marvel at all that has transpired, your unlikely allies and the twists and turns you took along the way. You can feel the space hulk breaking apart around the Crestfallen King. Something is wrong, though. The ship is moving; it's ancient engines rumbling to life. You attempt to raise friendly forces, but there is no response. You are bound wherever this ship is going. You and the few scattered survivors make your way to a stasis crypt far from the royal chambers in hopes of remaining undiscovered. As your sarcophagus closes, you wonder how long it will be before you awaken.