Dark Heresy™

Knowledge is Power™

2010-2011
DARK HERESY RELEASES

WARHAMMER® 40,000 ROLEPLAY

Knowledge is Power

This booklet is an overview of the **Dark Heresy** release schedule for 2010 to 2011. Inside, you will find a brief story highlighting the upcoming sourcebooks and adventures coming out for **Warhammer 40,000 Roleplay: Dark Heresy**.

For more information about the **Dark Heresy** line, free downloads, answers to rule queries or just to pass on greetings, visit us online at **www.FantasyFlightGames.com**.

To: Inquisitor Acherus

From: Acolyte Serehar aboard the "Righteous Indignation" en route from Veneris.

AUTHORIZATION:

7YR114.22.CLA

I am reporting to you with great trepidation; our mission has not met with the success you expected. However, we have made some small accomplishments, and I pray that our achievements outweigh our failures.

I managed to recruit Sister Isha to our cause, as directed. Her time spent as a bodyguard for Arch Cardinal Ignato has prepared her well for the tasks ahead. Our captain, Rogue Trader Zanatov, finds her presence aboard the ship useful. He has asked her to deliver litanies to the crew, and these prayers bolstered our efforts during a recent skirmish against an Ork raider. I suspect his crew has been without spiritual guidance for some time.

Our mission on the Shrine World of Veneris equally added mortar to the wall of my faith. Mountains carved into the likeness of the Emperor and St. Drusus inspired us all, and many pilgrims fell to their knees, weeping. Sister Isha tells us that the river that flows from the carved mountains reaches nearby towns so salted with tears that they cannot provide crops for themselves. I find it difficult to understand how the unholy artifact we seek could have passed through a hub of Ecclesiarchal power.

Guie has made contacts within a group of monks that have been creating the narcotics we discovered on Scintilla. These monks are faithful men and not the wretched scum I expected them to be. Guie's "new friends" are often questionable, but this was a pleasant surprise. Through much effort I was able to track their supply lines. It appears that they traded some of their rare concoctions to a noble on Scintilla, one Bulagor Thrungg. He supplied them with an herb they have been using to refine their chemical endeavors. We uncovered one important fact: the object that we seek has a name. It is called the Dei-phage's hand.

Sister Isha has also had more success refining the temperament of Guie. I hope that he isn't attempting to lull me into a false sense of security. She has taught him how to read and he has spent most of his time nose deep within texts about repentance for past sins. I don't know if it was the Redeemers or the Confessors but something has touched him.

That is where our successes end. The Dei-phage's Hand is, even now, slipping from our grasp. It is my hope that our return to Scintilla will bring us new leads. The warp is a fickle thing, hopefully my future reports will arrive on schedule.

Blood of Martyrs

Available Fall 2010
$39.95 MSRP

The light of the God-Emperor is a weapon, a beacon, and mankind's only hope. Explore the Ecclesiarchy of the Calixis Sector from the powerful Cardinals to the lowest pilgrim. This source book will present expanded material for the Adepta Sororitas, Clerics, and all manner of those steeped in the Imperial Creed.

Prepare yourself to bring judgement to the heretic in fire and faith!

To my liege the esteemed Inquisitor Acherus of the Ordo Malleus,

I have found your acolytes here on Scintilla in good health and strong of will. They know little of what they seek, but I have arrived in time to find enlightenment as directed. The Cell lead by Acolyte Serehar did not confront the Apostate Thrungg, as they made planetfall after servants of another Inquisitor had already dealt with him. In his possession was the Dei-phage's Hand. It is en route to containment for destruction, and I and your other acolytes are accompanying it for safety.

There were many dark texts within the heretical library at Thrungg's manor house, including his own mad journal that made clear, not only the history of the accursed artifact but it's goals. The hand is not, as we previously believed, tech-heresy. In truth, it is the left hand (from elbow to claw) of a powerful daemon known as the "Lord of Misrule". The history of the Dei-phage's Hand is as fractured as the minds of those who wish to possess it, but I have been able to glean some history I believe to be true.

The hand appears to have a fraction of malign intelligence within it. It speaks to those it believes it can corrupt. Attempts to silence its voice have proven useless. Currently Savant-Militant Grendel is engaged in a struggle of wills with the dark entity that now takes home within. He is one of the fair few trained in the psychic arts required to hold the beast at bay. I have sequestered the acolyte Grendel in an airlock aboard the Righteous Indignation. I am monitoring him as I decipher Thrungg's journal and should he lose control I will jettison him into the void and instruct the captain to purge his remains. It will not be a permanent end to the artifact but it will buy us, according to my research, a thousand years and a day.

Thrungg's journal gives personal accounts that you need to be aware of in advance of our arrival. The hand was carved from his body by an Adeptus Astartes clad in silver power armor. From the heretic's nightmarish rantings I have gleaned a clue; he recalls a symbol of a sword and a book. I am by no means a master of the heraldry of the Adeptus Astartes, but it is my hope that your resources can determine which chapter caused such a grievous wound to the daemon and obtain historical accounts from them. I have never heard of a daemon being permanently maimed in this manner and I can only hope to be blessed with an account of how such a miraculous feat was accomplished.

Grendel has achieved a state of calm as I write this, I can only hope that he has managed to restrain the beast within the unholy relic. It appears that Thrungg purchased it from smugglers on Malfi. Once we have brought the Dei-phage's Hand to you I request permission to accompany your acolytes to hunt down these heretical rogues.

As always in your service,
Binder Morgaine

The Apostasy Gambit

Available Winter 2011
$24.95 MSRP

The Apostasy Gambit is a sweeping trilogy of adventures that unlocks secrets of the Calixis Sector that shake it to its very foundation!

Part 1: Black Sepulchre (Winter 2011)
Part 2: Church of the Damned (Spring 2011)
Part 3: Chaos Commandment (Fall 2011)

Daemon Hunter

Available Spring 2011
$39.95 MSRP

The threat of daemonic forces is ever present in the Imperium of Mankind. The Ordo Malleus protects humanity from the ruinous powers with vigilance, practicality, and forbidden knowledge.

Daemon Hunter provides material for those who wish to fight the enemy beyond, from the most untested Banisher to the supreme opponents of the warp... the Grey Knights.

Wishing you dead is the only thing that keeps me sane. I'm elbow deep in hive gangers here and I know that you're topside and enjoying every minute of it. This message is risky but the smugglers are preparing to leave. It is imperative that you stop their lander from entering orbit, they have enough slaves and xenos technology to start a colony and I'm relatively certain it's goals are more nefarious. Serehar, if I don't get extracted in the next week then I will expect to rendezvous where we first met.

This gang indeed provided Thrungg with the Dei-phage's Hand. You thought they were just providing weapons and supplies to the renegades on Kulth... add another hundred Thrones you owe me. These traitors have hidden masters, and their possession of the hand is no random occurrence. Many of the Kulthian noble houses have been funding their apostasy but these brigands may have ties to the enemies without. Slaves and tech are pulling in plenty of thrones.

Certainly you will find opportunity to investigate them in the future. Unfortunately there was an Enforcer raid and my evidence was taken by the locals. Getting that information back should be one of your highest priorities. Granted there is a distinction between the Enforcers jurisdiction and your own but I'm sure you can get to my findings if you throw your weight around a bit.

My old laspistol has a hidden letter from one "Ms. Book" of the Amaranthine Syndicate to Jagath, who I discussed in detail in my last report for you. Instructions to this group (who she calls the Scripsh Ring) are to transport of any remaining resources off planet immediately. Serehar, are you planning a raid? If so then it appears you have a mole. They know something is coming and they want to get everything out.

I'll have to rely on your resources to investigate this Scripsh Ring. Letters aren't a lot to go on and I'm sorry I can't find you anything more specific. If you can get to the weapon just crack open the butt and you should find a hallowed out area with everything you need.

I am going to plant my emergency vox on the lander you need to destroy. This vessel has no fewer than five artifacts of xenos origin. With any luck ol' Crommy can put those mechadendrites to use and trace the ship before it leaves atmosphere.

-G

The Book of Judgement

Available Summer 2011
$39.95 MSRP

Deep within the hives of the Calixis Sector, vile gangs wage tiny wars with Enforcers. By the flickering light of ancient lamps the streets of the underhive are home to many dangers that obfuscate the truths that Acolytes might desperately seek.

This book presents material for Arbitrators, Scum and all Acolytes who operate in the arena of Imperial law. Ready your shock mauls!

To: Inquisitor Acherus

From: Acolyte Serehar aboard the Righteous Indignation en route to Karrik

AUTHORIZATION:

7YR114.22.CLA

Guie's message was received just in time to make preparations. That scum has more brains than I'd given him credit for. At first glance his report gave me the pertinent information I'd wanted. I thought the errors and messy quill work a side effect of his loose grasp of gothic. Luckily, for all of us, I shared the letter with Sister Isha and she noticed a pattern in his writing.

The mistakes covered a code. It did not require the expertise of a cypher expert to uncover the message obfuscated by Guie's purposeful errors. War is coming to the Calixis sector and I fear that we are unprepared. So many of our forces are being secretly diverted to the Achilus Crusade that we have a scant few regiments left to defend our Spinward front.

Per your authority we are traveling to Karrik to recruit a platoon to aid us as we follow poor Guie's desperate last message. Our destination is famous for the quality of Ogryn who live there and many of them have been intellectually augmented. They tattoo themselves with the names of their allies and some even serve as living banners for their platoon. Hopefully we can bring one of these beasts along with us.

Lieutenant Land has been away from our cell for some time, but I have word that he and Commissar Cadet Victeli have been using Karrik's high gravity to train a new platoon for deployment in the Margin Crusade. Land always had a penchant for armored combat and I am sure that his men have a startling array of vehicles. We will need them at the Spinward Front.

We will begin our search on Kulth. There the noble houses have been squabbling with each other since we repelled the Orks centuries ago. Our recent investigations point towards heretical involvement on Kulth, with noble houses going so far as to hire ork mercenaries and probably worse.

Most disturbing is that this planet is also the origin, if my findings are correct, of the Dei-phage's Hand. May He guide us, for where we go there is no return.

Only War...

Available Fall 2011
$39.95 MSRP

The men and women of the Imperial Guard face horrors with nothing but a lasgun and their faith. Commissars shout over the boom of battle cannons as those under their command give their lives so that humanity might survive.

Within these pages, you will find expanded rules for Imperial Guardsmen, vehicles, and systems for campaigns surrounding the Imperial Guard!

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