

DARK HERESY™

KNOWLEDGE IS POWER™



2009 DARK HERESY
RELEASE SCHEDULE



This booklet is an overview of the **DARK HERESY** release schedule for 2009. Inside, you will find a brief story highlighting the upcoming sourcebooks and adventures coming out this year 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.

The halls of the Tricorn are dark in the deep catacombs, but my feet know the way. I have been here before, many times, performing my duties. I am a servant of Lord Inquisitor Anton Zerbe, one amongst many. Any Inquisitor knows the value of a trusted agent, Lord Zerbe better than most.

At the door to Vault 454-Alpha I cease my shuffling steps and bow before the aquila engraved upon its ceramite doors. The vox-print of the Vault's security system declares my name, "Saldon," and the gene-code lock tastes my DNA in a pinprick of blood from one finger. The doors swing open and the guardian gun-servitors (capable of snuffing out my life in an instant) power down. I am a dutiful adept, rated artifex aenigmatum—it is my task to sort through the forbidden texts and ancient lore, to search out secrets for my Lord Zerbe.

Vault 454-Alpha is a repository of such proscribed data, books and scrolls of ancient and maligned pedigree that nonetheless may serve the purposes of the Holy Ordos. Both riddles and answers lie within the pages before me, and I am eager to begin. My cogitator implant hums with anticipation, its machine spirit as dedicated as I. Pausing, I school myself to patience, and prepare my auto-quill to record whatever datum of significance I may find. Several sheafs of parchment are tucked beneath my arm in expectation of a long session within the vault.

"The Enemies of Man are Legion..."

The first tome of consequence is the works of Inquisitor Felroth Gelt, collected into a single libram. A shame that, in the end, he became that which he had hunted and fell to radicalism. His writings will serve Lord Zerbe well...though I am confident that my work here is intended for his acolytes. Perhaps they will be faced with the terror of a Genestealer, the shape-shifting Simulacra, the daemonic Assassors of the Black Fontine, or walk upon the sentient death world of Woe. If so, Gelt's words may aid Lord Zerbe's acolytes in carrying out their holy mission.

Creatures Anathema

Available Q1 2009

\$39.95 MSRP



The Enemies of Man are Legion. Delve into the Calixis Sector's most dangerous denizens with this bestiary of aliens, beasts, and daemons. Within these pages lie terrifying monsters to face your Acolytes. From the vicious Ambull to the mysterious Simulacra, each chapter details these threats, includes adventure seeds to help integrate each creature into your campaign, and provides in-character advice from a noted Inquisitor on how to destroy them in the Emperor's name.



Radical Inquisitors like Felroth Gelt are a stain on the honour of the Ordo. They claim to be escaping hidebound and outdated practices, that using the tools of the Enemy against him is entirely just and practical. In my judgement, they are fools. The heretic, the alien, the daemon...these tools may be powerful, but they also corrupt. Radicals are responsible for much of the lore within Vault 954-Alpha. Each tome contains a story of one trusted with the Emperor's Will who has fallen from grace. Each sheaf of parchment, a lesson of letting the righteousness of one's cause blind one to the truth.

"Salvation demands sacrifice..."



Yet I find myself drawn to these Radical texts, sifting through lies for nuggets of wisdom and facts that chill the blood. Herein I find more useful information for Lord Zerbe's acolytes; the tech-heresy of the Maltek Stalker, the Ragged Oracle of Seedworld AFG:218, the dangers of the Goleph-pattern murder construct. Often, the agents of a Radical Inquisitor are Radicals themselves, embracing alien technology or Chaos rituals—whatever it takes to get the job done. More than once my fellow acolytes have had to do battle with such misguided rabble. Perhaps the information I glean from these records will help to strike them down... or learn the error of their ways.

This vault has always been empty of other adepts during my visits, and although I have been here for hours whilst my auto-quill scratched notes upon the parchment, I have seen no one else. Yet I feel as if I am being watched, and once I caught the flicker of a candle-flame in the corner of my eye, a flicker where no breeze should exist.

The conclusion is obvious. I am not alone.

The Radical's Handbook

Available Q2 2009

\$49.95 MSRP



Radical Inquisitors turn away from the path of the Puritan and rely upon tools that most consider blasphemous. Heretic allies, alien technologies, and daemon weapons of Chaos are but a few of the instruments wielded by Radicals who believe that the end always justifies the means. This sourcebook contains new rules, dark careers, and forbidden gear for both Game Masters and players wishing to tread the forsaken path of a Radical.



Though it is difficult, I dismiss my apprehensions. Whoever else is within the vault could not have arrived here without authorization, without passing through Sororitas checkpoints and patrols of Inquisitorial Stormtroopers. Therefore, the logical result is that my visitor is a fellow adept or archivist, most likely working for one of the other Inquisitors at residence within the Tricorn.

Of greater import is a dark thread I sense running through many of the reports filed here within the last century—rumours of “The Night Traveller” returning to the Calixis Sector from some unknown lair. According to legend, this Night Traveller is a kin-slayer, whose predicted arrival will herald a catastrophic doom. I can only speculate as to the Night Traveller’s identity, but if I am correct, it is inextricably linked with the cursed line of Haarlock. This infamous Rogue Trader dynasty was deeply involved with the exploration and conquest of the Calixis Sector, and through the centuries the Haarlocks have continued to appear in the historic record at times of great import. However, the line ended in 755 M41, leaving behind a legacy of shadow pacts, secrets, mysterious servants, and indecipherable portents.

“The herald is unmasked at the 15th hour...”

My research on the thread of the Haarlock dynasty led me to records of the pleasure world of Quaddis. Many of the portents and signs centered around its capital city of Xicarph, and the undercity beneath it—known only as the Red Cages. Another name is whispered amongst rumours and hearsay, reports of vague and inconsistent legends that share only one fact: the name of “the Widover.” Who or what this name refers to is unclear, but I mark it as a potential signifier, code green-26, and move on.

The Haarlock's Legacy Trilogy



The Haarlock's Legacy Trilogy is a series of epic adventures that will determine the fate of the Calixis Sector. Terrible threats stir amongst the worlds visited by the mysterious Rogue Trader line of Haarlock. What has been left behind threatens everything the Inquisition has worked for in the Calixis Sector. Will your Acolytes be able to discover the secret of the Haarlock's Legacy in time?

Part 1: Tattered Fates (Q1 2009)

Part 2: Damned Cities (Q2 2009)

Part 3: Dead Stars (Q3 2009)

\$24.95 MSRP





Dread fills me as I follow the datum. Page after page reveals more hints and signs, until the rustle of the tomes is like a roaring in my ears. My hand shakes as I reach for yet another scroll. The Ill-fated line of Maarlock has left behind a darkness that coils around the worlds of the Calixis Sector like a serpent. The rotten, gilded world of Sinophia is one such planet touched by the legacy of Maarlock. Arbiters, Judges and underhive scum clash amidst blood-filled streets, and a daemon hides in a mirror's reflection.

Sadly, my talent for finding lost secrets does not always grant comprehension. What, for instance, does the quarantined ice world of Mara have to do with star-gazing? How does a death-shrine on Solomon tie into the affairs of a noble lineage on Quaddis? The thread I have been hunting so assiduously is lost, my talent exhausted in a web of half-truths, puzzles, and mysteries.

"Servants can become masters of men, but even masters remain servants of the God-Emperor."

The maxims of Lord Zerbe calm me, allowing me to focus once more upon my assigned task. Hours pass in frustrating search for answers. I sense that I am close, very close to a final discovery, though my report lies finished in my writing-case. Lord Zerbe should be pleased. The candles have burned low, and in that guttering light I glimpse once more that hint of movement.

Before I can move or make a sound, a figure stepped into view—lithe, masked, clad in a black armoured bodysuit. "Moritat." I whisper, for I recognize the pattern of the lathe-forged sword she holds bared in a slender hand. The assassin makes no response, gliding slowly towards me. I raise an arm to ward her away, my mouth dry, my mind racing. Why was a Mortiat assassin here, now? "My name is Saldon. I..."



"I know who you are." The assassin dismisses my feeble attempt to defend myself contemptuously, the heavy-grav metal of her sword slapping my hand away with a flick of her wrist. My writing-case tumbles to the floor at her feet.

I stumble backwards, stammering. "I have been a good and loyal servant..."

Once again, the assassin interrupts. "You have," she agrees. "But now you know too much."

Her sword darts in, lightning-swift. At first I feel nothing, but my strength abruptly leaves me and I fall to the floor.

As my vision begins to dim, I see the assassin bend to pick up my writing-case. I know then that my work is not wasted—Lord Zerbe would receive my report and put it to use. Some acolytes are destined for greater things. They are groomed and chosen to be lifted up to the rank of Interrogator, given all the power of an Inquisitor's rosette. Some are accepted into the ranks of the elite Stormtroopers, or earn the title of a true Magi of the Adeptus Mechanicus. These exalted servants of the Holy Ordas stand beside others, such as the formidable Temple assassins of the Officio Assassinorum, or the Judges of the Adeptus Arbitres.

However, that is not my fate. My fate is here, my blood cooling slowly around me on the floor of Vault 954-Alpha. Still, as I lie here, I find I am content. I have done my duty for the Emperor.

Ascension

Available Q4 2009

\$49.95 MSRP



This book takes your Acolytes to the next tier of power in the Calixis Sector. Learn to wield the authority of an Interrogator's rosette, join the elite ranks of the Inquisitional Stormtroopers, or discover the secrets of technology known only to a Magos of the Lathe Worlds. Ascension also includes new gear, Talents, and Skills for characters who are ready to ascend to greater responsibilities...and greater challenges.



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