

DEATHWATCH

LITANY OF WAR



Summer 2010-Summer 2011
DEATHWATCH RELEASES



WARHAMMER
40,000
ROLEPLAY

This booklet is an overview of the **DEATHWATCH** release schedule for 2010 and the first half of 2011. Inside, you will find a brief story highlighting the upcoming sourcebooks and adventures coming out this year for **WARHAMMER 40,000 ROLEPLAY: DEATHWATCH**.

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

To Lord-General Castus Iacton, adjutant to Warmaster Tetrarchus

My Lord-General,

My mission to Watch Fortress Erioch nearly ended before it began; the Erioch system is extremely difficult to locate, even with the coded ciphers we received from the Ordo Xenos. It is difficult for me to put into words the Watch Fortress' defences, for they are vast, from massive sentinel minefields to emplacements of turbo-laser batteries. I am certain there are many more auspexes and other hidden guardposts, for our route to the Watch Fortress was circuitous and required many brief stops for inspection.

Upon arrival, I was awestruck by the sheer size and majesty of the Watch Fortress. Indeed, it appears all but empty given the small number of Space Marines populating its massive vaults. The air here is thick with secrets, and there are many shrouded banners, battle honours, and trophies... I am certain that I only glimpsed a fraction of the true extent.

I was granted a brief audience with the Master of the Vigil, Watch Commander Mordigaal, and I brought to him your request for aid. The Watch Commander seemed uncommonly well-informed; he knew of my request and the reason for it before I even began.

Deathwatch Core Rulebook

Available August 2010

\$59.95 MSRP



You Shall Know No Fear!

The *Deathwatch* Rulebook provides everything you need to take on the role of a Space Marine in the Warhammer 40,000 Roleplaying Game! Players will find detailed information on the Space Marines, the Deathwatch, and the Jericho Reach; a war-torn region of space perfect for *Deathwatch* adventures. Take on the grim darkness of the far future as one of the mightiest warriors in the galaxy!



However, the meeting was brought to an abrupt end by the arrival of an Ordo Xenos Inquisitor. I do not know her name, for we were not introduced, but she was a most formidable woman with a distinctive augmetic eye and extensive bionic reconstruction. She proceeded to question me about our forces on Baraban, a jungle world in the Canis Salient. I told her the little I knew; that it was one of the battlefields between the Crusade and Tau forces. The world had a dark reputation, and I had heard many rumours of ghosts and madness, but only a handful of real facts.

Afterwards, the Watch Commander assured me that your request would be given "due consideration," and I was dismissed. Having witnessed the strength of the Space Marines first-hand, I begin to understand how the Deathwatch could decide the balance in the Warmaster's Crusade. With warriors such as these forming the tip of the spear, how could we possibly fail?

The Adeptus Astartes are dispatched only on missions of great importance. This applies even more so to the Deathwatch. There are a number of tasks that only their Kill-teams can achieve...

Quist



Deathwatch Game Master's Kit

Available Fall 2010

\$19.95 MSRP



The *Deathwatch Game Master's Kit* helps keep a Kill-team's missions from going astray. The sturdy Game Master's screen has numerous handy quick reference charts to make running the game easier.

Added to this is a 32-page full colour booklet with a complete adventure, a selection of useful NPCs, and an expanded Mission-generation system! Explore the haunted world of Baraban...if you dare!

From: Lexicanium Alistayr

To: Codicier Taleon

Interrogation report of prisoner #66745

As you ordered, I focused my will upon the Emperor's Tarot during the interrogation. Much of the prisoner's raving contained only curses and lies, but on a few rare occasions I was able to elicit a response that confirmed some of the dark whispers our Watch Stations have recorded.

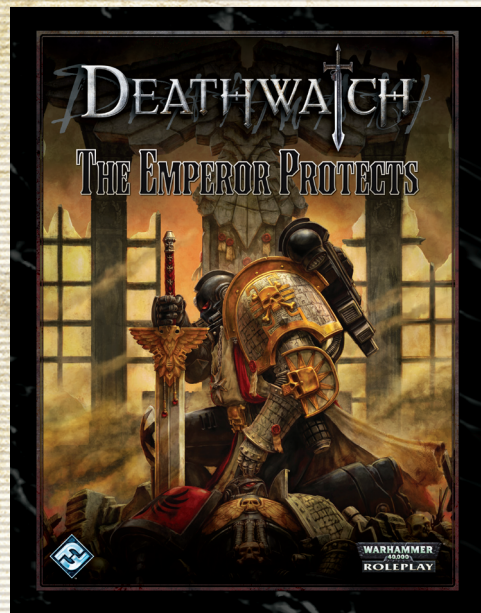
Consulting the Tarot during the session also provided further glimpses of what I can only describe as some great conspiracy. I sense a web of seeming unconnected events leading towards a great turning point which could either lead to salvation or damnation for dozens of worlds in the Jericho Reach.

The prisoner's testimony and my own visions provided few details. I believe that the heart of the Crusade, the Fortress world of Karlack, is involved. I also saw a golden world hanging in the void like a gleaming coin, and its dark twin... a Forge world, corrupted by the Ruinous Powers. Perhaps these worlds lie in the tainted region of the Cellebos Warzone, but I cannot be sure.

The Emperor Protects

Available Fall 2010

\$39.95 MSRP



A trilogy of linked adventures lead a Deathwatch Kill-team across the Jericho Reach in an attempt to stop a vile conspiracy that threatens the fate of dozens of worlds. The Space Marines must face unique challenges ranging from bringing a planet of proud natives into the Imperium to rooting out a malicious plot within the heart of the Crusade itself. Action, intrigue, and mystery await!

Only the Space Marines can stand up to such a threat... is your Kill-team ready for the task?



If we fail to act soon, if we do not discover the center of this conspiracy in time, then I am certain we will have no choice but to awaken our revered ancient Dreadnoughts and call upon the aid of the other Space Marines Chapters...most likely the Imperial Fists, for I understand one of their Strike Cruisers is passing through the Reach very soon.

The reading of the Tarot and the prisoner's dire words have left me with much discontent. I request to be granted some time with a Chaplain in order to strengthen my soul for the trials ahead. Chaplain Deros has a talent for reminding Battle-Brothers from many varied Chapters of their duty and their honour.

His sermons remind me of the trials and challenges from my time as an Aspirant, the lessons I learned as a Neophyte, the glory and honour of joining my Chapter as a full Battle-Brother. My training, my experience, and my faith in the Primarch have sustained me against all enemies over a century of war. It is well that we are reminded of such, for the challenges ahead of us are dire indeed.



Rites of Battle

Available Winter 2011

\$49.95 MSRP



Rites of Battle is a sourcebook about the inner workings of the Deathwatch. Extensive guidelines for creating your own Space Marine Chapter, new advanced specialities, expanded rules for power armour, and new rules for vehicles make this book an important resource.

Rites of Battle also provides detailed information about Watch Fortress Erioch, the centre of Deathwatch activity in the Jericho Reach. This section helps the GM present a Kill-team with a unique challenge.





+++This message requires Vermillion-level access+++

+++Date: 0139817.M41
+++Ref: 009882/HJ
+++To: Lord-Militant Ebongrave
+++Subject: Operation Exemplaris

+++Inscriptor: Demas

“Men united in the purpose of the Emperor are blessed in His sight.”

My Lord,
Recently I have discovered that certain members of the Ordo Xenos have handed over a great deal of information and sensitive reports to the Deathwatch, including all information (as scattered and incomplete as it may be) regarding the difficulties in the Orpheus Salient against Hive Fleet Dagon. Additionally, a number of prisoners kept in Sepulchre Sigma on Fortress Spite have been transferred to Watch Fortress Erioch. My contacts tell me that these moves are at the behest of one of the Space Marine psykers, a “Codicier Taelon.” There is little I was able to discern about his identity aside from his home Chapter; the White Scars. Taelon appears to be collecting resources regarding the various alien threats of the Jericho Reach. I feel it is very important to continue surveillance on the Deathwatch in order to ensure that they do not interfere with...

+++remainder of message lost+++



Mark of the Xenos

Available Spring 2011

\$39.95 MSRP



The duty of the Deathwatch is to destroy the alien foes of Mankind, wherever they hide. *Mark of the Xenos* is a comprehensive collection of aliens, daemons, and other vile enemies of the Imperium that lurk within the Jericho Reach. From the Tyranid swarms of Hive Fleet Dagon to the expeditionary forces of the Tau Empire, *Mark of the Xenos* provides GMs with worthy foes for the might of the Space Marines.



LITANY OF WAR



The Achilus Crusade contains more than its share of conspiracies and enigmas; Codicier Taelon's efforts are a credit to his Chapter and the Deathwatch, but I feel a more subtle approach will reveal far more. From Warmaster Tetrarchus down to the frontline soldier, there are hints that the Crusade's greatest challenge may arise from within. I shall put my own resources to work in parallel with the Deathwatch; their mission is difficult enough without facing political pressure from indignant high officers getting in the way. Where to begin? The unknown nature of the warp gate the Crusade is fighting so hard to secure? The mysterious circumstances of the former Warmaster's death? Rumours of daemon worlds within the Hadex Anomaly? I shall consult with Mordigael and we shall see if the Omega Vault contains any relevant lore to guide me in the right direction.

—INQUISITOR ADRIELIE QUIST



The Achilus Crusade

Available Summer 2011

\$39.95 MSRP



The Jericho Reach has long been forgotten by the forces of the Imperium... until the arrival of the Achilus Crusade. An ancient warp gate links this war-torn region of space to the other side of the galaxy, and the Crusade will stop at nothing to secure it for the Imperium. *The Achilus Crusade* details numerous worlds and operations touched by the Crusade providing both players and GMs with the tools to plan new missions and adventures for their Kill-team.



FANTASY
FLIGHT
GAMES

Fantasy Flight Games
1975 West County Road B2
Roseville, MN 55113
USA

Copyright © Game Workshop Limited 2010. Games Workshop, Warhammer 40,000, Warhammer 40,000 Role Play, Deathwatch, Litany of War, the foregoing marks' respective logos, and all associated marks, logos, places, names, creatures, races and race insignia/devices/logos/symbols, vehicles, locations, weapons, units and unit insignia, characters, products and illustrations from the Warhammer 40,000 universe and the Deathwatch game setting are either ®, ™, and/or © Games Workshop Ltd 2000-2010, variably registered in the UK and other countries around the world. This edition published under license to Fantasy Flight Publishing Inc. All rights reserved to their respective owners. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

Product Code: DWP3

For more information about the Deathwatch line, free downloads, answers to rule queries, or just to pass on greetings, visit us online at

www.FantasyFlightGames.com

LITANY OF WAR