

Deception

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Overview

This mission throws the Space Marines right into a big deception authorised by a radical Inquisitor. The whole mission seems like an ordinary Tyranid incident becoming more complex due to an overly ambitious Watch Captain from the Ultramarines. In truth the Watch Captain is carefully chosen by the Inquisitor and the mission is a huge distraction to cover the Inquisitor's true actions ¹.

During the mission the Kill-team will realize that something is wrong. They have to put the pieces together and finally decide what to make of it. Do they come to the conclusion that the instincts of their watch captain was right and they have traitors among them. Or do they take sides with the Inquisition and blame their Watch Captain and Battle-brother for subordination.

At the beginning the Space Marines will be briefed by Inquisitor Adrielle Quist and Watch Captain Invictus. Adrielle Quist wants the Kill-team to rescue their Acolytes which investigated the forge of Magos Biologis Melgator. This Magos is found guilty of researching and dealing with forbidden xenosmaterial and -technology. As a result, the Acolytes are to be rescued, the Magos killed and the forge destroyed.

The Kill-team is en route to Skaura III aboard a Deathwatch ship. During the journey, Invictus joins his Battle-Brothers for a second briefing. He wants the Kill-team not to kill the Magos but to kidnap him instead and secure his research data.

After reaching the planet they contact the Rogue Trader Diaz Lan who transported the Acolytes to their designation. They meet the lone survivor of the Acolytes, who is able to give the Space Marines an overview. Now it is up to the Kill-team how they want to enter the Magos' forge.

Regardless of how the Marines make their way into the forge they will immediately notice that the station is on alert. The Space Marines may learn that the forge faced a hostile intrusion just minutes ago before the appearance of the Kill-team. Now the Marines can follow their objectives in any order. Finding the Acolytes, killing or kidnapping the Magos and saving the research data. While marching through the station they will face battle servitors and Skitarii. When facing the Magos they will realize that his personal guards are upgraded with Tyranid weapons. Finally they have to track down the missing Acolytes below the secret laboratories where a Lictor and other Xenos are free due to the intruders attack.

On their way home, the Kill-team can put the pieces together. There are a lot of clues which indicate that the Acolytes know more than they wish to share with the Space Marines. Does the Kill-team confront the Throne agents? Which mission objectives do they have fulfilled?

¹Think about *Password: Swordfish* or *Ocean's Eleven*. These are good examples where lot's of action happens just to realize at the end, it was a mere distraction.

Briefing

The Marines are called to one of the many briefing rooms in the Watch Fortress Erioch. The briefing takes place with Watch Captain Invictus and Inquisitor Adrielle Quist.

The Inquisitor tells the Space Marines that she is tracking down illegal xenos trading. The investigation leads to Magos Biologis Melgator who has a forge on the Hive world Skaura III. She sent her agents to interrogate the Magos and they boarded the rogue trader vessel Horizon's Pride of the reknown Diaz Lan². After a short time the rogue traders Astropath sent an emergency call that all but one agents are imprisoned by the Magos.

Adrielle sees this clearly as an offense against the Inquisition and as a proof of the Magos' guilt. She decides that there is no need for discussion, only to rescue the Acolytes and destroy the heretical Magos together with his forge. Who knows what vile research takes place in his blasphemous laboratories. Making that point clear to the Kill-team Adrielle Quist states that the Marines shall contact the survivor Carl Thonius on board the Horizon's Pride. The emergency call was authorized by him and Adrielle thinks that he will provide an overview of the situation.

Adrielle offers little further information. If the Marines are interested in the Magos' work, she simply remarks that he seems to have a keen interest in Tyranids. She hopes to get the Space Marines by their ambition or even vanity. The more they have their honour in mind by killing horrific Tyranid creatures the less they may notice something of her plan.

Finally, she leaves the details up to Watch Captain Invictus and goes out of the room.

Invictus has not much else to say since the Inquisitor formulated clear orders and the Kill-team has to accomplish them. The objectives are as follows:

- Rescue the Acolytes.
- Killing Magos Biologis Melgator.
- Destroying the Forge.

Requisition Score: 50

So far the mission seems pretty simple and the Requisition Score too much. At this point the Marines do not know that optional objectives are added which increase the Requisition Score. Thus the GM should state, that each Marine receives a Requisition Score of 50 due to the personal interest of Adrielle Quist.

In addition to the, the Kill-team is give a Deathwatch ship together with a Thunderhawk Gunship. If the group uses the expanded Requisition system from Rite's of Battle (page 212), they might take company with them. This is clearly what Adrielle does not want and would have taken precautions. The GM should argue that it was hard enough to make a Thunderhawk available for a secure transport to or back from the planet. Thus resources like other troops are not possible to get this time. Cunning Marines might get a first clue that something is wrong.

During a briefing, many unexpected questions can arise. One could doubt the motives of the Inquisitor. Why babysitting her agents or why did she send her agents at all and did not directly requested the Deathwatch. On the one hand Adrielle Quist will answer that these are very promising Acolytes or that not all should be accomplished by force. She could even mock the Marines a bit. Furthermore, if cunning Space

²Deathwatch The Game Master's Kit, p. 27 and Deathwatch The Emperor Protects, p. 49 (Game Statistics)

Marines are asking too much questions, she will simply quite the conversation and asks the Marine if he is not able to understand simple orders. At this point, she is supported by Invictus, who rushes the Kill-team not to think too much but to simply accomplish the mission.

The GM can and should make Invictus being a problem. Even if he is not on the Inquisitor's side, he is not on the Kill-team's side. The reason for his behaviour is caused by his past (see Appendix) but to build up the tension and later change in his demeanour, Invictus stands not firmly besides his Battle Brothers for now.

If there are no further questions the Kill-Team can advance to the Oath Taking and Arming. Since the mission will become more complex in the next section it is suggested to skip the Mission Complications.

Journey and Arrival

After having made their final preparations the Kill-team is ready to board their vessel together with their Watch Captain. Depending on the outcome of the briefing their might be cold relationship between Invictus and the Kill-team. The more surprising will be the change of mind of the Ultramarine.

Invictus has learned to listen to his instincts. Even when he was seconded to the Deathwatch and endured hard times by simply following rules without questioning them, he always listened to his feelings. This time he can no longer choke them. This time it is not simply a situation which has to be treated like written in the Codex Astartes, this time it is the mission itself. Maybe the God Emperor has answered his prayers and let his light shine upon him. After so many years of lethargy, Invictus takes initiative again.

He calls his Battle Brothers for a second briefing. Looking more healthy and with grim determination in his eyes. Invictus makes clear that he does not fully trust the Inquisitors decision. At first it is quite unusual to request a Kill-team as a babysitter for Throne agents. Furthermore the objective to simply seek and destroy everything seems not appropriate and overly aggressive. Thus he wants the Kill-team to investigate on their own. Maybe there is some hidden truth which the Inquisitor does not want to be discovered. The Space Marines shall not kill the Magos but kidnap him instead together with any research notes they can find and secure.

The journey to Skaura III continues without problems and the spaceship finally arrives at the system. Quickly they take position in a high orbit around the planet. If the Space Marines have no special plans Invictus simply contacts Diaz Lan's ship. For the rogue trader it is an honour and he wants to meet the Kill-team personally together with the lone survivor Carl Thonius. It was his task to work as an operator and survey the mission from above. He tells the Marines that they reached the planet and discussed how to proceed. Whether to infiltrate secretly or claim an official investigation. They decided for the latter. Carl says that they were welcomed as Throne agents but everything went downhill from then. They were ambushed and hunted through the facility. According to their emergency beacon they managed to reach the laboratories but there the signal vanished. Since that event the forge did not respond to any contact attempt. As a result Carl Thonius decided to report back to Inquisitor Adrielle Quist.

Now the Marines have to decide how to proceed, especially on how to enter the forge. They are presented with a rough blueprint of the forge: landing platforms, industrial complex, laboratories and the pyramid of knowledge together with several minor facilities. The whole area is well protected with anti-aircraft installations. These pose no initial threat to the Thunderhawk but ongoing attacks might finally lead to serious damage.

As another option the Kill-team can use a Drop Pod to go in. This way they clearly have the advantage of surprise. But the GM may decide that the impact is that big that the Drop Pod is not stopped at ground level but breaks through to lower sublevels. A clear advantage of the Drop Pod is his speed. It is just too fast to be tracked by anti-aircraft defenses.

Furthermore the GM should take special care about who is present during Kill-team's preparations. First, Carl Thonius is well aware of the deceit Adrielle Quist has planned. Thus he is very interested in the Marines' decisions. If the GM wants to give the players a first hint that something is out of place he might play out that Carl Thonius overly interested in the plans of the Kill-teams. He might justify his curiosity with being a Throne agent and being concerned about his fellow agents.

In truth, Carl Thonius wants to know when and how the Kill-team will arrive. It is part of Adrielle Quist's plan that the mercenaries attack the forge just before the arrival of the Marines and wreak havoc. On the one hand, it will look like a Tyranid incident to the Kill-team and on the other hand guardians will be mobilised to fight the Marines. Thus both are played off against each other.

But there is a minor problem, namely that Carl has to send down a signal to the surface. And even weak, encrypted and hidden the signal might be, he is detected by the ship's sensors and will lead to questions after the mission.

The Marines may come up with Diaz Lan as support. Since he is a Rogue Trader he might know some details about the planet or even the Magos and his forge. At this point Diaz Lan will think very thoroughly what to say and especially to whom. If the GM wishes to make things more complicated he might argue that Diaz Lan has a sixth sense about people and does not trust Carl Thonius. He will only speak freely if the throne agent is not around or even tell the Space Marines that he suspects something odd. Here, the Space Marines should carefully consider who's side to take. Diaz Lan may be a rogue trader, but to some extent the Deathwatch depends with its short resources on people like him. For instance if the Marines annoy Diaz Lan, the GM should consider to reduce the Requisition Score of the next mission, since the rogue trader will not be available and thus resources have to be shifted.

The Forge

Regardless of how the Kill-Team enters the facility they will immediately notice that the forge is alert. Speakers announce intruders in the sublevels and that everybody is to retreat to safety areas. Short after the Marines start to investigate their surrounding the loudspeakers announce more intruders in the area where the Kill-Team landed.

At this point the Space Marines should notice that something else is going on besides their own intrusion. To get more information the Marines can access any cogitator they find by a successful **Tech-Use** check. In addition to that the GM might allow that the Marines probe the data core of a fallen battle servitor or even Skitarii Guard. Here reasonable penalties can be applied due to the amount of damage by which the enemy was destroyed or security protocols leading from **Difficult (-10)** to **Very Hard (-30)** Skill-checks. The Kill-Team can freely walk the facility. On their way they will encounter hordes of battle servitors and Skitarii Guards.

At any point during the mission the GM can and maybe should increase the pressure on the Kill-team. Although the Space Marines may view it as their natural proceeding, the Adeptus Mechanicum will not let anybody attack their forges. As a matter of fact, the Deathwatch ship will be recognized as the origin of the Drop Pod or Thunderhawk Gundship and the local authority of the Mechanicum contacts the Kill-team's ship. Thus Watch Captain Invictus has to answer the call and declare the operation sanctioned by the Holy Inquisition. Clearly, this will have consequences and will lead to negotiations between the Inquisition, namely Adrielle Quist, and high ranking Tech Priests of the Adeptus Mechanicum. But Adrielle Quist hopes that the Mechanicum will give in very quickly, when they learn that Magos Melgator was a heretic. Or that the Tech Priests do not wish any negotiations, because the locals knew very well who they have among them. And they fear any further investigations.

In the end, these consequences have nothing to do with the mission itself and the doings of the Space Marines. Except that nearby forges will send support units to Melgator's forge which may further attack the Kill-team. Thus, on the one hand the Space Marines have to act quickly, to reach their goals. On the other hand, it is up to Invictus to somehow convince the local authority of the Mechanicum to let his Marines to their work.

The Acolytes & The Sublevels

Finding the Acolytes is not an easy task. According to the report from Carl Thonius their emergency signal vanished near the laboratories. When the Kill-Team comes near the area they receive a weak signal and can identify it as encrypted by the Inquisition. When they follow the signal they will be lead deeper in the sublevels into some kind of secret high-security laboratories. On their way they will face heavier security standards like deadlier sentry guns or better equipped battle servitors. Besides that the Space Marines notice two things. First, they encounter corpses without brains which indicates the presence of a Lictor. Second, they encounter dead soldiers in black armour without any signature. What can be said of the dead bodies is that they look well trained and are equipped with good imperial weapons and armours. Eating part of them gives no further clues since their brains are lost and powerful psychic barriers were applied. A Librarian may test **Forbidden Lore (the Inquisition)** to reveal the technique of assassins of the holy ordos.

The Battle Brothers are in a laboratory with loose xenosforms. First, they have to find the missing Acolytes

following the in strength increasing signal and second, they may seem themselves in charge to purge the vile monsters. Finally, they are attacked on a regular basis. The Lictor has taken his chance of the intrusion and freed himself and devoured many brains to get an impression of the area. As some kind of mastermind in these halls he lurks in the dark corners and studies the Kill-Team. With his fast moving ability and his scales he tries to make the Space Marines follow him just to lure them in areas of sentry guns or clash them with battle servitors or even other foul xenos monsters which escaped, namely the Tyranid Warriors bereft of their ranged weapons and now full of fury.

In the following are given some encounter examples. Mainly, they pose no dire threat on their own, thus should be combined.

Shaking Ground

One Marine is attacked by a xenosform which makes its way through the underground of the laboratories. The attacked Marine may make an **Awareness** Test to notice the ground shaking under his feet. A successful test allows the Marine an opposed test **Agility** versus **Weapon Skill**. If the Space Marines wins the opposed test he jumps out of the way but is prone. Both the xenosform and the Marine start the fight being engaged in melee.

If the **Awareness** Test is not successful the Marine is attacked from underneath normally.

The Diablon (Mark of the Xenos) can be slightly modified to resemble a deadly hunter, burrowing and attacking the Marines from beneath with his huge Jaws.

Walking Dead

The Kill-Team faces several former workers of the facility, namely Tech-Adepts, Skitarii and minor serfs. They are contaminated with some sort of parasite, taking control of the host and turning him into a slowly and mindless creature. Regardless of the size of the horde they are only capable of doing one ranged attack and one melee attack against each opponent. On the other hand they do not feel any pain and thus only well placed shots can take a creature down. This means that for single shots only an attack combined with the Aim Action can reduce the magnitude by one. Furthermore Semi- or Full-Auto Attacks only reduce the magnitude by one for each DoS 3. The effect of the Blast quality is halved (rounded down). Additional damage due to explosive (X) damage is ignored. Melee attacks are similarly treated, the additional effect of a Power Field Quality is ignored. Finally, melee attacks can reduce the magnitude only by one.

The Lictor

The Lictor in this area is a very cunning monster and uses all advantages he can. His most potent abilities are his chameleonic scales, his speed and his flesh hooks. Furthermore the Lictor will survey his surrounding and have generally no problem to notice the Space Marines. Their size and heavy power armour are extremely noisy. If the Kill-Team does not take any precautions the Lictor will ambush them without any problems. Here some examples:

Close the Door: The Lictor awaits the Kill-Team besides a security door and closes the door as soon as the first Marine steps through.

Around the Corner: The Lictor waits around the corner and attacks the first Space Marine with his flesh hooks pulling him towards him. This may drag the Marine into hostile territory like pits or else.

Falling Escape: While fleeing from the Space Marines the Lictor uses his flesh hooks to pull anything he can grab in the way of the Space Marine. This may simply cause the Marine to slow down or even force him to make an **Agility** Test or be buried beneath falling objects and taking damage.

Master Thrower: With his flesh hooks and due to his size and strength the Lictor is able to throw heavy things. Since he devoured many brains from workers he also knows which tanks contain highly toxic or explosive materials. Thus the Kill-Team will be surprised by ghostly moving tanks flying at high speed towards them.

In addition to the examples one might always consider sentry guns. Since the chameleonic scales make the Lictor nearly invisible to almost any sight one could argue that the automatized guns have problems to lock on the Lictor. But the Space Marines pose a reliable target.

In the end, the Lictor will attack the Kill-team any time they are distracted, e.g. busy with other opponents.

When the GM sees it appropriate the Kill-Team reaches the part of the laboratory where the Acolytes are hiding. They welcome the Space Marines as saviours and urge them to quickly leave the forge. At first, they play their roll as lost Acolytes as best as possible and tell the story Carl Thonius already told. They were ambushed, they fled and finally hid down here in the laboratories. If the Space Marines press the interrogation there may come up details which do not fit as how it was possible that they entered the secret labs by accident or that they were not found all this time. The GM may call for **Scrutiny** or **Intimidate** checks while the Acolytes make a **Deceive** Test. Since the Acolytes feel overly confident as part of the Inquisition and for there is no time everything is hurried the GM should feel free to make the tests for the Throne agents **Ordinary (+10)** or even **Routine (+20)**.

If the Space Marines continue to ask questions or the dice fall to the advantage of the Kill-Team the Acolytes will finally snap in place and tell the Marines it is their job to rescue them and not asking stupid questions. The GM might decide that the Acolytes are even that cornered that they try to threaten the Space Marines with upcoming problems if they tell their Inquisitor how they acted.

This encounter plays a vital role for the rest of the mission. Here, the Space Marines have a chance to notice the deception. Especially, since they have a Lacrymole among them. The GM should allow curious Marines the appropriate tests to confirm their doubts. On the one hand, it is totally up to the GM to decide how a changed Lacrymole behaves. Does it speak or stays silent? On the other hand the GM has to consider the circumstances and the fact that the Marines have never seen the Throne agents before, such they would not be able to discern any imperfections.

Magos Biologis Melgator

Magos Melgator faces two hostile events. At first an intrusion into his high-security laboratories leading to free walking xenosforms and short after the appearance of the Deathwatch. Not taking any chances against these odds Magos Melgator quickly decides that it is time to leave the facility. He makes his way to the landing platform together with his two personal guards and lots of battle servitors and Skitarii and

Tech-Adepts.

It is up to the Marines to decide at what point during the mission they want to face the Magos. For that reason there are mainly two possibilities for the encounter. First, if the Kill-Team chooses to handle the Magos early they may encounter him on his way to the landing platforms. Coming from the Pyramid of Knowledge or secret laboratories.

If they choose to follow him after other objectives it is a bit up to the GM what is left as possibilities. The Space Marines might get a vox signal from their ship that they get a heat signature from the landing fields indicating that a shuttle is short of departing. If they quickly decide to interfere the Space Marines may reach the landing platforms at the moment where Melgator is leaving. They have to make fast decisions to stop the shuttle from taking off. To make things worse the shuttle is slowly turning on the rotating platform indicating that it wants to use the heavy firearms against the Space Marines.

While facing the Magos several things can happen. At first, to give him a bad start, his both personal guards are obviously modified with xenosbiomater. Each heavy servitor has his left arm replaced with a Tyranid Venom Cannon.

Since the Deathwatch is a secret organization Melgator may not have a clear understanding of whom is truly standing before him. All he sees are towering Space Marines in black which could be a sign of a traitor legion like the Night Lords. Thus his initial reaction is to defend himself by all means. If the Space Marines decide to intimidate him by calling out their allegiance to the Holy Inquisition the Magos sees clearly his situation. At this point he doubles his efforts to flee and tries to withdraw and reach the landing platforms at all costs. He leaves some of the hordes to cover his retreat and opens and closes security doors just to block the way for the Space Marines. He overrides protocols of nearby sentry guns to shot at any target just to make sure the Kill-Team is attacked regardless of any servitors, Skitarii or Tech-Adepts.

Securing Research Data

At first the Kill-Team has to find out where the data is stored. A beginning point may be the cogitators and servitors in the secret laboratory. They only partially contain information but the valued data is stored in the Pyramid of Knowledge.

There the Marines do not encounter sever threats and only minor battle servitors and Tech-Priests. The real challenge is to save the cogitators from being destroyed due to stray shots. The GM shall keep track of all missed attacks that do not hit a Space Marine but go wild instead. To make things more interesting the GM can announce that some opponents take valuable cogitators as cover.

Furthermore the Magos has a keen interest in destroying any evidence. To make things worse the Kill-Team may encounter the Tech-Priests erasing the data from the cogitators. Thus besides the hords firing at the Marines they have to choose carefully their targets. Whether they want to return fire or take out individual adepts. In addition to that the GM can call for opposed **Tech-Use** Tests if a Tech-Marine wants to stop the process at single cogitators.

Finally it is up to the GM to decide how much data is left depending on success of the Space Marines.

The Journey Back

As soon as the Acolytes are on board the Deathwatch ship will break orbit. As written before, while the Marines are on the surface Invictus has to negotiate with the local Mechanicus authority. Thus he will not take chances and simply leave as soon as the primary objective is complete. If the Marines want to kidnap the Magos and hide it before the Acolytes they will have to make two Thunderhawk runs. This costs time which is not available according to Invictus. If the Kill-team has killed the Magos, they can simply leave. If they need more time to bring the Magos aboard or steel the research data, they have to convince their Watch Captain. Again, he is torn apart between simply following orders and holding tight to his instincts. If the Kill-team argues that it was his idea and they found evidences that he might be right, his self-confidence will rise again and he will leave until his doubts are confirmed. As a peak decision, the GM might argue that the Ultramarine accompanies the Space Marines on their way back to the surface.

However, the journey back depends highly on the events in the forge. If the Marines simply rescued the Acolytes and killed the Magos, it is likely that they trusted in the orders of the Inquisitor and did not question much. Although cunning Marines might have their doubts and try to interrogate the Throne agents. Although a Space Marine towers over a mere human, the Acolytes have the authority of the Inquisition. They make sure, that they do not need to tell the Marines anything. Since the Kill-team might have ignored the doubts of their Watch Captain, he falls back into his unwilling state and protects the Acolytes from the Marines. The irony would be perfect.

On the other hand, the Kill-team might have good idea of the deception. They put the pieces together and learned that there is more than just a mere coincidence, e.g. kidnapping the Magos. In fact, the Kill-team has a reliable source to compare the story of the Throne agents: Magos Biologis Melgator. It is another irony that the Kill-team views a potential heretic more trustworthy than Acolytes from the Holy Inquisition. They will hold to their story about being ambushed while Melgator talks about encountering problems within his forge and having the feeling that someone is sneaking around. Even if the Magos could be an immense help the Kill-team has to convince him, since he knows what happens to traitors and accepts his death. Thus he does not know why he should help. It is up to the Marines how to proceed. They could simply torture him or come up with the idea that they will arrange a place within the Watch Fortress. A Magos with his knowledge and skill is invaluable to the Deathwatch's course in hunting down Tyranids.

The outcome plays an essential role to certain persons. If Adrielle Quist's deception is discovered she will flee and hunting her down may cause further mission. If the Inquisitor's plan succeeded the Kill-team might be drawn deeper into the clashes between the Children of Achilles and the Crusade's future. Also the Magos could invoke new missions. If they kidnapped him, the Space Marines could be send on missions to study and retrieve Tyranids and their physiology. Melgator can play a vital role to the Orpheus Salient and holding back Hive Fleet Dagon. The Space Marines could also go back to Skaura III and investigate the destroyed forge. Assuming that further Xenos are loose and maybe even explore where the first intruders have come from. Thus even if the Inquisitor's plan succeeded this might be a second route to learn from her radical ideas.

Finally, Invictus may experience a strange feeling. If the Kill-team acted according to his doubts, the

Ultramarine notices that this was a good example when not to simply follow orders. Even if this takes him far away from returning to his chapter, he views the Deathwath as an organization where he feels well placed. Here, among his Battle Brothers from other chapters, he realized that the future of the Achilus Crusade depends on men like him, who do not think in black and white but in shades of grey. He will be more determined than every.

Rewards

The experience are set as follows:

Rescue the Acolytes.

(Skilled Primary Objective: 17 Req. & 350 XP)

Killing Magos Biologis Melgator.

(Skilled Secondary Objective: 12 Req. & 200 XP)

Kidnaping Magos Biologis Melgator.

(Veteran Secondary Objective: 13 Req. & 250 XP)

Destroying the Forge.

(Novice Tertiary Objective: 6 Req. & 75 XP)

Securing research data.

(Novice Tertiary Objective: 6 Req. & 75 XP)

Acolytes do not notice kidnapping the Magos and the data theft.

(Skilled Tertiary Objective: 7 Req. & 100 XP)

Appendix

Watch Captain Invictus

As all Chapters of the Space Marines the Ultramarines face their personal burden. With Roboute Guilliman as Primarch, the author of the mostly honoured Codex Astartes, the Ultramarines are known for following the rules written in the magnificent tome eagerly. But this is only half of the truth. The real challenge for every Ultramarine is not to follow these rules blindly but to view them as a guideline. To honour the Codex with all respect but know when not to take it literally, that is the real task every Ultramarine is up to.

Thus it is the natural way for every newly recruited aspirant to learn the Codex Astartes in detail. And only later, when experiencing the thickness of battle each Ultramarine has to accept that there are situations when the indoctrinated knowledge has sometimes to be ignored. That a plan, regardless of how much he contradicts the Codex, might be more successful.

In the case of Invictus the first step, simply learning the Codex, was skipped by his old and wise mentor Chaplain Claudius. He told Invictus to analyse every situation with his tactical expertise and then formulate a plan. For that reason, Invictus never truly indoctrinated the Codex Astartes and followed it eagerly like his Battle Brothers. Despite his cunning Invictus was seen as a shame by some Ultramarines. As a result, he was sent to the Deathwatch. There, he should not only learn to honour and follow the Codex Astartes, but to teach it to Battle Brothers from other Chapters. He will be only welcomed back to his own Chapter when his deeds tell a story about not only taking the heritage of Roboute Guilliman seriously but also to convince brothers from other Chapters to use it as guidance.

On Watch Fortress Erioch Invictus met Arius Hyzeron³ and Watch Captain Prascus⁴. Prascus viewed Invictus as a shame to their chapter and let it know him. Arius on the other side was more open minded. Although he agreed upon the fact that Invictus is not a typical Ultramarine, Arius knows that among the Deathwatch in the Jerico Reach free thinkers are more worth. Arius himself believes in secret that the threats are that divergent that the Codex simply cannot hold a solution for every problem. Regarding the fact that some aliens were not known to Roboute Guilliman when he wrote his legacy.

Together with Prascus Invictus was ordered back to Macragge during the Tyrannic war. There he fought alongside Prascus and some Battle Brothers make Invictus responsible for Prascus' death. It is told, that Invictus hesitated on the battlefield and that moment was enough to fail in covering Prascus' back. Invictus alone knows what happens. Some of his former close friend explain that he might have an idea that would have tipped the battle since he was nevertheless known as a brilliant tactician. And he needed a moment to put aside his thoughts.

Although blamed for the death of Prascus' the Ultramarine chapter needed every Battle Brother and that was the reason why Invictus continued in defending his home world. During the thickness of battle he told himself that his instincts caused the death of a beloved Battle Brother and from that moment on he fought with uttermost determination, following the Codex Astartes in every detail and became an exemplar of honour for the rest of the war.

At the end of the war the trial followed. Despite all his deeds the council declared it as the best solution to send Invictus back to the Deathwatch. To follow the rules of the Codex, Invictus was awarded with the Crux Terminatus⁵ but everybody knew that this was just a hollow distinction.

³Deathwatch The Game Master's Kit, p. 27

⁴Deathwatch The Rites of Battle, p. 237

⁵Deathwatch Rites of Battle, p. 206

Back on Watch Fortress Erioch, after the death of Prascus and Invictus highly decorated he as declared a Watch Captain. But despite all his achievements, Invictus has become a mere shadow of his former self. He behaves like an inflexible Ultramarine, only accepting orders and fulfilling them without doubting anything.

Watch Captain Invictus Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
53	54	¹² 78	⁸ 46	50	44	49	47	48

Speciality: Tactical Marine & Watch Captain⁶

Chapter Demeanour:

Personal Demeanour:

Movement: 6 / 12 / 18 / 36

Wounds: 26

Fate Points: 4

Skills: Awareness (Per), Charm (Fel), Ciphers (Chapter Runes, Xenos Markings) (Int), Climb (S), Command (Fel)+20, Common Lore (Adeptus Astartes, Deathwatch, Imperium, Jerico Reach, War) (Int), Concealment (Ag), Dodge (Ag), Drive (Ground Vehicles) (Ag), Forbidden Lore (Xenos) (Int) +10, Intimidate (S), Literacy (Int), Navigation (Surface) (Int), Scholastic Lore (Codex Astartes) + 20, Silent Move (Ag), Speak Language (High Gothic, Low Gothic) (Int), Tactics (Assault Doctrine) (Int), Tracking (Int),

Talents: Ambidextrous, Astartes Weapon Training, Bulging Biceps, Commanding Presence⁷, Exemplar of Honour, Heightened Senses (Hearing, Sight), Hip Shooting, Killing Strike, Nerves of Steel, Resistance (Psychic Powers), Signature Wargear Master (Back Banner), True Grit, Unarmed Master, Unarmed Warrior

Special Ability: We March for Macragge!⁸

Invictus has learned much during his time spent with the Ultramarines Chapter, maturing into a capable and celebrated commander. Invictus is able to inspire his Battle-Brothers with a mighty oath taken at the start of the Mission. By selecting this special Oath, any Ultramarines accompanying Invictus on the Mission gain one additional, temporary Fate Point. If the bonus Fate Point is not spent during the Mission, it is removed at the Missions conclusion.

Special Ability: Improved Tactics⁹

Weapons: Hesh Bolter¹⁰(Basic, 50m, S/2/4, Dmg. 2d10+5 X, Pen 5, Clip 28, Rld Full, Tearing, Accurate, Reliable), Astartes Bolt Pistol, Astartes Combat Knife, 3 frag grenades, 3 Krak grenades

Armour: MK 7 'Aquila' Armour, History: Lead from the front.

Gear: Back Banner

⁹Deathwatch Rites of Battle

¹⁰Deathwatch Rites of Battle, p. 129

¹¹Deathwatch Ultramarines Promo

¹²Deathwatch Rites of Battle, p. 128

¹³Deathwatch Rites of Battle, p. 141

Inquisitor Adrielle Quist

Inquisitor Adrielle Quist¹⁴ has taken the path to radicalism. She does not simply value alien technology but is a member of the Istvaanians¹⁵. Based on her beliefs she totally disapproves the development of the Achilus Crusade. It is a natural law that only the weak stumble in reaching their goals. And since the Achilus Crusade came to a halt this simply proves the incompetence (and thus weakness) of the campaign's leaders. Adrielle Quist made contact with the Children of Achilus¹⁶ and they came to terms.

The course of the Crusade cannot be changed by force thus they have to work in secret and replace vital political and military positions. Adrielle Quist saw her chance when she encountered the famous Lacrymole¹⁷. Such an incredible shape changer is worth more than any martial weapon. Through great fortune (since the light of the emperor may not shine upon her any more) she found Magos Biologis Melgator, who keeps such a creature in his secret laboratories to study it.

She tried hard to formulate a plan how to steal the Lacrymole and erase any traces leading to her. Finally, a cruel idea arose in her mind: Use the Deathwatch.

Adrielle decided to infiltrate the forge of Magos Melgator, let the Lacrymole take the shape of one of her Acolytes and then simply let the Deathwatch rescue her Throne agents.

With that in mind she had to take a lot of preparations. At first, she had to find a way to communicate with the Xenos and worked hard and without any remorse. Some say, Adrielle was behind the failure of the mission aboard the *Charnel Spectre*.

Second, she arranged for the infiltration together with well-trained mercenaries from the Children of Achilus. The timing has to be perfect.

¹⁴Deathwatch The Game Master's Kit

¹⁵Dark Heresy The Radical's Handbook

¹⁶Deathwatch The Achilus Assault, p. 23

¹⁷Deathwatch Mark of the Xenos, p. 71

Tyranid Warrior

If the Marines have faced the bodyguards of Magos Melgator they may wonder from where the Tyranid weapons are taken from. As a precise scientist the Magos has cut the ranged weapons in a surgical operation which left the Tyranid Warriors alive. According to their adaptive physiology these creatures morphed themselves into more dangerous opponents in melee.

Tyranid Warrior Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
66	-	¹² 60	⁸ 40	44	20	35	50	-

Movement: 6 / 12 / 18 / 36

Wounds: 40

Skills: Awareness (Per), Climb (S), Swim (S) + 10.

Talents: Berserk Charge, Crushing Blow, Fearless, Frenzy, Swift Attack

Armour: Reinforce Chitin (All 8)

Weapons: Scything Talons (1d10+16 R; Pen 3) or Rending Claws (1d10+14; Pen 5 Razor Sharp)

Special Rules:

Traits: Dark Sight, Fear 3 (Horrific), Improved Natural Weapons (Scything Talons and Rending Claws), Multiple Arms, Natural Armor (Hardened Carapace), Natural Weapons, Shadow in the Warp, Size (Enormous), Synapse Creature, Touched by the Fates (1), Tyranid, Unnatural Strength (x2), Unnatural Toughness (x2)

Supreme Warrior:¹⁸When using the All Out Attack Action, the Tyranid Warrior may make a single melee attack that may not be dodged or parried. The Tyranid Warrior may perform this attack a number of times per combat equal to its Intelligence Bonus.

Battle Servitors & Skitarii

Battle Servitors

The Battle Servitors are the main guardians of the forge. On their way through the facility the Kill-team will face them mostly as hordes.

Battle Servitor Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	¹⁰ 50	⁸ 48	30	20	30	35	-

Movement: 4 / 8 / 12 / 24

Wounds: 20

Skills: Awareness (Per), Trade (any one)+10, Trade (Technomat)+10

Talents: Ambidextrous, Basic Weapon Training (SP), Fearless, Two-Weapon Wielder

Using Battle Servitors as a Horde: While a single Battle Servitor poses no threat to the Kill-team, as a Horde they can be quite dangerous. When used as a Horde there are some additional Traits, which make them more versatile: Focused Fire, Reform and Volley Fire (Deathwatch Mark of the Xenos, p. 134). Focused Fire is based on the extraordinary targeting system. While Reform and Volley Fire can be used together with a Skitarii as commander.

If the GM decides that the Battle Brothers enter a security area he can make further adjustments. Giving

¹⁸Deathwatch The Achilles Assault, p. 55 'The Mist Reaper'

the Battle Servitors the Might Shot Talent¹⁹ or upgrading them with Rotary Cannons (Heavy, 40m -/-/6 1d10+5 I Pen 3, Clip 240, Rld 3 Full, Storm)²⁰. But then the GM has to change Basic Weapon Training to Heavy Weapon Training and consider the fact that this Horde cannot go into melee until it drops the Guns.

Skitarii

The stats for the Skitarii are simply taken from 'The Emperor protects', page 134: Samech Corrupted Skitarii
The Skitarii are the cybernetically enhanced guardians of the Adeptus Mechanicus. Their emotions have been eliminated through hypno-indoctrination, leaving only utterly loyal warriors.

Skitarii Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	40	⁵ 40	40	30	30	35	30	30

Movement: 3 / 6 / 9 / 18

Wounds: 14

Skills: Awareness (Per) + 10, Clim (S), Command (Fel) + 10, Common Lore (Machine Cult, Tech) (Int), Dodge (Ag), Search (Per) + 10, Speak Language (Low Gothic, Techna-Lingua) (Int), Tech-Use (Int) **Talents:** Basic Weapon Training (Universal), Binary Chatter, Bulging Biceps, Chem Geld, Heavy Weapon Training (Launcher & SP), Jaded, Lightning Reflexes, Melee Weapon Training (Universal), Nerves of Steel, Pistol Weapon Training (Universal), Resistance (Heat, Fear)

Traits: Size (Hulking)

Armour: Skitarii Flak and Subskin Armour (All 6)

Augmentations: Synthetic Muscle Grafts, Augmented Senses (Eyes and Hearing), Subskin armour, Vox Implant

Skitarii can be used as Hordes but with their weapons they pose a dire threat to the Kill-team. Individual Skitarii can act as commanders to trigger the Volley Fire and Reform Traits, the Battle Servitors possess.

Weapons: Choose:

- Precision Boltgun (Basic, 120m, S/2/- 1d10+5 X Pen 4, Clip 30, Rld Full, Accurate, Reliable, Tearing)
- Automatic Grenade Launcher (Heavy, 60m, S/2/-, Fires either Frag or Krak Grenades 2d10 X, Pen 0, Blast (4) or 3d10+4 X Pen 6, Clip 20 of each type, Rld 3 Full)

In addition, the Skitarii each have a personal sidearm, a Hellpistol (Pistol, 35m, S/2/- 1d10+4 E Pen 7, Clip 40 Rld 2 Full) and one melee weapon. This is a Mono-Great Axe (2d10+5 R, Pen 2, Unbalanced)

Gear: Skitarii flak armour and robes, red-dot laser sight, extensive cybernetics, ammunition reloads.

¹⁹Deathwatch Core Rulebook, p. 123

²⁰Deathwatch The Emperor Protects

Battle Servitors (Bodyguards)

These Battle Servitors are more experiments than real bodyguards. Magos Melgator needed two servitors which were capable to wear the heavy weapons from the huge Tyranid Warriors. Finally, he managed to adjust them to two well-constructed servitors and expanded them to really incredible war machines. Melgator needed to transfer some living biomatter from the Tyranid Warriors to give the Venom Cannons the Living Ammunition property. In many operations he succeeded not only to cultivate biomatter upon the battle servitors but even to keep it alive with special nutrient solutions. For the Magos Biologis, a wondrous scientific achievement. For the Deathwatch, a heretical act. And for Adrielle Quist, a welcomed evidence that the Magos is guilty and a perfect distraction from her own plans.

Bodyguards Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	50	¹⁰ 52	¹² 67	30	30	40	45	-

Movement: 4 / 8 / 12 / 24

Wounds: 45

Skills: Awareness (Per)+10, Trade (Technomat)+10

Talents: Ambidextrous, Crushing Blow, Fearless, Independent Targeting, Mighty Shot, Swift Attack, Two-Weapon Wielder (Melee & Ranged)

Traits: Auto-stabilised, Darksight, Size (Hulking), Sturdy, Unnatural Strength (x2), Unnatural Toughness (x2)

Armour: Exceptional Power Armour (All 12)

Weapons: Plasma Gun (70m, S/2/-, 1d10+11 E, Pen 8, Clip-, Mounted), Power Fist (2d10+17 E, Pen 9, Power Field, Unwieldy), Venom Cannon (100m, S/-/-, 3d10+7 I, Pen 6, Blast (6), Living Ammunition, Toxic (1d10))