

DEATHWATCH™

THE OUTER REACH™



ROLEPLAYING IN THE GRIM
DARKNESS OF THE 4TH MILLENNIUM

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INTRODUCTION

As war rages throughout the Jericho Reach, the enemies of Man grow ever more numerous and daring. The Tau, the Tyranid, and the traitor all threaten to topple the forces of the Achilus Crusade and plunge the Reach into a second darkness. It is the duty of the Battle-Brothers of the Deathwatch to strike out at these threats, to be humanity's sword in the void, and to eliminate the foes of man, quietly, from the shadows. But there are evils that lurk within those same shadows, malign forces beyond counting and more dangerous than the even the Deathwatch can fathom. Some weave tangled webs of lies and deceit, manipulating events from the shadows of the distant past, seeking to make humanity their puppets in the Reach. Others seek to eradicate the teeming masses of mankind, to drive the Imperium from the galaxy, and to return to the dominance they once enjoyed. Yet, whether these dangers be subtle or overt, the only scraps of evidence of their existence are the countless unexplained mysteries throughout the Jericho Reach.

The Crusade forces have fought to a desperate stalemate, progress all but grinding to a halt in the Reach, and it falls to the Deathwatch to combat these dangers in the darkness. Yet few, even among that vigilant brotherhood, care to tread the dead worlds and among the lifeless stars seeded throughout the Reach, instead focusing their attention on aiding the crusade as best they can. Thus, confrontation with these mysterious villains and enigmatic manipulators is left to those dedicated few who seek to drive them from the shadows and into the scouring light of the Emperor.

WHAT'S IN THIS BOOK

The previous supplements, **THE ACHILUS ASSAULT** and **THE JERICO REACH**, examined, in great detail, the history and current events of the three salients of the Jericho Reach. **THE OUTER REACH** goes beyond the Acheros, Canis, and Orpheus salients, leaving behind the warfronts and the battlegrounds of the Achilus Crusade. This book delves into the expanse of the Jericho Reach beyond the scope of the Crusade and focuses on the role of the Deathwatch as the vanguard against the mysterious phenomena that lurk in the darkness. Each chapter of this book provides insight into a facet of those mysteries and provides both players and GM's with the resources necessary to integrate the themes of mystery, ancient evil, and twisted machinations into their campaigns.



CHAPTER I: THE DEAD CABAL

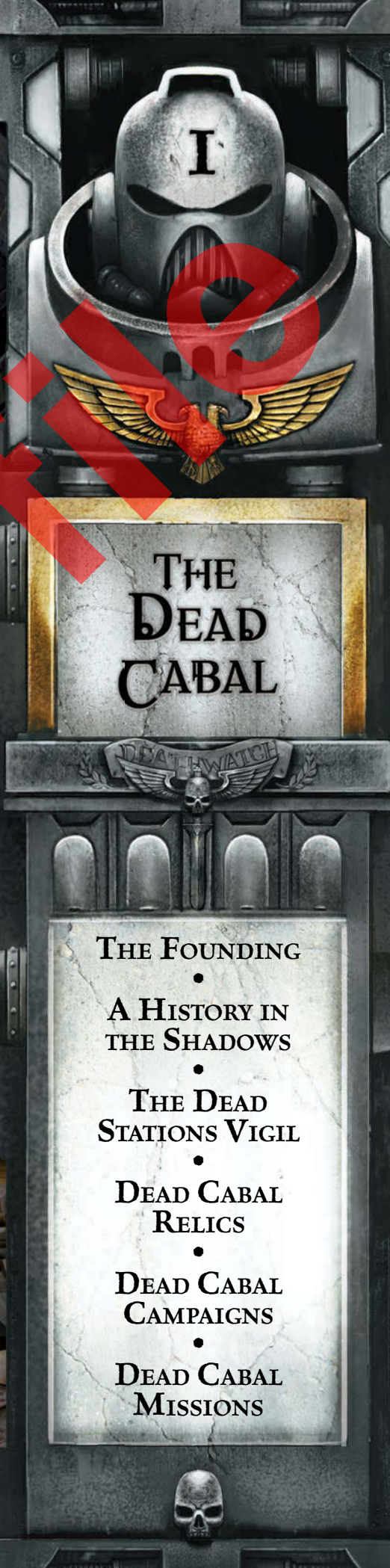
The Battle-Brothers of the Deathwatch have safeguarded the Jericho Reach for millenia, from the days of the Jericho Sector through the Long Night to the tribulations of the Achilus Crusade. As the longest-standing Imperial organisation in the Reach, the members of the Deathwatch have borne witness to events which defy explanation and possess records of phenomena unfathomable to even the most learned sages. A small number of the Battle-Brothers of the Deathwatch and a single Inquisitor have dedicated themselves to unravelling these enigmas. This chapter contains a wealth of information concerning this circle of warrior-scholars, the Dead Stations they command, and the Battle-Brothers assigned to serve the Long Dead Vigil along side them.

CHAPTER II: LOST WORLDS OF THE JERICO REACH

There are worlds throughout the Jericho Reach that have, for one reason or another, never been settled, terraformed, or colonised by Imperial forces. Many of these worlds bear the marks of past xenos occupation, while others are little more than dormant rocks, devoid of all life or even geological activity. These are not the typical proto-planets that are found in every stellar system, but instead show signs of artifice and manufacture on a planetary scale. No sound explanation has ever been provided for these worlds, no theories have been put forth by the Magos Siderea of the Calixian Mechanicus, the first Explorators sent through the Warp Gate in the early days of the Achilus Crusade. Other unique stellar bodies, such as the Slinnar Drift star cluster and the Black Reef, are present within the Jericho Reach, providing yet more unanswered questions. These are the worlds to which the Dead Cabal turn their attention, to which they dispatch the Kill-teams under their command, in their search for answers. This chapter explores these worlds and phenomena, their past and their present, providing Game Masters with necessary information to build missions and campaigns centred around exploration into the lost and mysterious places in the Jericho Reach.

CHAPTER III: A DYNASTY RETURNED

Emerging slowly from the shadows of many of the dead worlds throughout the Jericho Reach, the Necrons of the Suhbekhar dynasty represent one example of the many threats on which the Dead Cabal keep a close watch. Arrogant and merciless in the extreme, the Suhbekhar dynasty rises from its tombs into a galaxy it no longer recognises. Should these undying warriors be allowed to marshal their forces, they would present a dire foe for the Imperial forces in the Jericho Reach. This chapter delves into the history, influence, and machinations of the royal court of the Suhbekhar and includes information on the legions of Necron warriors at its beck and call.



THE DEAD CABAL

- THE FOUNDING
-
- A HISTORY IN THE SHADOWS
-
- THE DEAD STATIONS VIGIL
-
- DEAD CABAL RELICS
-
- DEAD CABAL CAMPAIGNS
-
- DEAD CABAL MISSIONS



CHAPTER I: THE DEAD CABAL

"It is said, 'That which is eternal can forever lie, and, with the passing of the aeons, even death may die...'"

—Ancient Pre-Imperium Terran verse

It is with solemnity and honour that a Battle-Brother begins his deployment to stand watch over the Dead Stations of the Jericho Reach. These ancient strongholds of the Deathwatch loom throughout the Jericho Reach, standing sentinel against that which might lurk in the darkness, forgotten for millennia. While taking vigil on the Dead Stations, a Battle-Brother serves the masters of those bastions. Lead by an enigmatic Inquisitor, this handful of veteran Deathwatch Space Marines is known to their brethren as the Dead Cabal, and they are guardians of knowledge so ancient, secrets so dire, and a mystery so puzzling that, though they are few in number, they share a bond of fellowship rarely seen, even amongst others of the stalwart Adeptus Astartes.

The Dead Cabal has taken it upon themselves to study the great mysteries of the Jericho Reach and to better understand the events that are unfolding around them. Believing that numerous ancient prophecies foretelling of great strife and darkness are coming to pass in this area of space, the Dead Cabal see it as their job to be ready to combat these ancient threats. Of all the areas of study undertaken by the Dead Cabal, the greatest relates to the study of the Dark Pattern and its impact on the future of mankind. Members scour worlds throughout the Jericho Reach for the faintest scraps of information that they can use to broaden their understanding of this enigma. Through these searches, hundreds of new mysteries have been uncovered and the great convergence of past, present, and future has begun. The Dead Cabal has vowed to stand ready for what lies ahead, no matter the cost.

USING THE DEAD CABAL

This chapter covers the founding, history, and areas under the auspices of a secretive group of individuals within the Deathwatch. This group consists of less than a half-dozen members, four high-ranking Deathwatch Space Marines and an Inquisitor working in service to the Ordo Xenos. While they are not an official organisation in any sense, these individuals are known collectively as the Dead Cabal by their fellows in the Deathwatch. The information presented in this chapter is intended to provide Game Masters with the resources to introduce the Dead Cabal and its goals and mysteries to their campaigns. In addition to the background information, this chapter also covers a new Advance Speciality, as well as Solo and Squad Mode abilities, Oaths, Demeanours, and Relics intended for characters taking the Dead Stations Vigil, or working with the Dead Cabal over the course of a campaign. Finally, a guide to running a Dead Cabal-centred campaign rounds out the section, giving Game Masters a multitude of ways their players may become a part of the grand mission of the Dead Cabal.

While the workings, missions, and discoveries of the Dead Cabal may be unknown to most, the members themselves are not—though they are not fully understood by many members of the Deathwatch. Players may be tasked to undertake a Dead Station Vigil—an assignment with the Dead Cabal at one of their Watch Stations. While assigned to this Vigil, Player Characters will be privy to secrets that many others in the Deathwatch are not and GMs should keep this in mind when planning their campaigns. The Dead Cabal can offer many new avenues and exciting opportunities for investigating the Jericho Reach.

THE FOUNDING

When the blind prophet Satarrion laid down his prophecy in 744.M33, the Jericho Reach became the centre of many Inquisitors' interpretations of this cryptic passage:

"To the east of the Emperor's realm lie the damned worlds, a reach of cold stars and domains of death. The fires of war shall light these benighted planets, some ignited with faith, others devoured by darkness. Foes strike from within and without, all ignorant of the Dark Patterns waiting to arise and destroy until nothing remains but oblivion. Only those who stand watch in the depths of night may tip the balance."

Some believe this prophecy was the reason the Deathwatch first came to the Jericho Reach. Others have dismissed this as nonsense, claiming the conclave that resulted in the creation of the Deathwatch occurred much earlier. These speculations remain simply that; and they are unlikely to ever be more than pure conjecture, for the Inquisition and Deathwatch do not speak of the matter. What is known is that the Deathwatch has stood vigil in the Jericho Reach for millennia and there have always been those amongst the Deathwatch who suspect a dread intelligence behind the events and stellar architecture of the Jericho Reach. Within the last three centuries, a handful of prominent members of the Deathwatch in the Reach have begun to actively investigate this Dark Pattern. Among their Deathwatch brethren, these vigilant Battle-Brothers have become known as the Dead Cabal.

AMONGST THE STARS

The earliest Imperials arriving in the Jericho Sector thousands of years ago quickly made many discoveries about this region of space. The abundance of "dead" worlds puzzled many of the earlier Mechanicus Explorator Fleets as they seemed out of place in relation to the rest of the habitable worlds within the sector. These reports caught the attention of the Inquisition and a team was dispatched to investigate in depth.