

DEATHWATCH™

MARK OF THE XENOS™



ROLEPLAYING IN THE GRIM
DARKNESS OF THE 4¹ST MILLENNIUM

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INTRODUCTION

To be Hunted...that is the Mark of the Xenos.

—From the Deathwatch's Catechism of the Xenos

The Space Marines of the Deathwatch are legendary warriors, veterans of hundreds of battles, and heroes of the Imperium. Yet they are only a handful against the myriad threats that lay siege to the Imperium, from within, without, and beyond. The Deathwatch was founded to eliminate alien civilisations inimical to human life, and the eradication of such xenos is their main purpose. Yet, the Deathwatch does not shy from engaging the forces of heretics, daemons, or the Traitor Legions of Chaos Space Marines that emerge from the realms of Chaos, bent upon the destruction of man.

In the war-torn Jericho Reach, the Imperium struggles to reconquer hundreds of lost, dark, and bitter worlds. The Achilus Crusade pushes ever-deeper into this region, facing horrific terrors on all fronts. Only the intervention of the Deathwatch Kill-teams can tip the balance, and the information collected in this book by Codicier Taelon of the White Scars Chapter places vital knowledge of their enemies into the hands of those warriors best suited to destroy any challenge to the Emperor's will.

WHAT'S IN THIS BOOK?

MARK OF THE XENOS is a bestiary of the monstrous enemies that lurk within the Jericho Reach and strike back against the forces of the Achilus Crusade. This book includes commentaries, advice, and information from Codicier Taelon of the White Scars, a Deathwatch Librarian whose diligent work has gathered together information on the Deathwatch's greatest foes in the Jericho Reach into one place. Taelon put the resources of the Deathwatch, the Ordo Xenos, and the Chapters of the Space Marines to good use, gathering reports and notes from dozens of experts and first-hand accounts from across the Reach. Unfortunately, Taelon was among the fallen at the Battle of the Darkspire on the planet Ystobel, torn apart by a Hive Tyrant whilst keeping the creature at bay long enough for other Imperial forces to escape. His task remains incomplete, although his extensive notes have been highly praised by Inquisitors Ghraile and Quist of the Ordo Xenos, and many

MODIFYING ENEMIES

The enemies presented in this book can, and should, be modified by a Game Master to create the types of enemies he requires for his game. Some options and variations are presented as part of the enemy profiles but the possible variety of enemies far exceeds these, and a Game Master should feel free to make adjustments to them as he sees fit. If, for example, a game requires a group of Renegade Militia armed with missile launchers, they can be created by removing their autoguns, giving them missile launchers and the Heavy Weapon Training (Launcher) Talent.

Watch Captains have taken heed of his wisdom in the decades since.

The creatures listed in this book come with ready-made adventure hooks that a GM can use to drop the monsters directly into his Deathwatch campaign. Each of the following chapters focuses on a different breed of monster that the Kill-team may face in the course of their duties.

CHAPTER I: THE ALIEN THREAT

The first chapter centres around the Enemy Without; alien races that exist within the Jericho Reach, and constitute the primary foes of the Deathwatch. The Tyranids of Hive Fleet Dagon and the Tau forces of the Velk'hari Sept are presented in detail, accompanied by discussions of more minor (but no less dangerous) aliens such as the shapeshifting Lacrymole and the pernicious Bruul Parasite.

CHAPTER II: RADICALS AND HERETICS

The second chapter focuses upon the heretics that abound within the cursed worlds of the Jericho Reach; recidivists misled by the rantings of Apostate Cardinals, the deadly machinations of a Radical Inquisitor, and the horrific constructs of tech-heresy are laid bare.

CHAPTER III: THE FORCES OF CHAOS

Daemons, warpspawn, and Chaos Space Marines are but a few of the minions of the Ruinous Powers. The Hadex Anomaly spews forth armies of corruption into the Jericho Reach, a tide of evil that often clashes with Deathwatch Kill-teams.

CHAPTER IV: ADVANCED ADVERSARIES

The fourth chapter of MARK OF THE XENOS presents new rules and guidelines for utilising adversaries in a Deathwatch campaign, including the proper use of Hordes and rules for scaling up to even larger conflicts.

ENEMY PROFILE PRESENTATION

In all the entries presented in this book, the characteristics, movement values, and weapon damages have been presented with all modifications included. For example, a Chaos Space Marine's Strength includes the +20 increase from his Astartes Power Armour, and his Strength Bonus matches this and the effects of the Unnatural Strength Trait (and the Chaos Space Marine Sorcerer's force weapon includes his Psy Rating in its Damage and Penetration). Weapon damages include the effects of the enemy's Strength Bonus and Talents that always apply to damage such as the Crushing Blow Talent. Talents, Traits and Special rules that have a variable effect or will only apply in particular circumstances, such as the Hammer Blow Talent, have not been combined into the profiles presented here. It is also important to note that NPCs are not necessarily bound to follow the same strictures for their profiles as player characters.

To: Inquisitor Lord Hezika Carmillus
From: Codicier Taelon

The tome you see before you now is the result of our discussions regarding the myriad threats that our Kill-teams have faced amongst the worlds of the Jericho Reach. The entries within have been collected and researched from field reports, personal interviews, and data-vaults of ancient pedigree. A number of pertinent reports for this assignment are missing... I suspect the involvement of other Inquisitors or perhaps skilled heretical agents. Therefore, this tome is incomplete and not as comprehensive as I would like. Nevertheless, time grows short, and the lore of the reports herein will certainly benefit the commanders of the Achilus Crusade with proper clearances to view it.

Of particular note to your Ordo, honoured Inquisitor, is that a number of the threats detailed in this tome are not, in fact, alien in origin. Rather, these enemies are heretics, traitors, warpspawn, or worse. Some amongst your Ordo have questioned why such enemies are detailed alongside the others. The answer is simple... the Deathwatch may have been founded with the purpose of defeating the alien foe, but as Space Marines, we are honour-bound to oppose any threat to the Imperium of Man.

In the Jericho Reach, my Battle-Brothers and I have encountered bizarre daemonic entities, battled Traitor Space Marines, and destroyed heretic enclaves during the course of our duties for the Deathwatch. Many other Kill-teams have had similar experience. Thus, when I asked for the reports to create this tome, those reports included the threats that were judged worthy of the Deathwatch's interest in all aspects of war.

This book contains much knowledge and lore that must be placed under the highest ciphers, and I trust you and your fellow Inquisitors will know best how to disseminate it amongst the officers of the Achilus Crusade.

-Codicier Taelon of the White Scars
Seconded to the Deathwatch

