Deathwatch™

The Jericho Reach™

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ROLEPLAYING IN THE GRIM
DARKNESS OF THE 41ST MILLENNIUM

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INTRODUCTION

As the Achilus Crusade raged through the Jericho Reach, it redefined system after system, forging a new Imperial sector from the ashes. But now, the Crusade has faltered; the devouring Tyranids, cunning Tau, and fiendish armies of Chaos have proved a worthy match for the forces of Lord Militant Tetrarchus, and the Crusade now teeters upon the brink of disaster.

The Space Marines of the Deathwatch stand as the unseen defense that protects the Achilus Crusade from its looming demise. Acting behind the scenes, unbeknownst to the majority of the Imperium, the Deathwatch holds back and counters xenos threats from every side. Their treacherous missions bring them to every corner of the Reach, and the veterans of Watch Fortress Erioch know the stars of the Jericho Reach like the backs of their hands.

WHAT'S IN THIS BOOK?

The previous **Deathwatch** sourcebook **The Achilus Assault** took a comprehensive look at the history of Jericho Reach, and explored the tumultuous unfolding of the Achilus Crusade. **The Jericho Reach** explores elements of the setting not discussed in **The Achilus Assault**, delving into detail on allies, adversaries, and worlds that define the struggles of Kill-teams currently operating throughout the Reach. Each chapter of this book examines the personalities, planets, and themes of a specific salient, as well as providing players and GMs alike with important resources for integrating the setting more deeply in their campaign.

Chapter I: The Nightmare Salient

The Space Marines of the Deathwatch have mastered the art of fighting the countless xenos of the galaxy. However, missions often bring Kill-teams deep into the Hadex Anomaly and, despite their speciality, the Battle-Brothers must contend with the forces of Chaos that control the systems there. This chapter explores the centre of the Reach, providing players and GMs resources for their campaign in the Acheros Salient. It also delves into the war that consumes the Cellebos Warzone, outlining rules for simulating the full scale planetary battles that rage there.

Chapter II: The Greater Good

The Velkhan'Sept started as the primary target for the Achilus in the beginning years of his crusade. But as the decades stretched on, much greater threats have reared their heads, leaving the Canis Salient stagnating, lead by the increasing unstable Commander Ebongrave. This chapter is an invaluable resource for Kill-teams operating in the unpredictable battleground of the Canis Salient, providing background and tools for navigating not just the hostile Tau systems, but the turbulent political landscape of Crusade leadership in the salient.

Chapter III: The Great Devourer

The ravening hordes of Hive Fleet Dagon continue to gather momentum as they swarm over the hapless star of the Orpheus Salient. This chapter delves into the worlds that now fight for their lives against the Great Devourer. It also presents a host of Tyranid creatures new to the Deathwatch setting, including the massive Heirophant Bio-Titan!

Chapter IV: Fall into Darkness

Finally, this book also includes an adventure set on the world of Khnum. Deep within the Orpheus Salient, this planet is in the final stages of being consumed by the Tyranids of Hive Fleet Dagon. When the Deathwatch receives an astropathic distress signal from inside the planet, the Kill-team is immediately dispatched to investigate. The Battle-Brothers will have to fight their way through monstrous Tyranid adversaries as they work to uncover the source of the mysterious message.

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I

The Nightmare Salient

- Worlds of the Acheros Salient
- Heroes of the Salient
- Acheros Special Abilities
- Crusade Forces
- Running Battles in the Cellebos Warzone

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Chapter 1: The Nightmare Salient

"Death and glory, horror and bravery, loyalty and corruption—all these can be found here. But mostly death."

–Lord General Ovidius

Of the three Salients that divide the Jericho Reach, the Acheros Salient is the smallest in total number of planets, but it has also been the most fiercely contested. Every time the Imperial forces drive further towards the Hadex Anomaly, the Chaos-worshipping Stigmartus push back with twice as much fervour. This back and forth has turned the small stretch of stars now known as the Cellebos Warzone into a bloody meat-grinder, consuming the lives of the millions of Imperial soldiers committed there every year.

The bloody stalemate between the two forces has been a constant drain on the rest of the Achilus Crusade. It has pulled untold amounts of materiel from the other two salients to fuel the endless war against the Stigmartus, and, many commanders believe, left the other Imperial forces unprepared to deal with the arrival of Hive Fleet Dagon.

Overview of the Acheros Salient

Before the Age of Shadow fell over the Jericho Reach, the area now known as the Acheros Salient was known as the Calitar subsector, and was the political and spiritual centre of the entire Jericho Sector. The capital of Verronus stood at the centre of the Sub-Sector as a shining example of Imperial culture, the Sector Lord himself ruling from one of its monolithic hive cities. The Calitar subsector was a bustling centre of trade and production, and Verronus was its beating heart.

What little has been recovered from the ruined archives now consumed by the Hadex Anomaly indicates that the Age of Shadow had a rapid and devastating effect on Verronus and the surrounding systems. As the warp storms tightened their grip on the sector, trade dwindled and the sprawling hive cities that covered the surface of Verronus began to starve. Rebellion started quickly, and by the time the first Rogue Traders braved the warp storms to determine the Sector's fate, the entire region was in total anarchy.

As the sector plunged even deeper into darkness, small pockets of humanity still loyal to the Imperium remained, clinging to the light of the Emperor. However, with limited resources, and assailed from every side by ambitious warlords and the worshippers of the Ruinous Powers, they inevitably fell. Within a matter of generations, the subsector that had been the crown jewel of the Jericho Sector became a debased hive of murderers and thieves who aligned themselves with the Dark Powers of the warp.

There are many theories throughout the Imperial Forces in the Reach regarding the formation of the Hadex Anomaly, but the only true evidence of its genesis now lies deep in the record halls of Watch Fortress Erioch. While the Jericho Sector descended into anarchy, the Deathwatch could only observe from their Watch Stations, incapable of saving humanity from its own treachery. So as the Space Marines on the Long Watch waited out the dark millennia of the Age of Shadow, they stayed ever vigilant to the movements of the enemies of the Imperium, even as the worlds of the Reach lay in ruins. As the years stretched on, the Deathwatch viewed the Calitar subsector with little concern. They were more concerned with the machinations of xenos races than the actions of Chaos-worshippers and traitors. However in 656. M40, all this changed.

Records stored in the massive halls of Watch Fortress Erioch indicate that the Hadex Anomaly came into being during a planetary alignment late in that year. What little can be gleaned from these documents indicates that a vortex of warp energies burst into real space, consuming the entirety of the Calitar subsector and some surrounding systems, and leaving a permanent tear in reality marring the middle of the Reach. The records state that the vortex was the result of a

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