

MACROMUNDA

INQUISITION

ORDO XENOS

HOUSE BOOK

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FACTION

INQUISITION

The toolbox authority

The Inquisition fields no army. It fields an authority. A single Inquisitor and a hand-picked retinue of Throne Agents — a psyker, an anti-psyker, an assassin, a tech-adept, a mailed Crusader — each a different instrument turned against a different heresy. Where other forces win by weight of numbers, the Inquisition wins by the exactness of its tools and by the seal its master carries: the mandate that compels the wider Imperium to fight at its side.

That mandate is Requisition, the retinue's defining power. An Inquisitor's word presses Space Marines, Battle Sisters, Guardsmen and the tempered killers of the Officio Assassinorum into service they owe no formal duty. The borrowed muscle is never truly owned — every requisitioned body takes the place of one of the Inquisitor's own, so a retinue that borrows heavily marches thinner for it.

There is no swarm here, and no miraculous save. Endurance is honest carapace plate, a bought rosarius field on the master, and a handful of resilient elites. The Inquisition is the surgeon's answer to the galaxy's rot: few hands, each holding the precise blade the wound demands, and the authority to call down heavier steel when the blade is not enough.

☠ FACTION SPECIAL RULES

✂ REQUISITION

GANG RULE

Requisition. The most Inquisitorial power of all: the retinue fields fighters it has no right to. An Inquisitor's seal commands Space Marines, Battle Sisters, Guardsmen and Assassins alike, and Requisition is how that authority reaches the table — a standing right of the roster, never a pool of credits.

When building or growing the retinue, the controlling player may requisition support units drawn from allied Imperial forces. Each is fielded at its home cost plus a seal-toll by tier: a light ally adds 10, an elite adds 20, and a super-heavy body adds 30. Which units may be summoned is set by the Ordo's chamber militant, and the slots are capped — the heaviest muscle comes one at a time. Above all sits the governing law: requisitioned fighters may never outnumber the native Throne Agents of the retinue. Borrow a Terminator and a body of the Inquisitor's own must stand beside it first. So the retinue's reach climbs while its ranks stay thin, and the borrowed steel can never become the warband itself.

✂ THE INQUISITOR'S AUTHORITY

SPECIAL RULE

The Inquisitor's Authority. The mandate an Inquisitor carries is not a symbol but a weapon — a will that steadies lesser souls and bends them to the master's purpose. While the Inquisitor is Standing and Active, friendly fighters within Short of the master may re-roll a failed Nerve test, for no true servant breaks while the Inquisitor watches. Once per battle, the master may spend that authority absolutely: name a friendly group activation and compel it, taking the fighters in hand and acting them at once regardless of the ordinary order of play. Each Ordo dresses the aura in its own creed, but the power beneath is the same — the seal made flesh, driving the retinue where the enemy would break it.

✂ PENITENT FEARLESS

SPECIAL RULE

Penitent Fearless. The Penitent is a condemned wretch, chained and half-broken, flung ahead of the retinue to spend a crime in blood — and a soul that has already been sentenced to die has nothing left to dread. This fighter is immune to Fear. Where the Throne Agent's nerve is the disciplined steel of training, the Penitent's is the terrible calm of ruin: it does not steady itself against the horror because it no longer feels the horror at all. It walks into the guns of things that would scatter a sane squad, mouthing broken litanies through a bit-gag, because the only mercy left to it is a swift death in the Emperor's service. Fear is a lever the enemy cannot pull on a body that already prays to break.

✂ REQUISITIONED NATIVE RULES — ALLIES BRING THEIR OWN PROFILE + RULES

SPECIAL RULE

Requisitioned native rules. A body pressed into the retinue serves as what it already is, not as some lesser copy of itself. When a fighter is requisitioned from an allied Imperial force, it is fielded with the supplier's own statline, wargear and rules unchanged — a Grey Knight brings his Aegis, his Smite and his Nemesis force weapon; a Battle Sister her Shield of Faith and her Acts of Faith; a Deathwatch Veteran his kill-team doctrines. Nothing of the borrowed fighter is re-drawn or re-worked for the Inquisition's sake. It joins the retinue at its own home cost, raised only by the seal-toll owed for the summons, and otherwise fights precisely as it fights beneath its own banner.

✂ SANCTIONED DISCIPLINE — FEARLESS-BY-TRAINING THRONE AGENTS

SPECIAL RULE

Sanctioned discipline. Throne Agents are chosen and tempered against fear as surely as against the enemy — schooled to hold where an untrained soul would break and to think clearly when terror crowds in. The Inquisitor and every native Agent of the retinue carry improved Nerve and Cool, standing firm through the horrors that scatter lesser fighters. This hard-won steadiness is the psychology of a disciplined elite, the exact opposite of a fragile mass that routs at the first blow. It is the quiet foundation beneath the seal: a retinue small in number but sure of nerve, which does not flinch when the hunt turns bloody.

☠ ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
☞ Boltgun	12	24	+1	—	4	-1	2	6+	Rapid Fire (1)
☞ Combi Weapon	*	*	*	*	*	*	*	*	Master-crafted dual-profile
☞ Condemnor Boltgun	12	24	+1	—	4	-1	2	6+	Rapid Fire (1) anti-psyker stake (vs psyker: D3, Wyrd-bane)
☞ Flamer	T	T	—	—	4	-1	1	—	Blaze Template
☞ Special Issue Boltgun	12	24	+1	—	4	-1	2	6+	Ammo-Select (Hellfire/Kraken/Dragonfire/Vengeance) Rapid Fire (1)

☞ Storm Bolter	12	24	+1	—	4	-1	1	6+	Rapid Fire (2)
☞ Bolt Pistol	6	12	+1	—	4	-1	1	6+	Pistol
☞ Digi Weapons	6	—	—	—	4	-1	1	—	One-shot Pistol
☞ Digital Weapons	6	12	—	—	4	-1	1	—	Digital (re-roll a failed Wound) Pistol
☞ Inferno Pistol	3	6	+1	—	8	-4	3	6+	Melta Pistol
☞ Needle Pistol	8	16	+1	—	2	—	1	6+	Pistol Silent Toxin
☞ Captured Xeno Weapon	*	*	*	*	*	*	*	*	Unstable (alien tech): on an Ammo roll of 1, lost for the battle profile by captured type (shuriken / splinter / gauss)
☞ Conversion Beamer	18	36	—	—	6	-3	3	6+	Heavy Scaling (+1 Str / -1 AP per full 6" to target) Unstable (alien tech): on an Ammo roll of 1, lost for the battle
☞ Psilencer	12	24	+1	—	4	-1	1	6+	anti-horde-daemon multi-shot
☞ Psycannon	12	24	+1	—	7	-2	2	6+	Rending anti-daemon
☞ Daemonhammer	—	E	—	—	S+3	-3	3	—	Force (psyker; vs daemon: banish) Melee Unwieldy
☞ Eviscerator	E	—	—	—	S+2	-3	3	—	Melee Rending Two-handed Unwieldy
☞ Force Weapon	E	—	—	—	S+1	-2	1	—	Force (psyker; vs daemon: banish)
☞ Needle Weapon	E	—	—	—	S	—	1	—	Toxin
☞ Power Fist	E	—	—	—	S+2	-3	2	—	—
☞ Power Maul	E	—	—	—	S+2	-1	1	—	Knockback
☞ Power Sword	E	—	—	—	S+1	-3	1	—	Parry
Frag Grenade	—	6	—	-1	3	—	1	4+	Blast (3") Knockback
Krak Grenade	—	6	—	-1	6	-2	2	4+	—
Psyk Out Grenade	—	6	—	-1	*	—	—	5+	Blast (3") anti-psyker (psykers Out unless Wil; daemons suffer Wound)

✂ ARMoured BODYGLOVE

ARMOUR

COST 25

An armoured bodyglove is the agent's worn underlay — a mesh of protective weave drawn beneath plate or robe, improving the wearer's save by one. It is the quiet edge of a professional: no bulk, no display, just an extra layer of survival for those whose work takes them into places no armour column would follow. Slipped under carapace it hardens an already sound Agent; worn alone by an infiltrator, it is the thin margin between a clean withdrawal and a body left behind.

✧ AUGMETICS

BIONICS

COST 45

Augmetics are the bionic replacements of a much-rebuilt Agent — a mechanical arm, a bionic eye, a reinforced joint grafted where flesh has failed. They mark a fighter who has served long and suffered for it, and they offset the lingering harm of old wounds that would otherwise slow a lesser body. Sturdier than the flesh they replace, they let a veteran keep fighting where injury should have set them aside. In the Inquisition's endless hunts, the truly experienced Agent is often as much iron as blood.

✧ AUSPEX

ACCESSORY

COST 25

An auspex is a handheld bio-scanner — a sensor wand that reads heat, motion and life-sign through smoke, wall and darkness. In the bearer's hand it drags hidden and infiltrating fighters into the open, denying an enemy the ambush it was counting on, and it sharpens the retinue's efforts to spot a threat before it strikes. For a warband that fights by surprise and precision, seeing first is half the kill, and the auspex is how the Inquisition refuses to be the one taken unaware.

✧ BLADE VENOM

CHEMS

COST 5

Blade venom is the Death-Cult's edge — a phial of fast toxin painted along a melee weapon before battle, lending it a poison bite for the duration of the fight. A shallow cut that would barely trouble a fighter becomes a killing wound as the venom takes hold. It is cheap, ugly work, favoured by the retinue's assassins who ask only that a weapon reach the flesh once. Against a lightly-warded foe it turns a glancing blow into a corpse; against the heavily armoured it does nothing the plate does not first allow.

✧ CARAPACE ARMOUR

ARMOUR

COST 80

Carapace armour is the standard plate of the retinue — rigid, well-fitted sections over the vital body, granting a 4+ save. It is the honest measure of the Inquisition's durability: not a superhuman hide nor a miracle field, but sound Imperial craftsmanship that keeps a trained Agent alive through the fire that would fell a lightly-clad soldier. Nearly every Throne Agent wears it as a matter of course, the baseline protection on which the retinue's quality is built.

✧ COMBAT STIMMS

CHEMS

COST 25

Combat stimms are the agent's edge in a vial — a cocktail of battle-drugs injected on the eve of action that wrings a burst of speed and ferocity from the body for a single fight. For that one battle the fighter runs faster, strikes harder, or shrugs off pain it should not, spending tomorrow's strength today. The Inquisition tolerates the toll because its work is decided in moments, and a specialist pushed past its natural limit for one crucial engagement may be worth a dozen it never fights.

✧ CORTEX IMPLANT

BIONICS

COST 15

A cortex implant is a mind-lock seated at the base of the skull — a disciplined circuit that steadies thought against fear and coercion. Once set, it lets the bearer re-roll a failed Cool or Willpower test, forcing clarity where terror or witchcraft would cloud it. It is sanctioned discipline made permanent, the surgeon's guarantee that an Agent's nerve will not fail at the moment it matters most. On a body already schooled against fear, it is the last insurance against the mind breaking before the enemy does.

✧ CYBER MASTIFF

STATUS/COMPANION

COST 100

A cyber-mastiff is a bonded attack companion — a heavy augmetic hound, part muscle and part machine, loyal to the Agent who keeps it. Loosed on command it runs down fleeing quarry and tears into the enemy with iron jaws, a savage extra body that answers to no fear. It guards its keeper's flank as readily as it hunts, and asks nothing but the hunt itself. For the retinue it is a rare thing: a companion that adds weight to the line without spending a trained Agent to do it.

✧ GRAV CHUTE

PERSONAL EQUIPMENT

COST 40

A grav-chute is the retinue's insertion kit — a compact repulsor harness that arrests a fall into a controlled descent and lets the bearer drop onto a target from above. It turns a height into an avenue, carrying an Agent past the ground the enemy expects them to cross and setting them down where they are least wanted. In the surgical raids the Inquisition favours, it is the tool that puts the right blade in the right place at the right moment, unlooked-for and already too close.

✧ INQUISITORIAL POWER ARMOUR

ARMOUR

COST	100
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Inquisitorial power armour is the elite plate of the retinue's most senior Agents — powered ceramite worked with the mark of the Ordo, granting a 3+ save. It turns aside blows that carapace would let through, and marks the fighter who wears it as one of consequence. Rare and jealously kept, it is reserved for the master or a favoured Champion rather than issued freely, the heaviest worn protection an Agent of the Inquisition is likely to bear.

✧ INQUISITORIAL SEAL

STATUS ITEM

COST	inherent
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The Inquisitorial Seal is the master's authority worn openly — a rosette and sigil that no servant of the Imperium dares refuse. Its bearer may re-roll a failed Leadership or Nerve test, for the seal steadies both the one who holds it and those who behold it. Once per battle it may be raised in true command: name a friendly group activation and compel it, one such call at most. It is the seal made portable, extending the reach of the Inquisitor's Authority beyond the master's own shadow and pressing the retinue forward on the strength of the mandate alone.

✧ MEDICAE KIT

PERSONAL EQUIPMENT

COST	30
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A medicae kit is the retinue's narthecium — a case of counterseptics, stabilisers and surgical tools carried by an Agent trained to use them. In the field it can drag a downed fighter back from the edge, steadying a grievous wound before it kills. Afterward, in the quiet between battles, it mends injuries that would otherwise leave a body broken or lost. In a retinue this small, every Agent kept in the fight is worth a great deal, and the kit is how the Inquisition holds onto the specialists it cannot easily replace.

✧ NULL ROD

STATUS ITEM

COST	inherent
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A null-rod is an anti-warp relic — a wand of blackstone or worse, quarried from things the Imperium fears, that drinks the power of the empyrean into a dead and silent nothing. Held aloft, it can nullify a psychic power worked within its reach, snuffing the witch's working before it lands. It is the surest counter the Inquisition owns to sorcery and the daemon alike, a relic so potent it borders on cursed. Kept for the gravest hunts, it is drawn only when the enemy fights with powers no plate or field can answer.

✕ PREYSIGHT

ACCESSORY

COST 25

A preysight is a targeter fitted to a weapon's sight — a machine-eye that overlays range, lead and vitals onto the marksman's aim. After the bearer takes an Aim, it grants a re-roll of the Hit, and it reads through obscurement that would spoil an ordinary shot. It is the patient shooter's instrument, rewarding the fighter who steadies before firing rather than the one who sprays. In the hands of a marksman it turns a good shot into a certain one, and a half-seen target into a dead one.

✕ PSYBER EAGLE

STATUS/COMPANION

COST 60

A psyber-eagle is a bonded raptor laced with cybernetics — a recon and attack companion that rides the air above its keeper. From on high it marks hidden foes and carries the sight of the battle back to the Agent it serves, then stoops in a rush of talon and augmetic claw when loosed to kill. Swift and hard to pin, it reaches ground the retinue cannot. It is a scout and a striker in one wingbeat, another instrument in the toolbox that costs the warband no fighter of its own.

✕ PSYCHIC HOOD

FIELD ARMOUR

COST 60

A psychic hood is the anti-witch field — a crested device of psi-reactive circuitry that senses a hostile power reaching for the bearer and lashes back against it. When an enemy Wyrd Power targets the wearer, the hood grants a chance to re-roll against it or to smother it outright before it takes hold. It is the disciplined counter to the sorcerer, a defence woven for the Agent who expects to be marked by the warp and means to shrug the marking off. Against a foe that fights with the mind, it is worth more than any plate.

✕ ROSARIUS

FIELD ARMOUR

COST 60

A rosarius is a bought invulnerable field — a conversion device worn at the throat or breast that throws up a shimmering ward against the killing blow, a 5+ or 4+ save that no armour-piercing edge can diminish. Where plate is defeated by a heavy enough strike, the field simply refuses it. It is the Inquisitor's last line, the ward that lets the master walk into fire that would end a lesser body outright. Precious and rare, it is the closest the retinue comes to a miracle, and it is spent nowhere but on those who can least be lost.

COST 30

A servo-skull is a hovering familiar built from a sanctified skull and a repulsor core, bonded to a fighter's service. Depending on its fitting it scouts ahead, bears a medicae array, or carries spare munitions to the line. It drifts at its keeper's shoulder, a small extra hand doing the work no Agent should be spared for. In a retinue of so few bodies, the servo-skull earns its keep by freeing a trained fighter from the errands a lifeless drone can run instead.

☠ WEAPON TRAITS

✧ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter X" (commonly 3" or 5") over the target point; **every** fighter (friend or foe) fully or partially under it is hit. Blast weapons do **not** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✧ KNOCKBACK

WEAPON TRAIT

If the weapon's **Strength** exceeds the target's **Strength** (or simply on a hit, per the weapon), the target is pushed **1"** directly away from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✧ MELEE

WEAPON TRAIT

The weapon can only be used at **Engagement range** (close combat). Baseline tag for CC weapons.

✧ MELTA

WEAPON TRAIT

Anti-armour heat lance. At **Short range** the weapon's **Damage** is **doubled** (and it is brutal vs vehicles/structures). At Long range it is an ordinary, weaker hit. The signature of meltaguns/multi-meltas/melta bombs.

✧ PARRY

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can **force** the attacker to re-roll one successful hit dice (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✧ RAPID FIRE

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X **additional** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✧ RENDING

WEAPON TRAIT

On a **natural 6 to wound**, the attack improves: it gains additional AP and/or +1 Damage (the "rends armour" effect). Turns a mid-Str weapon into an armour-killer on lucky rolls (needle weapons, some blades).

✧ SILENT

WEAPON TRAIT

Firing does not break stealth in the same way — does not automatically reveal/wake or trigger reactions that noisy weapons would (needle weapons, suppressed stubbers). Strong in scenarios with sentries/sneaking.

✧ TEMPLATE

WEAPON TRAIT

Uses the flame/teardrop **Flamer template** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

✧ TOXIN

WEAPON TRAIT

Poison. Instead of using Strength-vs-Toughness, the attack wounds if the target **fails a Toughness check** (roll D6, fail if under T-related target). Toxin **ignores Toughness scaling** — equally lethal to tough fighters — but is negated by immunity (e.g. some constructs). Needle weapons, toxin blades.

✧ UNSTABLE

WEAPON TRAIT

Risky high-energy weapon (plasma overcharge style). On a particular Ammo/Firepower result the weapon misfires and can injure or knock out the wielder. The price you pay for plasma's punch.

✧ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes **two hands** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).



INQUISITION · HOUSE DOSSIER

ORDO XENOS

The alien-hunters

The Ordo Xenos is the Inquisition turned wholly against the alien. Where its sibling Ordos hunt the daemon and the heretic, this one hunts the xeno — the ork, the tyranid, the eldar, the soulless metal of the necron — and it does so not by weight of numbers but by the exact right round. A Xenos warband is a small, elite retinue: a marksman Inquisitor, a special-issue Savant-Gunner, a Death-Cult killer, a sanctioned Mystic, and a bound Jokaero artisan re-forging its guns between battles. Before a shot is fired it declares its prey and bends every weapon, blade and eye to that one breed. It loads ammunition tuned to the target's anatomy, strips the alien of the one rule it leans on, and when the nest must be burned root and brood it signs the seal that summons the Deathwatch. It is weakest against a mixed, no-fixed-type foe, where the declared prey is only one enemy among many and the hunter's edge thins to nothing.

GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- Starting credits: 1500 (converter-wide default)
- Exactly 1 Inquisitor (Leader — the Xenos marksman build, BS3+ Int3+, refractor)
- 0-2 Interrogators / Crusaders (Champions); 0-1 Marksman
- Acolytes bulk; Death-Cult / Mystic 0-1 each; 0-1 Jokaero (the alien companion, bonds to a fighter's slot); Servitors cheap
- Requisition gated to DEATHWATCH: 0-2 line (Veteran Bolter / Vanguard / Special) + 0-1 elite (Black Shield / Terminator) + 0-1 Watch Dreadnought (Brute), + Officio Assassin 0-1 (the Vindicare) + Imperial allies 0-2
- Native-majority governor: requisitioned Deathwatch / Assassins / allies may never outnumber your native Throne Agents
- Equipment: special-issue ammunition, captured xeno-weapons and Jokaero digital weapons are Rare-gated

A starting warband of the Ordo Xenos forms on 1,500 credits around exactly one Inquisitor — the Leader, a marksman built to name the prey and carry the seal. Beneath the Inquisitor stand up to two Champions drawn from the Interrogators and Crusaders, and a single Acolyte Marksman may join them as the special-issue specialist. Acolytes form the bulk of the retinue and, as Gangers, must always number at least the Leaders and Champions above them — the native backbone the whole warband is measured against. A Death-Cult Assassin and a Mystic may each be taken once, a single bound Jokaero may bond to a fighter's slot, and Servitors fill out the cheap ranks. The Inquisitor's seal requisitions the Deathwatch and the Imperium's shared muscle, but the controlling player may never let those requisitioned bodies outnumber the native Throne Agents. Special-issue ammunition, captured xeno-weapons and Jokaero digital weapons are all Rare, and must be sought from the armoury.



GANG RULES

✧ DEATHWATCH REQUISITION

GANG RULE

Deathwatch Requisition is how the Ordo Xenos gates the shared Requisition mechanic onto its own chamber militant. When the alien nest is too much for a dozen agents, the Inquisitor signs the seal that summons the Deathwatch — a kill-team of cross-Chapter veterans, each a specialist in xenos death — drawn by reference from the Watch's own roster and fielded exactly as it stands there, with its profile, its armoury and its rules intact. Veteran Bolters, Vanguard and Special-weapons answer as the line tier, up to two; a Black Shield or a Veteran Terminator answers as the elite, one apiece; and a Watch Dreadnought fills the walker's place. Every law of Requisition binds the summons — each veteran is fielded at the cost its own dossier sets, and the native-majority governor holds absolutely: the requisitioned Watch may never outnumber the warband's own Throne Agents. The kill-team is the hammer kept for the nest that must be cleared, borrowed and dear, and every veteran summoned is a native body left behind.

✧ MARK THE QUARRY

GANG RULE

Mark the Quarry is the Inquisitor's authority made into a hunter's advantage. While a friendly fighter stands within Short of the Inquisitor — or of an Interrogator carrying the same seal — it re-rolls a failed Hit against the declared prey, the master's eye marking the target for the whole line to answer. The aura reaches only as far as the Inquisitor's presence: a fighter that strays beyond Short loses the mark and shoots at the prey no better than at anything else. Once per battle the Inquisitor may spend that same authority to compel a friendly group activation, driving the retinue to move and shoot as one when the hunt demands it. It rewards a warband that fights in a tight knot around its master, the guns clustered where the mark falls; it does nothing for a fighter sent alone. The seal that names the prey is also the seal that steadies the hand that kills it.

✧ THE DECLARED HUNT

GANG RULE

The Declared Hunt is the rule the whole warband is built on. At the start of the battle the Inquisitor names one enemy type or keyword as the warband's prey, and from that moment every weapon in the retinue is bent to that one breed. Against the declared prey, native fighters trained for the hunt re-roll a failed Hit, the special-issue armoury loads to the target's weakness, and those with the Declared Prey skill re-roll a failed Wound as well. Mark the Quarry rides inside the same rule: while within Short of the Inquisitor or an Interrogator, friendly fighters re-roll a failed Hit against the prey, and once per battle the Inquisitor's authority may compel a friendly group to activate as one. The hunt adapts — once per battle the warband may re-declare its prey, swinging the whole retinue's focus onto a new target as the fight turns. There are no tokens and nothing to spend; the rule simply reads which breed the warband came to kill. Against a foe of no fixed type that focus finds little to bite, and the hunter is only a soldier again.

FIGHTERS

MARKSMAN

CHAMPION

✖ 86 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	2+	3	3	1	4+	1	5+	5+	5+	4+

SAVE CARAPACE 4+

PRIMARY

Cunning

Savant

Shooting

SECONDARY

Agility

Leadership

Ordo Xenos

STARTING GEAR Carapace Armour

FREE SKILL Special Issue Ammunition

EQUIPMENT LIST

BASIC

Special Issue Boltgun 75 credits

PISTOL

Needle Pistol 30 credits

SPECIAL

Captured Xeno Weapon 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Carapace Armour

included

ACCESSORY

Special Issue Magazine 20 credits

Preysight Lean 25 credits

The Acolyte Marksman is the Ordo's Savant-Gunner — the fighter the whole adaptive doctrine is built around. At BS2+ this fighter is the surest shot in the retinue, and it carries the special-issue boltgun as a matter of course, loading the exact round the declared prey cannot survive. It founds its advance on Special-Issue Ammunition, so from its first battle it can answer a monster with Hellfire, armour with Kraken, cover with Dragonfire and a swarm with Vengeance. Beneath the gun it is an ordinary body — carapace 4+, a single wound of T3 flesh — and it fights from behind the Crusader's wall, not in front of it. Kept in cover, aimed, and pointed at the priority alien, it is the single most reliable killer a Xenos warband fields; caught in the open or dragged into melee, it is as fragile as any Acolyte. The Marksman is where the hunt's precision lives, and the warband shapes itself to keep it shooting.

JOKAERO

BRUTE

× 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	3+	3	3	1	3+	1	7+	5+	5+	2+

SAVE FLAK 6+

SPECIAL RULES The Declared Hunt (*fields inside the hunting retinue, its re-forging banking the accumulating armoury*)

SEE SPECIAL RULES

JOKAERO ALIEN-TECH (*a bound alien artisan*)

Jokaero Alien-Tech is the bound artisan's whole contribution to the fight, and it is entirely its own. The Jokaero carries no purchasable wargear; it fights with digital finger-lasers of its own making, a ring of alien craft that spits a las-bolt able to core armour and re-rolls a failed Wound. Around the creature hangs an aura of the same tech: one friendly ranged weapon within Short may re-roll one failed Wound each round, the alien's impossible augmetics turning a graze into a kill for whichever gun stands nearest. Between battles the Jokaero re-forges one gang weapon, banking a permanent uplift onto a single profile value — a campaign of guns that only ever get better. The benefit is the creature's proximity and its survival both: a weapon carried away from the Jokaero loses the aura, and a Jokaero taken down takes the alien-tech with it.

Typed Effects

- re-roll Wound
- re-roll Wound
- re-roll Hit

PRIMARY

Agility

Cunning

Savant

Shooting

Ordo Xenos

FREE SKILL —

EQUIPMENT LIST

PISTOL

✦ *Digital Weapons* 40 credits

A Jokaero-built finger-laser — alien-tech ring-lasers the bound artisan sculpts from captured xeno parts, not a stock Imperial kit (Codex: Imperial Agents / Xenos-tech lore; no discrete datasheet entry).

The Jokaero Weaponsmith is a bound alien artisan — an orange-furred creature that looks like a beast and tinkers like a god, kept in the retinue for the impossible gifts it works on the warband's guns. It fights only with what its own tech makes: digital finger-lasers that re-roll a wound, and an aura of the same alien craft that lets a friendly ranged weapon within Short re-roll one failed Wound each round. It carries no purchasable wargear and buys none; its worth is not its own blows but the line it sharpens around it. Between battles it performs the re-forging, banking a permanent uplift onto one gang weapon and turning the campaign itself into a slow accumulation of better guns. On the table it is fragile — a single wound behind flak 6+ — and any enemy that understands what the beast does will hunt it to silence the aura. Kept in the heart of the retinue, it makes every gun near it deadlier; lost, and the warband wounds the way everyone else does.

PSYCHIC DISCIPLINES

THE SANCTIONED PSYCHIC

PSYCHIC DISCIPLINE

The Sanctioned Psychic is the leashed Imperial witch — the astropath, sanctionite or warp-sighted Mystic whose gift the seal permits and the Ordo watches. It does not command the warp the way a heretic sorcerer does; it reads and shoves it, always warded, always licensed. Its craft runs to divination, telekinesis, warding and the mind-war: precognition that steps aside from a blow, the lance of focused thought, the compelling word, the sight that drags the hidden alien into the open. Each working is a Wyrd power, and every one courts the price of over-reaching the sanction. A fighter with access picks one power from the discipline below at creation; in the Ordo Xenos the Mystic's natural draw is Scryer's Sight, the eyes that hunt what will not be seen.

ROLL	POWER
1	Mind Lance. Mind Lance is the sanctioned psyker's spear of focused thought, drawn as a Wyrd power and loosed at a chosen enemy fighter within 18". Where it strikes, the target suffers a single automatic hit at Strength 4, AP -1, Damage 1 — a lance of pure will that needs no aim to land. Against a witch of another allegiance or a daemon it bites deeper, striking at Strength 5 and boring through any invulnerable protection the target owes to sheer bulk or size. It is the leashed Imperial mind turned weapon: not the raw warp-fire of a heretic, but a single disciplined thrust the seal permits.
2	Assail. Assail is a telekinetic shove, manifested as a Wyrd power against a target enemy fighter within 12". Unless the target holds its footing with a Strength check, it is dragged D3" in a direction the caster chooses and thrown to the ground Prone. The psyker may aim the shove off a ledge or gantry, and a fighter flung into the open air falls as gravity dictates. It is control before killing — the seer's hand reaching across the battlefield to reposition, topple, or hurl an enemy from a height it will not survive.
3	Foreboding. Foreboding is precognition worn as a shield, sustained as a Wyrd power. While the caster holds it, every ranged and melee attack made against it is at -1 to hit — the seer half-sees each blow a heartbeat before it falls and steps where the strike will not. It is the leashed witch's oldest defence: not a warp-forged ward, but the quiet certainty of a mind that reads the next instant. The power ends the moment the psyker's concentration breaks, and against a storm of fire even a step aside is only ever a hair's margin.
4	Mental Fortitude. Mental Fortitude is the sanctioned psyker steadying a comrade's mind, sustained as a Wyrd power on itself or a friendly fighter within Short. While it holds, the target is fearless and re-rolls every failed Nerve and Willpower it is called to make — the seer's calm poured into another's skull, holding a broken warband together where it would otherwise rout. It is warding turned inward on the gang rather than outward at the foe: the leashed witch as anchor, not weapon, keeping the line unbowed while the concentration lasts.

5

Scryer's Sight. Scryer's Sight is divination turned on the hidden alien, manifested as a Wyrd power. When it takes, every concealed or infiltrating enemy within the caster's line of sight is revealed and may no longer hide from it or its gang, and the seer's own next ranged attack this round is made as though it had taken Aim. It is the warp-sighted mind doing what no auspex can — dragging the unseen prey into the light and steadying the shot that answers it. For a retinue built to hunt what will not be seen, this is the Mystic's most valued working: the eyes that make the Marksman's round land.

6

Dominate. Dominate is the compelling word, loosed as a Wyrd power at an enemy fighter within 12". Unless the target's own will holds against it, it may neither shoot at nor charge the caster's gang until the end of the round — a mind briefly leashed by a stronger one, its aggression stilled at the seer's command. It is the leashed Imperial witch reaching into a foe rather than striking it: no wound, but a stolen turn, the enemy's own body refused to it. Against a disciplined or iron-willed target the word finds no purchase, but on lesser minds it buys the retinue a breath of safety worth more than a kill.

GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Re Declare The Prey. Play this at the start of a round to re-declare your prey without spending your warband's own once-per-battle re-declaration — the hunt swinging onto a new breed as the fight turns, free of charge.	START OF ANY ROUND
12	Watch Strike. Play this to bring a requisitioned Deathwatch veteran onto the board from hidden deployment, placed more than 6" from any enemy — the Watch striking from nowhere onto the alien's flank.	ANY ROUND (DEPLOYMENT)
13	Load Hellfire. Play this at the start of a round. One friendly special-issue weapon is loaded with Hellfire for the whole round, auto-Wounding the declared prey on a 2+ where it is multi-wound or large — the acid round chambered for the monster.	START OF ANY ROUND
14	Jokaeros Gift. Play this at the start of a round, if a Jokaero is on the battlefield. Choose one gang weapon; until the end of the round the alien's craft raises one of its profile values by one — a battlefield re-forge, worked in the heat of the fight.	START OF ANY ROUND
15	The Seal Compels. Play this to refresh the Inquisitor's compel — its once-per-battle authority to force a friendly group activation may be used a second time this battle, the seal's command brooking no delay.	ANY ROUND
16	Mark The Quarry. Play this at the start of a round. Until the end of it, Mark the Quarry reaches Long of the Inquisitor rather than Short, extending the master's mark across the whole line against the declared prey.	START OF ANY ROUND
21	Preysight Volley. Play this at the start of one of your fighter's activations, if it carries a xeno-targeter. Every Shoot action it makes this round ignores the cover the declared prey hides behind and re-rolls a failed Hit — the scope finding the alien's heart through anything.	ANY ROUND
22	Kraken Round. Play this at the start of one of your fighter's activations, if it carries a special-issue weapon. Every Shoot action it makes this round is loaded with Kraken, gaining +1 Strength and AP -1 — the penetrator round for the armoured alien.	ANY ROUND

23	Dragonfire Round. Play this at the start of one of your fighter's activations, if it carries a special-issue weapon. Every Shoot action it makes this round is loaded with Dragonfire, ignoring the cover the enemy hides behind — the airburst for the thing in the rubble.	ANY ROUND
24	Vengeance Round. Play this at the start of one of your fighter's activations, if it carries a special-issue weapon. Every Shoot action it makes this round is loaded with Vengeance, gaining Rending against a horde — the fragmenting round for the swarm.	ANY ROUND
25	Hunters Patience. Play this when one of your fighters takes an Aim action. It may Aim a second time in the same activation, and re-rolls both the Hit and the Wound of the shot that follows against the declared prey — patience stacked into a single certain kill.	ANY ROUND
26	From The Shadows. Play this during deployment. One additional fighter may be set up in hidden deployment and arrive by Infiltrate, as though it carried Hunters Unseen — one more knife already past the enemy line before the battle begins.	DEPLOYMENT
31	Digital Burst. Play this while a Jokaero is within Short of one of your fighters. That fighter's ranged weapon gains a digital-weapon shot on every attack it makes this round, not just one — the alien's tech loosed in a full burst.	ANY ROUND
32	Xeno Lore Recall. Play this at the start of a round. One fighter may change the xeno special rule its Xenos Lore ignores to another rule the declared prey relies on — the hunter recalling a second page of the alien's weaknesses mid-fight.	START OF ANY ROUND
33	The Trophy Taken. Play this when one of your fighters takes a member of the declared prey Out of Action. This fighter and all friendlies within Short gain +1 to hit that prey until the next round, as though it carried Trophy-Taker — the kill emboldening the whole hunt.	REACTION
34	Silent Approach. Play this at the start of one of your fighter's activations. It may make a Move action that draws no reactions and cannot be targeted by Overwatch this round — a hunter crossing the open as though it were not there.	ANY ROUND
35	Priority Target. Play this at the start of a round and name one enemy fighter. Until the end of the round, your warband treats that single fighter as the declared prey for all rules — the hunt narrowed to one throat.	START OF ANY ROUND
36	Cornered Beast. Play this when an enemy of the declared prey is standing within Short of two or more of your fighters. Until the end of the round, that prey may not make a Retreat action — the hunters have closed the ring and the beast is cornered.	ANY ROUND
41	Steady The Line. Play this at the start of a round. Until its end, friendly fighters within Short of the Inquisitor automatically pass the first Nerve test they make — the seal steadying the retinue as the alien presses in.	START OF ANY ROUND
42	Adaptive Reload. Play this in reaction to one of your fighters making a ranged attack. Before the shot is resolved, that fighter may swap the special-issue round it loaded for a different one — reading the target too late and answering with the right shell anyway.	REACTION
43	The Watch Answers. Play this at the start of a round if you have a requisitioned Deathwatch veteran in Reserve. It arrives this round without a reserves roll, teleporting in with its rounds already chambered — the Watch answering the seal on the instant.	START OF ANY ROUND
44	Overwatch Discipline. Play this when an enemy moves within sight of a fighter of yours that is on Overwatch. That reactive shot is resolved with a special-issue round of your choice, and re-rolls a failed Hit against the declared prey — the discipline of a line that never fires the wrong shell.	REACTION

45	Anatomical Weakness. Play this at the start of one of your fighter's activations. Until the end of the round, its attacks against the declared prey treat the target's Toughness as one lower — a hunter's study finding the soft seam in the alien's anatomy.	ANY ROUND
46	Culling Fire. Play this at the start of one of your fighter's activations. If it takes a member of the declared prey Out of Action with a Shoot action this round, it may immediately make a second Shoot action against another member of the prey — the cull rolling from one kill to the next.	ANY ROUND
51	Marksmans Eye. Play this at the start of your Marksman's activation. Until the end of the round it ignores all penalties to hit for range and cover against the declared prey — the Savant-Gunner's eye cutting through everything between it and the alien.	ANY ROUND
52	Nest Sense. Play this at the start of a round. Until its end, your fighters may re-roll failed Intelligence tests to detect hidden or infiltrating enemies of the declared prey — the hunters reading the nest before the brood shows itself.	START OF ANY ROUND
53	Bound And Braced. Play this when one of your fighters is targeted by a charge. It may make a free Aim action before it is struck, bracing its special-issue weapon for the reactive shot — the hunter steadying as the beast comes on.	REACTION
54	Requisitioned Grit. Play this when a requisitioned Deathwatch veteran would be taken Out of Action. Roll a D6; on a 4 or higher it is only Seriously Injured instead — the Watch's transhuman resilience refusing the kill.	REACTION
55	The Long War. Play this at the start of a round in a battle against a breed your warband has feuded across the campaign. Until its end, every friendly fighter re-rolls failed Hits against that breed — a hatred sharpened over a long war.	START OF ANY ROUND
56	Strike Team. Play this when a requisitioned Deathwatch veteran arrives from Reserve or hidden deployment. One friendly native fighter within Short of it may immediately make a free Shoot (Basic) action — the kill-team and the retinue striking as one.	REACTION
61	Xeno Toxin Flush. Play this at the start of your Death-Cult Assassin's activation, if it carries a xeno-toxin reservoir. Its melee attacks against the declared prey gain +2 Damage instead of +1 this round — the phial emptied into the blade for one killing flurry.	ANY ROUND
62	No Escape. Play this when an enemy of the declared prey makes a Retreat action from a fighter of yours. That fighter may immediately make a free Shoot or melee attack against the fleeing prey — nothing the hunt has named gets to run.	REACTION
63	Precision Volley. Play this at the start of your Marksman's activation. If it makes no Move action this round, its special-issue weapon fires one extra shot at a target within short range — the gunner planting its feet and pouring a heavier volley into the alien.	ANY ROUND
64	The Right Round. Play this in reaction to an enemy declaring a charge or revealing a hidden fighter. One of your fighters carrying a special-issue weapon may immediately load the round that answers it and make a free Shoot action — always the right shell for whatever shows itself.	REACTION
65	Veteran Insertion. Play this at the start of a round. One requisitioned Deathwatch veteran in Reserve may be set up in hidden deployment more than 6" from any enemy and act this round — the kill-team inserted exactly where the hunt needs it.	START OF ANY ROUND
66	The Kill Declared. Play this at the start of one of your fighter's activations against the declared prey. Its first successful hit against that prey this round is resolved at +1 Damage — the kill the whole hunt was declared for, driven home.	ANY ROUND

ALLIANCES

✧ THE DECLARED PREY FEUD

ALLIANCE

WHO	the declared xenos breed — an Orks, Tyranids, Aeldari, Drukhari or Necrons warband (whichever alien type the Inquisitor has named its standing prey) — never a truce, always a hunt
TERMS	a standing campaign feud, not an alliance: the Xenos can never make peace with its declared breed. While the feud holds the Xenos gains +1 reputation for any battle in which it takes an enemy of the declared breed's Leader or Champion Out of Action, and may declare a Nest-Clearance or Priority-Kill battle against the feuded gang once per campaign phase; the xenos force gains no terms in return — it is prey, not a partner

The Declared-Prey Feud is the opposite of an alliance — the standing hatred between the Ordo Xenos and the breed it has named its prey. Whichever alien type the Inquisitor declares its quarry, an Orks, Tyranids, Aeldari, Drukhari or Necrons warband, it can never make peace with; there are no terms, only the hunt. While the feud holds, the Xenos gains a point of Reputation for any battle in which it takes a Leader or Champion of the feuded breed Out of Action, and may call a Nest-Clearance or Priority-Kill battle against that warband once each campaign phase. The alien gains nothing in return. It is not a partner in this pact — it is prey.

✧ THE ORDO PACT

ALLIANCE

WHO	another Ordo of the Inquisition (an Ordo Malleus or Ordo Hereticus warband, any pairing — never a fixed named House) that shares a hunt against a common enemy, lending tools rather than bodies
TERMS	a campaign-level, phase-gated shared-hunt pact: while it holds, each Ordo may lend the other ONE support-roster tool (a single fighter or a single relic) for a joint battle at cost, and both observe map-level non-aggression. No cross-Ordo fighters join a normal-battle gang list. The pact opens only at a world's incursion/purge phase and dissolves when the shared enemy is broken

The Ordo Pact is a shared-hunt understanding between two Ordos of the Inquisition — an Ordo Malleus or Ordo Hereticus warband set against a common enemy — never a fixed pairing and never a truce of bodies. While the pact holds, each Ordo may lend the other a single support-roster tool, one fighter or one relic, for a joint battle at cost, and both observe non-aggression across the campaign map. No cross-Ordo fighter joins a normal gang list; the pact is tools against a shared foe, not a merged warband. It opens only at a world's incursion or purge phase and dissolves the moment the shared enemy is broken — three authorities lending each other a hand, then parting to their separate hunts.

FAVOURS

2D6

ROLL FAVOUR

PATRON

4	A Token Of The Hunt. A minor writ arrives from the Ordo hierarchy, grudgingly signed. For the coming battle, one fighter may load a single special-issue round of your choice for free — a token of the hunt acknowledged, and little more.	THE ORDO HIERARCHY (A MINOR WRIT, GRUDGINGLY SIGNED)
5	Special Issue Crate. A crate of tuned rounds arrives from the Watch armoury. For the coming battle, up to two of your fighters carrying a bolt weapon may load one ammo-select round each for free, the shipment enough to feed a short, sharp hunt.	THE WATCH ARMOURY (A SHIPMENT OF TUNED ROUNDS)
6	The Jokaeros Service. A Jokaero is lent to your warband for a single service. Before the coming battle its re-forge may bank a permanent +1 to one profile value on any one of your weapons, then the creature is recalled to its keeper.	A VISITING JOKAERO (AN ARTISAN LENT FOR A SINGLE SERVICE)
7	The Watch Listens. A line Veteran of the Deathwatch answers your seal, and this once at his bare listed cost. Add a single Veteran Bolter to your crew for the coming battle — the Watch listening, briefly, for free.	THE DEATHWATCH (A LINE VETERAN ANSWERING THE SEAL WITHOUT HIS TAX)
8	A Captured Relic. The trophy vault yields a stabilised alien weapon. Add one captured xeno-weapon to your roster that does not suffer its Unstable trait for the coming battle — a xeno's edge with the danger tamed out of it.	THE TROPHY VAULT (A STABILISED XENO-WEAPON)
9	Preysight Issue. The armoury issues a stocked scope. One fighter gains a xeno-targeter for the coming battle at no cost, re-rolling its aimed Hit and ignoring the cover the declared prey hides behind.	THE ARMOURY (A STOCKED SCOPE)
10	The Vindicares Favour. The Vindicare Temple answers the Ordo's word. For the coming battle you may field an Officio Assassin — the Vindicare a natural choice for the priority alien — at its listed cost, the temple's favour waiving the usual delay in securing one.	THE OFFICIO ASSASSINORUM (THE VINDICARE TEMPLE)
11	A Watch Captains Word. A Watch Captain gives his word, and the kill-team answers in force. For the coming battle you may requisition one elite Deathwatch veteran — a Black Shield or a Veteran Terminator — at its listed cost alone, the Captain himself vouching for the hunt.	A WATCH CAPTAIN (AN ELITE KILL-TEAM ANSWERING IN FORCE)
12	The Armoury Opens. The deepest writ is signed and the Inquisitorial armoury is thrown wide. For the coming battle every fighter in your warband carrying a bolt weapon may load one ammo-select round for free, and one captured xeno-weapon sheds its Unstable trait — the whole hunt armed as fully as the Ordo can arm it.	THE INQUISITORIAL ARMOURY THROWN WIDE (THE DEEPEST WRIT)

🦴 SUB-PLOTS

✂ THE ACCUMULATING ARMOURY

SUB-PLOT

Reward: the warband's arsenal deepens permanently: for the rest of the campaign every fighter with a bolt weapon may load one ammo-select round per battle for free, and the Jokaero re-forge may bank one extra profile value each time. Claimed only once

This sub-plot rewards the long hunt. It resolves when your gang has cleared three nests — three Nest-Clearance wins — and banked five Jokaero re-forges across the campaign. When it does, your arsenal deepens for good: for the rest of the campaign every fighter carrying a bolt weapon may load one ammo-select round each battle for free, and the Jokaero re-forge banks one extra profile value each time it works. The armoury the warband built battle by battle finally throws its doors wide. It is claimed only once.

✂ THE DECLARED QUARRY

SUB-PLOT

Reward: the Inquisitor's mastery of the breed becomes permanent: for the rest of the campaign the warband treats that breed as always-declared (it need not spend its declaration on it), and one fighter gains Xenos Lore against it for free. Claimed only once

This sub-plot begins when your Inquisitor names one xenos breed its standing quarry at the campaign's start, and resolves when, across the campaign, you take five Leaders or Champions of that breed Out of Action — the feud tracked through The Declared-Prey Feud. When it resolves, the Inquisitor's mastery of the breed becomes permanent: for the rest of the campaign your warband treats that breed as always-declared, never spending its declaration to name it, and one fighter gains Xenos Lore against it for free. The quarry that took a campaign to master is answered for good. It is claimed only once.

🦴 LEGENDARY NAMES

✂ THE BOUND ARTISAN

THE BOUND ARTISAN

XP cost (random): 5

XP cost (chosen): 10

The Bound Artisan is a named Jokaero — the creature that has re-forged a hundred guns, a sub-tier legend of the warband's arsenal. Under this name its between-battle re-forge may raise two profile values instead of one, or a single value by two, and its digital-weapon aura reaches every friendly fighter within Short rather than one. But the artisan is irreplaceable and seems to know it: if the Bound Artisan is taken Out of Action it may not be recovered for the following battle, and the warband loses one banked re-forge from its arsenal until the creature returns. A hundred guns bear its work, and the warband that loses it feels every one.

✧ THE SAVANT GUNNER

THE SAVANT-GUNNER

XP cost (random): 5

XP cost (chosen): 10

The Savant-Gunner is a named Marksman whose one shot always lands — a sub-tier legend of the special-issue line. Under this name the gunner may load a second special-issue round each time it fires, resolving the shot with whichever of the two it chooses once the target is seen, and once per battle its special-issue shot ignores the target's cover and armour save both. But the legend is the shot and nothing else: this fighter may never make a melee attack, and if it ends a round in melee it may not use Special-Issue Ammunition until it is free of it. The Savant-Gunner is a rifle with a name, and it is worthless the moment the enemy reaches it.

✧ THE XENO BANE

INQUISITOR LORD OF THE XENOS

XP cost (random): 6

XP cost (chosen): 12

The Xeno-Bane is an Inquisitor Lord of the Ordo Xenos — the greatest of the alien-slayers, one who has dropped a Hive Tyrant with a single round or broken a whole Genestealer brood alone. Under this name the Inquisitor's Mark the Quarry reaches one range band further, and once per battle the warband may re-declare its prey without spending its own once-per-battle re-declaration. But the name is a duty as much as a crown: this Inquisitor must always declare a prey while any valid xeno type stands on the board, and may not claim an objective while an unmarked member of the declared prey stands within Long of a friendly fighter. The hunt owns the Xeno-Bane as much as the Xeno-Bane owns the hunt.

☠ TERRAIN

✧ THE TROPHY HALL

TERRAIN

The Trophy Hall is a campaign territory of the Ordo — a gallery of the breeds the warband has broken, each mounted xeno a lesson for the hunters who come after. While a fighter stands within the Hall, friendlies re-roll a failed Hit against any breed already displayed there, an alien the warband has taken Out of Action before. As a campaign territory it yields no direct income; instead, each time the warband takes a member of its declared prey Out of Action, it banks extra intel — a post-battle bounty or a favour roll, never raw credits. The dead of past hunts steady the guns of the next.

The Xeno-Vault is a captured-tech territory of the Ordo — a sealed armoury of confiscated alien weapons and special-issue rounds, tended between hunts by the warband's Jokaero and its armourers. While a fighter stands within the Vault, its ranged weapons gain one extra ammo-select option, and any captured xeno-weapon the warband carries stops being Unstable for as long as the Vault is held. As a campaign territory it yields no direct income; instead the warband that holds it may re-roll one failed Ammo check each battle, the armoury too deep and too well-stocked to run a gun dry.

✂ THE NEST CLEARANCE

SCENARIO

ATTACKER	the Ordo Xenos (declaring its prey, infiltrating the xeno-infested ruin, and clearing the nest before the brood breeds or reanimates)
DEFENDER	the xeno infestation (a nest of the declared breed racing to complete a breeding / reanimation cycle before it is purged)
DEPLOY	the defender places three nest-markers across a dense infested ruin and deploys its brood around them; the Xenos declares its prey, deploys second on the facing edge, and may place up to two fighters in hidden deployment (Hunters Unseen)
OBJECTIVE	the Xenos must clear the nest — destroy all three nest-markers and take the priority alien Out of Action — before the brood completes its cycle (three uninterrupted brood activations on the markers) or breaks the thin retinue below its native majority
VICTORY	the Xenos wins by clearing all three nest-markers and downing the priority alien before the cycle completes; the infestation wins by completing the cycle, or by grinding the retinue below its native majority first
REWARDS	the winner gains reputation; the Xenos additionally banks a favour roll if it cleared the nest without losing a native Throne Agent, and a cleared nest deepens its special-issue pool (see The Accumulating Armoury)
CONTROL TRACK	a Xenos clearance-win advances its Control-Track claim by one step and marks the world purged of the breed; an infestation win holds the claim and leaves a surviving brood that re-seeds the ruin on that world's next battle

The Ordo Xenos declares its prey, slips into a xeno-infested ruin, and burns the nest out root and brood before it can breed or reanimate. This is the hunt the warband was built for — the adaptive strike against a single alien breed, not a brawl against a foe of no fixed type.

ATTACKER AND DEFENDER The attacker is the Ordo Xenos, prey declared, come to clear the nest. The defender is the xeno infestation — a nest of the declared breed racing to complete its breeding or reanimation cycle before it is purged.

BATTLEFIELD A dense, infested ruin, with three nest-markers set across it and the brood gathered around them.

DEPLOYMENT The defender places the three nest-markers and deploys its brood around them. The Ordo Xenos declares its prey and deploys second on the facing edge, and may place up to two fighters in hidden deployment by Hunters Unseen.

OBJECTIVE The Xenos must clear the nest — destroy all three nest-markers and take the priority alien Out of Action — before the brood completes its cycle of three uninterrupted activations on the markers, or grinds the thin retinue below its native majority.

ENDING THE BATTLE AND VICTORY The Ordo Xenos wins by clearing all three nest-markers and downing the priority alien before the cycle completes. The infestation wins by completing its cycle, or by breaking the retinue below its native majority first.

REWARDS The winner gains Reputation. The Xenos additionally banks a favour roll if it cleared the nest without losing a single native Throne Agent, and a cleared nest deepens its special-issue pool, as told in The Accumulating Armoury.

CONTROL TRACK A Xenos clearance-win advances its control-track claim by one step and marks the world purged of the breed. An infestation win holds the claim and leaves a surviving brood that re-seeds the ruin on that world's next battle.

ATTACKER	the Ordo Xenos (hunting one priority alien — a synapse-beast, a Cryptek, a Farseer — through its own retinue before it can turn the battle)
DEFENDER	the xenos warband (screening its priority leader among its fighters and racing to break the hunters or complete its own objective)
DEPLOY	the defender secretly assigns the priority alien to one of its fighters and deploys across the board; the Xenos deploys second, may declare its prey after seeing the enemy list, and may place its Marksman and one other in hidden deployment
OBJECTIVE	the Xenos must reveal and take the priority alien Out of Action; the xenos warband wins by keeping the priority alien alive to the end of the battle, or by breaking the Xenos below its native majority first
VICTORY	the Xenos wins by downing the revealed priority alien; the xenos warband wins by protecting it to the final round or by grinding the thin retinue out
REWARDS	the winner gains reputation; the Xenos additionally banks a trophy (see The Trophy Hall) if the Marksman personally took the priority alien Out of Action with a special-issue round
CONTROL TRACK	a Xenos kill-win advances its Control-Track claim by one step; a defender win holds the claim and the surviving alien leader emboldens the breed on that world's next battle

The Ordo Xenos hunts one alien through a whole enemy warband — a synapse-beast, a Cryptek, a Farseer screened among its own — and must find it and end it before it turns the battle. It is the surgical kill the doctrine is sharpened for: the priority target dropped before it can act.

ATTACKER AND DEFENDER The attacker is the Ordo Xenos, hunting the priority alien. The defender is the xenos warband, hiding its leader among its fighters and racing to break the hunters or complete its own ends.

BATTLEFIELD Open, contested ground the enemy warband is spread across, its priority alien concealed somewhere in the line.

DEPLOYMENT The defender secretly assigns the priority alien to one of its fighters and deploys across the board. The Ordo Xenos deploys second, may declare its prey after seeing the enemy list, and may place its Marksman and one other fighter in hidden deployment.

OBJECTIVE The Xenos must reveal the priority alien and take it Out of Action. The xenos warband wins by keeping that alien alive to the end of the battle, or by breaking the Xenos below its native majority first.

ENDING THE BATTLE AND VICTORY The Ordo Xenos wins by downing the revealed priority alien. The xenos warband wins by protecting it to the final round, or by grinding the thin retinue out.

REWARDS The winner gains Reputation. The Xenos additionally banks a trophy, as told in The Trophy Hall, if its Marksman personally took the priority alien Out of Action with a special-issue round.

CONTROL TRACK A Xenos kill-win advances its control-track claim by one step. A defender win holds the claim, and the surviving alien leader emboldens the breed on that world's next battle.