

WARHAMMER
40,000

KILL TEAM™



THETA-7 ACQUISITUS

ADEPTUS MECHANICUS KILL TEAM

PRODUCED BY GAMES WORKSHOP IN NOTTINGHAM

With thanks to the Mournival and the Infinity Circuit for their additional playtesting services

Theta-7 Acquisitus: Adeptus Mechanicus Kill Team © Copyright Games Workshop Limited 2019. Theta-7 Acquisitus: Adeptus Mechanicus Kill Team, Warhammer 40,000: Kill Team, GW, Games Workshop, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental. British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

Games Workshop Ltd, Willow Rd, Lenton, Nottingham, NG7 2WS

games-workshop.com

INTRODUCTION

The following records have been extracted from the data-logs of Balthamus Vault, Tech-Priest Manipulus and scion of the forge world Stygies VIII. By his hand has the kill team Theta-7 Acquisitus performed countless search and recovery actions in the name of the blessed Ommissiah.

Each member of Theta-7 Acquisitus was hand-picked by Balthamus Vault for their combat expertise and rigorous stealth-engagement protocols. Together, they embark upon numerous secretive actions at the behest of their calculating master. Sometimes these missions are part of a sanctioned Imperial offensive, in which Theta-7 plays a small but decisive role, but often they kill only to further Vault's own ends. Regardless of the nature of their task, the warriors of Theta-7 Acquisitus engage the enemy with furious fervour, eliminating their foes in the name of the Blessed Ommissiah.

Within this booklet you will be introduced to the powerful Tech-Priest Manipulus known as Balthamus Vault, a living conduit for the power of the Motive Force. You will also find an account of the warriors comprising kill team Theta-7 Acquisitus, each of whom can be constructed using the components provided in the accompanying box. The names and personalities of these ruthless cybernetic warriors were generated using the narrative tables provided in the *Kill Team Core Manual*. Also included is a short piece of exciting fiction that shows these cybernetic killers in action against xenos-worshipping cultists.

Further elucidating the cloak-and-dagger actions of Theta-7 Acquisitus is a timeline section detailing a number of their most notable exploits, both individually and as a unified force.

This booklet also contains a showcase demonstrating how the models in this box can be built and painted to represent Theta-7 Acquisitus on the tabletop, complete with the colour schemes and heraldry of Stygies VIII – the forge world this team hails from. Also included are four exclusive mission cards and several unique and deadly Tactics designed specifically for Adeptus Mechanicus Kill Teams.

This booklet provides you with all of the rules you will need to field a formidable Tech-Priest Manipulus as your Kill Team Commander. Whether you choose to assemble and paint your models as Theta-7 Acquisitus and the powerful Balthamus Vault, or decide to create your own backstory and characters using the name generation tables provided in the *Kill Team Core Manual*, this energy-manipulating master of augmetics will make a deadly addition to your Adeptus Mechanicus collection.



THE OMNISSIAH'S DUE

The Chokemire was even less appealing in appearance than its name suggested, mused Tech-Priest Balphamus Vault, surveying the expanse of seeping hollows and jagged bluffs that marked the far reaches of the Dontorian Highlands. The sandstorms had faded enough for Vault and his servants to advance, which meant that as of this moment they were merely a constant and painful irritation rather than a hazard that could flay the flesh and metal from one's frame in a matter of seconds.

'Analysis of current meteorological patterns indicates that our window of ingress will last one more solar hour,' said Exitor-Dho-668.2.

Vault waved the Sicarian Princes off distractedly. He had of course made his own such calculations, which were far more precise than anything this crude combat model could produce.

'Divert cognitive power to tactical algorithms, 668.2,' he ordered. 'Your input is undesirable.'

The Princes acknowledged the admonition with a vox click.

'Mission location—hrsscccchtt—sighted,' blurted Dak-809, his monotone pronouncement accompanied by a familiar screech of static. Vault issued a soft hum of displeasure. He had not yet managed to dig out the memeg glitch that had found its way into the Sicarian Infiltrator's cerebral framework. It had never affected the warrior's performance, but it was an unnecessary and aggravating distraction.

'Detecting movement,' the Infiltrator said.

'The research team?'

'Negative. Initial scans indicate—krrrrsh—seven signatures. Xenoform, category triplex-delta. They are armed with a mix of small arms and mining implements.'

'Cultists,' hissed Vault. 'Gene-cursed deviants.'

That complicated matters, although ironically not as much as a retinue of agents from the Ordo Xenos would have. The Inquisition had swiftly moved to sequester this far-flung outpost after the initial discovery of as-yet unidentified architecture beneath the sands of the Chokemire. Vault's own scans had revealed an intensely powerful energy signature issuing a periodic pulse from below this region. Unfortunately the Ordos had sealed off the area before the Tech-Priest Manipulus could do so himself. Yet if the Inquisitorial retinue was now under attack from xenos raiders...

Well, that simply presented an intriguing opportunity for Vault to sequester whatever they had recovered for his own ends. The Tech-Priest rapped his fingers together and issued a binharic rumble of contentment.

+++++

The Ryza-pattern bivouacs rose out of the drifting sands, ugly, dust-scoured blocks of permacrete and steel. The entranceways were blocked with mounds of reddish-brown dirt, but Vault's thermal optics registered that the extractor fans were still active. The power was on.

Something protruded from the sands a few yards ahead. The pitch-black combat body-glove of an Inquisitorial stormtrooper. Ruptured organic matter spilled from gouges in the dead man's carapace armour. Vault peered at the open wounds, and analysed the angle and depth of the cuts against his extensive data-logs. They resembled injury-analogues caused by the talons of a large carnivore, though he also noted the circular punctures of solid-shot slugs across the man's torso.

More bodies were slumped in the open, half buried by the sands. The storm was getting worse with every passing moment. Beyond the square of habitations Vault could make out the half-moon of a plasteel dome covering the excavation site. A mound of reddish sand was slowly drowning the structure, yet by all accounts it should have already been completely buried. He noted several squat mining lifters dotted around the dome, their dozer blades filled with more dust.

Someone, or something, was clearly as interested as he was in what the Ordos had uncovered.

Vault's sensors swept across the clearing, but the cluster of data streaming across his visual display revealed nothing of interest. The constant motion of the whipping swirls of dust was interfering with his optics.

'809, update data flow,' said Vault, reaching out to his reconnaissance expert, who was currently scouting the perimeter ahead of the rest of Theta-7 Acquisitus.

'Hostiles have moved out of this unit's optical field,' transmitted Dak-809. 'Barometrical conditions are affecting visual feedback. Repositioning, Magos.'

A burst of autogun fire cut across the clearing, the harsh sound of tearing cloth multiplied a thousandfold. Ix-99 collapsed, metallic fluids oozing from a smoking breach in his cranial plating, gurgling noospheric distress codes.

There was a whirl of movement as the combat engagement protocols of Theta-7 Acquisitus sparked into life, and the cybernetic warriors dashed for cover. Vault himself made no such effort, relying on the ionic dispersion field emanating from the galvanic oubliette embedded in his thorax. Bullets screamed and whined as they struck the invisible force field and skipped off across the dunes. There

were figures dashing towards him, using the growing sandstorm to hide their advance.

The Tech-Priest selected the nearest wretch, a three-armed figure clutching a cloth-bound riot shotgun. His magnarail lance spat a beam of blinding light that struck the cultist square in the chest and turned his torso to ashes in an instant.

Figures slunk across the distant roof of the central garrison, crouching behind stacks of crates and beds of rusted piping. Their constant fire kept Theta-7 pinned behind the crest of the dunes. Bullets kicked up waves of dust as they struck home. Sygex-7 returned fire with his flechette blaster, but the weapon was not designed for combat at this range, and its volleys of razor-sharp durasteel shrapnel fell well short of the distant marksmen.

'Firing position suboptimal,' said Exitor-Dho-668.2, his tone as dry as if he were reciting a cargo manifest. 'They have us outranged.'

'Blessed be the Motive Force,' said Vault, reciting the sixteenth canticle of electro-communion. 'Blessed be the Holy Charge that sings in flesh and metal.'

The stench of ionised oxygen filled the air as the Tech-Priest diverted all power to his galvanic oubliette. Snaking mechadendrites and electropositors crawled from his metal belly, glowing with voltaic energy. Snapping forwards, they sank into the subdermal ports of his cybernetic warriors. Exitor-Dho-668.2 shuddered in rapturous ecstasy as the sanctified current seeped into his metal frame, firing his augmetics and filling him with white light.

'Deus Ommissiah, sanctus corpus,' Vault growled. 'Forward, and slay in the name of the Machine God!'

The Sicarian warriors burst from cover, sparks of lightning flickering down their spear-like limbs as they charged forwards with impossible speed. The xenos cultists had been creeping closer under the cover of sniper fire, but they were caught completely off guard by the suddenness of the assault.

Poorly aimed bursts of autogun fire stitched across the ground around the Sicarians, but before the cultists could bring their weapons to bear the armymen were amongst them. Taser goads shrieked and hissed as they struck flesh and rubberised hazard suits, each blow sending a cultist spiralling through the air, limbs twitching erratically as the lethal electro-charge incinerated them from the inside out. The gene-tainted ambushers fought back with gun butts and curved daggers, hissing defiantly as

they were cut apart. They did not break and run, but against the finely tuned combat sub-routines of the Sicarians they were outmatched. Vault watched the last of them, spitted upon 668.2's transonic blades, jerking and twitching as it gurgled its last breath.

The snipers finally reacted, and a bullet tore open Exitor-Dho-668.2's gorget and sent the Princeps spinning to the floor.

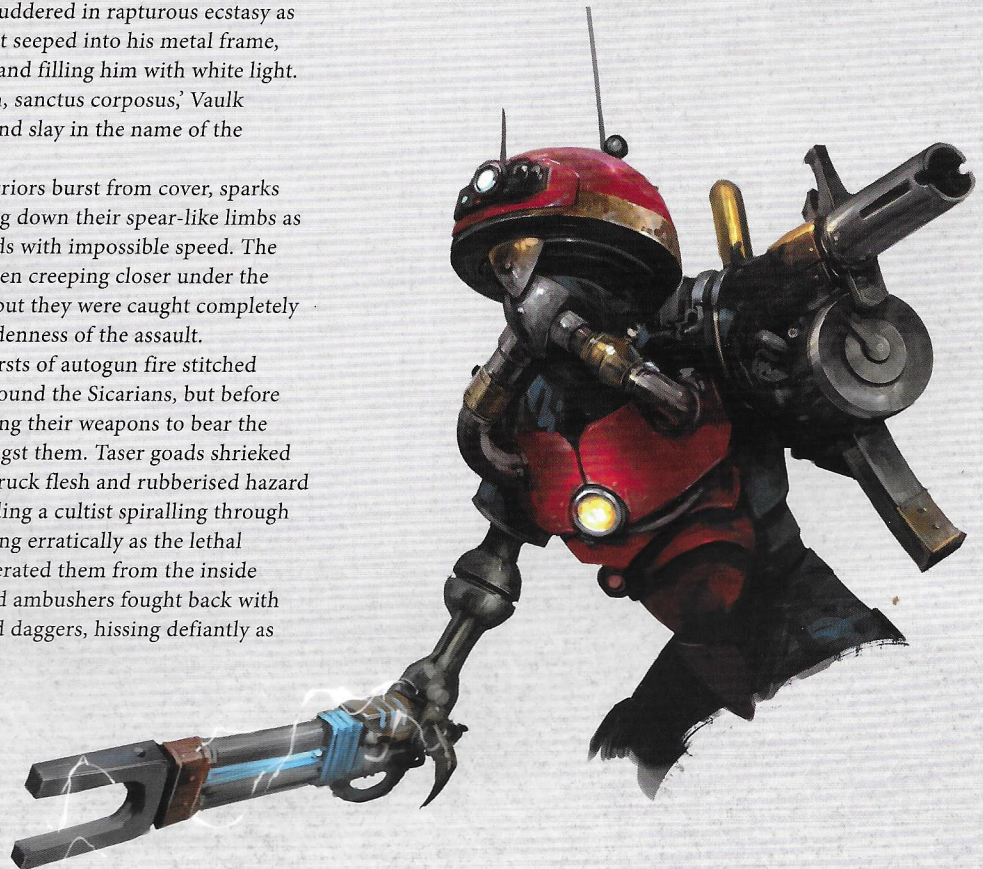
There was no subsequent volley, only the tinny sound of screaming echoing over the noospheric channel, and the hiss-crack of a taser goad.

'Threat...hskzz...eliminated,' transmitted Dak-809.

'Excellent,' said Vault, already scanning the cybernetic data that spooled across his retinal display, a statistical analysis of Theta-7 Acquisitus' performance. It had exceeded parameters, though the flatline pulse of Ix-99's data-tether was an irritation. Still, securing the xenotech samples from this dig site would more than compensate for any losses.

'More targets incoming,' said Dak-809. The chatter of raised voices split the air, and Vault's seismic sensors caught the tremor of running boots.

'Engage auto-puritanical doctrines,' he ordered. 'Eliminate all hostile organics and secure the perimeter. Let us see what the Holy Ordos were so keen to cover up.'



THETA-7 ACQUISITUS

Even amongst the notoriously acquisitive Xenarites of Stygies VIII, Balphamus Vault is renowned for his obsession with collecting and studying rare xenotech. The kill team designated Theta-7 Acquisitus is his personal retinue, responsible for the successful procurement of countless alien relics and tech-artefacts.

Tech-Priest Manipulus Balphamus Vault is one of the most senior and respected of the Ommissiah's faithful upon the war-torn world of Vigilus. His expertise in the field of galvano-thermal energy, and in conducting the rituals of motive worship, have proven essential in resurrecting several of the bastion world's immense force fields. By restoring a temporary spark of life to these sputtering barriers, Vault and his fellow Tech-Priests have managed to repel several Ork assaults upon Vigilus' main hivesprawns. For his part Vault sees this difficult and unrewarding labour as a necessary burden that frees him to concentrate upon his true purpose – locating and securing artefacts of xenos heritage that have lain beneath the wastes and urban spoils of Vigilus for millennia.

Bloated with voltaic power, Vault is nothing less than a living conduit radiating the holy current of the Ommissiah. His bulbous frame houses the blessed Motive Force, the current that gives life and motion to all things born of flesh and metal. It is the task of the Tech-Priests Manipulus to ensure that the forge-factories and city-sized galvanic generators of the Adeptus Mechanicus ceaselessly thrum with sacred energies.

The clusters of mechadendrites that spill from a Tech-Priest Manipulus' bulbous abdomen can latch onto any war machine or data-station, channelling an intensely powerful electrostatic charge that sends the creations of the Ommissiah into furious overdrive. The joints and cerebral cores of cybernetic armsmen spark with energising currents, and their locomotive functions, weapons systems and neural processes are granted a brief but powerful boost.

Like many of his order, Vault obsessively seeks out new sources of power, such as archeotech generators and natural wellsprings of exploitable energy. Connecting his mechadendrites and electropositors, he drains these resources dry, storing the rich rewards within his in-built galvanic cell. As a scion of the Xenarite orders of Stygies VIII, Vault cares little if these power sources are of alien origin, though he is careful not to draw attention to his work, for other servants of the Machine God – not to mention the zealots of the Imperial Cult and certain members of the Inquisition – are far less open-minded regarding the application of xenos technology.

In order to avoid unnecessary attention, Vault relies upon an elite team of cybernetic agents to pursue his ends. Designated Theta-7 Acquisitus, this subclade of Sicarian warriors was hand-picked by the Tech-Priest, chosen not solely for their impressive combat data-logs but also for their ratio of successful covert operations. For each member of Theta-7 Acquisitus, Vault has overseen the installation of his own cybernetic modifications and stealth-combat algorithms. Whispers tell that several of these enhancements may have been achieved with unsanctioned xenotech, rumours that Vault has dismissed out of hand.

SEEKERS OF POWER

In Vault's absence, the Ruststalker Princeps Exitor-Dho-668.2 leads Theta-7 Acquisitus. A veritable databank of aggressive combat sub-routines and tactico-predictive algorithms, Exitor-Dho-668.2 blurts an unceasing stream of binharic commands to his warriors, ensuring the eradication of enemy combatants is carried out in the most efficient fashion. His twin transonic blades carve out their own impressive tally of kills, issuing a teeth-rattling hum as they slice through armour and flesh.

Uncompromising and utterly merciless, Tyr-0.44//K is a favourite combat model of Balphamus Vault. His extensive cybernetics have been enhanced with adaptive kill-routines of the Tech-Priest's own design, based upon reams of field analysis regarding various warrior xenoforms. This renders Tyr-0.44//K an extremely unpredictable and deadly combatant. Deeply embedded uncompromator doctrines ensure that the Ruststalker will pursue the destruction of his enemies and the completion of his mission at any cost, even if that means the sacrifice of his fellow Sicarians.

The Sicarian Infiltrator Dak-809 is the dedicated stealth expert of Theta-7 Acquisitus. Outfitted with sonic dampening augmetics and aided by the disorienting neurostatic field emitted by his cranial antennae, Dak-809 is capable of slipping past enemy patrols and relaying exact coordinates and enemy dispositions back to Exitor-Dho-668.2. An unfortunate by-product of his extensive sanctioned modifications is that Dak-809 suffers from a persistent memeglitch, his every noospheric utterance accompanied by bizarre twitches and bursts of static.





Balphamus Vault,
Tech-Priest Manipulus,
Kill Team Commander



Tyr-0.44/K,
Sicarian Ruststalker,
Combat Specialist



Dak-809,
Sicarian Infiltrator,
Scout Specialist



Amidst the ruins of an abandoned Inquisitorial outpost, Theta-7 Acquisitus engage the sentries of a Genestealer Cult.



Ix-99, Sicarian Infiltrator
with stubcarbine and
power sword



Sygex-7,
Sicarian Infiltrator,
Comms Specialist



Exitor-Dho-668.2,
Ruststalker Princeps,
Kill Team Leader



DATA-LOG 33/T7A

Tech-Priest Balphamus Vault keeps an extensive data-log of every mission completed by Theta-7 Acquisitus, including individual combat records and ballistics-analysis patterns for each member of the kill team. In this way he ensures that they continue to perform their sacred task at peak efficiency.

M41 THE MACHINE GOD'S WILL

Initial Studies

Vault assembles Theta-7 Acquisitus from his most efficient combat assets. Seeking to gain first-hand cybermetric data on their performance, he dispatches the kill team to the ice world of Datrice, the location of a subterranean Adeptus Mechanicus research station that has recently gone silent. Upon arrival, Theta-7 discovers the northern continent overrun by Tyranid bioforms – it appears that the Mechanicus dig site disturbed something ancient and malevolent, deep beneath the ice. Despite the alien presence, Infiltrator Dak-809 manages to guide the kill team to the site of the archaeological expedition, securing several data-packets of intriguing geomantic scans. Vault studies the results of Theta-7's inaugural mission with interest, noting both deficiencies and strengths.

Optimised Command

Extensive mining efforts on the resource-rich planet of Sughraden unearth a network of Necron tombs, and in doing so waken the deathless legions from their long sleep. Arriving planetside as part of a response force from Stygies VIII, Tech-Priest Vault utilises the opportunity to test potential assets in the field. The Ruststalker Princeps Exitor-Dho-668.2 performs admirably as the Skitarii purge the subterranean caverns of Sughraden with magmatic charges; his squad claims the highest kill ratio amongst the front-line infantry detachments, largely due to the Princeps' swift tactical analysis and

redispotion orders. Following the battle, Vault authorises the transfer of Exitor-Dho-668.2 to his own command, and grants the warrior several enhanced augmetics and the leadership of Theta-7 Acquisitus.

Further Analysis

During the Subjugation of Vertiblis Tech-Priest Vault accompanies Theta-7 Acquisitus on assignment for the first time. Vault seeks to recover a hoard of priceless xenotech from the clutches of heretic insurrectionists who have breached the viridian-level security mag-vaults of the repository world. After eliminating the traitor intruders, Theta-7 secures a device of unknown manufacture – a sceptre of an unidentified alloy that pulses with vast reserves of potential energy. Delighted with his prize, Vault departs the ongoing campaign – which is swiftly turning against the Imperial invaders – to study this fascinating relic.

M41 WHAT LIES BENEATH

Intriguing Rumours

The bastion world of Vigilus is invaded by an immense Ork Speedwaaagh!. The planet has long been an asset of the Xenarite Magi of Stygies VIII, and they maintain control of Megaborealis, a volcanic continent that contains not only vast natural resources, but – rumour has it – many xenotech relics hidden deep beneath its crust. Distress calls reach Balphamus Vault, whose Explorator fleet is busy stripping the nearby system of Kadigus of valuable minerals. He adjusts his course at once, making for Vigilus with all speed.

Burning Skies

Arriving in the skies above Vigilus, Vault's fleet finds itself engaged by an enormous Ork scrap armada that is blockading the bastion world. Much of the Explorator fleet is destroyed in the ensuing rout, but Vault makes landfall upon the eastern slopes of Megaborealis alongside Theta-7 Acquisitus. Dak-809 guides them through the greenskin-infested wastes until the communications specialist Sygex-7's binharic distress psalms are picked up by Imperial forces. An armoured column is dispatched to bring the Tech-Priest back to the Clespas Gate.

Battle of Clespas Gate

The Ork invasion shows no sign of abating. Worse still, the escalating warp trauma ravaging the sector disrupts the psy-enhanced force fields that protect Vigilus' vulnerable civilian centres. As the immense barriers flicker and collapse, Orks swarm into the breaches and fall upon the Imperial defenders. Tech-Priest Vault enters the Battle at Clespas Gate, which guards the vital Bore-hive Ultris and its surrounding worker-habs. While Skitarii and Astra Militarum soldiers spend their lives in the thousands to defend the faltering force shield, Vault leads Theta-7 Acquisitus on a covert mission into the contested Generatorum Sverica-775. While his warriors fend off roving Ork looters, the Tech-Priest conducts a ritual of electromantic supplication, channelling the vast power of the generatorum into the Clespas Gate and temporarily bringing it back to full force. The reigned gate stands long enough for reinforcements to arrive and secure Bore-hive Ultris.

TECH-PRIEST MANIPULUS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Tech-Priest Manipulus	6"	3+	3+	4	4	4	3	8	2+	1
This model is armed with a magnarail lance, an Omnisian staff and mechadendrites.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Magnarail lance	18"	Heavy 1		7	-3	D3	When the bearer makes a shooting attack with this weapon in the Shooting phase, increase that attack's Damage characteristic to 3 if they remained stationary during the previous Movement phase.			
Transonic cannon	8"	Assault D6		4	-1	2	This weapon automatically hits its target.			
Omnissian staff	Melee	Melee		+2	-1	2	-			
Mechadendrites	Melee	Melee		User	0	1	Each time the bearer fights, they may make D6 additional attacks with this weapon.			
WARGEAR OPTIONS	• This model may replace its magnarail lance with a transonic cannon.									
ABILITIES	Canticles of the Omnisiah (see the <i>Kill Team Core Manual</i>) Blessed Bionics: This model has a 5+ invulnerable save. In addition, at the beginning of each battle round, this model regains D3 lost wounds.									
SPECIALISTS	Fortitude, Leadership, Logistics, Shooting, Strategist, Strength									
FACTION KEYWORD	ADEPTUS MECHANICUS									
KEYWORDS	IMPERIUM, CULT MECHANICUS, COMMANDER, INFANTRY, TECH-PRIEST, MANIPULUS									

GALVANIC PULSE

Adeptus Mechanicus Tactic Tech-Priest Manipulus Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes a **TECH-PRIEST MANIPULUS**. That model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can add 1 to all Move characteristics for friendly models that begin your turn in the Movement phase within 6" of this model.

1 COMMAND POINT

ADEPTUS MECHANICUS

MODEL	POINTS PER MODEL
Tech-Priest Manipulus (Level 1)	102
Tech-Priest Manipulus (Level 2)	122
Tech-Priest Manipulus (Level 3)	142
Tech-Priest Manipulus (Level 4)	167
WARGEAR	POINTS PER ITEM
Omnissian staff	0
Mechadendrites	0
Magnarail lance	0
Transonic cannon	10



At the command of Tech-Priest Balphamus Vaulk, the kill team Theta-7 Acquisitus stalks the wilds of the galaxy, searching for hidden treasures.

Balphamus Vaulk is a Tech-Priest Manipulus, a living conduit for the Motive Force who constantly searches for new and ever more powerful sources of voltaic energy. Aiding him in his quest is his personal retinue of cybernetic killers, Theta-7 Acquisitus. In this booklet you will discover full data-logs for several covert search-and-recovery missions completed by this kill team, as well as individual records for each of its deadly warriors. You will see them scour the galaxy for rare xenotech at their master's command, executing anything foolish enough to get in their way with merciless efficiency.

WARHAMMER 40,000 KILL TEAM