

## Forward

Deathleaper is one of the most iconic characters of 40k lore. It's existence as a hyper-adaptive lictor, that has shown high levels of almost human-like intelligence, combined with its seemingly cruel, cunning nature has given it an infamous reputation as one of the scariest Tyranids in the galaxy.

I've always felt Deathleaper has never quite fit the standard 40k gameplay, so when it was announced that Kill Team Season Two would take place on the gigantic space hulk known as the Gallowdark, it was the perfect opportunity to see a Lictor-themed Kill Team released, especially with Tyranids being a big focus point of 10<sup>th</sup> Ed 40k.

10<sup>th</sup> Ed gave us both a beautiful new Lictor and Deathleaper model, however, with the Gallowdark arc of Kill Team ended, we unfortunately didn't see a new Tyranid Kill Team released.

So I decided to create my own that allowed Deathleaper to finally play like how the legends describe.

## FAQ:

*"What is the Ghost of Gallowdark?"*

The Ghost of Gallowdark is a unique Kill Team Scenario that pits your Kill Team against the legendary Tyranid Lictor, Deathleaper, in the halls of the Gallowdark.

*"How does Deathleaper operate in comparison to a regular operative?"*

Deathleaper serves as a single 'boss' operative that can activate multiple times per Turning Point, can pick off operatives from the shadows, and enforce a range of manipulative abilities that will cause chaos and panic among both operatives and players alike.

Non-Deathleaper players must work strategically to get around Deathleaper's ruthless alien cunning and expertise, as tackling Deathleaper recklessly will almost always result in death and failure.

Deathleaper is powerful, but also vulnerable when exposed, it will be up to the Deathleaper player to decide when the best opportunity is to attack, picking off its target, before retreating into the shadows once more.

Non-Deathleaper player will need to make hard decisions, splitting their forces and leaving key operatives vulnerable.

*"Is this just for fun, or for competitive play?"*

My goal with the Ghost of Gallowdark is to create a unique and fun, yet balanced Kill Team experience that still allows competitive play. Deathleaper has been designed with all existing rules and Kill Teams in mind, and while I don't expect Deathleaper to fulfill the role of a regular Kill Team in matched play, I would still like it to be a scenario you can take seriously.

Much of the balance of the game depends on scenario objectives to prevent turtling, death-balls, and excessive camping.

*“Why is Deathleaper so complex for a single operative?”*

The goal with Deathleaper is to provide players with a single operative that provides as much variety and complexity as a regular Kill Team. While Deathleaper has a lot of abilities, they still possess fewer rules than your average Kill Team.

*The Ghost of Gallow Dark Kill Team*

*The Ghost of Gallow Dark Kill Team consists of a single fire team.*

### **Deathleaper Fire Team**

A Deathleaper fire team consists of a single Deathleaper operative.

Deathleaper is always equipped with the following:

Lictor Scything Talons, Lictor Rending Claws, Lictor Feeder Tendrils, Lictor Flesh Hooks, Lictor Tail Spike.

Deathleaper always counts as your LEADER operative.

### **Abilities**

#### Large Creature

- Deathleaper counts as having a front, side, and rear-facing, indicated by Deathleaper's base (shown below). Any attack or ability targeting Deathleaper is counted as targeting the facing closest to the base of the selected operative.
- Deathleaper remaining wounds determine its stat line. As Deathleaper loses wounds, its stat line will change appropriately. Consult Deathleaper's datacard to determine its stats. The number in brackets is Deathleaper's starting wounds.
- All enemy attacks and abilities that would affect the movement of, or move Deathleaper a certain distance automatically are ignored.

#### Agile Stalker

- Deathleaper treats Traversable terrain as insignificant, automatically passes Jump tests, does not suffer damage from Falling, and gains an additional 2' movement when ascending with Climb.

- Each time Deathleaper makes any kind of move, it can move around, across, and over other operatives (and their bases) as if they were not there, but must finish its move following all requirements specified by that move, and cannot finish its move on top of other operatives (or their bases).
- Deathleaper may move through gaps smaller than its base size, but at a cost of 2', however, it must finish its move following all requirements specified by that move.

#### Alien Hunter

- Deathleaper always activates first regardless of initiative per Turning Point. In addition, after three enemy operatives have finished their activation, Deathleaper may immediately activate again for free if they choose to. This counter resets every time Deathleaper activates, and does not carry over between Turning Points.

#### Hyper-Chameleonic Skin

- When Concealed, Deathleaper is always considered in Cover when over 6 away, Obscured when over 6(2) away, and having a height of 3, against shooting attacks. In addition, each time a shooting attack is made against Deathleaper, the No Cover special rule has no effect for that shooting attack.
- Each time a shooting attack is made against Deathleaper, in the Roll Defence Dice step of that shooting attack, before rolling your defense dice, if it's in Cover, you can do up to two of the following if the attack is in Deathleaper's Front Facing, or one of the following if the attack is in Deathleaper's Side Facing.
  - Retain an additional dice as a successful normal save as a result of Cover.
  - Retain a dice as a successful critical save instead of a normal save as a result of Cover.

#### Hyper-Reflexes

- In combat, after rolling its attack dice, Deathleaper may convert two failed hits as successful hits when performing the fight action against any enemy combatant in its Front Facing, or one failed hit as a successful hit when performing the fight action against any enemy combatant in its Side Facing.
- You may allocate up to two successful normal hits as critical hits for the purposes of Parrying against enemy combatants in the Front Facing, or one successful normal hit against enemy combatants in the Side Facing.

#### Shadow-Lurker

- Any time Deathleaper uses the Lurking Retreat action. Place two False Shadow tokens and one True Shadow token anywhere up to 6(2) of Deathleaper (including through any terrain) and more than 6 away from an enemy combatant. Then remove Deathleaper from the board, and Deathleaper's activation ends.

These Shadow Tokens share the same M and APL as Deathleaper and may be group activated anytime Deathleaper would normally be allowed to activate. Shadow tokens can only perform Move, Dash and Pass Actions, and always count as being Engaged for the purposes of LoS. (Count the Shadow Tokens as a height of 3).

When an enemy combatant performs a shooting action at, or moves within 6 of a Shadow Token, the Shadow Token is flipped revealing it either as true or false.

- If false, the token is removed, and any action directed towards the Shadow Token is ended.
- If true, the token is replaced by Deathleaper (facing any direction), and any action directed towards the Shadow Token is now directed towards Deathleaper instead.

At the start of any Deathleaper activation, you may reveal the True Shadow Token and replace it with Deathleaper (facing any direction), then remove all Shadow Tokens from the board.

Deathleaper may now perform actions as normal.

#### Fear of the Unseen

- While within 6' of Deathleaper, enemy operatives cannot be the target of any tactical ploys, strategic ploys, or friendly abilities or actions.

#### Strategic Ploys

##### Adrenaline Surge 1CP

- Use this Tactical Ploy when activating Deathleaper. Until the start of your next turn, Deathleaper counts as having full wounds for the purposes of determining the rest of its stat line.

##### Shadow Insanity 1CP

- Use this Tactical Ploy anytime you use Lurking Retreat. When you enter Shadow Lurk, instead of placing two False Shadow Tokens, place five.

##### Marked for Death 0CP

- At the start of the Turning Point, Deathleaper may mark a single enemy operative as it's target (Place a Marked Token next to the target). All of Deathleaper's weapons gain Ceaseless against the Marked target. In addition, if Deathleaper incapacitates a Marked target, they gain 1CP, if it's the enemy Leader, they gain 2CP. The target remains marked until a new target is chosen, in which case, remove the token and place it on the new target.

##### 4<sup>th</sup> Strategic Ploy

- Pending

## Tactical Ploys

### Alien Cunning 1CP

- Use this Tactical Ploy any time an enemy operative finishes it's activation. Deathleaper may immediately activate again. This activation counts for the purposes of Deathleaper's Alien Hunter ability and can only be done once per turning round.

### Alien Senses 1CP

- Use this Tactical Ploy at any time. Deathleaper may immediately rotate it's facing toward any direction.

### Alien Instincts 1CP

- Use this Tactical Ploy whenever Deathleaper takes wounds from an enemy operative's actions. You may immediately place a Marked Token on this enemy operative, doing so removes any other Marked Tokens in play.

### 4<sup>th</sup> Tactical Ploy

- Pending

## TAC OPS

- Pending

## Equipment:

Deathleaper can be equipped with special adaptive mutations from this list, as specified in the mission sequence. Deathleaper can only be equipped with any adaptive mutation once.

### Neurotoxin [1EP]

*Sometimes punching through tough armor or hide isn't enough, and powerful neurotoxins are administered from the piercing tips of a lictors Scything Talons, helping bring down the toughest of prey.*

Deathleaper's Lictor Scything Talons gain MW2

### Adrenal Glands [1EP]

*While preferring to strike with efficient precision, a Lictor is fully capable of releasing a flurry of rending blows from their claws, if it means their target is met with a bloody end.*

Deathleaper's Lictor Rending Claws gain Relentless

### Bio-Cloak [1EP]

*What may seem odd a first (for what purpose would the Hive Mind see for a cloak?), is actually a cunning adaptation. Deathleaper's bio-cloak helps shroud its silhouette making it harder for enemies to identify its weak spots in the shadows.*

Each time an enemy operative makes a shooting attack against Deathleaper, after rolling the attack dice, a single critical hit is converted into a normal hit.

### Lictor Thorax Spines [2EP]

*When a lictor cannot close the gap with their foe, they can adapt their iconic thorax-mounted flesh hooks into rows of hollow spines, able to be launched at range in a deadly fusillade.*

Replace Deathleapers Lictor Flesh Hooks with the following ranged weapon for the battle:

Name	A	BS/WS	D	Special Rules	!
+ Lictor Thorax Spines	6	3+	3/4	Silent, Fusillade	P1

### Acid Maw [2EP]

*While deadly in its own right, a Lictor's maw can adapt to secrete highly corrosive acid that aids in penetrating the toughest of protective armor and turning flesh into a caustic soup in seconds. Unfortunately, being liquified makes extracting information from the victim's brain considerably harder.*

Deathleaper's Lictor Feeder Tendrils become Attack 5, but you no longer gain CP when incapacitating a target. In addition, you restore one additional wound when you incapacitate an enemy operative in combat (D3+1).

### Synapse Nodes [2EP]

*A Lictor is never far from its parent fleet. If needed a Lictor can adapt synaptic nodes allowing it to channel the Hive Mind's presence around it, causing the great unease among psykers known as the shadow in the warp.*

When an enemy operative attempts to perform a Psychic Action while anywhere within 6(2) of Deathleaper (even through terrain), roll a die. On a 4+ the Psychic Action Fails.

### Hyper-Focus Gland [3EP]

*Fuelled by an obsessive single-minded fury, a Lictor can suppress its survival instincts and ignore all other threats, if it means securing the kill on its critical target.*

Against enemies with a Marked Token, all Deathleaper's melee weapons gain Brutal, and you gain an additional CP if you incapacitate the target. But you can no longer use the Alien Fury Tactical Ploy

Spiked Carapace [3EP]

*A Lictor can adapt brutal spikes along its carapace, helping deflect blows and risk skewering any foe who dares come too close.*

Each time an enemy operative fights in combat against Deathleaper, subtract 1 from both Damage characteristics of weapons that the enemy operative is equipped with for that combat (to a minimum of 2).

In addition, any time an enemy operative fights in combat with Deathleaper, roll a die, on a 4+ the operative suffers a single wound.

#### **Datacards:**

Deathleaper

M	APL	GA	DF	SV	W	Base
3(3)	3	1	5	4+	(24) 24 - 19	60mm
3(2)	3	1	4	4+	18 - 7	60mm
3(2)	2	1	3	4+	6 - 1	60mm

Name	A	BS/WS	D	Special Rules	!
+ Lictor Scything Talons	4	2+	4/5	Rng 3, Balanced	P2
X Lictor Rending Claws	6	3+	4/5	Balanced	Rending
X Lictor Feeder Tendrils	3	3+	3/6	Lethal 5+	Stun
+ Lictor Flesh Hooks	4	2+	3/4	Rng 6, Silent	Stun
X Lictor Tail Spike	4	2+	4/7	Lethal 4+, Tail Weapon*	

**Abilities:** Large Creature, Agile Stalker, Alien Hunter, Hyper-Chameleonic Skin, Hyper-Reflexes, Shadow-Lurker, Fear of the Unseen.

**Lictor Feeder Tendrils:** Each time this operative incapacitates an enemy operative in combat, it regains D3 lost wounds. In addition, if the incapacitating blow was caused by Lictor Feeding Tendrils, the operative controller gains 1CP, or 2CP if the target was an opposing leader.

**Lictor Flesh Hooks:** When Deathleaper successfully wounds an enemy operative with this weapon, Deathleaper may choose to hook it. If hooked the target operative must immediately move up to 6 towards Deathleaper ending in engagement range if possible. If this move would take the operative over an edge of terrain, they must follow the rules of a Drop and any repercussions it may cause.

\*Tail Weapon: You can only use this weapon when using the Tail Attack (1AP) unique Action.

### **Unique Actions:**

#### Lurking Retreat (2AP)

Immediately perform a Fall Back action, then if you end your movement outside of Engagement Range of an enemy operative, you enter Shadow Lurk. Otherwise, just enter Shadow Lurk.

#### Tail Attack (1AP)

Immediately perform a Fight action using Deathleaper's Lictor Tail Spike on any target in engagement range. After resolving successful hits but before inflicting damage, select a single strike dice and apply it's damage, the discard all other strike dice.

### **Keywords:**

The Ghost of Gallowdark#, Tyranids, Leader, Lictor, Deathleaper

### **Missions:**

(Currently only in concept to give a rough idea of the scenario).

#### It's Among Us.

- Multiple Objective Points for Non-Deathleaper Player
- Sabotage Points for Deathleaper.
- Non-Deathleaper player deploys operatives in centre, must complete "jobs".
- Non-Deathleaper player must complete jobs before end of 4 turning points.
- Maybe something about Deathleaper playing be able to take control of operative for a single activation.

#### Scattered.

- Non-Deathleaper player deploys operatives scattered.
- Operatives must reach an evacuation point.
- Deathleaper scores for each incapacitate, Non-Deathleaper scores for every escaped operative.

#### Purge.

- Deathleaper player defends "infestation points".
- Non-Deathleaper player must purge "infestation points"
- Non-Deathleaper play deploys operatives along single short end of board, and will sweep across the board.
- Non-Deathleaper player scores for each "infestation point" purged.
- Deathleaper players scores for each "infestation point" saved.



### Deadliest Hunt.

- Deathleaper player must kill either all, or a certain amount of operatives (75% and the enemy leader, or something.)
- Non-Deathleaper players must kill Deathleaper.
- Most likely least balanced, and just for fun.