

Deathworld Mission

An Adventure for Warhammer 40k

Summary

Inquisitor Dalek's radical interrogator Devios has managed to extract information from the captured eldar, which gave access to a xenos spy network. It is revealed that the eldar are currently on Zel Secundus, frantically searching for something. The acolytes are sent to find out what the eldar are after as it is assumed to be a piece of information leading to the black sun.

The eldar have heard that the ashen tears operate a base on Zel Secundus where they currently keep the daemonhost of Dusk, called "Rex Vermiculus". They know that this daemonhost has access to knowledge about how to control the black sun.

The acolytes will stumble into a harsh environment, where they have to fight local fauna, heretek assassins, as well as eldar scouts. With the motivations of each side clearly defined, it depends on the heroes how things will turn out.

- Can they capture/destroy the daemonhost or will they accidentally release it by killing the man it is bound to?
- Can they ally with the eldar or will they fight a three-way battle?
- How will they react to the tech heresies they encounter? (Warp-warded armour, war robot, human brain in xenos body etc.)

Initial Starting Point

The acolytes are sent to Zel Secundus with a fast courier ship. They get **protective equipment** appropriate for the environment as well as a **gun servitor** crafted from the remains of a former ally (use colourful goon rules).

Their contact on the death world is an old monk called Brother Zephaitus who tends to the spiritual needs of the Imperial personnel of the

Administratum Base at the South Pole.

Factions and Goals

Several factions act in this adventure. The concept is rather open and you have to make sure to let the opponents act in appropriate reaction to the acolytes' actions.

Logicians

The hereteks have taken the Daemonhost Vermiculus Rex to their hidden base near the equator of Zel Secundus. Their goal is to extract information about the Black Sun from the extremely knowledgeable warp denizen.

Current Knowledge: The Logicians already know that the Black Sun is a device from the Dark Age of Technology. They also know that there is a false man called "Komus" who is the key to activating the control room of the Black Sun.

Goals: The Logicians want to extract all the information they can from the Daemonhost and then destroy it. There is some dissent about the wisdom of dabbling with the warp. Any intruders that come too close will be attacked by a kill team.

Resources: 25 serfs, 5 hereteks, 1 captain, 2 assassins, 10 soldiers, 1 gun servitor

Vermiculus Rex

The daemonhost is currently prisoner of the Logicians, who keep the creature in a dampener field. The daemonhost is desparate and furious at the same time due to its current situation.

Current Knowledge: The Daemonhost knows all that the Logicians also know as well as the details of the whereabouts of the control room.

Goals: Vermiculus was quite surprised by the agenda of his captors, having hoped for a typical devil's deal. It plans to sell its knowledge dearly to regain its freedom or to corrupt its owners.

Eldar

The Edlar have sent a small team of scouts to Zel Secundus to find and neutralize the base of the hereteks and destroy all evidence about the Black Sun.

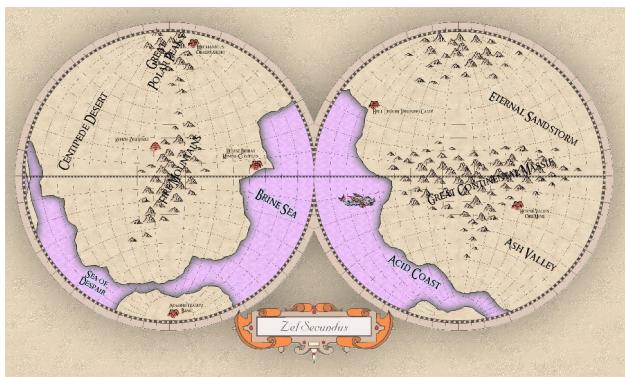
Knowledge: From a vision of their Far Seer the Eldar know the general location of the secret base and that it contains the Daemonhost. They have a general idea about the Black Sun being a weapon and that the daemon will most likely unleash it on the world.

Goals: Destroy any evidence of the Black Sun, ideally also slaying the Daemonhost. The eldar also want to minimize involvement with the Imperium but this is a clear secondary target.

Resources: 2 scouts supported by 5 regular troopers.

Locations

The following map shows the death world of Zel Secundus. While most of the world is covered with deadly desert and volcanic vents, there are several places the acolytes can visit in order to find out more about the eldar incursion.



Administratum Base

This small and desolate base is located in the least hostile area of the planet – the south pole. The place is a concrete maze filled with failed clerks and crippled guard veterans. The acolytes can either talk to the commander, a fat man indifferent major called Kruger, or to their designated contact the spiteful monk Zephaitus. The locals have seen the eldar several times and have the impression that they are searching for

something.

House Birrat Mining Complex

A holding of a noble house that extracts rare ore from the ground. The local serfs are passive and resigned to their fate of a slow death. The eldars have been seen sneaking in the depth of the mine. One of the serfs reports that the eldar seemed to be particularly interested in any unusual technology.

The mine overseers are not happy with the anybody snooping around their enterprise and will be quite hostile and uncooperative. Only a direct inquisitorial threat will make them more (but not completely) compliant.

The **eldar have some spies** here who will warn their alien masters about any inquiries. A scrutiny check (+10) will put the heroes on this trail. The spies know little about their masters' plan but have a xenos devise to contact them.

Xenos Ziggurat

The ruins of an ancient alien civilization. There is little of interest left here, although the vista is fantastic.

Mechanicus Observatory

The priests of Mars use this base for some arcane purpose that has to do with stellar observation. Outsiders are not welcome and only through stealth or violence can the acolytes enter the observatory. Forced entry leads to a battle with 3 gun servitors and 3 combat servitors (all goons).

The place in itself is quite harmless. The tech priests are doing fundamental research that would not disturb even the most fanatical inquisitor.

The tech priests will speak freely about their observations regarding the eldar. They have seen the xenos somewhere in the Eternal sandstorm.

Hell Legion Training Camp

The Hell Legion is a guard regiment that

consists mostly of hive scum from various nearby worlds as well as a strong contingent of ogryns. The officials are very eager to please the heroes. They have no seen any eldar but have noticed a lot of vermin-related psychic activity lately. This should remind the heroes of Verminculus Rex immediately.

House Valos Ore Mine

This mine is well-kept and run by pious men that never tire to pronounce their faith in the Emperor. They had a brief skirmish with the eldar when the aliens sneaked into their mine. Despite their cooperative nature, the miners have little information to offer.

The Eternal Sandstorm

Entering this sandstom that has now lasted for over 25 years is quite a challenge. Sight is extremely limited and unless the heroes together roll enough levels of success in survival to cover all heroes. Otherwise, one piece of essential equipment is damaged and is quite difficult to repair (-20).

The heroes might be able to find the eldar and will fight a battle under vary dark (-10 BS) and windy (-10 BS) conditions. The conditions of the meeting are the following:

- If the acolytes attracted the attention of the eldar, there might be an ambush (false energy signature). If the heroes prevail, the eldar will try to negotiate an attack on logician base but will give false account on their purpose.
- If the acolytes did a good job, they will surprise the eldar as they start their assault on the secret logician base

Secret Logician Base

The secret logician base is hidden underground and has little countermeasures outside. There is a field of sensors (Awareness 60%) that looks for potential intruders.

Resources: 25 serfs, 5 hereteks, 1 captain, 2 assassins, 10 soldiers, 1 gun servitor

In the case of an attack, the **chief heretek** will hide in cover near the daemonhost, starting frantically to work at its destruction. (Will take a total of 5 Tech Use(-10) successes to do so.) It takes an appropriate Fobidden Lore check (-10%) to recognize what is going on. Otherwise it will seem as if the heretek is trying to free the daemon.

Any stray shots near the deamonhost have a 10% chance of freeing it. If the host is freed, it will try to fight its way out of the base.

The hereteks will rather flee or die than surrender. The heroes can probably locate some evidence on what was going on by interrogating survivors or going through the material. The eldar will try to prevent this should they be present.

Opponents

Heretek Killteam

Logician Captain									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
42	45	35	30	33	30	35	46	35	

Movement: 3/6/9/18

Wounds: 12

Skills: Awareness 35, Ciphers (Logician) 30, Climb 35, Common Lore (Imperium, Tech) 30, Interrogation 46, Speak Language (Low Gothic) 30, Secret Language (Tech) 30

Talents/Traits: Binary Chatter, Basic Weapon Training (SP, Bolt), Combat Master (no gang-up bonus), Crack Shot (+2 damage on critical hits), Melee Weapon Training (Primitive, Chain), Pistol Training (SP), Nerves of Steel (re-roll WP to avoid pinning), Thrown Weapon Training (Primitive)

Armour: Good enforcer light carapace + helmet (AP 6 all locations)

Weapons: Boltgun (90m; S/2/-; 1d10+5 X; Pen 4; Clip 24; Reload full), stub automatic w/ dumdums (30m; S/3/-; 1d10+5 I; Pen 0 (AP counts double); Clip 9; Reload full), frag grenade (9m; 2d10 X; Pen 0; Blast (4)), chainsword (1d10+2 R, balanced, tearing)

Gear: 2 boltgun clips, micro-bead, respirator, photovisor, 3 frag grenades

Combat Notes: no gang-up, +2 on ranged critical hits, re-roll pinning

Logician Trooper									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
35	35	35	30	30	30	35	30	30	

Movement: 3/6/9/18

Wounds: 10

Skills: Awareness 35, Ciphers (Logician) 30, Climb 35, Common Lore (Imperium, Tech) 30, Interrogation 30, Speak Language (Low Gothic)

30, Secret Language (Tech) 30

Talents/Traits: Binary Chatter, Basic Weapon Training (SP), Melee Weapon Training (Primitive), Pistol Training (SP), Nerves of Steel (re-roll WP to avoid pinning), Thrown Weapon Training (Primitive)

Armour: Enforcer light carapace + helmet (AP 5 all locations)

Weapons: Autogun w/ manstopper rounds (90m; S/3/10; 1d10+3 I; Pen 3; Clip 30; Reload full), stub automatic w/ dumdums (30m; S/3/-; 1d10+5 I; Pen 0 (AP counts double); Clip 9; Reload full), frag grenade (9m; 2d10 X; Pen 0; Blast (4))

Gear: 2 autogun clips, micro-bead, respirator, photovisor, 3 frag grenades

Combat Notes: re-roll pinning

Eldar Force

Eldar Ranger									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
45	55	31	32	50*	38	54	36	38	

Movement: 5/10/15/30

Wounds: 11

Skills: Acrobatics 50, Awareness 64 (74 visual and audio), Climb 31, Concealment 70, Deceive 38, Disguise 38, Dodge 50, Search 54, Security 50, Silent Move 70, Speak Language (Eldar, Low Gothic, High Gothic), Survival 58, Tracking 58

Talents/Traits: Basic Weapon Training (Las, Primitive), Catfall, Crack Shot, Deadeye Shot, Exotic Weapon Training (Shuriken Pistol, Ranger Long Rifle), Foresight, Jaded, Leap Up, Marksman, Melee Weapon Training (Primitive, Chain), Rapid Reaction (ag to save against surprise), Sprint, Unnatural Agility (x2)

Armour: Xeno-Mesh Armour (4 body, arms, legs)

Weapons: Ranger long rifle (200m; s/-/-; 1d10+3 E; Pen 2, Accurate, Reliable), Shuriken Pistol (20m; S/3/5; 1d10+2 R; Pen 4), best quality mono-knife (1d5+4 R; pen 2)

Gear: -

Attacks: +2 critical damage (ranged), half penalty for aimed shots, no penalty for range, extra +10 when aiming w/ rifle

Eldar Footsoldier								
WS	BS	S	T	Ag	Int	Per	WP	Fel
40	40	35	32	50*	38	54	36	38

Movement: 5/10/15/30

Wounds: Goon

Skills: Acrobatics 50, Awareness 54 (64 visual and audio), Climb 31, Concealment 50, Deceive 38, Disguise 38, Dodge 50, Search 54, Silent Move 50, Speak Language (Eldar, Low Gothic, High Gothic)

Talents/Traits: Ambidexterous, Basic Weapon Training (Las, Primitive), Catfall, Exotic Weapon Training (Shuriken Pistol), Leap Up, Melee Weapon Training (Primitive, Chain), Unnatural Agility (x2)

Armour: Xeno-Mesh Armour (4 body, arms, legs)

Weapons: Shuriken Pistol (20m; S/3/5; 1d10+2 R; Pen 4), Chain Sword (1d10+5 R; Pen 2; Balanced, Tearing)

Gear: -

Attacks: Parry 50