

Iocanthus Game of Allies

An Adventure for Warhammer 40k

Synopsis

This document provides stats and notes for the Iocanthus part of the Hunt for Komos adventure (which is half-finished only, sorry).

Powers on Iocanthus

Use the sheets and cards from the IocanthusGameOfAllies.pdf. The rumors and informations are all essentially true, with a few exceptions:

- Vai Skull is an exiled noble but he is not an innocent. In fact, any investigation off-world will confirm him as a former arch-heretic and follower of Slaneesh. Skull has given up this life but it comes back to haunt him.
- Feistus Axis is far from stupid but he plays the part well (Deceive 75%). He will let others use him but always looks for his own benefit.

The Battle

This final battle depends on how many allies the heroes have recruited. They have the small force of hell legion troopers at their side in any case.

Chance of Winning (Base 15%):

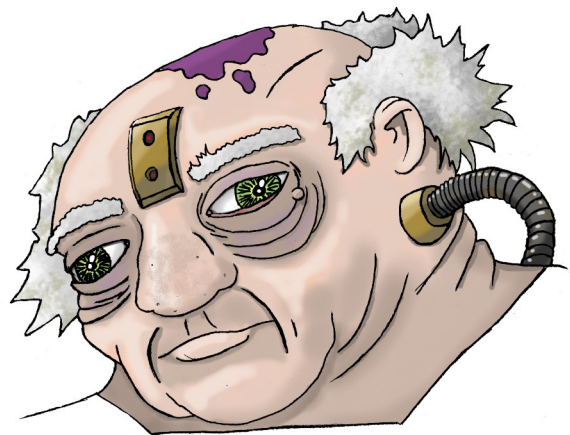
- Iron Horde (+30%, +20%, +0%, -5%, -20%)
- Sororitas (+10%, +0%, +0%, +0%, -5%)
- Relictors (+10%, +20%, +0%, -20%, -30%)
- Axis (+15%, +10%, +0%, +0%, -5%)
- Hero Actions:

- Slay Komos in Battle: +30%
- Slay other enemy hero: +10%

If the heroes win, they will have shattered Komos' forces. If they lose, they will be prisoners of Komos or his successors and Iocanthus will become an open bastion of tech heresy.

Dramatis Personae

Komos



Komos is a false man and bearer of the key to the Black Sun. He is also a strong opponent of the current order in the Imperium, striving for a society of equality and freedom. The constant battle has made him bitter and quite cruel, although he can be quite sincere when he talks about the better world he wants for everybody.

False Man

WS	BS	S	T	Ag	Int	Per	WP	Fel
54	40	55	43	40	35	38	42	23

Movement: 4/8/12/24

Wounds: 20

Skills: Awareness 48 (58 optical), Charm 23 (33 underworld), Ciphers (Logician) 30, Command 23, Common Lore (Underworld, Imperium) 35, Dodge 50, Deceive 23 (33 underworld), Forbidden Lore (Archaeotech, Adeptus Mechanicus) 45, Inquiry 33 (43 underworld), Literacy, Tech-Use 45

Talents/Traits: Ambidextrous, Basic Weapon Training (SP), Blademaster, Crushing Blow,

Disarm, Heightened Senses (Vision), Melee Weapon Training (Chain), Auto-Stabilized, Dark Sight, Machine (4), Two-Weapon Wielder (Melee, Ballistic), Peer (Underworld)

Armour: None (all 6)

Weapons: Chainaxe (1d10+11 R, tearing, includes crushing blow, pen 2), autogun (90m, S/6/20, 2d10+6 I; Pen 0; Clip 300)

Gear: Internal microbead, single use jetpack

Attack Options:

- As a full action attack with gun and axe at -10.
- Disarm: Full action, opposed WS roll
- Autofire without bracing
- Reroll missed melee attacks
- Jetpack (single use): jump up to 50m in a round as a half action

Kerberos

Kerberos is a Relictor Space Marine, who has three wolf-like heads hidden under elongated helmets. Heavily mutated through a Chaos amulet that grants him the ability to reflect psychic attacks, Kerberos seeks further artefacts to help him in the battle against Chaos. The Marine seeks to destroy Chaos at all cost and is perfectly willing to kill anybody who comes in his way.

Personality-wise Kerberos is a thrill-seeker and sadist. He hunts Chaos servants simply because they are dangerous prey. Collateral damage and moral constraints mean little to him.

Kerberos								
WS	BS	S	T	Ag	Int	Per	WP	Fel
57	54	68*	45*	45	37	44	53	33

Movement: 5/10/15/30

Wounds: 25

Skills: Awareness (Per), Common Lore (Imperium), Interrogation (WP)+10, Scrutiny (Per), Climb (S), Command (Fel) +20, Scholastic Lore (Astartes) +20, Medicae (Int),

Intimidate (S), Survival (Int)

Talents/Traits: Universal Weapon Training, Disarm, Air of Authority, Armor of Contempt, Combat Master, Ambidextrous, Two-Weapon Wielder (Melee, Ballistic), Die Hard, True Grit, Fearless, Furious Assault, Hatred (Chaos), Swift Attack, Lightning Attack, Mighty Shot

Armour: 10 head, 11 all other sections

Weapons:

Gear: Astartes Bolt Pistol (35m, S/2/-, 2d10+2 X, Pen 5, Clip 10, Rld Full), Astartes Thunderhammer (1d10+17 E, Pen 6, Shocking, Power Field, Unwieldy), Auto-Extinguisher,

Notes:

- Counts as hulking
- Results of critical damage is halved.
- 3 melee attacks as full action
- Single melee and single ranged as full action
- Roll twice to avoid death due to blood loss
- No gang-up bonus
- Immune to fear and pinning but must make WP check to leave a melee

* Strength Bonus 10, Toughness Bonus 8

Grand Glaive of Pestilence: Great Weapon, anybody hit must make a Toughness check (-20) or suffer 2d10 corruption. Also, the target will be bearer of a deadly and highly contagious disease.

Albino Twins

Cyborg Assassin								
WS	BS	S	T	Ag	Int	Per	WP	Fel
45	45	40	45	48	30	40	37	20

Movement: 4/8/12/24

Wounds: 15

Skills: Acrobatics 58, Awareness 50, Chem-Use 40, Climb 58, Common Lore (Imperium, Tech) 30, Concealment 58, Dodge 58, Deceive 20, Drive (Ground Vehicle) 48, Silent Move 58/88,

Speak Language (Low Gothic) 30, Security 58, Survival 30, Tracking 30

Talents/Traits: Basic Weapon Training (SP, Las), Heavy Weapon Training (Launcher), Blind Fighting (half penalty), Deadeye Shot (half penalty targeted shot), Marksman (no penalty for long and extreme range), Mighty Shot, Hard Target (-20 to hit when running), Sharpshooter

Implants: good cybernetic eyes (dark sight)

Armour: Internal Armor Plates (All 5)

Weapons: Long Las (150m, 1d10+5 E (incl. mighty shot), Pen: 1, Accurate, Reliable), RPG Launcher (120m, 2d10+4 X, Pen 6, Clip 1, Reload Full); mono sword (1d10+4 R, Pen 2, balanced)

Gear: Portable stummer (+30 move silent)

Combat Options:

- No penalty on targeted shots
- No penalty on long and extreme range
- Extra +10 when aiming (accurate)
- -20 to hit when running
- Parry 55 with sword
- Dodge 58