

Return to Fenksworld

An XYZ for Warhammer 40k

Character Involvement

The acolytes are called to a meeting between the Inquistors of the Tyrant Star cabal and some of their followers. The meeting is a discussion about how to proceed against the hereteks on Fenksworld. The acolytes are encouraged to participate but in the end, the Inquistors decide on the course.

- **Inquisitor Antonius Steinner** (gaunt, naval uniform, stern personality): argues for a strike with Arbites and Guard troops. The faster the better!
- **Hell Legion Captain von Hammerschlag** (scarred, ones-eyed with trucker belly, silent and arrogant): Offers no opinion except to support Steinner
- **Inquisitor Agrippus Dalek** (small, fat with fancy uniform and outrageous whig, fatherly and concerned): Initially supports Steiner but can be convinced by Leuven's position
- **Interrogator Karl Devios** (rheumy eyes, double chin, spidery fingers, ambitious): Supports the position of his inquisitor but without being too obvious
- **Peter van der Leuven** (cyborg body, skull head, fatherly): Argues for a recovery of the secrets hoarded by the hereteks even if that gives some the chance to escape

In the end, the inquistors decide to give the acolytes 2 days before the Hell Legion is let loose on the hives.

Initial Clues from Tracking Down the Logicians

- The **Red Hand**, a criminal brotherhood

belonging to a bizarre sect of the imperial cult, is far too well equipped for their power level. Presumably, they have dealings with the Logicians.

- The **Swords of St. Drusus** are a vigilante gang protecting an industrial neighbourhood and hunting mutant intruders. They have a high degree of bionic enhancement, which potentially ties them to the hereteks.
- The **Encrypted Order of Tesla** is a Mechanicus monastery that uses its ties to the **Aroya** noble family to influence local policies. Especially their actions after the Fenksworld Gene Massacre point to ties to the hereteks. In fact, the Mechanicus has in the past accused the order of minor heresies.

Visiting the Red Hand

Background: The Red Hand is a criminal organization that is well-organized and equipped. They come from a dark-skinned, hairless **minority** living on Fenksworld that believes the Emperor to walk among mankind in the form of Chosen Ones. There is a single **Chosen One** on Fenksworld who is not part of the crime cartel but who has considerable influence on them.

Finding out about the Red Hand:

- **Inquiry (+10%):** Representatives of the Red Hand can be contacted.
- **Inquiry (-10%):** Details about the organization can be found out – its stronghold, its strength etc.
- **Common Lore** may be used to find out about the chosen ones. Difficulty depends on the lores available.

Red Hand Resources: The cartel is equipped with powerful weapons and armor, the quality of which is beyond the power of this cartel. The troops are complemented with nasty warbeasts.

The Role of the Red Hand: The cartel has looted the abandoned gene lab of the Logicians as far as they could. They can point the acolytes

to that place.

Dealing with the Red Hand:

- **Violence:** The cartel can be wiped out and Intimidation/Interrogation can be used to get details about the source of the high-tech equipment. Use the light trooper stats with the cartel equipment.
- **Persuasion:** Religious arguments will be most effective, especially if the acolytes convince a Chosen One to help them. Father Chang, a fat elderly man is always willing to support the Imperium as long as his community is not hurt.

Visiting the Swords of St. Drusus

Background: The Swords are a vigilante gang that is used by the hereteks to recruit new troopers. However, the heroes should be reluctant to wipe out a group that has dedicated itself to fighting mutants that terrorize the lower hive neighbourhoods. The Swords wear black Victorian-style uniforms and sport colourful punkish hair. Their eyes are typically replaced with steampunk optics.

Finding out about the Swords:

- **Inquiry (+10%):** The swords are quite easy to locate and contact.
- **Inquiry (+0%):** The Swords are known as mutant hunters and protectors of their neighbourhood. They have quite extensive modifications that have boosted their strength and agility. Otherwise, their equipment is not spectacular.

Swords of St. Drusus Resources: The swords are a handful of gangers, their reputation far exceeding their skill and/or equipment. The gangers are good at pushing around poor mutant outcasts but little more.

Dealing with the Swords:

- The Swords know about about a minor logician hideout but have no permanent contact to the hereteks
- The swords are reluctant to betray their

allies but will do so if they can keep or improve their level of support.

The Abandoned Gene Lab

This place has been booby-trapped by the eldar who have destroyed it in a raid. The place consists of a myriad of cages, laboratories and other evidence. There is a map that points to several Logician hideouts.

The Encrypted Order of Tesla

Background: The encrypted order is the political arm of the hereteks. The reclusive monks have excellent ties to the noble house of Aroya and use the nobles to move against enemies of the hereteks.

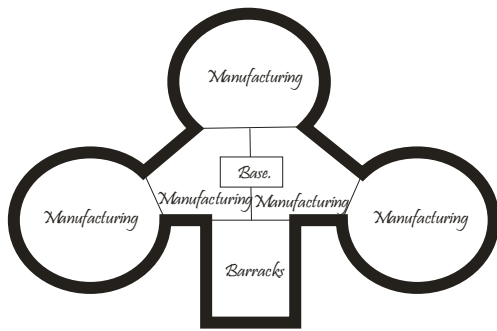
The encrypted order wears red robes embroidered with mysterious, almost heretical symbols. They hide their faces behind white ceramic masks. The monks communicate amongst each other through flashing light diodes.

The monastery is located in the no-man's land between the hives. The monks are well-protected (use the logician base to extrapolate the difficulty of a stealthy intrusion).

Using the Order:

- **Political Adversaries:** Any action by the PCs that has a major impact on the hereteks and can be traced will lead to actions by the encrypted order.
- **Source of Information:** The heroes can learn about the Logician Hideout from the monks.

Logician Hideout



This is a generic hideout of the Logicians. It is typically a factory or old warehouse in one of the poorer levels of the hive.

Benefit: The Logician Hideout contains information about the central library of the Heretek.

Alarm Thresholds:

- **Basic:** The guards are at ease in their barracks. Security relies on the workers and the automated sensors.
- **Suspicion (5):** Guards arm themselves but stay in the barracks.
- **Intruder Alert (10):** The guards move out and take position at key junctions in the building. Autofire guns are activated.

Locations:

- **Manufacturing Halls:** Servitors and mutant slaves work in these extremely noisy and dirty halls. Communication is almost impossible, stealth is almost unnecessary. This is a normal zone location.
- **Barracks:** The security personnel resides here. It consists of 20 Logician Trooper goons lead by Logician Tetrach Guardsman. This is an intensive zone location.
- **Basement:** The basement contains the cogitators and data slates with the information stored at this site. This is an intensive zone location.

Zones:

- **Normal:**
 - **Stealth:** +30%, +10% when on suspicious level

- **Basic Encounter (3 failures):** A worker stumbles upon the acolytes and will sound an alarm if not neutralized in 2 rounds.

- **Suspicious Encounter (3 failures):** A regular Logician Trooper goon with weapons ready. The trooper will sound an alarm with his first action, which bring a whole squad of 5 every 4 rounds.

- **Intensive:**

- **Stealth:** +30%, +10% when on suspicious level

- **Basic Encounter (3 failures):** Two Logician Troopers without armour and wearing sidearms only stumble upon the acolytes.

- **Suspicious Encounter (3 failures):** A squad of 5 battle-ready Logician Troopers. The troopers will sound an alarm with their first action, which bring a whole squad of 5 every 2 rounds.

Central Heretek Library

The central heretek library is situated in the superbridge between the two hives of Fenksworld. The base is well-secured and contains the central data repository of the heretek. With over 100 troops hiding in the building, it is recommended that the heroes sneak in.

Alarm Thresholds:

- **Basic:** Most guards are at ease in their barracks. Security relies on very infrequent two-man patrols and the automated sensors.

- **Suspicion (5):** Guards arm themselves but stay in the barracks. The patrols become more frequent.

- **Intruder Alert (10):** The guards move out and take position at key junctions in the building.

Locations:

- **Underbridge Walkways:** These outdoor locations are quite windy, so any noise is lost. There are few people here and even the patrols try to hurry. Only when the alarm level is raised, there will be people watching this part of the complex.
- **Living Quarters:** The tetrarchs reside here. The rooms are very small but lavishly outfitted. During the day, the place will be deserted but at night all rooms are occupied. This is an intensive zone location.
- **Barracks:** The security personnel resides here. It consists of 80 Tetrach Guardsmen. This is an intensive zone location.
- **Core:** The core contains the cogitators with the information stored at this site. This is an intensive zone location. It is well guarded and even a single failure will cause a showdown encounter with 1 Tetrach and 2 Guard Troopers per PC + Lucius Titan.

Zones:

- **Normal:**
 - Stealth: +30%, +20% when on suspicious level
 - Basic Encounter (3 failures): A civilian stumbles upon the acolytes and will sound an alarm if not neutralized in 2 rounds.
 - Suspicious Encounter (3 failures): A regular Logician Trooper goon with weapons ready. The trooper will sound an alarm with his first action, which bring a whole squad of 5 every 4 rounds.
- **Intensive:**
 - Stealth: +20%, +0% when on suspicious level
 - Basic Encounter (3 failures): Two Logician Troopers without armour and wearing sidearms only stumble upon the acolytes.

- Suspicious Encounter (3 failures): A squad of 5 battle-ready Logician Troopers. The troopers will sound an alarm with their first action, which bring a whole squad of 5 every 2 rounds.

Opponents

Logician – Tetrarch Guardsman

The Tetrarch Guard is the elite unit among the troops of the Logicians. They wear bright red armor engraved with the glowing yellow pentagram-circuits of the immateria ward.

Tetrarch Guardsman								
WS	BS	S	T	Ag	Int	Per	WP	Fel
40*	42	35	36	35	30	35	40	30

Movement: 3/6/9/18

Wounds: Colourful Goon

Skills: Awareness 35, Ciphers (Logician) 30, Climb 35, Common Lore (Imperium, Tech) 30, Dodge 45, Interrogation 30, Speak Language (Low Gothic) 30, Secret Language (Tech) 30

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

Armour: Enforcer light carapace + helmet (AP 5 all locations) with immateria ward on the chest (+6 AP vs. psionic and warp-related damage)

Weapons: Boltgun (90m, S/2/-, D: 1d10+5 X, Pen 4, Clip: 24, Tearing, Inferno Shells – targets must make agility check or catch fire), 3 fire bombs (9m, 2d10+4 X, Pen 6, Blast(3)), stub automatic w/ dumdums (30m; S/3/-; 1d10+5 I; Pen 0 (AP counts double); Clip 9; Reload full),

Variant 1 - Heavy Trooper: Heavy Bolter (120m, RoF -/-/10; Dam 2d10 X; Pen 5; Clip 60; Reload 2 full)

Gear: rebreather, mini extinguisher, 2 clips of inferno shells, microbead, anti-flash goggles, 3

fire bombs

Combat Notes:

- Immune to fear and pinning while Tetrarchs are present, otherwise re-roll failed roll
- +10 on WS for attacks against Imperial forces when Tetrarchs are present
- 11 AP vs. psionic damage to the body

Captain Lucius Titan – Tetrarch Guardsman

Lucius Titan is a powerfully built man with a short curly beard and short hair. His big forehead and thoughtful eyes give him the air of a philosopher. He wears the standard uniform of the Tetrarch Guard but with golden stripes and extensive skull heraldy on his shoulder pad.

Lucius Titan								
WS	BS	S	T	Ag	Int	Per	WP	Fel
40*	51	40	42	45	30	35	40	30

Movement: 3/6/9/18

Wounds: 16

Skills: Awareness 35, Ciphers (Logician) 30, Climb 35, Common Lore (Imperium, Tech) 30, Dodge 55, Interrogation 30, Speak Language (Low Gothic) 30, Secret Language (Tech) 30

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

Armour: Enforcer light carapace w/o helmet (AP 5 all locations except head) with immateria ward on the chest (+6 AP vs. psionic and warp-related damage)

Weapons: Flamer (20m, D: 1d10+4 E, Pen 2, Clip 6, Rld 2 full, Flame)

Gear: rebreather, mini extinguisher, 2 clips of inferno shells, microbead, anti-flash goggles, 3 fire bombs

Combat Notes:

- Immune to fear and pinning while

Tetrarchs are present, otherwise re-roll failed roll

- +10 on WS for attacks against Imperial forces when Tetrarchs are present
- 11 AP vs. psionic damage to the body

Logician Regular Light Trooper

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

Movement: 3/6/9/18

Wounds: Goon

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), Thrown Weapon Training (Primitive)

Armour: Flak Vest (3 AP body and arms), Flak Helmet (3 AP head)

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

Cartel Variant: Fearless (due to brain implant), Boltgun (90m, S/2/-, D: 1d10+5 X, Pen 4, Clip: 24, Tearing)

Iron Tetrarch

The Tetrarchs are Heretekes who embrace physical modification. They copy the style of the Mechanicus but wear black robes instead. Key missions will be accompanied by one or more of these secretive rulers.

Iron Tetrarch								
WS	BS	S	T	Ag	Int	Per	WP	Fel
55*	35	45	43	37	56	45	50*	32

Movement: 4/8/12/24

Wounds: 15

Skills: Awareness 45, Charm 32, Ciphers (Logician) 56, Command 42, Common Lore (Imperium, Tech) 56, Deceive 52, Drive (Ground) 25, Forbidden Lore (Mechanicus, Xenos) 56, Inquiry 32, Logic 56, Medicae 66, Scrutiny 45, Secret Tongue (Logicians), Security 35, Tech Use 66

Talents/Traits: Basic Weapon Training (Bolter), Blademaster (re-roll one miss), Counter Attack (free attack on successful parry), Crippling Strike (+1d5-1 dam on a critical hit), Fearless (immune to fear and pinning), Feedback Screech (see below), Into the Jaws of Hell (minions are immune to fear and pinning), Lightning Attack (3 melee attacks), Hatred (Imperium), Litany of Hate (extends hatred on minions), Melee Weapon Training (primitive), Mimic (copy voices), Precise Blow (no penalty for targeted melee attacks), Regeneration (1 wound per round)

Armour: built-in armor plates (AP: 6)

Weapons: Monosword (1d10+4 R, Pen 2, Balanced)

Implants: rebreather, excellent optics, various implants that grant the more exotic talents above)

Gear: Various tech equipment

Combat Notes:

- Immune to fear and pinning
- Feedback Screech: full action – all within 30m must make willpower test or loose a half action
- Regenerates one wound point per round
- 3 attacks (re-roll single miss) plus attack on successful parry, pick hit location
- Extra 1d5-1 damage on critical hit
- Target hit location for free
- Hatred already included in WS (as well as parry bonus for balanced)
- Can copy voices