



Medusa V

Playing Inquisitor games in this summer's 40K campaign.

By Bob McFarlane

As the War for Medusa V rages across cities, forests, seas and the voids of space, shadowy figures move in the darkness far from the din of battle. While the major stratagems of the War will be what makes the names of heroes, many will operate thanklessly and ceaselessly beyond the auspices of those who they strive to protect, and though their names may never be remembered on memorial or statue, their efforts are as valuable as those of bellowing captains who make their name on the fields of death.

As the war for Medusa proceeds, Inquisitor players will doubtless feel the need to flex their arms in defence (or otherwise) of the Imperium. These scenarios will allow them to be part of the war being fought from the shadows while Medusa burns.

BACKGROUND

The fate of the Medusa system has long been tied closely to the machinations of the Inquisition.

During the Medusa IV Schism over two hundred years ago, heretical cults rose up in an attempt to overthrow those loyal to the Emperor. While the bold efforts of the planetary defence forces kept the enemy at bay on the streets, agents of the Ordo Hereticus operated in deep cover among the cultist ranks. In attempts to sow seeds of despair among their numbers, these agents orchestrated sabotage of their efforts, ensuring orders never reached their destinations and supplies were diverted from areas where they were needed most. Many cult leaders were also found dead, their killers undetected, long having escaped or disappeared back deep undercover.

Despite these valiant efforts, and despite the eventual arrival of the Astartes of the Ultramarines chapter, the Ordos were forced to admit that their efforts had failed. The cults had grown too widespread, too influential, and too deep-rooted. Conclave was held on the neighbouring planet of Medusa V, chaired by Annabella Baptiste, a young Inquisitor of the Ordo Malleus, to decide the fate of the planet.

The Inquisitors of the Ordo Hereticus were adamant that they should be allowed to complete their work, that headway was being made and with the assistance of the Ultramarines, they might yet prevail in the face of overwhelming odds. Though they argued fervently for four days and four nights, Baptiste eventually called an end to the proceedings. Proclaiming that the enemy's strength grew with every day, and the loyalists' strength weakened, she declared that she would adjourn from the conclave and deliver the Ultimate Sanction to Medusa IV by means of Atmospheric Incineration. A hundred heads hung in union, for among them, none were willing to deny that Medusa IV lay in the direst of straits.

Though she granted refugees a one week stay of execution, Inquisitor Baptiste made good on her promise, destroying the world of Medusa IV in a conflagration of Righteous Flame. There were many who called her coward for abandoning the world, who claimed there was no challenge to great for the noble Astartes to overcome, who claimed it was a fusion of her own inexperience and incompetence that led to her rashly deciding to condemn the souls of billions of the Emperor's loyal servants.

Baptiste cared not. Her reputation was secured, and Medusa IV was delivered from the taint of heresy.

All appeared well for over two centuries. The refugee question in the wake of Medusa IV's destruction was answered simply by the Inquisition - gargantuan camps were built on Medusa V, the nearest suitable world. As the Ordo Hereticus attempted to atone for their failure on Medusa IV, testing and screening was enforced rigorously and thousands were sent to the pyres. Once again, the Inquisition believed the problem solved.

As the decades passed, little changed on Medusa V. All was thought safe until the day when the Observatoria declared that Van Grothe's Rapidity was growing dangerously close to the planet, and that its days were numbered. As the mysterious phenomenon pulsed with light and energy in the skies above the planet, dark truths revealed themselves. Factions among the refugees, descended from those betrayed by the Inquisition on Medusa IV, rose up to strike a desperate blow against the Imperial Governor. Cults that had been simmering beneath the placid surface of Medusa V's society saw the great rift in the sky as a sign that their time had come.

Rioting began in the cities. The streets became a morass of battles and conflicts, whilst the Adeptus Arbites carried out mass riot-breakings and summary executions. The Imperial forces knew nothing of the grim fate awaiting their planet, and fought on with bravery, valiance and faith in the Emperor's deliverance.

Whilst all fighting broke out across the planet, the pattern from Medusa IV began to repeat itself. Inquisitors of the Ordo Hereticus, under the guidance of Inquisitor Maximilian Sturmman, attempted to infiltrate the cultist cells and break them from the inside. Initial efforts were a success, with hundreds of small cells sundered from within by the heroic efforts of undercover Inquisitorial agents.

Imperial resistance had met initially with success. Counterinsurgency by the Inquisitors and lawkeeping by the Adeptus Arbites put paid to early attempts to overthrow the government. However, even as the authorities became confident of victory, hell broke loose.

The incursions of the many and varied alien factions across the planet was unexpected, even by the Inquisition. The Tau, the Necrons, the Eldar, the Orks... all had gained a foothold on the doomed world in the midst of the confusion set in motion by the rebellions. Even as the Imperial forces turned their efforts outward to combat these new threats, they were beset from all sides. Stretched to their limits by the spread of hostile activity, it was time for the Inquisition to spring into action.

Their tasks would be many, varied, and challenging. But in the battle beneath the surfaces for the Soul of Medusa V, they were to be the final hope.

THE SCENARIOS

The scenarios in this pack are examples of actions the Inquisition and their agents would embark upon during the upcoming war for the planet of Medusa V. You can add your own specifics to them, such as their locations and the parties involved, so that you can weave the fate of your own parties into the dark background of this Doomed Planet.

SCENARIO 1 – TOMB LANDING

A Necron Landing Vessel has landed on Medusa at close to the ancient city of Hive Machavius, with the intent of staging an assault upon its people. The players' factions must investigate the unusual craft. While the Necrons on board are still in slumber, time is a crucial factor - they may awake at any moment jeopardising the operation!

Possible Antagonists

Looters and Assailants – There are those to whom the prospect of a Necron ship carries either the promise of trinkets and spoils, or portents of darkness and peril. Tau search parties, for example, may be keen to send a Stealth Operative to investigate the potential of liberating some Necron technology; whereas the Eldar, contrastingly, would see the importance of destroying the vessel at the earliest opportunity. Additionally, there may be self-interested parties, such as archeoxeneans and Rogue Traders, who have the intention of investigating the crashed ship, unwitting of the horrors they may unleash.

Possible Protagonists

Suppressors – An Inquisitor will be first on the scene, and will do all he can to seal the Tomb or facilitate its destruction. He may be a fervent Puritan, with fire and destruction on his mind, or he may be an open-minded Ordo Xenos Inquisitor with the intention of capturing some of the powerful ancient technology to use for his own ends. Most importantly, however, regardless of their own personal agendas, their goal will be to prevent an outbreak of Necrons in the area.

Scenario Suggestions

The game should be played on a board with a large portal at one end, open yet apparently undefended. Of course, if players attempt to enter without making efforts to determine the nature of the location, they will be caught by surprise as the Necrons' defensive devices begin to activate. It falls to each of the parties to carry out their objectives in the light of this - each party will either need to find a way to get around the defences or prevent the other side from doing so! Inquisitors, other suitably well-informed characters, will be well aware of the nature of the portal and may take extra care in exploring the area.

SCENARIO 2 – INDUSTRIAL SABOTAGE

Hostile Factions have infiltrated key facilities in the Industrial-Military Complexes of Medusa V. These include the massive refinery complexes of Johannes Island, and the routing stations and supply depots of the Machavian fuel relays supplying vital promethium to Hive Machavius and the Imperial front lines. Adeptus Mechanicus Personnel have with the intention of disrupting Medusa's ability to make war, defend itself, and supply vital resources to its defenders. Obviously, they cannot be allowed to do this.

Possible Antagonists

Saboteurs – the Sabotage teams may be from a variety of sources. The Saboteurs will all share a common goal - to damage machinery and disrupt the Industrial-Military Complex, but it may be by various means. The Saboteurs may be a pair of Eldar Rangers, whose abilities are well-suited to sabotage and espionage, whose intention it is to steal vital data regarding the Imperial War Effort. Alternatively, a Tau Stealth Operative may have infiltrated the facilities to place strategically-located charges to detonate from a distance after escaping the facilities. It could be as simple a matter as a band of Chaos Cultists or Mutants breaking into the facility and smashing up machines with wooden clubs.

Possible Protagonists

Defenders – the Facilities are likely to be guarded. The guards may simply be a few low-ranking Guard soldiers or Planetary Guardsmen, or hired goons or mercenaries. In this event, their knowledge of what they are facing will be scant at best, and their ability to combat the threat limited in the extreme.

Alternatively, an Inquisitor may have got wind of the situation and brought his retinue to combat the danger. This is a matter of judgment – Inquisitors will not appear if the antagonists are a low-level 'threat', such as rebel guardsmen or cultists, but some of the more exotic adversaries, such as Eldar or Tau, might justify the presence of an Inquisitor.

Scenario Suggestions

The scenario should be played on a square board, with one or more pieces of technological scenery as the objectives. It will be the role of the Saboteurs to achieve their objectives, be they to destroy the equipment or to interact with it in some other way, and the role of the Defenders to prevent them doing so.



SCENARIO 3 – VALUABLE DISCOVERY

Deep in the Hole, the abandoned Adeptus Mechanicus excavation site that has lay dormant for almost 130 years, a discovery of ancient significance has been made. Due to the fact that the area is considered Quarantine Extremis by the Ordo Xenos, and is well-guarded by Planetary defence forces and the Skitarii, its true nature is unclear, though several of the factions, for reasons that remain their own, are keen to take possession of the find. There are also elements among the Inquisition keen to ensure that the find remains, for whatever reason, out of the hands of those who would use it against the Imperium.

Possible Antagonists

Scavengers – Once again, the promises of outlandish and exotic prizes may draw all manner of folk to the area in expectation of walking off with some thing of worth. These folk may well be greedy and unscrupulous humans, such as Rogue Traders, peon scavengers or even powerful criminal kingpins; though they may just as well be aliens or worshippers of the ruinous powers, who, in knowledge of the peril that awaits Medusa as a world, hope to liberate these valuable trinkets before it is too late. The item may even be of great enough import to pique the interest of an Inquisitor in search of some talisman or bauble he might bend to his own whims.

Possible Protagonists

Bulwarks – the item, whatever its nature, is considered of suitable importance for the Imperial Authorities to deem it worthy of retrieval. Whether it be some saintly relic from Imperial History, a weapon of ancient and deadly origin, or merely some proscribed item deemed unsuitable for the public domain, the government of Medusa sees fit to impound it. This may culminate in an Arbites presence, the intervention of the local PDF or Enforcer agents, or even a level-headed Inquisitor keen to suppress an item that may, in the wrong hands, prove dangerous to all around it.

Scenario Suggestions

The scenario should be played around a central point, which will be the resting place for the item. The mission will revolve around one party attempting to retrieve the item, while the other attempts to suppress it by any means. This may mean that they are called upon to destroy it. The Gamesmaster may wish to decide on the nature of the item, and give players the opportunity to make use of it in the scenario, or, if they choose, they may roll on the Random Archeotech table at the back of the booklet.

D100 Archeotech

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| 1-20 | The rumours were a hoax and the item is merely some worthless trinket, of no use to any one except tinkers and collectors of trivia. |
| 21-40 | The item is Orkish in origin, and takes the form of a random, crudely crafted close-combat weapon, which may be randomly generated from the rulebook. |
| 41-50 | The item is extremely unusual, and may prove to be of some use the Inquisitor. Randomly generate one Exotic item from the rulebook. |
| 51-60 | The item is Eldar in origin, and takes the form of a wraithbone glove, which gives the bearer the power of Telekinesis. The wearer gains the Telekinesis psychic ability, with an assumed Willpower of 75 (on behalf of the glove). |
| 61-70 | The item is Necron in origin and takes the form of a flaying device. It may be used as a weapon with the characteristics of a Gauss Flayer from the Alien Weapons section of the Armoury from the Inquisitor rulebook. |
| 71-80 | The item is merely a trinket, but its true nature is more sinister – a Daemon has been bound inside it by some dark magicks. The item, while in the possession of a character, will try to exert its will over him. The item counts as having a Willpower of 60. At the start of each turn, the character must roll a d20 and add his willpower – if the character scores higher than the item's willpower, he acts normally. If not, he becomes enthralled, and in his next turn will count as having a Speed of 1, and may only move randomly at walking pace. |
| 81-90 | The item is a Tau device, designed to reflect incoming damage. It acts as armour for the entire body, with a value of 5, and if it successfully deflects a shot, it pulses with bright light as the energy of the shot is dissipated. Any further shots fired at the character wearing the field by the character who fired the shot have a further -40 penalty due to the blinding nature of the discharge. |
| 91-100 | The item is a device of truly terrible power. Whether it be an Exterminatus Device, a manifestation of Purgatus Annihilatum, or some other weapon of mass-destruction, its importance is not lost on its finders. The item confers no in-game benefits, but the finders should strive their utmost to protect it lest it fall into the hands of their adversaries. |



SCENARIO 4 – COUNTER-INSURGENCY

As in any conflict, it is a well-respected fact that in order to cripple a war effort, cutting off a forces' head is one of the surest ways to do it. There is no shortage of high-ranking officers on Medusa for the War, ranging from Graf Harazahn, Elarique Swiftblade and Ygethmor the Deceiver right down to the lowliest Imperial Colonel or Eldar Warlock. Those who wish to foil such diabolical plots will have to be on their guard and well-prepared, since an attack could strike at any time, and often from the most unexpected of quarters.

Possible Antagonists

Assassins – one or more of the parties will be assassins, intent upon eliminating some key figure. It does not necessarily have to be a partisan figure, such as an overtly Imperial or Xenotic character - it may be, for example, an Imperial citizen acting as an informant for the Tau Empire, or a citizen impregnated with a genestealer larva being compelled to commit acts against his will by the Hivemind.

Possible Protagonists

Bodyguards – of course, for every assassin, there will be those who wish to foil the plot and protect their targets. These may be an Inquisitor seeking to protect an Imperial General from an assassin, or even an Eldar operative seeking to protect a deep-cover informant from agents who have blown his cover.

Scenario Suggestions

The game should be played on a relatively small board to keep the pace high and to ensure that the bodyguards have to work hard to protect their quarry. The players should strive to develop a convincing setting for the assassination attempt, while deciding who the target will be - it is always possible to make the target an Imperial dignitary, but players should attempt to tailor the character to fit the goals of their warband. For example, if two Inquisitors are involved, it may be the case that one Inquisitor plans to make use of some talent the target possesses, and the other Inquisitor intends to prevent him doing so for philosophical reasons!

SCENARIO 5 – INTELLIGENCE GATHERING

Medusa V. Of course, it can deal a crippling blow to an army for such intel to fall into enemy hands, and it will go to any lengths to prevent it from doing so. Facilities such as the Madrigales Monastery deal with a good deal of sensitive information that hostile factions will do everything they can to acquire.

Possible Antagonists

Interlopers – to most races, intelligence-gathering is a vital part of warfare, and this can take many forms. It may consist of stealing vital papers, assessing military strength, or even surveying enemy positions and facilities to expedite future military operations. The protagonists could be Earth-caste dataminers who have been inserted into a facility to gain data to further the cause of the Greater Good; an advance guard from the Chaos armies seeking to gain tactical data about military capabilities and potential resistance; or even treacherous humans keen to sell their loyalty to some dark power or merely for the promise of reward.

Possible Protagonists

Protectors – in response to the efforts of the interlopers, the protectors assigned to protect whatever vital data is at stake must do whatever is necessary to stop their adversaries. In some cases this may be simple - such as protecting a data-bank or astropathic relay from being accessed by hostile agents - but in other situations it may be more complex. They may be forced to stop a spy, whose responsibility it is to take crucial pict-records of a vital piece of technology or strategic data, from escaping with the information.

Scenario Suggestions

The options for this scenario are extremely broad. The scenario can be as simple as finding some vital documents, right the way through to breaking into a computer system, Astropathic Net or psy-relay. They might also include surveillance of a target, or gathering blueprints or pict-links of a top secret project or installation. The key is that for the scenario, there should be one or more crucial pieces of intel that must be gathered by the interlopers and it falls to the Protectors to prevent this happening.

SCENARIO 6 – BIOLOGICAL INFECTION

Many factions are willing to use dishonourable means to gain the upper hand in their struggle for supremacy, and often this takes the form of a major infection caused by the spreading of biological agents. For such an agent to be set loose among the population of one of Medusa's gigantic Hive Cities, such as the massively populated Hive Amphion, the underground nature of which would make evacuation difficult and maximise casualties; or among the massively overpopulated refugee camps of Baptiste's Wrath or Camp Alpha, would be catastrophic to say the very least. Worse still, the saboteurs may infect some facility such as the Euryales Water Purification plant, spreading their deadly plagues across the entire region...

Possible Antagonists

The agents attempting to deliver the toxins may be acting on behalf of any of the factions, but it is clear that they have only one goal in mind – to cause chaos and death. They may be Tau sympathisers, nascent Chaos cult worshippers, or agents keen to build a life for themselves in the Tau Empire, working on behalf of the Earth caste to prove their devotion to the Greater Good.

Possible Protagonists

The parties interested in preventing the outbreak of the toxins will almost certainly be Imperial agents or peacekeepers. They may be Arbites enforcers tasked with stopping a major disaster, or Inquisitorial agents who have been tracking the progress of the antagonists and aim to catch up with them before they can carry their plan through. Of course, the protagonists may well be concerned citizens, or even lowly guards or local security forces in the right place at the right time to stop a key blow against the Imperium.

Scenario Suggestions

This scenario presents several options for the antagonists. There are several ways they can deploy the toxin - for example, they may choose to place it in the water supply, allowing it to spread quickly through water. They may prefer to place it in a chimney flue and let it spread via airborne means. Better still, they may choose to infect several subjects and release them, making them unwitting pawns in their fiendish plot.

Of course, the key factor in any outbreak is the nature of the infection and how it might affect the scenario. Players can either come up with their own disgusting illnesses or randomly generate one by consulting the biological outbreak table, which can be found at the end of the booklet.



BIOLOGICAL OUTBREAK TABLE

If you need to generate a random biological outbreak for the purposes of Scenario 5, you can use this chart. First of all, establish the method of infection by rolling a D6 and consulting the first table; then the nature of the outbreak, by rolling a D100 and consulting the Biological Agent chart.

To establish if a character is infected by contact with the agent, he must take a Toughness test. The Contagion Factor of each infection represents how easily it communicates – the number shown must be subtracted from the characters Toughness when testing to see if they become infected.

D6 Method of Infection

1-2 *Bloodborne infection* – the infection can only be spread directly into the bloodstream. It may be contracted through open wounds, subdermal injections or by weapons coated in the agent.

3-4 *Waterborne infection* – the infection is in liquid form, and can be spread through contact with the skin, or through drinking.

5-6 *Airborne infection* – the infection is in a gaseous form and can be contracted through direct skin contact, inhalation, open wounds – by any method, literally.

D100 Biological Agent

1-20 *Common Cold* – whether due to poor planning or lack of knowledge or resources, the agent the saboteurs intend to deploy is rather less dangerous than they might have hoped. Highly infectious, yet shows no short-term effects. Within several days, all but the hardiest characters will be coughing, sneezing and dribbling at the nose. However, for the purposes of this scenario, the infection has no effect.

Contagion Factor: -80%

21-40 *Necromundan Pox* – the Pox constricts the subject's lungs, making them unable to breathe correctly. The affected character may not run, jump or sprint; their Speed is reduced by 1 and any damage they take to their chest area counts as if it were a critical hit.

Contagion factor: -30%

41-50 *Rigor Incapacitum* – while believed among the masses to be caused the Emperor crippling those of weak faith, this is actually a nerve sedative. The body part touched by the agent is made useless, as if it had received a 'Crippled' damage result. If the agent is airborne and the subject is not wearing a respirator, the character is knocked unconscious for the rest of the scenario.

Contagion Factor: -20%

51-60 *Influenza Telepathica* – a virulent, common, yet little feared infection, made so because it only affects psykers. If contracted, it leads to headaches, and a gradual deterioration of the constitution until the subject begins to feel extremely fragile. If a psykers contracts the disease, they lose d10 Toughness and Willpower every turn unless they manage to find a cure or fall unconscious. There is no long-term effect, and all characters will recover for the next scenario.

Contagion Factor: -30%

61-70 *Agitatus Furior, a.k.a. 'Rage'* – originally developed as a biological weapon, Rage drives subjects into an intense, unrelenting fury. Infected characters must always attempt to move into melee combat with the nearest enemy model they are aware of, and must always move at a sprint, jumping over obstacles if necessary. If there are no enemy models they are aware of, they must attempt to engage friendly models. If there are no friendly models they are aware of, they simply stand still bellowing and foaming at the mouth.

Contagion Factor: -20%

71-90 *Medusan Phage* – the Phage was originally used as an inoculation for workers in lethal bacterial environments. However, gradually the phage mutated so that instead of aiding the body's natural immunity, it destroyed it. Subjects end up without an immune system and even the slightest infection can prove lethal. Characters who contract the phage take d10 damage from bleeding, and their system shock value is halved. They also halve their Toughness value when rolling to test to see if they are affected by toxin or gas weapons.

Contagion Factor: -30%

91-100 *Nurgle's Rot* – The most feared of all diseases. The Rot first causes a high fever, and the subject then loses control of their bodily functions. Their skin necrotises and falls off in clumps. Death is slow and painful, and from the foetid corpse emerges one of the Plague God's servants, a Plague bearer of Nurgle. The character loses 10 from their Toughness value every turn until they fall unconscious. Their agonised screaming causes all friendly characters within earshot -20 to their Nerve characteristic.

Contagion Factor: -30%

THE FATE OF MEDUSA V

The Fate of this doomed planet may be sealed, but the efforts of the Inquisitors will decide if the planet's end is one of glory and honour, or one of ignominy and defeat.

Though the fate of Medusa V will be determined on the battlefields, the efforts made in accomplishing the missions in this booklet are just as vital as the sacrifices of the soldier on the field of war.

Every tale played out through the game of Inquisitor is a story waiting to be told, and it is these stories that we want to hear.

If you play a game of Inquisitor using one of these scenarios over the summer period, please write a report of it and send it in (fanaticsubmissions@games-workshop.co.uk). We will compile a selection of the stories, and present them at the end of the campaign to reveal some of the unheard-of exploits that go on behind the curtain on Medusa V during the war.

So go Forth, and do the Emperor's Work!

The best reports will be forwarded to Adam Troke who will then include them in a summarised form in the final Medusa V conclusion.

ABOUT THE AUTHOR

Rob Macfarlane is a seasoned Inquisitor player, Gamesmaster and savant, and a Medusa V historian and chronicler. He can be found moderating The Conclave, the internet's foremost source of Inquisitor-related fiction.