

# ROGUE TRADER

## THE FROZEN REACHES



PART I OF THE WARPSTORM  
ADVENTURE TRILOGY

WARHAMMER  
40,000  
ROLEPLAY



# ROGUE TRADER

## THE FROZEN REACHES



ROLEPLAYING IN THE GRIM  
DARKNESS OF THE 4<sup>TH</sup> MILLENNIUM



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# INTRODUCTION

**“Warpstorm (n.):** *A massive uprising of the Immaterium that bleeds over into reality causing disruption, chaos, and cessation of warp-travel; often a herald of doom.*”

—Lexicon Calixia, 35th edition, M39

**T**he **WARPSTORM TRILOGY** is an epic series of adventures, spanning several books, which centres on the exploits of the Explorers as they uncover a great mystery that is hidden within the depths of the Hecaton Rifts and threatens the entire Expanse: a source of tremendous power, that will spell doom for the inhabitants of the Koronus Expanse and the nearby Calixis Sector should it fall into the wrong hands.

The series continues in **THE CITADEL OF SKULLS**, and concludes in **THE FALLEN SUN**.

## GAME MASTER'S BACKGROUND

Somewhere within the dark reaches of the Koronus Expanse, deep within the Rifts of Hecaton, lurks a terrible secret that threatens all. Arch-fiend and Chaos reaver Karrad Vall is hunting and searching for the location of this secret doom; he has killed, plundered, and tortured his way across the Expanse to gain the information he needs so he can claim this prize. Vall needs to acquire the keys that will unlock this power source, and they have been scattered across the Koronus Expanse. Recently, Karrad Vall has learned the location of one such key: the Imperial colony of Damaris. Tasting the sweetness of victory as he closes in on his quarry, Vall has devised a plan to secure the artefact.

Damaris is a virtually unique phenomenon in the Koronus Expanse: a thriving Imperial-aligned colony; complete with its own Planetary Defence Force and flotilla of intersystem warships. Vall knows that even with the power of his wretched warp-sorcery, he doesn't have the necessary force to take the planet. Nor is he capable of sneaking past these defences to gain access to his prize, inside the planet's shrine to St. Drusus. To assist him in claiming this artefact, he has called upon one of his lieutenants, Drexus Skar.

Skar discovered the key to destroying Damaris near the mining world of Chorda's Folly: a massive Ork Warband. The Chaos reavers persuaded the Ork Warboss Snokgritz to plunge into the Expanse on a collision course with Damaris with the promise of hard fighting and loot. Skar believes that once the Orks have started their assault they will continue to pummel the PDF into submission. What Skar isn't counting on is the involvement of the Explorers.

Karrad Vall then plans to move in and claim the artefact once the Orks have razed Damaris. He hasn't told Skar or the Orks why he wants the world taken, knowing that they will try to claim the item for themselves.

This adventure opens with the greenskins of Snokgritz poised to begin their invasion. Through scouts and the interception of Astropathic signals coming from the various Weirdboyz of the greenskin horde, the people of Damaris have learned of this invasion and are rushing to seek the aid of any available ship Captains. Only a few have answered the call for help, and the Imperial Navy has declined to send any other ships to aid the beleaguered world.

## NOTES FOR RUNNING FROZEN REACHES

**THE FROZEN REACHES** is an epic adventure intended to be run over several game sessions. It's designed for Rogue Trader characters of Ranks 2–3. The Game Master can adjust the threat-level of the adventure to suit Explorers of higher or lower rank.

**THE FROZEN REACHES** can also be run as a stand-alone adventure. It also allows for different styles of play. The adventure can be run as a loose story, where the Explorers to go where they please within the framework of the story. Alternatively, it can be run in a more strict, linear format—suitable for newer Game Masters and less-experienced players. How the GM chooses to run the adventure is up to him.

Like many other published adventures, it's impossible to cover every aspect and eventuality that may arise. That's where the Game Master (GM) comes in. The GM should thoroughly read through the adventure—making notes along the way that will help customise the material to the individual group. The second step is to get a feel for the major NPCs that the Explorers will interact with. It may help to make notes on their individual mannerisms and personalities.

Because parts of this adventure have no set outcome (i.e. Act I), it demands more from the GM than simply stringing combat encounters together. The players have a great deal of freedom of action, and there are countless paths that can't be anticipated. This means that the GM needs to think on his feet, and add in extra characters and information as needed to keep the adventure moving along smoothly. The GM will also need to have a clear idea of what the NPCs are doing, along with their backgrounds and motivations.

As with all adventures, the more the GM puts into it, the more he and the players get out of it. By ensuring that the adventure has been thoroughly read and notes are made, as well as having a clear idea of the events and how they are going to turn out based on the anticipated actions of the players, the GM makes his job much easier.

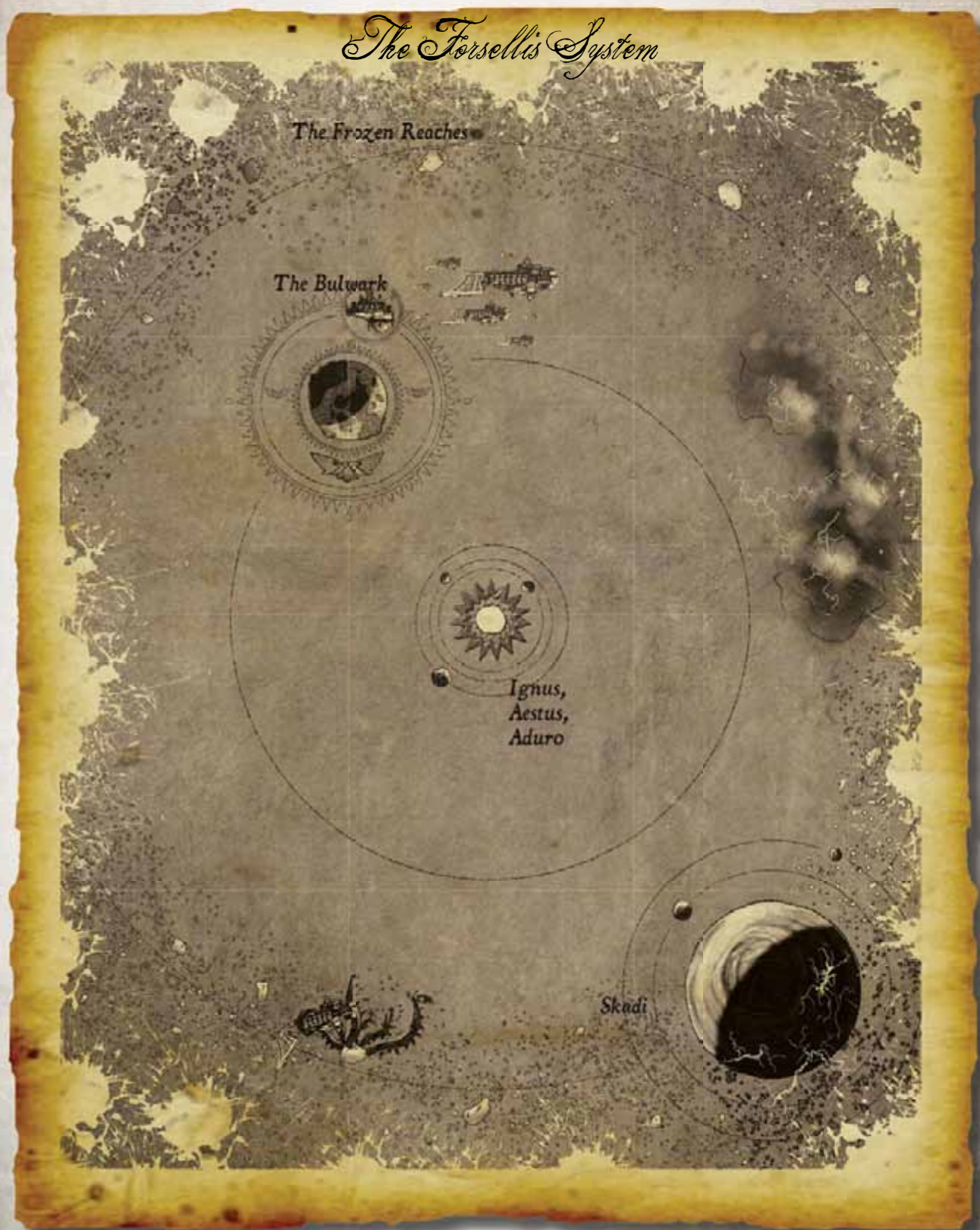




# DAMARIS GAZATEER

- DAMARIS
- 
- THE CAPITAL CITY
- 
- THE BULWARK
- 
- THE BURNING  
ONES
- 
- THE FROZEN  
REACHES







# CHAPTER I: DAMARIS GAZETTEER

*"By the Throne, would you look at this! Barely a stone to fly around, no xenos, no grav-tides, nothing. There's money to be made here, lads. Easy money."*

—Rogue Trader Markus Forsellis

Near the Coreward end of the God-Emperor's Scourge, bathed in the faint, flickering, bruise-coloured light of the distant Void Dancer's Roil, lies the small and unassuming Forsellis system. Centred on the star Forsellis, a brilliant blue giant of immense size and power, it was first charted by the Rogue Trader Markus Forsellis nearly one thousand years ago. It is sparsely inhabited for its size, has little in the way of resources, and no known archaeological or anthropological sites of interest. Its one habitable planet, Damaris, lies halfway between the star and the vast ice fields at the edge of the system and is home to a relatively young and burgeoning Imperial colony. The rest of the system consists mainly of gas giants, barren rocks with trace atmospheres and the aforementioned ice fields, a treacherous, ever-shifting expanse of ice asteroids the size of moons that ring the system like a wall.

Beyond this wall lies a wide-open space free of serious navigation hazards like asteroid fields or heavy gravity tides, meaning the system is quite easy to navigate once clear of the ice fields. This easy navigation has turned the system into something of a trading hub, which has allowed Damaris a higher standard of living than would otherwise be possible in such a backwater. While the inner system has been exhaustively charted, and the planets close to Damaris surveyed for any available resources, the system does still hold secrets. The ice fields, known colloquially as The Frozen Reaches, remain largely unexplored due to their treacherous gravity tides and the ever-shifting ice. What little is known about them revolves around the super-massive gas giant Skadi that broods at the outer limits of the Reaches, holding close any secrets it may possess.

Sadly, the peace and quiet enjoyed for generations of Damarans is about to be brutally shattered. Savage Orks have massed on the borders of the system, banding together in the wilderness of the Reaches for an assault on Damaris. Calls for help from the Planetary Government have gone largely unanswered, and rumours are that even the Imperium has abandoned the people of Damaris to their ugly fate at the hands of the greenskins.



## DAMARIS

*"We hereby claim this world and all of its riches for the God-Emperor of mankind, and with His blessed guidance shall we till the soil and raise up our cities in His holy name."*

—Excerpt from the Damaris founding charter

A rarity among the howling desolation of the void, Damaris is a world based on great aspirations and driving ambition. A medium-sized planet of rolling hills, low mountain ranges, and small but incredibly deep seas, Damaris is blessed with numerous valuable resources. Although a colder world with oversized icecaps, the equator has a short but usable growing season when the snow melts and ice retreats, and vast stretches of the equatorial regions are given over to agriculture and the production of foodstuffs. The seas are full of edible creatures that are highly in demand throughout the Expanse as well as the Calixis sector, and many valuable ores and precious gems are ensconced in the world's ancient, wind-worn mountains. The planet boasts a remarkably modern infrastructure for such a relative backwater, with power and running water more common than not and a generally efficient transit system of roads, ornithopter ports, and maglevs connecting the capital city with the numerous outlying communities, manses, agri-combines, and commercial and industrial complexes.

Agri-combines concerned with growing food and cultivating livestock dominate commerce and industry on Damaris. However, while many Damarans till the land, the planet also boasts a strong mining industry that produces millions of tons of raw and refined ores for export to other systems. There is also a small but respected ship-building industry centred at the Bulwark, Damaris' orbital defence station. While Damaran shipwrights lack the skills and technology to produce warp capable ships, their small craft and inter-system ships are sturdy and well-made, adhering to ancient and respected designs. There is also trade between Damaris and nearby worlds, facilitated by Rogue



Traders. Damaris exports ores, foodstuffs, livestock, and ship components in exchange for luxuries, vehicles, and durable goods from throughout The Cauldron, and levies heavy tariffs on any imported agricultural products.

Damarans are a hardy people, still blessed with the fortitude and strength of will so typical of colonists. They are generally friendly and hard working people devoted to their world and the word of the God-Emperor. Thanks to generally pure genetic stock and a minimum of both natural and warp radiation at large in the system, the Damarans are remarkably free from mutation or warp corruption, and psykers or other abhumans are quite rare among their number. The majority of the population is involved in agriculture or a number of skilled trades such as astrography or ship building. They count among their number few artists, remembrancers or scholars, but those who do possess these talents are widely regarded with respect and admiration.

The Damarans are also typically a devout people, who follow an orthodox interpretation of the Imperial Creed that meets with the Ecclesiarchy's approval. The Ecclesiarchy has sent priests and confessors amongst the people for centuries, and now is rewarded with a planetary population who is generally pious and faithful to the God-Emperor of Mankind.

The government of Damaris is an entrenched plutocracy, led by a number of powerful and wealthy families tied with the influential agri-combines and industrial concerns. As is typical in Imperial society, there is no social mobility within Damaris' society, and it is heavily stratified along class lines. The head of government is a hereditary position currently held by the diminishing Kapak family, whose ancestors have led the planet with greater or lesser skill for centuries now. While never officially an Imperial colony, Damaris is run as if it were. The government pays regular tithes to the Administratum, provides an appropriate number of men for the Imperial Guard every annum, and even maintains an important shrine to St. Drusus in the capital city. In exchange, they receive the protection of the Imperium by way of an Imperial Navy garrison and the planet enjoys all the privileges that an actual official colony would.

## THE CAPITAL CITY

The capital and only sizable city (referred to as Damaris City or simply the capital by its inhabitants) spreads out over hundreds of miles of scenic countryside sandwiched between one of the planet's many ancient mountain ranges and the largest of its deep, narrow seas. A bustling city home to nearly a third of Damaris' three billion souls, the capital city pulses day and night with the energy and industriousness of its inhabitants. While it boasts the typical array of services and amenities found on most advanced Imperial worlds, there are a few points of particular interest worth mentioning.

## THE GUBERNATORIAL PALACE

A towering, majestic edifice of delicate gilded arches and imposing red marble towers, the gubernatorial palace is the seat of Damaris' government. Decorated in a style charitably described as "aggressively Imperial," the palace simply drips with aquilas, skulls, stained glass displaying the glory of the God-

Emperor and His saints, and all manner of accoutrement designed to impress upon the visitor that they are, in fact, in the presence of Imperial power. While some may say that the original designers were trying too hard in an effort to prove their legitimacy, most see it as a home worthy of an Imperially-sanctioned government.

It is here among the glowering statues and constant reminders of servitude to the God-Emperor that the day-to-day business of running a bustling Imperial colony takes place. Members of the plutocracy gather here among flunkies, sycophants, and those looking for favours or hand-outs from the decadent government leaders. There are numerous ballrooms, meeting areas and offices, all centred around a massive amphitheatre that acts as a sort of parliamentary chamber where lengthy debates of important issues drag on for countless hours. The palace is also the home of the wheedling Governor Kapak, the spineless dilettante who is the head of government and the voice of the Administratum of Damaris, at least in theory. The governor lives here in decadent luxury, rarely concerning himself with the business of governing. Instead he's content to delegate his responsibilities to his ministers and see to his numerous illicit pursuits.

## THE SHRINE OF ST. DRUSUS

Separated from the gubernatorial palace by a broad stretch of parkland, the Shrine stands as a counterpoint to the opulence and luxury of the palace. As befits the shrine of a martial saint and a leader of men, it seems more fortress than cathedral. With its thick stone walls and armoured bastions covered in bas-reliefs telling the story of the life and death of the eponymous saint, it has a foreboding, militant air about it. The shrine is overseen by the bookish and sickly Bishop Arint, a well-respected theologian and a historian of some note in the Calixis sector. It was his skill and knowledge of both subjects that brought him here to care for the extremely important holy relic of St. Drusus housed here in the Shrine. While no one is completely sure what the artefact actually is, rumour has it that it is, in fact, the severed hand of the saint Himself brought to Damaris centuries ago by an unknown priest.

## SPHINX'S LANDING STARPORT

Located on the northern edge of the city, the massive Sphinx's Landing is Damaris' primary spaceport and a major hub of planetary and inter-system travel. Tens of thousands of Damarans pass through its doors on an average day, flitting here and there on personal or business journeys. The Starport houses planetary imports as well, and all import and export traffic passes through, along with a large number of foreign voidmen, Free Captains and Rogue Traders. This is the beating heart of Damaris' interplanetary transportation system, and without its berthing facilities and powerful directional auspex scanners, the majority of trade and traffic on and off the system would grind to a halt.

## DAMARIS HIGHLAND LEVY FIELDS

On the far side of the city from the Starport is the Highland Levy Fields, the training fields for Damaris' planetary defence forces. A sprawling complex of barracks, hangars, training fields, and garages, this is where the Levy lives and trains.



# Damaris City

Enforcer Magistratum Fortress:  
 Damaris City Walls—Plains West:  
 Damaris City Walls—Forge North:  
 Damaris City Walls—Main South:  
 Damaris City Walls—Sphinx East:  
 Daedalus Command Bunker:  
 Outer Industrial Infrastructure:  
 Inner Industrial Infrastructure:  
 Sphinx Landing Starport:  
 Levy Bunkers and Outposts:  
 Levy Training Fields:  
 Outer Planetary Infrastructure:  
 Inner Planetary Infrastructure:  
 Shard's Forge:  
 Shrine to Saint Drusus:  
 Offensive Operations:





## THE BULWARK: DEFENCES, REPAIRS, AND REPLENISHMENT

First and foremost, the Bulwark is a fortress designed to defend Damaris from interstellar threats. It is covered in military-grade sensoria and weapon systems, giving it the reach and punch of a dozen battleships. The moon is sectioned into eight sectors, four north of the equator and four south.

The profile for the Bulwark is on page 67.

Along with the outer defences, the Bulwark is also home to the 1st Damaris Naval Infantry regiment. These troopers are tasked with patrolling the station, manning the Flotilla patrol ships, and generally keeping the peace. Security teams consist of four to eight naval infantrymen, each equipped with a micro-bead and numerous sets of manacles and restraints. They are, on the whole, competent and hardened voidmen, and not to be trifled with. For Naval Infantry stats, use the Rogue Trader House Trooper on page 62, armed with pump action shotguns.

The Bulwark is also equipped to make extensive repairs on starships, something the Explorers might find extremely helpful during the events of this adventure. The Bulwark can make Extended Repairs as detailed on page 228 of **ROGUE TRADER**. However, in the midst of the war the resources of the Bulwark can be brought completely to bear to support the Explorers, greatly accelerating repairs. The Bulwark can repair 5+1d5 Hull Integrity per day of repairs, without the Explorers being forced to make an Acquisition Test (as this is part of their payment from a grateful planet). However, if the Explorers' ship spends more than three days in repairs during a single phase of the invasion, it cannot lend its Strength to help defend against the Ork attack during that phase (see page 36).

In addition, the Bulwark can provide additional crew to bolster a Rogue Trader's starship. Every week, the Bulwark restores 2d10 Crew Population and 1d10 Morale to the Explorers' ship, as it sends over seasoned voidfarers and additional supplies.

Surrounded by a high wall ringed with defensive positions, The Field is a nearly impregnable high-security zone housing a constantly rotating force of heavily armed troopers. It is the nerve centre of the planet's armed forces, and only the Bulwark comes close to it in strategic importance.

## DAMARIS DEFENCE FORCES

Damaris boasts a small but well trained and equipped home-defence force. There are two branches, the interplanetary ships of the Damaris Defence Flotilla, and the planetary defence forces of the Damaris Highland Levy (or simply the Levy, as it is known on the planet), and each is responsible both for their specific operating theatres and providing aid to the other as needed.

## DAMARIS HIGHLAND LEVY

Commanded by General Remi Dante, the Levy is responsible for the protection of the planet itself. With tens of thousands of men under arms and equipped with Imperial Guard surplus, the Levy is a respectably modern fighting force comprised of both conscripts and professional volunteers. Headquartered just within Damaris City at the Levy Fields, the Levy strongly resembles the Imperial Guard after which it is structured. Possessing good communications infrastructure and a very competent logistics chain, the Levy can establish a forward operating base anywhere on the planet within two local days. This allows them to stay close to the capital city and still retain the ability to respond quickly to any emergency.

Geared mainly toward open warfare, the Levy is, at its heart, an infantry force. The backbone of the ground forces are the 1st and 2nd Highland Levy Regiments. A rough and ready group of straight-leg and mechanised infantry, the regiment has an officer corps made of volunteers, mainly from the houses of Damaris nobility, with enlisted conscripts and non-commissioned officers from the poorer sections of the capital city and the surrounding

villages. The average conscript soldier is equipped with a lasgun and flak armour, along with the typical kit of gear and supplies needed by a soldier in the field. The Levy has a strong tradition of squad sergeants directing many of the Levy's day-to-day operations. Officers equip themselves, typically with the finest quality firearms and heirloom suits of carapace armour adorned with both their family colours and those of their respective units. While they are well trained and kept at a high state of readiness, the Levy is still very green. Throughout the centuries of their existence, they have fought precious few battles, have never faced an off-world threat serious enough to require a mass mobilisation of troops, and the current Levy is unbloodied and untested.

Adding heavy armour support to the bloody infantry of the Levy are the Sphinx Heavy Guard's armoured forces. Bringing some dignity to the otherwise ugly brawl of infantry combat, the Heavy Guard operates the numerous Leman Russ tanks, fighting vehicles, and artillery pieces (organized into a separate unit, the Highland Wardens). Equipped largely like their brothers in the infantry, the Armoured forces prefer lascarbines and autopistols to the bulky lasguns and heavy stubbers of the 1st and 2nd. The men and women of the Heavy Guard tend to be flashy and arrogant and see themselves as elite warriors, certainly better than simple soldiers. A friendly—and occasionally unfriendly—rivalry exists between the two forces which leads to constant attempts to outdo one another as well as the occasional brawl or duel.

The rest of the Levy is made up of various auxiliary support groups and transport elements. Damaris' Levy is also supported by a small air force, mostly Valkyrie Assault Carriers and Vulture gunships for transport, air support, and airborne assaults.

## DAMARIS DEFENCE FLOTILLA

Based at the Bulwark, the Damaris Defence Flotilla is lead by a gruff, aged voidman by the name of Orran Reynolds. Commander Reynolds, an accomplished fighter pilot and veteran of countless space battles, does the best he can with what little is at his



## THE VILE ORKS

Orks are amongst the most warlike aliens in the entire galaxy. They are a primitive, brutal, and savage fungoid xenos with green skin and bad tempers. Able to multiply at a prodigious rate, Orks can quickly overrun a world if left unchecked—only their constant need to fight each other (and everything else) keeps them in line. However, from time to time, a single Ork leader emerges (sometimes called a Boss or Warboss) who manages to get the other Orks together for a common purpose. Should this mob grow large enough, the collective mind of the Orks focuses on a single mass invasion called a Waaagh! If a Waaagh! gains enough momentum it will sweep across whole sectors as worlds burn in its wake.

Ork technology is extremely primitive, even by the standards of the Imperium. Even so, these creatures are somehow able to cobble together functional devices that would be scrap in the hands of others. Nothing emphasises this more than the voidships of the Orks. Ork Kroozers are monstrous slabs of twisted metal, scrap, and bristling guns. They are ill-kempt affairs and in constant need of repair by the Ork Mekboyz and their gangs of Gretchin slaves. However, they are (much like the Orks themselves) brutal vessels, able to inflict and absorb a great deal of damage.

Ork Roks are nothing more than hollowed out asteroids with engines and weapons bolted on for good measure. Though unable to traverse the Empyrean, Roks are a true menace—easily-constructed mobile fortresses with incredible resilience. While the Orks typically use them as bulwarks to cordon off areas of space, the Orks of Warlord Snokgritz have put them to other uses. Instead of mobile defence stations, the Damaris Roks are used as dropships. Fitted with looted plasma drives and retro-thrusters, and armed with whatever weapons the Orks can cobble together, these monstrosities are filled to capacity with eager greenskins looking for a good scrap. The Roks then muscle their way through human defences and plummet to the planet below. Naturally, many of the greenskins perish on the way in, but a good deal more survive. After the surface of the downed meteor has cooled sufficiently, gangways and ramps open and the tide pours forth to menace the populace.

Ork technology is generally unsalvageable by humans. For some reason, Ork ships, weapons, and other technological items function far worse for humans than Orks, if they function at all.

More information on the Orks living within the Koronus Expanse can be found on page 348 of **ROGUE TRADER**.

### THE ORK BEACHHEAD

Unbeknownst to the Explorers or those on the planet Damaris, a group of greenskins have already arrived at the edge of the system, ahead of the main fleet. They have taken up residence around the gas giant Skadi and are beginning to build a crude Rok production operation on one of the smaller moons orbiting Skadi.

If the Explorers are to be victorious over the Orks, they will eventually need to locate these facilities and eradicate them. However, at the beginning of the adventure, the Explorers have no idea about their presence at the edge of the system and will have no real way of locating them without extensive sweeps of the Frozen Reaches (or psychic prognostication and divination).

disposal. Not a wealthy planet by the measure of most worlds, Damaris was never able to afford heavy, warp-capable warships. Instead, the Flotilla is made up of numerous fast, heavily armed inter-system patrol craft and a handful of defence monitors. These ships, along with the few fighter squadrons based at the Bulwark, are responsible for patrolling the system and keeping it safe for commerce and travel. A difficult task indeed when one considers the sheer vastness of the system and the constant threat of pirates and marauding xenos.

Thanks to its status as a quasi-Imperial colony, Damaris has been afforded the honour of hosting an Imperial Navy garrison. This garrison, essentially a small suite of offices and a recruiting/impressment station near the main shipyard within the hollow moon, is home to the command of one Lord-Captain Sylvia Locke. Lord-Captain Locke, a marginalized career officer from Battlefleet Calixis, has at her command the might of her light cruiser Aegis.

There is a palpable friction between Commander Reynolds and Lord-Captain Locke. For the former, this is born for his distrust of the Imperial Navy and his belief that the Lord-Captain isn't particularly invested in the defence of his planet, orders or no. As for the Lord-Captain, she has a deep disdain for the training and readiness of any force not part of the

Imperial Navy, as well as the dismissive attitude of a Lord-Captain dealing with "common voidmen."

## THE BULWARK

Nestled in the bosom of a hollowed-out moon in orbit above Damaris, the Bulwark is the centre of Damaris' Orbital Defence Forces. Mined for centuries by the Damaran colonists, the ore deposits were eventually depleted and the planetary government was left with a seemingly useless hollow shell in an unstable orbit around their world. Unsure what to do with it, Damaris initially used it to store mining ships and the remains of the ancient colony ship used to settle the planet. As the years passed and Damaris' ship-building industry expanded, the moon slowly became a fully operational space station. The moon was moved to a higher orbit with massive plasma drives. The interior spaces were expanded and sectioned into hangars, dry-docks, slips, housing, and hundreds of kilometres of corridors. Defensive emplacements were erected on the surface, and they slowly accumulated a motley but potent mix of augur arrays, auspex systems, and the sort of macrocannon and lance batteries typically



## AN ANCIENT RADIATION

Due to their proximity to Forsellis and the star's immense power, the space around the Burning Ones is very difficult to navigate. Along with the powerful gravity tides and lethal radiation, communications in the vicinity are difficult, if not impossible, due to incredible interference. While in the area of the Burning Ones, reduce a ship's Detection by 10 and ship-to-ship vox systems are useless past a range of 2 VUs.

found on the larger classes of Imperial warships.

Today, the Bulwark houses the small defence flotilla within its massive docks. Along with the ships and crews there are tens of thousands of soldiers, pilots, customs officials, government and military functionaries housed among its blasted rock and twisting corridors. A hub of trade as well as a military port, there is a bustling commercial centre adjoining the civilian docks where Rogue Traders mix with voidmen, scoundrels, and Chartist Captains in an environment rich with rumour, commerce, and potential violence. While small, the commercial centre offers all the amenities that a voidman ashore expects; money lenders, drinking establishments, brothels, fighting pits, and all manner of unseemly entertainment.

Out beyond the Bulwark's orbit are three other moons, small enough to be inconsequential (none more than a few hundred kilometres in diameter). However, a canny commander might use them to ambush the coming Orks.

## THE BURNING ONES

Orbiting close to Forsellis are the Burning Ones; Ignus, Aestus, and Aduro. These small, lifeless rocks have been blasted clean by the immense heat and radiation produced by Forsellis. They have trace atmospheres made of toxic gasses and where their surfaces aren't parched, super-hot deserts, they are covered in seas of molten lead and copper.

While they have been surveyed from space numerous times, few people have bothered to set foot on their hostile surfaces. It is assumed that they are rich in precious ores and other resources, but the cost and danger of extracting them from the planets has kept the Burning Ones largely unexploited. For now, Damaris is content to mine its own surface. However, if an enterprising individual or organization came along with the Thrones and technology to mine the worlds, it might be worth a great deal.

## THE FROZEN REACHES

Standing at the edges of the Forsellis System like a wall millions of kilometres thick is the treacherous ice field known as The Frozen Reaches. A dangerous, ship-crushing maze of vicious gravity tides and numerous other navigational hazards, the Reaches are largely unexplored and assumed to be uninhabited. Composed of countless ice boulders ranging in size from a few inches to hundreds of kilometres across, the Reaches stretch to the limit of sight in every

direction, the ice glittering in the wan blue light of the distant star like precious stones on black velvet. What lies hidden in that cold fastness remains a mystery, as even the brave sailors of Damaris' Flotilla refuse to take their patrol ships in for a survey. Those who have entered the Reaches and returned to tell the tale, mainly Rogue Traders, pirates, and madmen, report only one item of interest, the massive gas-giant Skadi.



## SKADI

Hidden deep within the ice fields of the Frozen Reaches lies the mysterious planet called Skadi, a super-massive gas giant more than one hundred thousand kilometres across. Those who have seen the reclusive planet say it's a dark cobalt-blue colour that seems to glow with a mellow internal luminescence. Some report vast multi-hued rings, others a constellation of moons of varying size, and still others say it doesn't exist at all. Despite the varied reports, what all agree on is that the mysterious planet is almost willfully erratic, never in the same place twice, is nearly impossible to reach, and quite possibly an open gate into the Warp. The truth is difficult to separate from rumour when it comes to Damaris' retiring neighbour, as no more than a handful of men have actually seen it with their own eyes and lived to tell the tale. Whatever treasures or horrors Skadi may be hiding will have to remain a mystery for now, as no one in the Forsellis system or the surrounding systems possesses the courage or the will to hunt it down.





## THE FROZEN REACHES

ACT I: PREPARE  
FOR WAR

•  
ACT II: INVASION!

•  
ACT III: THE  
FROZEN REACHES



# CHAPTER II: THE FROZEN REACHES

*"Greenskins detected massing in System Designate 035-1D4-3Y.  
Based on proximity, most likely target calculated to be Damaris."*

—Astropathic report, Naval light cruiser *Aegis*

**T**HE FROZEN REACHES adventure draws the Explorers into the machinations of some powerful factions within the Koronus Expanse. These various groups seek to discover the power behind an ancient mystery that is resurfacing from the depths of the Hecaton Rifts. As the adventure opens, the Explorers receive an Astropathic distress message from the planet of Damaris. This Imperium-aligned world is under the threat of invasion by a sizeable warband of Orks massing in a nearby system. It is here that the Explorers are about to become thrust into a series of events that will forever alter the balance of power within the Expanse.

This adventure is governed by an Endeavour (see the **ROGUE TRADER** core rulebook on page 276 for more information about Endeavours). For the full details of this endeavour, see the synopsis on page 58, and the Frozen Reaches Achievement Point Tracker on page 72.

## ADVENTURE SYNOPSIS

Below is a breakdown of this adventure as presented in Chapter 2: The Frozen Reaches.

### ACT I: PREPARE FOR WAR

Act I sees the Explorers answering an Astropathic plea for help from the planet Damaris. The planet has learned that an Ork warband is heading their way. Knowing that they don't have the resources to stop them, the planet put out a call to any available ship in the area. In exchange, the Planetary Governor agrees to pay handsomely from the planet's rich supply of precious metals and ores. The Explorers know (or can find out) that Damaris is a very wealthy planet, and can make good on its promises.

Arriving on-world, the Explorers are escorted to Damaris City, where the Planetary Defence Forces take them directly to a meeting with the Defence Council—an ad hoc organization of the most powerful individuals contributing to Damaris' defences. However, upon arrival they find that the Council members are squabbling over how the defences should be handled. The Explorers must take control, unify the divided defenders, and prepare the planet for the coming invasion.

### ACT II: INVASION!

In Act II, the Explorers undertake the final preparations for the coming invasion. All too soon, the orbital defences are assaulted by Ork Roks and warships, intent on breaking through the blockade and descending on the planet below. As the battle rages in space, the Orks eventually break through, putting the Explorers' plans to the test. Orks pour forth from the downed asteroids to swarm and attack the locations that are vital to the survival of Damaris' citizens.

The Orks clash with the planetary defenders in desperate combat, and the Explorers find themselves thrust into a series of battles and operations on the ground and in orbit. Eventually, the Explorers come to the conclusion that they are fighting a losing battle—it's simply a matter of time before the Orks overwhelm their defences. The Explorers end up with several options: flee the system, taking as much as their ships will hold, fight to a glorious end, or take the battle to the enemy deep within the asteroids of the Frozen Reaches. However, one problem prevents the Explorers from taking the fight to the greenskins: they don't know where they are.

Aid arrives in the form of an Eldar Corsair, Captained by an Outcast Eldar and her twin brother, a Warlock from a nearby craftworld. The act concludes with the Corsairs requesting to meet with the Explorers at a predetermined location out in the wilderness of Damaris in order to pass on information prophesied long ago.

### ACT III: SHOWDOWN—THE FROZEN REACHES

Act III opens with the Explorers meeting the Eldar Warlock Bhaine Dhûn and his sister, Jahinna Bhalroth. For their own mysterious reasons (see page 52), Bhaine Dhûn tells the Explorers the whereabouts of Warlord Snokgritz and his Rok—construction facility: a small moon orbiting the mythical gas giant Skadi, in the Frozen Reaches. It's a location that he and his sister can provide the co-ordinates for.

The path to the planet is perilous, but the Explorers eventually find their way to the site, where they make a startling discovery—the Orks are being aided by Chaos Reavers. A raider ship that once belonged to the Reaver Lieutenant Drexus Skar (see **THE CITADEL OF SKULLS** adventure for his fate) is spotted amid the jumble of Onslaught Raiders and rocks.

The battle is bloody, but the Explorers have no choice but to triumph, and may be aided by some unlikely allies. As the outcome becomes certain, the Chaos Reaver flees the system, unaware that the Explorers may soon follow. Act III, and the adventure, ends with the destruction of Snokgritz and his Kroozer, the demolition of the Rok facility, and the purging of the remaining greenskins in the area. Yet, the Explorers find themselves with several mysteries and questions to answer. What about the relic, and why are so many concerned about it? What happened at Chorda's Folly to make the Orks suddenly change course towards Damaris? Where did the Reavers flee to? The answers are forthcoming in part two of this series, **THE CITADEL OF SKULLS**.





## HELP SETTING UP THE ADVENTURE

Here are a few tips to help the GM with running this adventure:

- Be firm but fair with the players. Don't dismiss their ideas out of hand, and don't be afraid to be helpful when responding to questions about what their Explorers might know or infer from their surroundings.
- Don't be afraid to have NPCs act or react adversely and violently if the Explorers' actions make this the logical outcome.
- Reward quick thinking and good ideas on the players' part. Grant them additional clues, information, and assistance as warranted.
- Study the NPCs, their roles, and motivations. From this the GM will know how to react to the unexpected so he can add things as he goes along without the risk of derailing the plot.
- If a particular clue or piece of information is vital to the adventure continuing, make sure the Explorers get it. This is not to say the GM can't make them work for it through conflict and interaction, but never let the adventure stonewall just because players haven't asked a specific "right" question or failed a dice roll.
- NPCs can and do lie, but only with cause.
- Solving the mystery/defeating the villain/saving the world is a task for the Explorers. Allies and NPCs can help, but ultimately the game is about the players, not the window dressing.
- As always, keep a handy notebook to record names and the like as you go along, or to record what the Explorers have learned so far as this can prove invaluable.
- Lastly, never throw anything out. If you don't use an NPC or event from an adventure save it to use in another later on.

# ACT I: PREPARE FOR WAR

*"It is in the crucible of war, the seething cauldron of death and woe, that one finds glory and the measure of his fellow man."*

—Attributed to Lord Solar Macharius

As the world of Damaris prepares for the threat of invasion from the greenskins of Warlord Snokgritz, the planet has sent out an Astropathic plea for help. Act I consists of heavy roleplaying and intrigue as the Explorers navigate Damaris' political climate to rally members of the planetary Defence Council to cooperate in the planet's defence. This allows the Explorers to begin planning for the Ork invasion, which rapidly approaches.

## THE PLEA FOR AID

The adventure begins when the Astropathic Choir aboard the Explorer's ship—or an Astropath Explorer, if there is one in the group—receives an urgent message from the nearby world of Damaris. A world aligned with the Imperium but not an Imperial world, Damaris is a nigh-unique planet within the Koronus Expanse, providing a toehold in the region for the Imperium. The message is a plea for assistance, asking every available Imperial ship within range to aid the world in repelling an impending Ork invasion. In exchange for their services, the Planetary Governor, Belkan Kapak, offers to generously reward any who assist Damaris in their hour of need.

The message details the plight Damaris finds itself in (see Player Handouts, page 70–71):

An **Easy (+30) Common Lore (Koronus Expanse) Test** reveals that Damaris is an Imperial-aligned planet within the Koronus Expanse, a relatively rare example of a colony that succeeded and grew into a thriving world. Additional degrees

of success can reveal more information about the planet (the GM should use the Gazetteer on page 7 to provide his players with more information). Specifically, at least one degree of success reveals that Damaris is extremely wealthy, a developed world with rich trade routes and abundant natural resources.

## EXPLORER MOTIVATIONS

Once the Explorers have had a chance to read the message and gather whatever information they can on Damaris, the GM has several options to motivate them (should they need it). Below are some incentives the GM can use to bring the Explorers into the story:

- **Wealth:** Damaris is a world rich in mineral wealth. Aside from the compensation that Governor Kapak provides, aiding the planet puts the Explorers in an ideal position for future endeavours. Once the invasion is settled, the Explorers can negotiate a trade compact from a position of strength. More than likely, the planet will be so grateful for the help received they will have no problems awarding the compact to the Explorers. Rewards are discussed in greater detail on page 20.
- **Piety/Religious Zeal:** Near what's now the centre of Damaris City sits the Shrine of St. Drusus. Those who consider themselves to be pious members of the Adeptus Ministorum may feel that the safety of Damaris and the protection of the relic housed at the shrine are important to not only the Imperial Creed, but also to the presence of the Ecclesiarchy within the Expanse. An **Ordinary (+10) Common Lore (Imperial Creed or Ecclesiarchy) Test**, a **Routine (+20) Scholastic Lore (Imperial Creed) Test**, or **Difficult (–10) Intelligence Test** reveals that the shrine contains an important reliquary that is central to the Imperial Creed in this area of the Expanse. The reliquary is contained within a stasis casket, and none have set eyes upon it in more than a millennia. Popular belief is that the relic was bestowed upon the Ministorum



for safe keeping by St. Drusus so that he might continue the Angevin Crusade. The relic's true nature has been the source of much speculation over the centuries. Explorers with knowledge of the Imperial Cult know the invasion threatens the relic, and that its loss would strike a severe blow to the Ecclesiarchy here in the Koronus Expanse.

- **Powerful Friends:** Damaris is something of a rarity in the Koronus Expanse: a developed, successful world with access to Imperial technology. Having alliances or ties to such a world could prove very helpful to a Rogue Trader, especially where future Endeavours are concerned.
- **Other Motives:** If the GM is having a difficult time trying to motivate the Explorers to help the beleaguered planet through wealth or piety, he may consider other avenues to bring them into the action. Perhaps they simply enjoy the visceral thrill of combat, or they have a strong hatred of Orks (or xenos in general). It might be that they simply crave glory in any form and seek to make a name for themselves within the Expanse and beyond. Whatever the case may be, the GM should come up with a suitable motivation that is tailored for his group.

Regardless of their reasons for aiding the planet, once the Explorers decide to help Damaris, they will need to make all haste for that world if they are to have any impact on the invasion. The time it takes to arrive is up to the GM, but the Warp currents are favourable and the Explorers arrive much sooner than expected (within several days at the most if they are close by). Once they arrive in orbit above the planet, the countdown to the invasion begins (see **Table 2-6: Invasion Timeline**, page 42).

## ARRIVAL AT DAMARIS

As the Explorers' ship translates from the Warp to real-space, they are on approach to the planet of Damaris. Almost immediately upon their return to real space, the ship's long-range augur arrays detect several vessels in orbit. Closing in on the world, they are given orbital entry vectors through a vox relay from the Bulwark, a massive moon-station that serves as the hub of the planet's orbital defence forces. The Bulwark is a massive station built into a small moon in low orbit around the planet. A gigantic central spine, presumably the station's reactor core and other essential systems, juts out; it is studded with thousands of spine-like sensor masts—each with a twinkling light on the end. Girders and scaffolding are attached to parts of the main body of the station, where ships are slowly being repaired and made ready for combat under the watchful augmetic eyes of the tech-priests of the Adeptus Mechanicus. Gargantuan defence cannons and macrobatteries stud the outer ring of the station.

Gliding past the immense station, the vessel's various augur arrays and sensoria detect several vessels of varying size, in orbit of the planet. One, a lean, sharp-nosed void predator with the signature bladed prow common to Imperial vessels, is clearly a light cruiser belonging to the Imperial Navy. The ship's name, *Aegis*, is embellished in mother-of-pearl on her forward hull. The other ships are either system patrol ships or belong to other Rogue Traders who have come to assist the planet in its time of need.

However, the Explorers have the opportunity to notice that all is not as peaceful and



organized as it appears. An **Easy (+30) Scholastic Lore (Tactical Imperialis) or Common Lore (War) Test** (or a **Challenging (+0) Logic Test**) reveals that instead of orbiting in a defensive and mutually supporting formation, the various warships are separated into small squadrons. Each could be easily overwhelmed in an attack. In addition, a **Routine (+20) Detection+Scrutiny Test** with the ship's augur arrays reveals that there are at least three different vox-nets in use for orbital communications and coordination, where a single vox-net would be much more useful for coordination of orbital defences. This should give the Explorers the idea that the orbital forces are not cooperating.

When the Explorers take up stationary orbit, they are contacted by the commanding officer of the Sphinx Landing Starport, asking the Explorers their business. Assuming the Explorers let the planet know who they are and why they have come, the Explorers are greeted with the protocol and ceremony due their station as Rogue Traders. The starport states that they are welcome to descend to the world at their earliest convenience. The controller voxes coordinates to the ship, showing that they are to land at the Sphinx's Landing Starport where they will be met by a member of the Planetary Governor's staff.

It is entirely possible that Explorers with a teleportarium wish to teleport to the planet's surface. There are no issues with this save that the commanding officer requests the Explorers teleport anywhere except the interior of the governor's palace. Should they decide to arrive at a location other than the spaceport, then the GM will need to modify the following descriptions based on where they end up teleporting to.



Once the Explorers arrive, read or paraphrase the following:

*You step off your shuttle into the bright sun of midday on Damaris. The ticking of metal can be heard as the ship cools from its landing, and the smell of promethium and the fumes of ship fuel permeate the air. Scanning the area, you spot a groundcar in the distance and a well dressed man in an adept's robes waiting beside it. As you make eye contact with him, he smiles at you, and beckons to you to approach.*

*As you close in on him, he makes the sign of the Aquila and greets you. "Greetings honoured worthies of our Imperium. On behalf of the honourable Belkan Kapak, Governor of the Imperial-allied world of Damaris, I welcome you to our home. My name is Jorun Alexander, aide to Governor Kapak. I have been sent here at his request to transport you and your esteemed entourage to the Imperial Governor's Palace. I am also to place myself at your disposal as a liaison for the duration of your stay."* Jorun gestures to the vehicle and bids you enter.

*"A Council has been called with news of your arrival, and all the proper arrangements have been made for your accommodations in Damaris City until the matter at hand has been resolved."*

*Jorun pauses for a moment, then adds less formally, "I would also like thank you for coming. On the behalf of myself... and my family. If there's anything you need, or need to know about our planet, I can help as best I can."*

*With that said, after gathering any items and bags you may have brought with you, Jorun instructs the driver-servitor to take you into the city. The inside of the groundcar is luxuriously appointed, and the smooth ride takes you through the main part of the city, where Jorun points out items of interest. He also entertains any questions you may have.*

The groundcar is richly stocked with all manner of spirits and exotic sweetmeats. The trip itself is smooth and uneventful and the GM can use the time to allow the Explorers to ask questions of Jorun about the planet and their situation.

Along the way, Jorun points out the various buildings and locations they pass by, and graciously answers any questions about the city. The Explorers see imposing gothic edifices and statuary of local saints, especially St. Drusus, throughout their trip. Along the avenues, they spot local Magistratum officials (a version of Enforcers commonly found in the Calixis Sector and the few civilized worlds in the Expanse) standing on corners maintaining the peace. Although the landscape seems orderly and civilised, the image is spoilt by haunted-looking civilians, the occasional boarded-up storefront, and Levy units hard at work fortifying key positions with flak-board and sandbags. The air of the city feels charged with anticipation and anxiety as the people prepare for invasion.

No doubt the Explorers have questions for Jorun, namely the specifics of their summons. Jorun freely answers any questions the Explorers ask of him, providing it's something that he would reasonably know the answer to. Below are some example questions the Explorers may ask, and the answers Jorun gives in return. The GM is free to tailor and modify these answers to suit his individual style. In addition to the questions and answers below, Jorun also knows the backgrounds of both Governor Kapak and General Dante.

Should the Explorers ask about either of these NPCs, he does his best to answer them. However, he is a servant of both, and does not speak ill of his masters willingly.

- **Why has Damaris asked for our aid?** *Damaris is under the threat of imminent invasion by an Ork horde that was detected massing at a nearby system. It was the talented scouting of Captain Sylvia Locke of the Imperial Navy that discovered the horde. Governor Kapak petitioned the Imperial Navy for additional ships but was denied by Battlefleet Calixis on the basis that they are preparing their ships for a major exercise. Thus, he sent out a general Astropathic plea for aid. We have no true warships of our own. However, several other Rogue Traders have answered our call and have brought their warships with them.*
- **Why won't the Battlefleet Calixis help you?** *I don't know the details of the message the Governor's Astropath, Stasys, received, but I do know that word of the denial has spread through the general population. The people are fearful that the Imperium has abandoned them, but Captain Locke assures us they have not. I have heard tell that the Battlefleet Calixis is gearing up for a major offensive of some sort, but no not the details.*
- **What about the Invasion/Orks?** *According to the intelligence we received from both the Aegis and through our own sources, we have ascertained that the greenskins are preparing to move on our system next. Our best estimates put them at least one to two standard weeks away. I have been told that they are led by some brute who calls himself "Warlord Snokgritz" but beyond that I know little else. Captain Locke and the Council could fill you in better.*
- **Do you have a planetary defence force, and who commands it?** *General Remi Dante is the military commander of our planetary defence force-the Damaris Highland Levy. He is deeply concerned about the way Governor Kapak is handling the defence and believes the Governor has not taken charge in this time of crisis. His second-in-command, Commander Reynolds, leads the Bulwark Station, and is his closest ally and friend. Dante has made no secret of his displeasure with the Governor, but I think he's more concerned with the world's defence than anything else right now.*
- **What type of forces make up your military?** *I'm no expert, but I do know we have a mixture of infantry, artillery, tanks, and even a couple of air auxiliaries to keep the skies safe. Our Defence Flotilla also falls under the aegis of the Levy. They have a handful of inter-system defence ships that can't travel beyond the system.*
- **Where is the shrine to St. Drusus?** *The Shrine was built on the outskirts of the original settlement. Bishop Arint leads the other clerics who tend to the Shrine. As you may know, the Shrine houses the reliquary of Saint Drusus. I have it on good authority that the stasis casket the clergy tend to contains the severed hand of the Holy Saint. Once a year, the priesthood parades the sealed casket before those in attendance, guarded by armoured custodians and battle-servitors. Those who are fortunate enough to be chosen have the rare privilege of basking in the holy radiance that's released when one of the shutters is cracked open. It's said that the light heals and blesses those who are exposed to its radiance, but no one can see inside the casket itself. Imagine what would happen were one to actually hold the sacred hand of St. Drusus? [At this he makes the sign of the Aquila]*
- **Who else answered your call for aid?** *We have been fortunate enough to have had*



several Rogue Traders come to our assistance. Lady Elizabeth Orleans arrived several days ago aboard *Starweaver*, and a rogue who calls himself Jeremiah Blitz recently arrived with his vessel, the *Ordained Destiny*. I have also met with Captain Sylvia Locke of the Imperial Naval cruiser *Aegis*.

- **What do you know about Lady Orleans?** *I know that she's a Rogue Trader of some reputation, and she commands the ship *Starweaver*. Her crew and ship are regularly seen here, as she has ties to this world through trade. It's said that she has no love for the Ecclesiarchy. In fact, I heard she even threatened Bishop Arint.*
- **What do you know about Jeremiah Blitz?** *That fellow claims to be a Rogue Trader, but between you and me he's more of a rogue and less of a trader. His ship, *Ordained Destiny*, is a cruiser, I'm told. That's why the Governor tolerates his presence, I suppose.*
- **What do you know about Captain Locke?** *Captain Sylvia Locke commands the *Aegis*, and is an invaluable ally to this world. She was recently sent by the Battlefleet Calixis to help curb the upswing of piracy in this region. She arrived in the Forsellis system several months ago. She's all but sworn an oath to defend Damaris with her ship and crew, and it's something we're grateful for. Captain Locke's ship is very powerful and she is a formidable tactician and a highly-skilled captain.*
- **What type of defences do you have in place?** *The "Bulwark," which you surely saw on your approach, orbits our world and provides a powerful barrier against hostile invaders. However, according to the reports Captain Locke provided Governor Kapak, it will not be sufficient. Thus, General Dante is trying to determine the best way to deploy his troops and other assets. Because of his distrust of the Governor and the Rogue Traders, he's finding it difficult to do just that. Perhaps with your arrival, a solution can be found.*
- **You mentioned a Defence Council. Who sits on that?** *Of course Governor Kapak sits on it, as well as Lady Orleans and Lord Blitz, and Captain Locke and General Dante. However, as long as Lady Orleans, Captain Locke, and General Dante fail to get along nothing will get done. Hopefully, something can be done to rally them to the same cause. After all, we're all in this together.*

## THE GOVERNOR'S PALACE

Situated within the centre of the city, the governor's palace is a magnificent construction. With its massive colonnades of white marble and bronze-domed towers, the palace stands out from the other, more functional buildings around it. As the groundcar carrying the Explorers arrives, they are escorted inside by Jorun.

The interior of the structure is extraordinarily appointed. Rich burgundy carpeting lines the floors and compliments the subtle crème colours used for the walls. Each hallway is decorated in the typically baroque Imperial style common to many core Imperial Worlds. Others are adorned with pictures and murals depicting various events from both the Imperium and, presumably, the planet. Every few metres, the Explorers spy alcoves holding bronze busts of famous Imperial heroes and Saints—their deeds described in flickering hololithic projections under their pedestals.

Eventually they are brought before a set of carved wooden doors flanked by two palace guards. As they get closer to the doors, the Explorers can easily hear the sounds of yelling from behind the closed doors. The guards pass surreptitious looks amongst themselves as the argument inside increases in pitch.

## THE COUNCIL CHAMBERS

Arriving before the wooden doors to the Council Chambers, Jorun briefly speaks with one of the guards in hushed tones and then turns to the Explorers, seemingly embarrassed about the apparent situation.

*"I was told the Defence Council was in recess until your arrival. I must apologise for this insult, but it seems that the Council has decided to convene without your presence. Please excuse me; this is a terrible breach of protocol."*

With that said Jorun turns to the doors and opens them, revealing the sounds of heated arguments in process.

Jorun beckons for the Explorers to follow him in. As they enter, they see a large, ornate room with massive stone walls covered in gargoyles and banners depicting the glory of Damaris's achievements. Armed guards stand in each corner of the room. In the centre of the room is an iron table with a hololithic projector. Around the table are several individuals, some in various military uniforms, others in flamboyant clothing with an almost piratical flair—likely other Rogue Traders. Two, a woman in the uniform of the Imperial Navy and a bald man in a uniform reminiscent of the Imperial Guard, are leaning over the table pointing and shouting at each other.

As all eyes fall upon the new arrivals, the room goes completely silent. Seated around a large oval table are several of the most respected and renowned men and women of this region. As they take stock of the Explorers, Jorun announces them to the assembly and the Imperial Governor. He then introduces each of the attendees in turn. Read or paraphrase the following:

*Jorun moves to stand near an older man wearing the official robes of office of an Imperial Governor. He states in an imperious manner, "Honoured Nobles of the Imperium, I present to you our planetary ruler, Lord-Governor Belkan Kapak." As you look around the room, you notice the large table around which others sit and a hololith display showing what appears to be the planet and ships orbiting it. You can see an eclectic mixture of men and women in all manner of dress from planetary dignitaries, to military officers, to the flamboyantly-dressed Rogue Traders and their entourages sitting around the table. Servitors and tech-priests of the Adeptus Mechanicus, as well as various other functionaries, flit about the shadows of the chamber.*

*As Governor Kapak stands to greet you fully, a pair of cherubs caper about, fluttering above his head chasing one another. He greets you in High Gothic at first—making the sign of the Imperial Aquila—and then changes to the less formal Low Gothic, "I am honoured to meet such worthies from our beloved Imperium. It is my hope that your aid and experience will keep my people from harm."*

Jorun then continues introducing the others who are seated around the table. Those present at the Council are as follows:

- Governor Belkan Kapak
- Lord-Captain Sylvia Locke of the Imperial Navy
- Lady Elizabeth Orleans, Rogue Trader
- General Reme Dante

Information about these and other notable NPCs on Damaris can be found on page 20.





The introductions, though formal, are relatively brief, as the room is still fraught with tension. Greetings are generally terse, especially from Locke and Dante, who look like they would prefer to be continuing their argument. Kapak greets the Explorers wearily, while Orleans makes an effort at civility (though obviously forced). Once introductions are made, the meeting continues with an argument between Dante and Locke as to who should have overall command of the space defences. As the minutes pass on, the Explorers witness the squabbling of the other members. Veiled and implied threats are passed about and the bickering continues. This continues unless the Explorers attempt to step in. Otherwise, once the GM has gotten the point across that this Council is at loggerheads, he should have Governor Kapak propose a day's recess so the Explorers may settle in and familiarize themselves with current events.

## MEETING THE GOVERNOR

As the remaining Council members begin to depart, the Governor invites the Explorers to accompany him to his private chambers adjoining the Council Room. This room, like the rest of the Hall, is richly decorated and appointed. One of Governor Kapak's servants moves in to offer refreshments. Kapak seems quite edgy and nervous, until another manservant brings a pipe out on a small silver tray. He inhales a breath of cloying smoke—any human Explorers easily recognise the scent of Obscura, a potent and addictive narcotic—and visibly relaxes. He offers them some of the same, then begins to speak. Read or paraphrase the following:

*Governor Kapak waits until you are settled before getting to the heart of the matter. "The blessings of the God-Emperor must truly be upon us—I can't begin to tell you how grateful we are for any assistance." He smiles a bit wryly. "I can, however, show you our gratitude."*

He beckons and Jorun steps forward, a sheet of parchment in hand. It contains an agreement that in return for the Explorers' efforts in defending Damaris, they will receive a sizeable sum, either in raw materials and valuable items, or in favourable trade agreements and other benefits (or a combination of both as the Explorers prefer). The agreement states that the rewards are dependent on how much effort the Explorers put in. For more details, see *The Frozen Reaches Endeavour* on page 58 and 72.

If the Explorers agree to the contract (or finish negotiating terms), Kapak continues:

*"I admit that the situation appears grim. Our best estimates put the Ork horde at least ten days away from our system's edge. We have made very little headway towards preparing our world's defence; and we only have the Bulwark and a handful of inter-system ships to defend us from their onslaught."*

*"As you have seen, none of the others whom I have called upon to aid us are willing to cooperate with one another. They argue and bicker like mongrels fighting over scraps, all while the beast gathers at our door." He pauses for a moment, looking every inch the exhausted older man that he is.*



*"I grow tired of this. More than that...I grow angry." The Governor looks at you, with a new hint of steel in his voice. "I have no stomach for such games at a time when my people need action! If we work together, we could be victorious. However, until Captain Locke, Lady Orleans, and General Dante agree to cooperate instead of trying to decide which of them will be in charge, our world is doomed!"*

The Explorers need to take charge and negotiate an amicable agreement between all the feuding factions if they are to overcome the Ork invasion and if they want to get paid for their troubles. Kapak is a weak individual, although summoning and negotiating for aid is an unusually pro-active (and useful) move on his part, the first sign he is developing a bit of backbone to deal with the situation. However, he is not a military commander, and is honest enough not to pretend to be one. During the discussion with him, it should be made clear that Locke, Orleans, and Dante form a triumvirate—a group that has control of the military assets Damaris needs to defend itself. None are willing to work with one another without additional persuasion; which is something that Kapak cannot provide.

Although Kapak is showing initiative to the Explorers, he secretly prefers they take charge of the situation. He knows himself well enough to realize that he is no wartime leader. If the Explorers suggest he take charge, he admits as such with surprisingly blunt honesty.

If the Explorers don't hit on the idea that they should take charge, the GM needs to find some way to let them know that unless they do, the adventure will very likely fail. In addition, the GM or one of the Explorers can point out that helping Kapak and the people of Damaris will lead them to greater rewards. After all, it's known that Damaris has a great deal of mineral and agricultural wealth that needs to be transported back to the Imperium (see The Frozen Reaches Endeavour, page 58 and 72).

Once the Explorers agree to assist the Governor and the people of Damaris by taking charge of the situation, Kapak seems visibly relieved. Read or paraphrase the following:

*"On behalf of myself and my people, I am eternally grateful. Truly, the Emperor smiles upon us. I have already promised you a significant wealth that will more than compensate you for your time and efforts here. Your success in leadership, which I anticipate will not be a problem, will see greater rewards for your coffers, I promise.*  
*"Now, there only remains the simple matter of convincing the others to follow your lead."*

To that end, Kapak provides the perfect avenue for the Explorers to meet and attempt to persuade the members of the Defence Council: a gala banquet. All the members of the Defence Council will be in attendance, plus others representing the various Departmento and Adepta necessary to the stability of a world such as Damaris, representatives of the various small guilds and agri-combines, and lackeys of the Governor. If the Explorers don't think about it, the Governor mentions this will be the perfect opportunity for them to begin establishing a rapport with the council members. Obviously, this is a formal event—something the Governor impresses on the Explorers if need be.

## ARRIVING AT THE MANSE

Once the Explorers and Governor have concluded their meeting, the Explorers have the choice of retiring to their vessel, or making use of a manse the Governor makes available to them. If they choose the latter, Jorun shows them the manse—richly appointed and fully staffed with servants, but also equipped with an annex containing information on Damaris, its military capabilities, and even hololithic tables for strategic planning. The Explorers also have access to ground transport should they need it, in the form of lumbering luxury quad-tracks. Jorun remains on hand as a liaison unless the Explorers wish otherwise.

The gala dinner is a formal event the Governor has on a semi-regular basis, and has been hurriedly rescheduled to provide a format for the Explorers to meet the worthies of Damaris. All the attendees are expected to comport themselves in a manner befitting one of their station, with the Explorers held to the same expectations. These guidelines allow either formal finery or military uniforms, although the latter should be dress quality. Armour is rare but not unheard of—although again this should be dress quality. Pistols, single-handed melee weapons, and weapons that double as a badge of office (such as an Explorator's Cog Axe) are perfectly acceptable accoutrements, especially given the coming threat. However, anyone who carries Basic or Heavy weapons is asked to leave them behind.

These rules are waived somewhat for those who take on the role as bodyguards or servants. Even so, if the Explorers attend the Gala at the head of an army, the elite of Damaris are insulted at the breach of hospitality and react poorly.

Should an Explorer not have the appropriate wardrobe for such an event, they can request appropriate clothing from their manse's staff. Disobeying the dress guidelines can have a detrimental effect on their negotiations, and can be represented with penalties on Influence Tests. The evening of their arrival, the banquet occurs in the Governor's Palace.

## NOTABLE PERSONS

The following are the notable NPCs found on Damaris, including the main members of the Defence Council. They have come together to help plan the planetary defence as each one has influence over the necessary resources needed to help fend off the Ork invasion. However, it's clear that none of them get along with each other. The GM should use the descriptions below to help roleplay out any interactions between them and the Explorers, and to describe them to the players as Jorun introduces each in turn.

Each entry gives the GM an idea of the motivations and personality of each NPC. The profiles for each of these NPCs can be found in the Appendix section.



## BODYGUARDS, HOUSE TROOPS, AND ARMSMEN

It's entirely possible that the Explorers wish to arrange for their own armsmen to transport down and take up the job of ensuring their manse is secured. Additionally, the safety and security of the ship's navigator and Astropath are also of paramount importance while on Damaris. Should the Explorers desire, the GM should arrange for these characters to have their bodyguards when needed. Statistics for standard House Troopers can be found on page 62.

The manse provides an excellent base of operations for the Explorers to operate out of while conducting the business of planning Damaris' defence. Thus, they should consider bringing down what available assets they feel they would need to make the most of this opportunity. Just how many house troops and armsmen are aboard the Explorers' ship is something that the GM and players will need to work out ahead of time. If the GM needs guidance, a reasonable ratio is that one in every 20 crewmen is an armsman, a crewman entitled to bear arms at all times—although these are typically shipboard enforcers rather than soldiers, and are not trained for ground combat. Some Rogue Traders have cadres of House Troopers, professional soldiers and bodyguards, but this is something more likely acquired than gained automatically.

## GOVERNOR BELKAN KAPAK

*"On this matter, I defer to your capable judgement."*

The very model of a middling Imperial functionary with delusions of grandeur, the foppish Governor Kapak is perhaps the most impotent and ineffectual leader Damaris has seen in a generation. The third son of the previous governor, the much beloved but equally ineffective Forsten Kapak, Belkan was never meant for leadership. With his two older brothers before him in order of ascension, young Belkan whiled away his time in the leisurely and hedonistic pursuits of most young noblemen. In time his father grew increasingly senile and the mantle of leadership was passed to Belkan's oldest brother. Feeling secure now with a long, idle future before him, he settled in to squander his inheritance and play the fool.

Belkan's life of leisure was cut short, however, when the death of his brothers in a ship crash thrust him suddenly into the governorship. Left blinking in the spotlight of an anxious and grieving people and in possession of a great responsibility he neither wanted nor was qualified to handle, Belkan turned more often to his amasec and obscura to ease the stresses of leadership. He delegated more and more of the day-to-day operation of his government to his underlings until he essentially made himself a figurehead, doing little more than presiding at official functions and continuing his life of unbridled debauchery. As the years wore on it became increasingly clear that Governor Kapak had little interest in governing, and even less in the welfare of the three billion souls under his protection. He wanted nothing more than to attend banquets, fog his mind with obscura and seduce the wives of his underlings and assorted government officials. He has gained a reputation for capriciousness and vacillation which has only been exacerbated by his abuse of obscura. He is conciliatory to those he sees as superior to

him, notably the Imperial officials, or anyone he needs something from, a trait stemming from his innate insecurity. To his enemies, both personal and political, he is a ruthless conniver, always ready and willing to use underhanded tactics to get him what he wants.

Despite his fear and his baser instincts, the Governor does care for the people of Damaris, and often pities them, saddled as they are with the burden of his inept leadership. When the Orks are streaming down from the heavens and the hour looks darkest, Governor Kapak will find heretofore unknown reserves of courage. He will rise to the occasion and show true leadership for once, and he will be as surprised at this turn of events as anyone.

Governor Kapak's profile can be found on page 64.

## LORD-CAPTAIN SYLVIA LOCKE, IMPERIAL NAVY

*"I'm afraid that I cannot, in good conscience, follow these orders, my Lord. These people need our aid, and is not service the most divine duty of His Holy Navy?"*

Tall and forbidding with a will like iron and a glance sharp enough to cut the legs out from under even the saltiest voidman, Lord-Captain Locke was once a highly respected and much-lauded officer in Battlefleet Calixis.

She distinguished herself as a brilliant but iconoclastic officer with a keen tactical sense. Her rise through the officer ranks was marked by both stunning victories and demotions for insubordination. Despite a list of disciplinary actions and formal complaints, her singular genius at the helm of a warship preserved her career. Despite her reputation she achieved the rank of Lord-Captain and gained a cruiser command.

Locke saw her duty as an officer of the Imperial Navy first and foremost as





serving the people of the Imperium. She consistently disobeyed orders in small ways that allowed her to put the needs of the citizens ahead of the interests of the Imperial Navy. While this gained her many admirers among civilians and free captains, her superiors were not so enthusiastic about her views on public service, and decided to wait for her to make a mistake.

All too soon they had their chance. After a long chase and savage battle with an Eldar task force, Locke was forced to abandon her cruiser, which was subsequently destroyed. Seeing their chance, her superiors conducted a detailed inquest. While she was eventually cleared of any wrongdoing, the loss of a powerful ship put a black mark on her service record. She was put ashore on half-pay for nearly five years, shuffled back and forth between shore assignments and generally ignored. Eventually, to rid themselves of Locke, her superiors gave her command of the *Aegis* and sent her off to the Koronus Expanse.

For decades now Lord-Captain Locke has served with distinction in the Expanse. Now a wiser if no less cross-grained officer, the sting of her court-martial and her long years of exile in the outer reaches of the Expanse have left her bitter and prone to fits of melancholy. However, she is still an officer of His Divine Majesty's Navy, and as such strives to uphold the finest traditions of the service in her diligence and zeal in protecting Damaris. Her orders to abandon Damaris to the Orks and return with *Aegis* have presented her with a serious crisis of faith. If she remains to defend Damaris, she will uphold what she sees as her duty to Imperial citizens and will exemplify what she considers as the finest traditions of the Imperial Navy. If she follows her orders, she sees the possibility of proving her loyalty to the Navy and getting back into the good graces of the admiralty. She is currently wrestling with her decision, and is at a point where she could go either way. Only time and the involvement of the Explorers will tell if she slips her moorings and disappears into the void or disobeys one last order and stands with Damaris in the face of the Ork onslaught.

When the players meet Locke, she is visibly uncomfortable, greeting government officials with a pained and long-suffering air. Used to a thrumming deck beneath her feet and the bustle of shipboard life, she feels constrained ashore, out of her element. She wants nothing more than to return to the familiar comfort of *Aegis*, and any further interactions with her take place in her quarters aboard that great ship.

## CAPTAIN'S SECRET ORDERS

Sylvia Locke has orders to abandon Damaris to the Orks. Truthfully, Battlefleet Calixis can ill-afford to send ships as the Margin Crusade has stretched the Navy's forces extremely thin. Depending on how the Explorers deal with her, and whether or not they have her support, will determine if she acts on them or not. Should the Explorers fail to get Captain Locke's support and convince her to commit her assets under their leadership, she will ultimately decide that Damaris is lost and obey her orders.

Captain Locke has gone to great pains to ensure that only she possesses the single copy of the orders to abandon Damaris. However, at the time her Astropaths received the orders, Governor Kapak's own Astropath, Stasys, was in a restorative trance. Due to little-understood vagaries of the Warp, Stasys managed to also receive these orders. While he is unable to fully decrypt them, he has been able to partially understand their intent.

## LADY ELIZABETH ORLEANS

*"These people need only the slightest push and they will throw off the hand of the Administratum. I will show them the truth of the matter, and they shall see who really has their best interests in mind."*

Lady Orleans is a straight-talking, no-nonsense Rogue Trader with a reputation for square dealing. Born and raised in the vast emptiness of the empyrean, Orleans is the only child of Rogue Trader Dallen Orleans, himself a widower and a respected and admired man in the business. She spent her childhood safe in the bosom of her father's ship *Starweaver*, learning leadership and business from her father and the trade of voidfaring from his officers and crew.

It was during these years when her father was forced into a doomed and foolish war.

Ordered to provide ships, men, and materiel to the Ecclesiarchy for one of their many purges of heretic worlds, the Orleans dynasty got swept up in a campaign of conversion and cleansing along the fringes of the Calixis sector. Ill-planned and ill-fated, the entire endeavour was a disaster. The *Starweaver* was



taken, her father slain, and Elizabeth barely escaped alive, vowing to take vengeance and reclaim her birthright.

Thirty years later, Lady Orleans has rebuilt her dynasty, reclaimed *Starweaver*, and has made a name as a respectable trading partner. Thanks to her father's ill treatment by the Administratum and her disastrous experience with the Ecclesiarchy, Elizabeth has little love for either institution. Not a heretic in the true sense of the word, as she still loves the God-Emperor and believes fervently in the Imperial Creed, she will nevertheless do anything in her power to harm the interests of the Administratum or the Ecclesiarchy's worldly interests.

Viewing them as manipulative and dogmatic in the extreme, Orleans wants nothing more than to prevent the Adeptus Ministorum from gaining a foothold on the Expanse. She secretly wants Damaris to sever ties with the Imperium and stand on its own. To do that however, she needs to show the populace (and Governor) that the Imperium not only doesn't care about them, but that they would abandon them in their hour of need—a plan that is very close to succeeding. In addition Orleans has more dealings with Damaris than any other world in the region, and she sees its potential loss as a blow to her bottom line. To that end, she has brought in additional House Troops and other resources to help with the planet's defence.

Orleans dislikes Captain Locke, whom she views as just another cog in the machine that nearly destroyed her family. While General Dante's desire to see Damaris independent strikes a chord with Lady Orleans, she sees his ego and lust for power as a hindrance in her own plans. She sees Kapak as a potential ally, whose weakness means he would be unlikely to cross her. The appearance of the Explorers means Orleans may have additional leverage to bring against both Locke and Dante.

A recent bit of news has fallen into her lap from an unlikely source. Stasys brought her Locke's secret orders. The orders mention that the Navy will not send ships and commands Captain Locke to abandon the system to its fate. Since revealing her knowledge of these secret orders would jeopardise the planet's safety, Orleans has a serious dilemma on her hands. There are simply too many unknowns for Elizabeth to act properly on this information. However, she might be able to have the Explorers use this information to persuade Locke to acquiesce. Lady Orleans' profile can be found on page 64.

When the Explorers meet Lady Orleans, she comes across as warm and friendly, and although she sizes them up as potential allies or rivals as soon as they meet, she tries not to be obvious about it. She genuinely believes Damaris would be better off independent, for its own good as well as her own. However, she's not petty, and can be convinced to aid the planet even if it does not sever ties to the Imperium.

## ROGUE TRADER JEREMIAH BLITZ

*"Steal" is such a harsh word, friend. Think of it as long-term borrowing at gunpoint.*

As free-wheeling a spirit as can be found in the Expanse, Jeremiah blitz is the captain of the ostentatious tradeship *Ordained Destiny*. Known throughout both the Expanse and the Calixis sector as a grifter, a confidence man, a



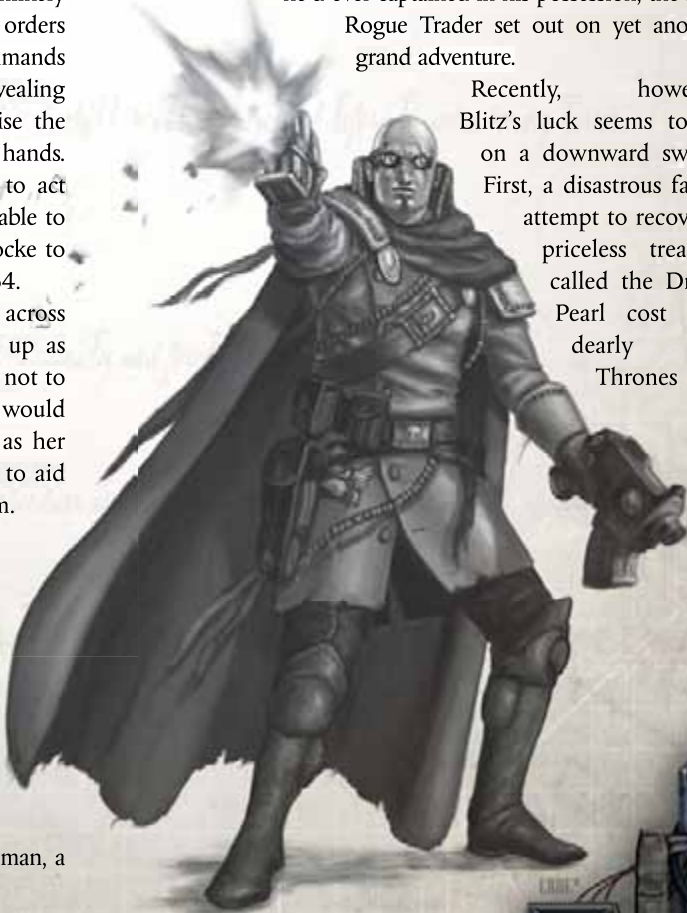
## JEREMIAH BLITZ, I PRESUME?

Blitz has previously appeared in another Rogue Trader adventure, *LURE OF THE EXPANSE*. This book is certainly not needed to use Blitz, as all relevant information about the rogue is presented here (and he has changed more than a little since his experiences hunting for the Dread Pearl). However, having the notorious rogue return could prove to be both interesting and entertaining for the players and GM, especially if they have already played through the adventures of *LURE OF THE EXPANSE*.

If Blitz already died in *LURE OF THE EXPANSE*, the GM can opt to replace him with a similar Rogue Trader named Hyronius Figg. Figg's motivation and personality are nearly identical to Blitz's allowing the GM to use the information about him in this book without much alteration. Alternatively, the man the Explorers thought dead can return, possibly to help and possibly to plague them even more. Rogue Traders, after all, are often notoriously difficult to kill—especially those with Fate Points to burn.

licentious rake, and a marginally scrupulous gun for hire, the good captain is a newcomer to the business of intergalactic trade. Until very recently a dealer in artefacts of dubious provenance, Blitz got his step up in the galaxy by winning his Warrant of Trade in a high-stakes card game with a powerful member of the Adeptus Terra. With the ink his warrant barely dry and the largest ship he'd ever captained in his possession, the new Rogue Trader set out on yet another grand adventure.

Recently, however, Blitz's luck seems to be on a downward swing. First, a disastrous failed attempt to recover a priceless treasure called the Dread Pearl cost him dearly in Thrones and





followers. Then, an excursion as a “privateer” in the Drusus Marches failed when his “prey” turned out to be a well-guarded House Saul convoy. Finally, he was caught sharing the confidences and companionship of a courtesan pledged to a powerful Confessor in the Calixian Ecclesiarchy. Blitz barely escaped death and dismemberment at the hands of a howling mob of Frateris Militia.

Now, a diminished but undaunted Jeremiah Blitz has turned up at Damaris. With creditors scouring the galaxy for him, he sees the business on Damaris as a chance to regain some of his lost wealth. He uses his immense charm and silver tongue to convince all and sundry that his first concern is the defence of this sadly underdefended bastion of humanity. Of course, should he be rewarded for any small part he could play in this endeavour, he would most humbly accept. His real feelings, however, are that he’ll do as much as he has to as long as the money keeps coming from Damaris’ coffers, and will run off with anything and everything he can get his hands on if there’s even the merest chance that Damaris will be overrun, unless someone stops him.

Blitz has the uncanny ability to keep himself alive against all odds. His instinctual sense of self-preservation has saved his skin more times than he cares to count; something that the Explorers may be all too aware of. For the moment, Blitz stands beside Elizabeth Orleans, and his experiences and contacts have proven useful to her. He knows that Kapak is losing control. However, he wasn’t counting on the Explorers answering the call and their appearance may be a shock to him (especially if he dealt with them in the past).

Jeremiah Blitz’ profile can be found on page 63.

## GENERAL REMI DANTE

*“My first and only duty is to Damaris, and to protect her I will do what I must. If that means treason, then I accept the burden.”*

The commander of Damaris’ planetary defence force, General Dante embodies a new breed of the planet’s military elite. Born to a very powerful noble family with military and political connections, Remi Dante grew up a child of incredible privilege. Educated in the best schola on the planet and given every opportunity available to a child of wealth, Remi was a precocious, long-limbed boy who could run faster, hit harder, and throw with deadlier accuracy than his childhood friends. He preferred the outdoors, and when he was of age, his father used his influence to secure him a billet at Damaris’ military academy.

Possessed of vast ambition and a burning desire to constantly test himself, young Remi found life at the academy refreshingly challenging. Graduating with honours, he surprised his family and

classmates by requesting infantry duties, and began his military career as the youngest commissioned officer in Damaris’ 1st Regiment.

Over the years he grew into a respected leader, and he quickly shot up the officer ranks. Eventually he attained the rank of general, then, by both military prowess and political connections, head of the Damaris planetary defence force.

General Dante is incredibly charming and a truly motivational leader. He demands an extremely high level of excellence from himself and everyone around him, and is quick to reward hard work and ingenuity in his officers and men. With the news of an imminent Ork invasion and the obvious impotence of Governor Kapak, Dante has begun recruiting like-minded officers and powerful civilians with plans of overthrowing the Governor and taking the seat of government for himself. He desperately wants to rid his world of Imperial interference, and will use any means necessary to protect his nascent military coup.

Dante is trying to figure out how to gain support for his coup, and sees the Rogue Traders as possible allies in that regard. He knows that Lady Orleans’ relationship with Damaris is highly lucrative, and she won’t act to support General Dante unless she’s sure to gain more from Dante than her ties to Kapak already provide. He has sounded out Blitz, but found that the price for Blitz’s loyalty (currently paid by the Governor and Orleans) is too high. The arrival of another Rogue Trader and crew presents him with another avenue to attain his goal.

General Dante believes Captain Locke to be incompetent and chained to her duty to the Navy, but has no particular hatred for her. The General also feels that as long as the Imperium believes Damaris to be weak and helpless, his homeworld will never be free of their shackles. He dislikes Elizabeth Orleans, mainly because he is jealous of her relationship with Governor Kapak. His feelings towards the Explorers are cautious (especially after his recent encounter with Blitz). When the

Explorers try to negotiate with him for the defence of the planet, he will issue a counter-proposal: in exchange for their help in unseating Kapak after the invasion concludes, he will lend them the support of his military assets.

General Dante’s profile can be found on page 64.

## COMMANDER ORRAN REYNOLDS

Orran Reynolds is as salty a voidman as you’ll find in Damaris’ Defence Flotilla. At the tender age of thirteen, the year he was supposed to start his apprenticeship in the family business, he stowed away aboard the liberty shuttle of a visiting star clipper with only the clothes on his back and a handful of

Thrones. Immediately captured by the ship’s liberty men, young Orran threw himself on their mercy. Amused and not without some kindness, one old voidman took the boy to the ship’s Bosun where he was pressed on the spot.

Nearly forty years to the day after he ran off to





the void, a voidship put in at Damaris, and a greatly changed Orran Reynolds stared out from her bridge over those familiar seas. Many long, dangerous years had passed since he'd seen his homeworld, and he found himself strangely moved by the sight. Once he returned home and reunited with his family, his love for the void inspired him to take a commission in the small Damaris Defence Flotilla.

Now in his autumn years and the head of the Damaris Defence Flotilla, he is one of the most powerful men in Damaris' armed forces. Never a talkative man, Reynolds has grown even more taciturn in his role as head of the Flotilla. His Lord-Governor is a fop and a fool, and he feels that his only ally in the upcoming Ork invasion is General Dante. These two have created a plan to wrest control of Damaris from both its ineffective governor and the Imperium itself, and they will soon put it into action.

Commander Reynolds' profile is on page 65.

## BISHOP MIKAEL ARINT

Dedicated to the Imperial Creed and its proliferation both on Damaris and the Koronus Expanse at large, Bishop Arint is the senior clergy member on Damaris and is head of the shrine of St. Drusus. A gaunt older man with a personable demeanour, he oversees not only regular services, but also the protection of the sacred relic for which the shrine was established. His sole goal is to protect the relic from unbelievers and xenos filth. To facilitate this, the shrine is home to over five hundred custodian guards who are utterly loyal to the Bishop and the cult. They guard the relic ceaselessly, with at least twenty on duty at any time.

Arint comes across to those who meet him as slightly and constantly confused. Whether this is a sign of old age or deteriorating mental health is unknown. One notable habit is that he pauses every so often, stopping paying attention to those he's speaking with, as if he's listening to someone else.

Once a year, Bishop Arint presides over the Ritual of Renewal, where the holy relic is shown to the Faithful. At the end of the ceremony, Bishop Arint enters a special code and one of the casket's shutters is raised several millimetres—just enough for the bluish-green light to escape—so those in attendance can bask in its holy radiance. He has no idea that the radiance isn't generated from the relic, but from the stasis field of the casket. Additionally, Bishop Arint also has no idea what's really in the casket; he believes that it is the severed hand of St. Drusus—a belief passed down to him, and to all the Custodians of the Shrine, for nearly 800 years through the dogmatic teachings of the Ecclesiarchy. Odd as it may be, Bishop Arint doesn't know the codes to unlock the stasis casket, only the ones that will lower the containment shutters slightly. He has spent the greater part of his tenure on Damaris searching for the other codes.

As the greenskin menace gets closer, Arint becomes more convinced that the relic should be taken off-world for its protection. To this end, he eventually attempts to give the relic to the Explorers for safe keeping (see page 34); although he will assign several dozen custodians to watch over the relic while in the Explorers' possession. Bishop Arint's profile can be found on page 63.



## THE RELIC

Just what really resides within the stasis casket is something that will be revealed in future instalments of **THE WARPSTORM TRILOGY**. Suffice to say that the casket cannot be opened without the proper codes. The casket itself is impervious to most weapons. In fact, the amount of damage that would be required to breach the container would destroy the contents within (this would cause a catastrophic tear in space/time, similar to the effects of a Vortex bomb as the entropic power cells of the stasis casket unload). The code to open the container is encrypted within the pages of the *Chronicles of Saint Drusus*—one of the first books given to Bishop Arint when he took over this posting. However, even the good Bishop has no idea it's right in front of him.

## TECH-PRIEST HADRON SHARD

Hadron Shard is an ancient, ill-tempered Tech-Priest who lives on the outskirts of Damaris' capital city. Content to while away his days in the company of his acolytes plumbing the mysteries of the Omnissiah in the company of his acolytes, he has little use for local or intergalactic politics. In fact, he has little use for the world at large unless it concerns some portion of his esoteric research. Stern and forbidding to the casual observer, those who come to his forge to listen or learn will find a knowledgeable and erudite—if absent-minded and disconcerting—engineer conversant in subjects as varied as philosophy, quantum physics, literature, and numerology.

While the old engineer is aware of the coming Ork incursion, he shows no evidence of caring in the least. It's not that he doesn't understand the danger, he just feels that his current research is too important to be interrupted. He also feels secure in the knowledge that the Levy will be able to hold the line against the Greenskins, especially with the help of some outside muscle like the Explorers.

Explorers who approach the Tech-Priest for help or guidance will find him generally disposed to be helpful, especially if there are Explorators among their number.

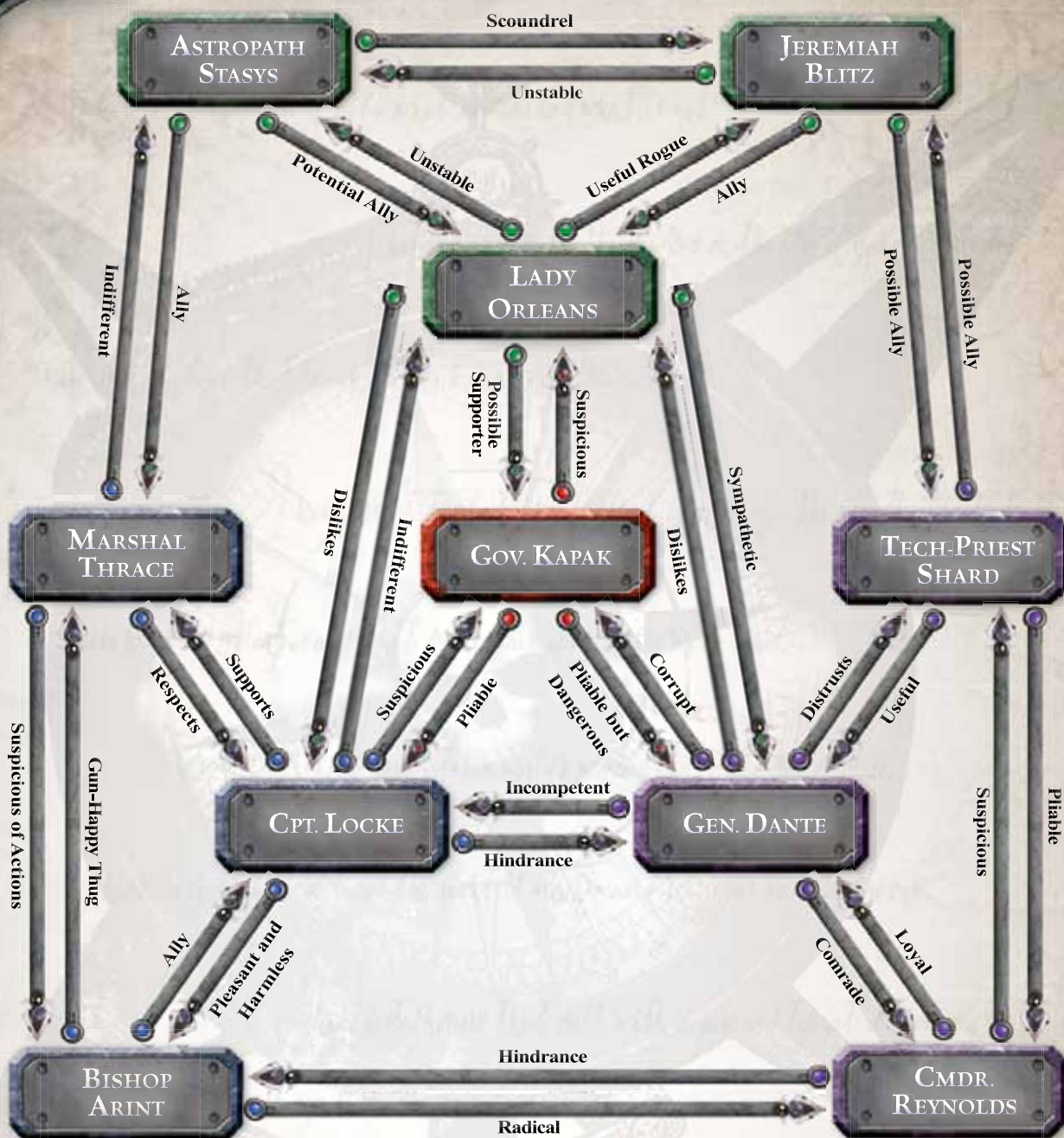
Tech-priest Shard's profile can be found on page 65.

## MARSHAL SOLARIA THRACE

On Damaris, law enforcement duties are handled by the Magistratum, a local organisation modelled after the Adeptus Arbites. Leading this cadre of men and women is Marshal Solaria Thrace.

A compact, wiry woman of indeterminate age with a thatch of short brown hair, a blunt manner, and a soldier's bearing, Thrace's life on Damaris is largely consumed by affairs of office, which has left her precious little time for socialising outside of official duties at the governor's palace. Those who meet her describe her as pleasant enough, and professional, sure, but can never seem to remember what they talked about or even exactly what she looks like. A patient





and observant woman, Marshal Thrace has drawn some conclusions about the leadership on Damaris. The Governor is a weakling, a dilettante, and quite possibly a drug addict, the heads of the Levy and Defence Flotilla are up to something, and there is something odd with the bishop. Once she gets her current affairs in order, she will turn her attention to these other matters with utmost scrutiny.

During the impending Ork invasion, the Marshal and her Magistratum Enforcers will be able to offer some small help. They are all competent fighters and posses a well-stocked armoury, a handful of cyber-hounds, and half a dozen Rhino personnel carriers. When the fighting starts, she and her Enforcers will take control of any civil defence and police forces available and organise a street-by-street defence of the city in an effort to keep the xenos out of the government district. Marshal Thrace's profile can be found on page 65.

## ASTROPATH KEVIL STASYS

Astropath Stasys is an ancient and loyal servant of House Kapak whose family has been serving the governing house of Damaris for centuries. Tall and spare with a body ravaged by decades of exposure to corruption and the Warp, the leader of Damaris' Astropathic Choir is the longest-serving member of the gubernatorial court. Despite his hideous appearance and twisted limbs, Kevil Stasys is a delicate, soft-spoken, ascetic man who rarely speaks aloud and prefers communicate through his not insubstantial psychic powers.

Those few who are closest to him have noticed a change in Astropath Stasys lately. He seems troubled, burdened by some vision or portent that he refuses to share with anyone. What it could be is anyone's guess, but his friends and colleagues are truly worried for they feel if something is bad enough to disturb as august and powerful a man as the Astropath, it must be horrible indeed.



Stasys is a keeper of secrets, as befits his station as senior Astropath for the Governor. Of the most recent secrets to fall into his possession, Stasys detected the erratic transmissions from the Orks of Warlord Snokgritz shortly after Captain Locke and her crew confirmed their presence. He was shaken to find confirmation of their findings and reported this immediately to Governor Kapak. Kapak assured him that matters were being taken care of. However, Stasys intercepted an “echo” of the transmission carrying the secret orders sent to Captain Locke telling her to abandon the planet to its fate. While he does not know the exact contents of the message, he is adept enough to read the intent of the message and knows that it has something to do with the Imperium not wanting to send aid to Damaris—it’s insignificant, and not worthy of their attention.

As a result, he’s not sure he’ll survive the Ork attack as Governor Kapak has promised. The matter weighs on him heavily. Thus, he has decided to open secret negotiations with Lady Orleans for safe passage off Damaris in exchange for his services. She has promised that she will take him with her once her business with Damaris reaches its conclusion (for good or ill). Stasys has yet to reveal his knowledge of the orders to anyone else, but if he finds that this is the only way to secure his safety, he will gladly share that knowledge and the transmission he carries within his psychic mind (despite the encryption). Astropath Stasys’ profile can be found on page 66.

## THE GOVERNOR’S GALA

When the Explorers arrive at Governor Kapak’s gala banquet, every member of the Defence Council is in attendance, along with their retinues. The Explorers should mingle and interact with them so that they can begin to assess the loyalties and dispositions of the other NPCs. As the evening progresses, the various NPCs gauge the Explorers’ intentions and private meetings will be arranged.

When the Explorers arrive at the gala event, returning once again to the luxury of the Governor’s Palace, and the GM is ready to proceed with the scene, read or paraphrase below:

*As Jorin escorts you to the doors leading to the Governor’s Ball Room, he speaks quietly with the pair of guards standing watch outside. Turning to you he says, “I shall have you announced momentarily.”*

*Within moments you hear the crier announce, “...from the far reaches of our God-Emperor’s domain, I present...” and then your names are called out along with all of your titles. At that, you are swept up into the moment and enter His Honour’s majestic ball room.*

*Like the rest of the palace you have seen, this room clearly shows that the Governor spares no expense on his diversions. Attendees move about and form into small groups where intrigues and gossip are exchanged. From your vantage when you first enter the ball room, you can see that an area has been cordoned off where a sumptuous feast is being prepared. Gilded servitors move about dispensing drinks and other refreshments. Far off in the distance, you can hear the melody of a woman singing while orchestral servitors play at the other end of the room.*

The Game Master can roleplay this scene out or gloss

## SOCIAL INTERACTIONS

This part of the adventure is designed to be used with the Social Challenge rules beginning on page 204 of the **Rogue Trader** supplement **INTO THE STORM**. However, should the players not have access to this supplement the GM can just as easily use the Interaction Rules found on page 293 of the **ROGUE TRADER CORE RULEBOOK**.

In addition, the GM can use the NPC Interaction Chart on page 26. This chart shows how each NPC feels about the other NPCs connected to them. For example, according to the chart Elizabeth Orleans dislikes Captain Locke, and feels that Jeremiah Blitz is nothing but a rogue. Conversely, Captain Locke is indifferent towards Lady Orleans, and Jeremiah Blitz sees her as an ally. The GM should make use of this chart to determine how one NPC would act or behave towards another, or just their general feelings towards the others. In the case of NPCs who have no connections to one another, the GM is free to make up whatever feelings or opinions he feels is appropriate to the scene at hand.

over it and simply have the Explorers arrange to meet with the other NPCs at various times throughout the next few days. However, it is recommended that the Explorers take some time and roleplay out their interactions with the other members of the Defence Council, even if only briefly.

As the Explorers meet with each NPC, they need to gain a favourable response from them in order to arrange further meetings. The Explorers will then have an opportunity to engage them in Social Interaction Challenges later on, allowing them to influence these NPCs. Once that stage is completed, the Explorers and NPCs can then begin the arduous task of planning the planetary defence. The following NPCs have accepted the Governor’s invitation to attend this event:

- Governor Belkan Kapak is, of course, present as this is his event.
- Rogue Traders Elizabeth Orleans and Jeremiah Blitz are both present. Orleans works the room, conversing pleasantly and politely with officials from Damaris and avoiding Captain Locke. Blitz is present because Orleans suggested he come—he spends the evening impressing those he speaks with of tales of his legendary exploits, before slipping off for an illicit rendezvous with a noble lady.
- General Dante and Commander Reynolds are both present in full dress uniforms, with several junior officers and aides. Neither enjoy the party, as it obviously makes them uncomfortable.
- Lord-Captain Sylvia Locke is also present in full dress uniform, only accompanied by her XO, Lieutenant Onos Kass. She seems bothered by something, and like Dante and Reynolds, does not enjoy the party.
- Bishop Arint is present, and spends most of the night conversing pleasantly with whomever talks to him and acting slightly befuddled.
- Tech-Priest Hadron Shard arrives precisely when the event begins, stays for two hours (the minimum time he calculates that



he must remain for ‘politeness’) then leaves. He addresses anyone who approaches him in Techna-lingua. Though he speaks Low Gothic, he looks on those who speak Techna-lingua or Explorator Binary with greater respect.

- Marshal Solaria Thrace stays most of the night. She abstains from refreshments, but at some point strikes up a genuinely respectful and pleasant conversation with Locke.
- Astropath Kevil Stasys stays the entire night and looks miserable the entire time. The partygoers avoid him, and his attention seems torn between Orleans and Locke.

These “lesser” NPCs support the major NPCs, as shown on the Interaction Chart (see page 26). Like the characters of the Council, the GM can use these entries to help him roleplay out any interaction between them and the Explorers. In addition to these NPCs, the GM should also consider creating a list of other, lesser, characters that are in attendance. Examples could include leaders of the various guild houses and agri-combines, lesser military officers, and more.

## WINNING FRIENDS AND INFLUENCING ENEMIES

Meeting with each of the following NPCs constitutes an Interaction Challenge, as described in the supplement **INTO THE STORM**. To that end, the GM is free to run each meeting as he sees fit, using those rules as guidelines. Below are suggested Interaction Skills that each NPC is susceptible towards. Using any other Interaction Skill not listed may get the door slammed on the characters. This is left up for the GM to decide.

In the event the GM doesn’t have access to **INTO THE STORM**, he can use the Interaction Rules on page 293 in **ROGUE TRADER**. To use these rules, each NPC is listed with the Interaction Skills he is most susceptible to, as well as his starting Disposition (which sets the Difficulty of the Test). Explorers can make use of any Interaction Skill they know of. In order to persuade the NPC, the Explorer makes an Interaction Test.

Using any Interaction Skill other than what’s listed for each NPC imposes a –10 penalty to the Test. In order to succeed on the Test and persuade the NPC, the Explorer will need to get his Disposition to at least **Ordinary (+10)** as per **Table 10–2: Dispositions** on page 293, **ROGUE TRADER**. If the Explorer manages to raise the NPC’s Disposition to this level, then they will consider supporting the Explorer. The GM can always award additional modifiers to the Test based on the Explorers’ actions (such as the Explorers agreeing to support General Dante in his bid for rulership). **Also note that the Disposition of the other two major NPCs—the major NPCs being Orleans, Locke, and Dante—drops by one level the moment the Explorers meet with the first major NPC (whoever that may be).** This represents all three major NPCs mistrusting the others.

In order to succeed at the Interaction Challenges for each NPC, the Explorers will need to net at least 4 successes.

Each NPC has a starting Difficulty level to represent their Disposition towards the Explorers. Succeeding on the Interaction Challenge, or raising the NPC’s disposition to Routine, successfully convinces that person to at least consider



the Explorers friends, and means that person is agreeable to further meetings and deal making later on.

Any subsequent meetings are where the Explorers can forge alliances. When and where the Explorers meet the NPCs at the gala is entirely up to the GM. The same is true for when the Explorers manage to set up a later meeting. Some suggestions for where the meetings take place, and how the NPC reacts to the Explorers, are listed with the entries below.

At these meetings, the GM has the option of running the Explorers through additional Interaction Challenges, requiring them to increase the disposition of the NPC to Routine (+20), or can simply set up an alliance through good roleplaying. The latter option is not something the GM should discount, and he should keep the NPC’s motivations in mind. If the Explorers make arrangements that appeal to their motivations, they will aid them—after all, everyone wants to save Damaris.

It’s entirely possible that the Explorers manage to either fail miserably with their Challenge, or be unable to reach any sort of agreement. In this case, the Explorers have another avenue: the two lesser NPCs associated with each major one. The relationships between these NPCs are detailed on the NPC Relationship Chart on page 26. The GM should use this chart to determine the lesser NPC’s disposition with the major NPCs they are associated with. Gaining the trust and support of the lesser NPC allows the Explorers to gain part of the support needed from the major NPC. Should the Explorers manage to secure the trust of both lesser NPCs, then they gain at least grudging support from the major NPC.



## INTERACTION WITH LESSER NPCs

One of the purposes of the lesser NPCs is so the Explorers will be able to interact with the major NPC indirectly. This could be for any number of reasons, such as lacking the proper Interaction skills needed to persuade the NPC, or perhaps the Explorer finds it easier to deal with the “lackey” than the “master.” For example, an Explorator may have a better time developing a relationship with Tech–Priest Shard than General Dante, as Shard and the Explorator more likely share common interests.

This latter point is especially important for Explorers who do not have many social Skills and feel out of place in a party. Shard, Thrace, and Reynolds are all NPCs that these Explorers might find something in common with. The GM should encourage Explorers to engage these NPCs, using good roleplaying in lieu of missing social Skills. If they do a good job, the GM can award bonuses to those Explorers who are utilising social Skills, or reveal valuable information.

For example, a Void Master may share a bottle of aged Amasec with Locke’s executive officer Onos Kass while sharing tales of void-legends and hard-fought battles. If all goes well, the Rogue Trader could approach Captain Locke with a +5 bonus to Interaction Skill Tests, as Locke is more comfortable with a group that gets along well with her first officer.

In addition, the GM should feel free to offer bonuses to the Explorers in Interaction Challenges (or allow them to retry a botched challenge) if they approach them in a manner that appeals to the NPCs own goals and desires. Essentially, the GM should reward good roleplaying and creative ideas on the part of the Explorers.

### Meeting with Lady Elizabeth Orleans

**Starting Disposition/Difficulty:** Challenging (+0)

**Suggested Skills:** Barter, Blather, Charm, Deceive

Lady Orleans, like the Explorers, has been given the use of one of the Governor’s manses. Any meetings with the Explorers outside of the gala are held there. Orleans treats the Explorers with a certain level of familiarity and friendliness, however there is an undercurrent of intrigue and political wrangling that runs through all of her dealings. Above all there are two things that Orleans wants: the Ecclesiarchy removed from the Koronus Expanse, and her trade compact with Damaris to remain intact (or grow more lucrative). She knows that the first part is not something that will happen overnight, yet if the Explorers conceive a way to weaken the Ecclesiarchy’s hold on Damaris, Orleans will be grateful and more predisposed towards the Explorers if she suspects that they are behind it.

Orleans has one additional key piece of information that she holds in case her agenda goes badly. She knows Locke received orders to abandon Damaris, thanks to what Astropath Stasys told her (see page 22). Should the Explorers manage to generate a total of 5 or more successes on the Interaction Challenge Test—or increase her Disposition to Easy—she will feel comfortable enough with them to share this information.

### Meeting with Captain Sylvia Locke

**Starting Disposition/Difficulty:** Difficult (–10)

**Suggested Skills:** Blather, Charm, Command, Deceive

Captain Locke can either be found aboard her ship, the light cruiser *Aegis* in orbit above Damaris, or in the command bunker beneath the Governor’s Palace. Any meetings outside the gala event are held aboard her ship unless she can be persuaded otherwise. Any meetings are formal with a military air. Throughout the meeting, the Explorers may notice (by passing a **Hard (–20) Scrutiny Test**) that something appears

to be bothering her. Should the Explorers probe further with a **Very Hard (–30) Inquiry Test**, Captain Locke reveals that she has received some news that’s troubling her and dismisses the matter. If the Explorer scores two or more degrees of success, she breaks down and reveals her secret orders to the Explorers. Should this occur, the Captain is visibly angered and upset that the Imperium is giving up its best option for a toehold within the Expanse, and obviously is willing to refuse her orders if given the proper motivation.

Sylvia Locke would like nothing more than to prove her superiors and the people of Damaris wrong. She wants to show them that the Imperium stands behind the people of Damaris in their hour of need, and that her support should be enough.

Should the Explorers somehow not gain her support through the Interaction Challenge and subsequent meetings Captain Locke will eventually relent and follow the orders she has been given. She will come to the realisation that Damaris is indeed a lost cause and wishes the Explorers the best before departing (see “The Captain’s Orders,” page 44).

### Meeting with General Remi Dante

**Starting Disposition/Difficulty:** Hard (–20)

**Suggested Skills:** Barter, Charm, Deceive, Intimidate

General Dante commands the Damaris Levy and can be found in either his office at the nearby training fields, or conducting inspections at the various garrison posts and stations throughout the region. Dante should be the most difficult of the NPCs to persuade—he has the upper hand with his influence over the Levy and knows it. Any meetings with the General are straight to the point. He wants to know the Explorers’ intentions and where their loyalties lie. He wants to gauge them. Once the Explorers meet or exceed the number of successes needed to complete the Interaction Challenge, General Dante makes a proposal: in exchange for his troops and support, the Explorers act as his patron in his bid for Governorship. This is something he is willing to hold off on until the Ork invasion passes, but he expects the Explorers to hold to their end of the agreement. The consequences of reneging on their end are left to the GM.

This is not set in stone, however. Unlike some of the factions feuding over the defence of Damaris, General Dante and the Levy needs the Explorers as much as they need him. Particularly canny



Explorers may note that the General and his troops have no way of simply packing up and leaving should things go bad. There is no evacuation fleet waiting in orbit to take them to safety; only the Explorers, Captain Locke, and the other Rogue Traders have warp-capable vessels. This knowledge could be used by the Explorers as leverage. They could easily point out that if the General doesn't work with them, their lives and families are doomed. General Dante is painfully aware of this fact; any Explorer pointing this out to the General receives a +10 bonus to any Interaction Tests made to influence him. It's his hope that the Explorers don't realise this, otherwise he has no leverage, and no choice but to acquiesce to them.

## MOVING ON

Once the Explorers have (hopefully) secured the support of at least two of the major NPCs, they can move on to the planning phase or attempt to gain the support of all three major NPCs. Once all the meetings and negotiations have concluded and the Explorers are ready to begin planning the planetary defence, proceed to Act II.

### Act I Achievement Points Awarded

Act I's objectives may involve the Criminal, Trade, and Creed themes, at the GM's discretion.

- Agreeing to take control of the situation on Damaris: 100 Achievement Points
- Attend Governor's Gala Event: 50 Achievement Points
- Persuade the Major NPCs (Orleans, Locke, Dante) to support the Explorers: 100 Achievement Points each
- Influencing one of the "lesser" NPCs to get their support: 20 Achievement Points per lesser NPC (this is not mutually exclusive with the rewards from influencing the Major NPCs. Even if the Explorers gain the support of a Major NPC, if they make the additional effort to gain the support of the Major NPC's seconds, they further strengthen their position and thus gain additional Achievement Points.)
- Discovering Captain Locke's Secret Orders: 80 Achievement Points

# ACT II: INVASION

*"Only in war do you truly get a sense for a person's worth."*

—Rogue Trader Zacharias deKane

**D**amaris and the Explorers now prepare for the greenskin onslaught. To assist them in this endeavour, they have (hopefully) managed to persuade at least two of the major NPCs to allow them to lead their forces. Now comes the time to prepare. Once the determined number of days has passed the Ork Warlord Snokgritz begins his attack against what he perceives to be a near-defenceless planet.

Act II is where the action of the adventure really begins. Throughout this section, the invasion has been rendered abstractly. The GM can choose to run various battles and

encounters as he sees fit, making use of the mass-combat rules found in **ROGUE TRADER**; along with several narrative interludes. Meanwhile, the main invasion runs through a scripted series of events.

## RUNNING THE WAR

The second half of **THE FROZEN REACHES** is dominated by the Ork invasion of Damaris, and the Explorers' attempts to repel them. This section covers the mechanics of running this war.

The following mechanics are designed to enable the GM to run the war for Damaris cinematically and give the players a chance to direct the flow of battle, without them becoming bogged down too much in tedious minutia.

The actions of the Orks are mostly predetermined, with variables to take the Explorers actions (as well as the actions of their adversaries) into account. While the mechanics for determining victors are clearly laid out for the GM, the GM should run them "behind the scenes." This means while the players are directing the defences, and likely even leading the forces of various key locations, they are not ruining the suspension of disbelief by clinically analysing the mechanical benefits of certain actions. Instead, they have to make the best decisions they can based on in-game knowledge—just like an actual military commander.

This being said, once the adventure is over the GM can show his tracking sheets to the players, and the group can discuss how their actions and decisions won or lost key battles. This could prove to be very interesting for the players and GM alike.

When setting up the adventure, the GM should make two copies of the map found on page 9 to give to the players. Not only is this map a useful reference for locations within the capital city, it also lists all of the vital locations the Explorers need to defend, as well as spaces to list which forces are deployed where. Therefore the Explorers can consult it when deciding where to deploy their forces. The GM can use the second copy to write down the actual strengths of all forces involved (keeping it secret from his players).

The GM should note the invasion takes place over three five-day intervals. The Explorers will handle deployment and bolstering defences at the beginning of each interval. Once the Explorers have made their deployment decisions, the GM should jot down their decisions on the specific week of the Tracker, and make the calculations to figure out what will happen at each location (whether the defenders hold or are forced to retreat, etc.). Once he's done so, he should keep the results secret, as the Explorers' actions and other events during gameplay may change the results. The group should play through the week of game time, then the GM should re-evaluate the results and let the players know how well their tactics fared. Armed with the knowledge of their successes and failures, they can make their decisions regarding the next week.

In addition, the Explorers have the option of permanently spending Profit Factor to bolster the defences of the world, sinking their resources into the war for Damaris. This is risky but also has the potential for handsome returns (see page 40).

There are several crucial components to running the war. These are: the Vital Locations (pages 31–33), the Defence Forces (pages 34–35), and the Mechanics of the Damaris Invasion (pages 35–41).





## RUNNING MASS COMBAT

Parts of Act II make use of the Mass Combat rules found on page 292 of **ROGUE TRADER**.

The Game Master is free to use either

**The Detailed Method** or **The Simple Method**, as appropriate. However, it is recommended that he use a combination of both. When combined with the narratives described below, this helps give the players an immersive experience when handling the battles between men and Orks. When deciding to run combat encounters at locations where one or more of the Explorers is located, the GM can opt to let players with characters in different locations take control of one of the NPC officers, using the profiles found in the Appendix.

## VITAL LOCATIONS

The following are important locations on Damaris, not including the orbital space around the planet where the Ork Rokks arrive from. Each of these locations is important to the defence of the planet, with some more important than others. The four Quadrants of the City Walls, for example, are especially important to the defence of the city, and many locations may not come under attack until they're breached. The locations are listed here, with their mechanical effects, then described in detail. The detailed descriptions can be given to the players. The locations are also indicated on the map on page 6.

Each Location has a Strength, a measure of its resilience, innate defences, and troops permanently assigned to guard it. Each Location also may have special rules regarding bonuses given to defending troops. Finally, each Location also has an Achievement Point Value. These Points are awarded to the Explorers for successfully defending the locations as part of the War For Damaris Endeavour if the locations remain intact, or are subtracted from their total if they are destroyed.

Each Location also notes whether it is an Inner Location or Outer Location. Inner Locations are located within the city walls, and cannot be attacked unless one of the Wall Quadrants is breached first.

- **Enforcer Magistratum Fortress:** Inner Location, 4 Strength, 25 Achievement Points. Units defending the Magistratum Fortress decrease any Strength loss by 1 after each battle.
- **Damaris City Walls—Plains West:** Outer Location, 10 Strength, 50 Achievement Points. Units defending Plains West decrease any Strength loss by 1 after each battle.
- **Damaris City Walls—Forge North:** Outer Location, 10 Strength, 50 Achievement Points. Units defending Plains West decrease any Strength loss by 1 after each battle.
- **Damaris City Walls—Main South:** Outer Location, 10 Strength, 50 Achievement Points. Units defending Plains West decrease any Strength loss by 1 after each battle.
- **Damaris City Walls—Sphinx East:** Outer Location, 10 Strength, 50 Achievement Points. Units defending Plains West decrease any Strength loss by 1 after each battle.
- **Daedelus Command Bunker:** Inner Location, 5 Strength, 75 Achievement Points.
- **Outer Industrial Infrastructure:** Outer Location, 1 Strength, 25 Achievement Points.

- **Inner Industrial Infrastructure:** Inner Location, 1 Strength, 50 Achievement Points.
- **Sphinx Landing Spaceport:** Inner Location, 3 Strength, 100 Achievement Points. Any units defending this location gain a +5 bonus to their Strength when resolving attacks.
- **Levy Bunkers and Outposts:** Outer Location, 4 Strength, 25 Achievement Points. Any units defending this location gain a +3 bonus to their Strength when resolving attacks. So long as the Levy Bunkers and Outposts are intact, all attacks on the City Walls suffer -2 Strength.
- **Levy Training Fields:** Inner Location, 3 Strength, 100 Achievement Points. Any units defending this location gain a +3 bonus to their Strength when resolving attacks.
- **Outer Planetary Infrastructure:** Outer Location, 1 Strength, 20 Achievement Points.
- **Inner Planetary Infrastructure:** Inner Location, 1 Strength, 20 Achievement Points.
- **Shard's Forge:** Outer Location, 10 Strength, 120 Achievement Points. Any units defending this location decrease any Strength loss by 2 after each battle.
- **Shrine to Saint Drusus:** Inner Location, 4 Strength, 60 Achievement Points.
- **Offensive Operations:** Special

## Enforcer Magistratum Fortress

Situated within the city walls, the Fortress of the local Magistratum (Damaris' law-enforcement equivalent of the Adeptus Arbites) is vital to the stability of the city in a time of crisis. The Magistratum patrol the streets of Damaris City, enforcing the martial law imposed during the invasion. As befits an essential wartime institution, the Fortress is equipped for extended siege and houses hundreds of well trained and well armed Enforcers.

## Damaris City Walls

The main settlement and capital of the planet, Damaris City is surrounded by thick walls designed to hold off most sieges. Unfortunately they have not been put to the test since their installation, and it's unknown if they can withstand an all-out Ork assault. Sections of the walls have recessed cannons and batteries imbedded in them, but these haven't been tested for almost three hundred years. The walls themselves are roughly 30 metres thick and 30 metres high with bunkers and storerooms inside of them—tapering towards the top until they are about 10 metres thick. The walls are lined with battlements and walkways for troops and munitions. The defensive emplacements themselves are spaced out at uneven intervals ranging from a few hundred metres to over a few kilometres. Each emplacement houses a half-dozen heavy bolter and autocannon emplacements, two twin-linked lascannon sentry turrets, and a trio of artillery pieces (either long-range Earthshaker cannons, the shorter-range Medusa siege mortars or Bombard artillery pieces). Should the walls of the city fall, the Orks break into the city and the war becomes a bitter and hard fought city-fight, where attrition wins battles and the Orks' superior numbers eventually and inevitably win out.

The walls are broken into four quadrants, each of which must have troops assigned to it. These are the Northwest Quadrant:



Plains West, the Northeast Quadrant: Forge North, the Southwest Quadrant: Main South, and the Southeast Quadrant: Sphinx East. Each Quadrant has soldiers permanently assigned to it, and that combined with the wall fortifications gives each Quadrant a static Strength of 10 (see page 35). The Damaris Levy will not allow these troops to be reassigned; they are essentially the minimum required to hold the position.

### Daedelus Command Bunker

This is where the command staff, the members of the Government and other functionaries direct the war on the ground. It is situated beneath the Governor's Palace and is considered to be nigh-impregnable. Inside are a variety of command and control systems, cogitators, and data-looms for coordinating a ground war. Massive hololith projectors emit eerie green glows showing different aspects of the battlefield, and several dozen acolytes of the Adeptus Mechanicus move about ensuring the proper rites and supplications are made to the fickle machine spirits that dwell here. The armoured shaft leading to the Command Bunker is blocked by four adamantine bulkhead doors, each a metre thick. However, should the palace become occupied by the greenskins, it will be only a matter of time before they either make their way into the bunker or starve out the people inside. There is a secure transmitter that allows real-time communications between the bunker, any starships in the system, and the orbital Bulwark. The bunker has enough supplies to last for more than a month.

### Industrial Infrastructure

The various mines and refinery stations scattered around the countryside and city serve to maintain Damaris' industrial economy. The majority of the mineral wealth pulled from the ground is sent back to the Imperium, but some of it is distributed throughout the Koronus Expanse with the aid of various Charter Captains and Rogue Traders. While the loss of one mine or refinery location won't constitute a major catastrophe for the people, losing all of them would capsize the economy. The twin refineries outside the city are also enticing targets for the Orks, as they can convert them for their own nefarious ends. The refineries hold most of the processed ore that is loaded onto the various haulers and shuttles via a complex conveyor system and then taken on board starships waiting in orbit. Moreover, this location produces the majority of the Levy's munitions. Should this infrastructure fall, a great many ship Captains (including Elizabeth Orleans) will lose significant profit and the Levy will lose their primary source of bullets, bombs, and power packs.

This abstract location is used for determining the state of the planet's industry during the invasion. The GM can determine exactly how many of the various mines, refineries, manufacturums, and other industrial facilities there are, if desired, along with their specific locations. However, for the purposes of distributing the various military forces, the

Industrial Infrastructure is considered to be two locations, the Outer Infrastructure (consisting of anything beyond the city walls) and the Inner Infrastructure located within the city proper.



### Sphinx's Landing Starport

The Starport is an important asset to the defenders of Damaris. Aside from the Levy Training Fields, it's the only place that Levy fighters can take off and land from, and the only location where the Flotilla's space fighters can stage from on the surface. In addition, various shuttles and ore-conveyors are parked here. In the event of an evacuation of survivors, the Starport must remain clear and operational. The Starport is protected by several defence laser batteries, anti-aircraft Hydra emplacements, and Manticore missile batteries used to fend off any raiders who manage to bypass the cordon established by the Bulwark.

The defensive emplacements of the Starport grant any defending troops a +5 Strength bonus when resolving attacks.

### Levy Bunkers and Outposts

Situated around the main settlements and countryside, the Levy has established numerous bunkers and outposts in anticipation of an attack. Each of these bunkers is equipped with firing ports and turrets for heavy weapons, and has enough food and supplies to sustain a platoon of troops for several weeks if need be. Each bunker and outpost is connected to the city and to one another by a network of underground tunnels constructed centuries ago. This system allows the Levy defenders to move troops from one location to the next without exposing themselves to the enemy.

When assigning forces to defend this location, it's assumed to be one location with the troops dispersing to the locations as needed. The defensive emplacements of the Levy Bunkers grant any troops defending them a +3 bonus to their Strength



when resolving attacks. The Bunkers also channel and sap the strength of attacking Orks—so long as the Bunkers are intact, all attacks on the City Wall locations suffer  $-2$  Strength.

## Levy Training Fields

This is where the bulk of the Levy troops are trained and housed. The perimeter is protected by numerous defence batteries and emplacements. The Damaris Planetary Defence Force is equipped very similarly to the Imperial Guard.

The protection of this location is vital to the overall defence of Damaris because the Levy will be sorely needed after the invasion to perform mop-up operations and support the local Adeptus Arbites in its protection duties. Should the Training Fields fall, there will only be one other location from which air support can launch and recover: the Kapak Memorial Starport. The training fields are also where the Levy reserve forces will muster to be equipped prior to the invasion. Defending the field from capture is vital if any reserve forces are to be mustered or deployed to other locations (see below).

The defensive emplacements of the Levy Training Fields grant any troops defending them a  $+3$  bonus to their Strength when resolving attacks.

## Planetary Infrastructure

This location, like the Industrial Infrastructure, is an abstract representation of the various systems and buildings that are vital to the people of Damaris. It represents the various water treatment plants and pumping stations, switching stations, back-up power reactors, transportation hubs, medicae facilities, and other locations that are needed by the people of the main settlements. They often have little to no protection aside from the walls they are contained behind, and a few may be defended by mono-tasked servitors. Should these locations fall to the Orks, the GM should inject various effects this has on the populace into the adventure. For example, the lack of fresh water may eventually cause a break-out of plague in the city, perhaps giving the Explorers an opportunity to run medicine or other relief to the hardest-hit areas.

Like the Industrial Infrastructure, the Planetary Infrastructure is divided into two locations, the Outer and the Inner Infrastructure, to differentiate between the Infrastructure located outside the city walls and those within the city walls.

## Shard's Forge and the Manufactora

Situated outside the city on a small island, the Forge of the Adeptus Mechanicus provides much of Damaris City's technology and manufacturing base. The Master of the Forge, Magos Shard, has hundreds of Skitarii Tech-guard to oversee the defence of his domain. Keeping the Forge intact is vital for the planet's defences as the main power reactor for the entire Damaris settlement is located in the Forge. Though the settlement has various backup generatoria and power systems, these haven't been tested since their placement and only provide power to a small area. Should the Forge fall, the city and surrounding locations will be without power, shutting down the defence laser emplacements and other vital systems. Along with decreasing the static strength of the Walls by 5, the GM should also come up with other effects that

losing this location would have on the planet's overall defence.

Shard's Forge has numerous defensive emplacements combined into a wall that surrounds the entire island, and Shard also reserves several units of his Skitarii to protect the Forge (in addition to those available to the Explorers). The fierce Skitarii warriors, combined with the heavy wall fortifications, gives this location a static Strength of 10 (see page 35).

The Explorers might assume that the Forge's location on an island in the middle of a bay protects it from Ork assault. Orks, however, are surprisingly resourceful, and the Forge comes under attack as Ork boyz loot a number of boats and ships from the harbours along the bay, and even build their own assault craft.

## Shrine of St. Drusus

This holy temple, dedicated to Saint Drusus of the Angevin Crusades, is one of the cornerstones of the Ecclesiarchy's hold within this region of the Koronus Expanse. If the temple fell, it would be a major blow to the Imperial Creed in the area. Housed within the temple is the ancient reliquary, a legendary artefact of St. Drusus. Roughly five hundred Frateris Militia are housed here and oversee the various rights within the temple.

## Offensive Operations

Not a true location, per se, Offensive Operations represents units being detailed to strike back against Ork positions, conduct spoiler assaults, and eventually destroy the Orks' foothold on Damaris. For more information on the Offensive Operations, see page 36.

## Additional Locations

There are several smaller communities scattered all across Damaris' main continent. When the invasion commences, the GM can opt to have these smaller communities attacked by the invading Orks. This forces the Explorers to decide whether to rescue the residents, or leave them to their fate so they don't weaken their own defences. While the Orks focus most of their attacks on Damaris City, they will undoubtedly try to attack the smaller settlements as well. The GM can use these attacks as reasons to bring the Explorers out into the countryside to rescue stranded citizens for whatever purposes he desires. In addition, even if the Explorers manage to stop the invasion the Orks on the ground will still need to be dealt with for years to come.

Also, the GM should keep in mind that during the preparation phase of the invasion, many of the surrounding townships will be evacuating and moving behind the thick walls of Damaris City. This can present all manner of opportunities for the Explorers—perhaps one of the communities hasn't yet finished with its preparations and the Explorers must provide protection to its residents as they move into the capital city while the Orks ravage the countryside.

## AVAILABLE ASSETS

Each of the major NPCs, as explained previously, has access to various assets that will help the Explorers defend Damaris. In order to gain



## VISIT BY THE BISHOP

At some point while the Explorers organise the defences, Bishop Arint approaches them. He conveys his concern for the safety of the planet, but adds that while he is glad the Explorers are here to aid his world, he is even more concerned about the sanctity of the artefact under his charge. He wants the Explorers' promise that should the world fall, they will help him save the relic and transport it off-world. Should the Explorers press him or refuse his request, the Bishop pleads with them, revealing that the Saint appeared in a dream and instructed him in this course of action. If the Explorers attempt to test the truth of this claim, any successful mental probing or Scrutiny Tests reveal that whether or not Drusus actually appeared to him, the Bishop certainly believes it.

As a matter of fact, the Bishop has indeed been visited by spectres in his dreams that claim to be Saint Drusis and instructed him to see to the artefact's safety. What these spectres truly represent is not important in this adventure, and will be revealed in a later book. All that matters in this case is that should Damaris fall, the relic must be rescued, either by the Explorers or one of the other Rogue Traders. To do this, all Arint asks is that the Explorers leave one shuttle on standby in the spaceport, ready to fly to the square outside the Cathedral and load the relic if all is lost. This is not a burden to the Explorers' resources.

use of the assets, the Explorers must have the support of each of these NPCs. Below is a listing of those assets and the NPC that controls them. Each unit is also denoted Ground or Space. The Space units apply only in the orbital defence portion of the war.

### Lady Orleans

Lady Orleans brings her ship, *Starweaver*, and its compliment of House Troops. In addition, she directs Jeremiah Blitz and his formidable cruiser, *Ordained Destiny*, along with his compliment of House Troops. Provided that the Explorers have convinced Orleans to ally with them, she provides the following units:

- 2 Companies of House Troops (one from each Rogue Trader): Ground Units, Strength 12.
- 4 Companies of Mustered Armsmen (three from Orleans, one from Blitz): Ground Units, Strength 15. Each unit loses 2 additional Strength after participating in a battle.
- The *Starweaver*: Space Unit, Strength 16.
- The *Ordained Destiny*: Space Unit, Strength 14.

### Captain Locke

While Elizabeth Orleans and Jeremiah Blitz provide ships and troops, and General Dante provides a generous amount of planetary defence force troops, Captain Locke provides her ship, *Aegis*, and herself—a formidable tactician trained by the best Imperial Navy instructors. The *Aegis* is a capital ship—of-the-line and has won many battles and honours. In addition, Captain Locke is also very capable of commanding and deploying a fleet of ships, something the Explorers may not have experience in handling yet. Locke provides the following units:

- The *Aegis*: Space Unit, Strength 30.
- 1 Platoon of Storm Troopers (from the 8th Calixian Storm Trooper Company): Ground Unit, Strength 5. This unit loses 3 less Strength after participating in a battle. This unit gains a +5 bonus to its Strength when resolving attacks in the Offensive Operations Location.

### General Dante

General Dante commands the Damaris planetary defence force. In addition, there are numerous bunkers and outposts that have been established over the centuries to ensure the safety of Damaris City and Kapak Memorial Spaceport; each of which is outfitted with various defences of their own.

As the Levy consists of thousands of troops and armour, the amount directed by the Explorers is not the total military strength. The main reason for this is that General Dante needs to ensure that the other settlements across the planet are protected and that his myriad bunkers and outposts are manned. In addition, troops must man and maintain the various anti-aircraft weapons and defence laser stations scattered across the globe, and ensure that supply lines and reserves are maintained. While he knows that the Orks will strike for Damaris City and the surrounding area (since it is both the seat of government and the largest population centre), he has an obligation to protect the lives and families of those living elsewhere on the planet. Dante provides the following units (if he is not allied with the Explorers, he spreads them equally across all defendable locations):

- 8 Infantry Battalions (four each from the 1st Damaris Highland Levy Regiment and 2nd Damaris Highland Levy Regiment): Ground Units, Strength 16. Each unit loses 1 less Strength after participating in a battle. Each unit may be split into four companies with Strength 4.
- 2 Armoured Tank Companies (from the Sphinx Heavy Guards): Ground Units, Strength 20. These units gain a +10 bonus to their Strength when resolving attacks in the Offensive Operations Location.
- 2 Armoured Artillery Companies (from the Highland Wardens): Ground Units, Strength 10. These units gain a +10 bonus to their Strength when resolving attacks so long as the Location they are operating in also has at least one other non-Artillery Company unit.
- 4 Damaris System Defence Vessels: Space Units, Strength 4.
- The Bulwark: Space Unit, Strength 10.

### Additional Forces

There are additional forces on Damaris that are available to the Explorers, unless the GM has a good reason to determine otherwise. For example, if the Explorers insult Magos Shard gravely, he will keep his unit of Skitarii at the Forge location.

- 2 Magistratum Enforcer Cadres: Ground Units, Strength 4. These units gain a +4 bonus to their Strength when resolving attacks in an Inner Location.
- 1 Magistratum Suppression Cadre: Ground Unit, Strength 6. This unit gains a +4 bonus to its Strength when resolving attacks in an Inner Location.
- 2 Skitarii Cohorts: Ground Units, Strength 10.



## UNIT DESCRIPTIONS

These descriptions are provided for the GM to give to his players. Each unit's strengths and weakness are broadly described without delving into their mechanical abilities.

**House Troops:** Orleans and Blitz can each contribute one company of roughly two hundred House Troops to the defence. These soldiers are loyal, well-trained veterans, and equipped on the same level as the Levy. However, they are light infantry without heavy armour or anti-tank weapons, and cannot hold positions unaided for long.

**Mustered Armsmen:** Orleans and Blitz are willing to dispatch several thousand crew to the surface to aid in the conflict. Poorly armed and armoured, these men are not trained to fight a ground war, and their attrition is likely to be high. (If stats are needed for the Mustered Armsman, use the Hired Gun on page 370 of the **ROGUE TRADER** core rulebook).

**2nd Platoon, 8th Calixian Storm Trooper Company:** There are less than 40 of these highly-trained veterans under Locke's command, but their effectiveness should not be understated. They are equipped with Valkyrie Assault Carriers with two Vulture Gunships for support, and if tasked with offensive raids and attacks they can do a great deal of damage. They should not be committed to operations alone, however. (If stats are needed for Storm Troopers, use the House Troopers on page 62, replacing their weapons with Hellguns, Hellpistols, and mono-knives.)

**The 1st and 2nd Damarin Levy Regiments:** Each of these regiments consists of roughly four thousand soldiers, with some light armour and artillery support. They are trained and equipped to the level of the Imperial Guard, and have the numbers to absorb heavy casualties. The 3rd and 4th Damarin Levy regiments have been deployed to defend the walls and outer settlements of the planet, and are not available to deploy.

**Sphinx Heavy Guards:** The Sphinx Heavy Guards is Damaris' only tank unit. Equipped with a core of forty Leman Russ-pattern tanks and supported by eight Demolishers and a dozen Sentinels, it is Damaris' only real option for offensive attacks, and likely wasted in defensive operations.

**Highland Wardens:** This is Damaris' sole concession to mobile artillery, as the planet has had little need of it until now. The Wardens are equipped with twenty Basilisk Tanks mounting the fearsome long-ranged Earthshaker cannons, and have three Griffons with short-range mortars.

**Magistratum Enforcer Cadres:** Magistratum officers are hardly equipped to fight a full-scale war, but armed with shotguns, riot shields, and a small number of heavy stubbers, they can give a good accounting for themselves in urban locations.

**Magistratum Suppression Cadre:** The Suppression Cadre is a small unit intended for riot suppression and operations against armed cults. It is equipped with Rhino and Repressor tanks, giving it a surprisingly powerful punch. Like other Magistratum units, it is best deployed to defend urban areas.

**Skitarii Cohorts:** Shard only has two companies of these fearsome warriors at his disposal, but their augmented frames and powerful Mechanicus weaponry means they are quite effective in all situations.

**Starweaver:** Elizabeth's ship is a Tempest-class Strike Frigate. Although it is a relatively small vessel compared to Blitz's

*Ordained Destiny*, Elizabeth uses her ship with cunning and skill. In addition, the *Starweaver* is equipped and trained for war in a way that the gilded and ostentatious *Ordained Destiny* is not, which makes it far more effective in combat than its size would suggest.

**Ordained Destiny:** Blitz's vessel is a cruiser, but its combat effectiveness was significantly reduced before Blitz got his hands on it. The massive statues that run the length of the vessel and the gilt hull look extremely impressive, but make the ship harder to manoeuvre and weaker in a straight fight. In addition, Blitz is tentative when committing his ship to combat, avoiding situations likely to see him killed.

**Aegis:** A Dauntless Light Cruiser, Locke's vessel is an Imperial Navy warship through and through, and combined with her decades of tactical training is easily the most dangerous warship in Damaris.

**System ships:** Transport vessels with some macrocannons and no warp capability, the system ships of Damaris are no match for true warships, and best used in supporting roles only.

**The Bulwark:** The Bulwark is extremely powerful and deadly. However, because it is an orbital installation and cannot move under its own power, it must wait for enemy ships to come within range of its guns. Therefore, its effectiveness for the defences is limited.

## RESOLVING ATTACKS AND FIGHTING THE WAR

Resolving attacks and fighting the war for Damaris each week follows a series of steps.

- **Step One:** The GM determines the strength of the Ork attacks in each location, keeping the values a secret. Once he has done so, the Explorers assign the troops under their command to defend the locations of their choosing.
- **Step Two:** Begin resolving the week's combat by determining how the Space Battle goes for the players, and how many Roks make it to the planet's surface.
- **Step Three:** Resolve the Offensive Operations ground assaults against the Orks, reducing the number of Roks by the





TABLE 2-1: RESOLVING ORK ATTACKS ON LOCATIONS

Difference in Scores	Outcome	Losses for Defenders
Defenders' score is higher by 6 or more.	Defenders win, the Orks are repulsed.	Each defending unit at the location loses 2 Strength.
Defenders' score is within 5 of the Orks' score (either higher or lower).	The defenders win, but it is a bloody fight for both sides. The defender's losses may be high.	Each defending unit at the location loses 1d5+1 Strength.
Defenders' score is lower by 6 or more.	The Orks rout the defending units, massacring many in the process, and obliterating their defences under a wave of green flesh.	Each defending unit at the location loses 2d5+2 Strength, and must fall back to a location of the GM's choice. The location is destroyed: it no longer has a Strength and counts as negative Achievement Points for the Explorers. If a Wall Quadrant is destroyed, Inner Locations may be attacked by Orks in the next phase.

appropriate amount and reducing the Ork attack Strength.

- **Step Four:** Increase the Ork Attack Strength at each location by +1d5 for each remaining Rok.

Fighting the war on Damaris is a simple matter of comparisons. Once the players have decided where the troops are deployed, the GM should tally up the Strength present in each location. This is done by adding the Strength of each unit present to the Strength of the Location. The GM should also add any bonuses or negatives units might have due to their location, as well as any bonuses the Explorers provide with their actions. Once he has done so, he should compare the values given for the Orks at each location to the defenders' values, calculate the difference, and consult **Table 2-1: Resolving Ork Attacks on Locations**, above.

Once a location is destroyed, it is wrecked, burned to the ground, and useless to the Explorers. The Explorers can still send troops there, but it will not do any good—all they will do is fight the Orks that swarm there. If the Explorers want to counterattack against the Orks, they should not send troops to destroyed locations. Instead, they should detail troops to Offensive Operations. This represents armies making a concerted effort to attack the Orks, and eventually will see the Orks defeated if successful.

Note, the forces in the Offensive Operations locations are still referred to as "defenders" as they are defending the planet as a whole. Also note, Explorers do not receive experience for Roks destroyed by Offensive Operations, only the Roks they personally destroy with their ship or by sabotage.

If during the second and third weeks of the invasion, all of the Roks on the surface are destroyed, Ork Strength is decreased by an additional 1d10 in all locations (roll once).

## BATTLE IN SPACE

Although the ground war is the focus of Act II, the war in space is extremely important as well, as its success determines how many Orks break through the defences to attack the land below. Space Combat is resolved in the same manner as Ground Combat, as each Space Unit has a certain Strength. Unless specified otherwise, all Space Units contribute their Strength to the defence.

An important note, especially in regards to the System Ships—is that when a ship is reduced to zero Strength, it is not destroyed (which is why it loses Hull Integrity as well). A ship with zero Strength is damaged, its munitions expended, and its crew exhausted. However, it can still be used during Part 3 of the adventure. This reinforces the grim situation the Explorers find themselves in as the war drags on, but still allows them to go on the offensive in Part 3.

Essentially, each phase of the war begins with another wave of Ork Roks throwing themselves against the defences.

The damage to ship Hull Integrity represents the beating ships take over the course of fighting off the wave of Orks, and cannot be reduced (although it can be repaired at the Bulwark).

## ORK STRENGTHS

TABLE 2-2: RESOLVING OFFENSIVE OPERATIONS

Difference in Scores	Outcome	Losses for Defenders
Defenders' score is higher by 6 or more.	Defenders win, the Orks are hit hard and driven back to their Roks, with many killed. The greenskins retreat in disarray, and pressure on Damaris City is relieved for the moment.	Each defending unit on Offensive Operations loses 2 Strength. Ork Strengths at all locations during the next phase are decreased by 4, and one Rok is destroyed for every full 5 points the defenders' score beats the Ork.
Defenders' score is within 5 of the Orks' score (either higher or lower).	The defenders win, but it is a bloody fight for both sides. The defender's losses may be high.	Each defending unit at the location loses 1d5+1 Strength. Ork Strength at all locations is decreased by 2.
Defenders' score is lower by 6 or more.	The Orks rout the defending units, massacring many and obliterating the foolish assault under a wave of green flesh.	Each defending unit at the location loses 2d5+2 Strength. The Orks suffer no losses.



TABLE 2-3: RESOLVING THE WAR IN SPACE

Difference in Scores	Outcome	Losses for Defenders
Defenders' score is higher by 6 or more.	The defenders' ships hold fast against the Orks. Only a few greenskin Roks slip through the defences, as most are cracked by macrobatteries and detonated by lance fire.	Each defending unit loses 1 Strength and 1d5+1 Hull Integrity. Three Ork Roks land on Damaris.
Defenders' score is within 5 of the Orks' score (either higher or lower).	The defenders' ships fight hard, but are distracted and scattered by Ork raiders. Under their covering fire, more Roks plunge into Damaris' atmosphere.	Each defending unit loses 2 Strength and 2d5+1 Hull Integrity. Four Ork Roks land on Damaris.
Defenders' score is lower by 6 or more.	The defending ships are inundated under a deluge of greenskin warships. As they burn in the upper atmosphere, countless Roks rain down on Damaris.	Each defending unit loses 1d5+1 Strength and 2d10+2 Hull Integrity. Four Ork Roks land on Damaris, plus an additional Rok for every 5 points the defenders lose by.

In each phase of the war, Ork Strength grows and the greenskins attack new locations. This is modified by the success of the Explorers' offensive operations, as well as how many Roks have reached the planet's surface. These attacks occur so long as there is a single Rok on the planet's surface.

Note that the Inner Locations have two Strengths listed. The first is if none of the Wall Quadrants have been destroyed. The second is if at least one Wall Quadrant has been destroyed.

In addition, for each Rok beyond two that is currently present on the planet's surface, increase the Ork Strength in all locations by 1d5 (roll once for all locations). This does not apply to Inner locations, of course, unless one of the Wall Quadrants has been destroyed.

## INTERACTING AND AFFECTING RESULTS

Throughout the invasion there are many chances for the Explorers to influence events, beyond simply directing forces to certain locations. This can be done in several different ways. In all cases, the GM should not tell the players the exact mechanical benefits their actions grant, but can give them "in-game" descriptions.

### EXAMPLE

*Sally decides that her character Lorayne, the Arch-Militant, goes to the Forge North Quadrant of the Damaris City Walls to rally the troops and, more importantly, instruct the artillery emplacements there in more effective fire-patterns against the Ork horde that is massing to attack. She makes a Common Lore (War) Test, scoring three degrees of success. Mack the GM could tell her that she has increased the total Strength in that Sector by three, allowing it to beat the Ork Strength by seven, rather than four. Instead, he tells Sally that Lorayne's knowledge of artillery use seems to provide the sector with the edge it needs, and it very well may allow the defenders to win the upcoming battle in that sector.*

## DETERMINING COMBAT EFFECTIVENESS

Since the players do not know the exact Strengths of their own forces or that of their opponents, they need a way to determine if their decisions at the beginning of each phase of the war are tactically sound. Therefore, any Explorer can make an **Ordinary**

**(+10) Common Lore (Imperial Guard, Imperial Navy, or War), Evaluate, Logic, or Forbidden Lore (Xenos) Test**, an **Easy (+30) Scholastic Lore (Tacitca Imperialis) Test**, or a **Challenging (+0) Command Test** when planning troop deployments. Success determines roughly the Strength of the forces that will attack any given position, and the Strength of the forces they intend to use to defend it. The GM should consider using **Table 2-5: Descriptions of Strength** on the following page to describe the Strengths of the attackers and the defenders, rather than saying the strengths outright.

If the Explorer gains at least one degree of success, the GM should reveal whether the forces they have committed will be





TABLE 2-4: ORK STRENGTH OF ATTACKS AT EACH LOCATION

Locations	Week 1 Strength	Week 2 Strength	Week 3 Strength
Damaris City Walls—Plains West: Outer Location	15	25	35
Damaris City Walls—Forge North: Outer Location	5	40	20
Damaris City Walls—Main South: Outer Location	20	20	40
Damaris City Walls—Sphinx East: Outer Location	30	15	30
Outer Industrial Infrastructure: Outer Location	5	8	11
Outer Planetary Infrastructure: Outer Location	5	8	11
Shard's Forge and Manufactoria: Outer Location	5	10	30
Levy Bunkers and Outposts: Outer Location	8	12	20
Daeelus Command Bunker: Inner Location	0	0/10	0/15
Enforcer Magistratum Fortress: Inner Location	0	0/5	0/10
Inner Industrial Infrastructure: Inner Location	0	0/5	0/9
Inner Planetary Infrastructure: Inner Location	0	0/5	0/9
Shrine to Saint Drusis: Inner Location	0	0/10	0/20
Sphinx Landing Spaceport: Inner Location	0	0/18	0/30
Highland Levy Training Fields	0	0/24	0/20
Offensive Operations	50	60	70
Space	75+1d10	80+1d10	80+1d10

just enough to win against the Ork attacks (the two scores are within five of each other), rout the Ork invaders with minimal losses (the defenders' score beats the Ork score by at least six), or is likely to lose without more aid (the Orks' score beats the defenders' score by at least six). These are the benefits of a keen tactical mind. If the Explorer gains two or more degrees of success, the GM can even suggest possible units that would be enough to make a difference in the coming battles.

The Explorers can make these Tests multiple times.

## PERSONAL INVOLVEMENT

The Explorers should also be aware that they can personally work to bolster Damaris' defences. Once during each phase of the war, an Explorer can use his own Skills to bolster the defences of a location. When the Explorer makes the Skill Test, success means he raises the Strength of that region by one, plus one for each degree of success, for that phase of the war. Alternatively, the GM may allow the Explorers to make certain tests (a morale-lifting Charm Test, for example, or a Tech-Use Test to repair the tanks in an armoured company, or working with logistics to replace lost equipment) in order to reduce the losses a unit suffered. In this case, success means one selected unit recovers one Strength, plus one for every degree of success, up to its maximum Strength.

The following are some suggestions for Skill Tests the Explorers can make, but the GM should allow any creative ideas on the Explorers part.

- **Command:** Through leadership and personal inspiration, the Explorer takes charge of a location, issuing orders, directing troops, and giving instructions to subordinates. Even when he returns to the Command Bunker, he leaves a well-oiled military machine in his wake.
- **Charm:** The Explorer boosts morale with his charisma, wit, and personal bravery, inspiring those around him to ever-greater feats of bravery.
- **Common Lore (War):** The Explorers' personal experiences with combat and warfare allow him to impart a veteran's

insight on the coming conflicts, making sure untested soldiers will fight as veteran warriors.

- **Scholastic Lore (Tactica Imperialis):** The Explorer is a brilliant strategic thinker, considering every contingency, coordinating forces and arranging events with such precision that when the greenskins attack, they simply act out the moves in a performance the Explorer directed long before they arrived.
- **Forbidden Lore (Xenos):** Knowing the habits of the vile alien, the Explorer instructs the soldiers under his authority to set traps and ambushes that anticipate their instinctual behaviour, ensuring the Orks' very nature is their undoing.
- **Commerce:** An army fights on its stomach and by the number of las-clips it possesses. The Explorer sets up clear supply lines, depots, and stockpiles of arms, ammo, and armour, so that when the battle begins, the soldiers present want for nothing.
- **Tech-Use:** The Explorer sets up defences using arcane war-systems such as automated Tarantula sentry turrets, minefields, jamming beacons, and localised void shields.

In addition, the Explorers can combine several heavily damaged units to form effective fighting forces. If two units have lost more than half of their strength, the Explorer can make a **Challenging (+0) Command Test**. Success means the weaker of the two units is removed, and the stronger of the two regains Strength equal to the Strength of the weaker unit, to a maximum of the stronger unit's original strength. Essentially, the smaller unit is disbanded, and the survivors mustered into the larger unit. Failure means that due to either martial pride or logistical problems, the units could not be merged and they continue as normal.

Explorers can only do this with units that are roughly similar in composition. Two units from the Sphinx Heavy Guards or the Rogue Traders' armsmen could be merged, but a unit of Rogue Trader armsmen and the Sphinx could not. The lightly armed armsmen have no training with armoured vehicles and trying to get tanks to work with untrained light infantry is a waste of time and effort in the short time the Explorers have. The GM is the final arbitrator of what units can and cannot be combined.



TABLE 2-5: DESCRIPTIONS OF STRENGTH

Strength value of Force	Description of Ork Strength	What Can Counter The Attack
0-4	A raiding force, able to destroy undefended targets such as factories or habs, but no match against a trained military force or defended emplacement.	A small unit, such as the Storm Trooper Platoon or the Magistratum cadres, could match this force. A company of House Troops, a Skitarii Cohort, or force of armsmen could crush these Orks.
5-9	A mob of Ork Boyz with some heavy weapons. Mostly dangerous due to their numbers, and a threat to under defended fortifications. Emplacements such as the City Walls should hold them, but will likely suffer damage in the process.	A Skitarii Cohort could match this force, as could an unsupported Artillery Company or Magistratum Suppression Cadre operating within the city. A company of House Troops, force of armsmen, or Battalion of Levy could defeat this force handily.
10-14	A sizeable horde of Orks with wartrakks, trukks, and some kannons and lobbas. These could very well break through undefended walls and fortified areas.	A Battalion of Levy, company of House Troops, or company of armsmen could match this force, but a Skitarii Cohort, Storm Trooper Platoon, or Magistratum cadres might well lose. An Armoured Company or an Artillery Company with support will defeat this attack.
15-24	A major assault of greenskins with deff dreads, killa kans, nobz, a warboss, and hordes of boyz. Even fortifications will not hold without substantial reinforcements. At least one unit of Damaris Levy or their equivalent will be needed to hold, and more to win decisively.	To defeat this force requires a combined military force of at least two Levy Battalions, House Troop companies, or armsmen companies. Alternatively, a unit of the Sphinx Heavy Guard in its element (going on the offensive) could match this force and possibly beat it.
25+	A mass incursion of greenskins. Multiple military units and heavy support will be needed to repulse this overwhelming assault.	This will require at least three Levy Battalions, House Troop companies, or armsmen companies, or two supported by the Storm Trooper Platoon or Artillery Company to defeat. Essentially, a large combined force is likely to be required.

## THE EXPLORERS' PERSONAL RESOURCES

It is entirely possible that the Explorers will want to contribute their own resources to the defence of Damaris. This can take the form of their ship, their crew, or their wealth. This could be a risk for the Explorers—should Damaris fall their resources could be lost. However, should it prevail thanks to their efforts, the rewards they reap could be all the sweeter.

### Their Ship

The most obvious contribution for the Explorers to make is their ship. Obviously, when in orbit or conducting missions in space, they will likely take command of their vessel personally. However, the second part of the adventure anticipates the Explorers spending a great deal of time on Damaris, organising the ground defences. In these situations, their ship can still be fighting in orbit, aiding the defence “in the background.” Therefore, the Explorers’ ship is assigned a Strength value, so that it can be incorporated with the orbital defence. To calculate a starship’s value, consult the list below:

- Transports: Strength 5
- Raiders and Frigates: Strength 10
- Light Cruisers: Strength 15
- Cruisers: Strength 20

Then, add the bonus of ship’s Crew Rating to the Strength. For example, a Transport has a Competent Crew Rating (30).

The bonus of a rating of 30 is 3 (the tens digit, in the same manner as the bonus on a Characteristic). So the Transport contributes a Strength of 5+3 for a total of 8.

### Their Crew

In addition, players can contribute crewmembers to shore up the defences on the ground, in the same manner as the other Rogue Traders on Damaris. The Explorers’ troops can take three different forms, depending on what resources they have available.

First, the Explorers can field one or more units of House Troopers (see page 34). These follow the same statline as the other Rogue Traders’ House Troopers. However, such units are not automatically included in a Rogue Trader’s dynasty. The Explorers may only field this unit if they previously commissioned or obtained a light infantry or bodyguard unit of at least 100 soldiers.

Secondly, the Explorers can draft some of their crew to form a unit of Armsmen (see page 34). These follow the same statline as the other Rogue Traders’ Armsmen units. To raise these units, the Explorers decrease the Crew Population of their ship by an amount of their choosing. For every two points of Crew Population they reduce, the unit they are creating gains +1 Strength. In addition, each unit they create adds the ship’s Crew Rating to its Strength (see above). Each unit must be at least Strength 5 (before adding crew rating), and follows all the



special rules for units of Armsmen. However, the Explorers can create as many of these units as they like.

If the Explorers' ship has a crew of greater than 50,000 souls, units they create trade Crew Population for Strength on a one-for-one basis, due the greater numbers of crew that each point of Crew Population represents.

Once the war is over, these units can be "changed" back into Crew Population as the Explorers order their crew back to the ship. This follows the same process in reverse: the remaining Strength (discounting the Strength from Crew Rating) is exchanged back to Crew Population.

Finally, the Explorers may be carrying a full-fledged military unit on their ship (i.e., if they have a Barracks and have filled it with soldiers). In this case, the GM should consider the size and type of the unit, and use the stats of the most appropriate pre-existing unit to represent it. (The GM can tweak these stats if he feels it necessary.)

## Profit Factor

In addition to the aforementioned methods of contributing troops and supplies, the Explorers can also utilise the most powerful resource at their disposal—their wealth.

The Explorers have several options for investing their Profit Factor to improve the defences of Damaris. These investments may take any number of forms in-game (more on that later), but all work the same way. The Explorers permanently decrease their Profit Factor by a set amount to provide bonuses. If the Explorers end up failing the adventure's meta-endeavour, this Profit Factor is lost. However, if they succeed in the meta-endeavour, they regain the Profit Factor spent in this way. In addition, for every full three points of Profit Factor they spent, they gain an additional point of Profit Factor. After all, if they are willing to invest so much in saving Damaris, the grateful world responds in kind. This could be in the form of trade deals, ownership of key Damaris industries, or even piles of gold, silver, adamantium ingots, and gems.

There are several different ways the Explorers can invest Profit Factor listed here. In addition, if the Explorers come up with their own creative ideas, the GM should feel free to adapt and work with them. The only thing the GM should keep in mind is that after a certain point, even vast wealth can only do so much. Once the Explorers have "spent" 15 Profit Factor, any further expenditures do not grant bonuses and cannot be redeemed at the end of the adventure (the GM should warn the Explorers that at some point, their investments meet with diminishing returns—a successful **Ordinary (+10) Evaluate Test** can determine exactly when that is).

- Depending on the cargo they happen to be carrying, the Explorers can open the holds of their ship and make their goods available to Damaris' military forces. Military equipment and weaponry are most useful, as are munitions and supplies such as promethium and explosives. However, foodstuffs and items like construction materials can be useful to bolster defences and lay in supplies for sieges. So long as the Explorers come up with a logical way to use their supplies, they can spend one Profit Factor to increase the Strengths of four different locations or units by one each. This can be done multiple times,

depending on cargo size.

- The Explorers put their own considerable wealth behind the calls for aid, summoning additional bands of mercenaries to fight on the planet. What can reach the world in time is up to the GM, but could either increase the Strength of two units by three, or even purchase one Strength 10 "House Troops" unit. This costs two Profit Factor (the costs are substantially increased due to the short notice and danger of the job).
- The Explorers spend vast sums of money amongst Damaris' industrial sector, using the lure of gelt to convert the entirety of the planet's industry to war-work. For every one point of Profit Factor the Explorers spend, they can increase the Strengths of four different locations or units by one each.
- The Explorers invest a great deal of money and resources in a crash-program of orbital mine production. This is a risky investment, as Damaris does not have the facilities for such construction and thus the Explorers will have to spend a great deal of Gelt. However, if they chose to do so, they can increase the Strength in the Space location by one for every one Profit Factor spent.

## ORBITAL BOMBARDMENT

One final thing the Explorers can do to help protect Damaris is initiate planetary bombardments with the orbiting ships. This is a powerful but risky tactic, as the ships must move into low orbit for extended periods of time, and thus cannot be





## THE VANGUARD (OPTIONAL ENCOUNTER)

This is an optional encounter. It's not essential to the completion of this adventure (though it does garner additional Achievement Points towards the Endeavour), but can provide a taste of the action to come.

On the eve of planning the battle, but before the main Ork force arrives, a meteor shower (common to this world) streaks through the night sky. This shower fogs up all manner of ground-based auspex and augurs. However, several hours after the shower ends, the Explorers start to receive reports that one of the outlying monitoring stations has gone dark. No communications can be heard from the outpost. It could be due to the meteor shower, or something more nefarious. If the Explorers themselves don't volunteer to investigate, then General Dante suggests it as a "test" to see how the Explorers acquit themselves under fire. If Dante is at odds with the Explorers, this is a shot taken at their expense, but if they ally with him, he suggests it as a way to prove themselves capable to the soldiers they're leading into combat.

During the meteor shower, the Orks managed to land a small force several hundred kilometres outside the city limits. The Orks don't know that they have been detected and are here to scout out potential landing sites for their Roks. This is something that isn't normally seen in Ork behaviour, something that those with experience dealing with them would know. In truth, the Orks coming down in this craft are Ork Kommandos, who are known for their sneaky behaviour. They hoped the landing wasn't detected by coming in with the meteor shower, but the Orks aren't that subtle and once on the ground, decided to take on some 'umies along the way. The Kommandos stumbled across an outlying monitoring station with powerful auspex scanners, designed to detect air attacks against Damaris City and guide powerful Manticore missiles. A squad of Levy troopers protected the station, which consists of four outlying bunkers covering the approaches, a garage shed for vehicles, and the partially buried monitoring station itself, a large rockcrete building with the scanners.

The Kommandos infiltrated the compound, killing the sentries on patrol, then breached the station while destroying one of the bunkers with stikkbombs. The crew and Levy were massacred, and when the Explorers arrive, the Orks are busy wiring more charges into the station's subterranean genetorium, hoping for a really big boom.

There are a number of Kommandos equal to the number of Explorers plus 1d5 on site. All but three are above ground, and if they see the Explorers coming, they'll prepare an ambush. They use their stealth skills to try and attack from cover, either in melee or with their shootas. The remaining Kommandos wire the charges and attempt to skulk off into the night. If the Explorers do not find and disable the charges (the genetoria is located in the station's basement, only accessible from within the station), the charges blow within 5 minutes. For Kommandos, use the Ork Boyz from page 377 of the **ROGUE TRADER** core rulebook, adding Hide +10 and Silent Move +10 to their Skills.

If the GM prefers, this encounter can also be run using the Mass Combat rules from *Rogue Trader*. This is especially appropriate if the Explorers want to bring along some additional forces. In this case, the Orks should have a number of Kommando units equal to half the number of Levy units brought along. Their tactics are still the same, ambushing the Explorers and their forces. There are still three Orks in the genetoria wiring the charges.

used to help stave off additional assaults from the Ork fleet.

Any ship may be tasked for orbital bombardment at the beginning of a new phase. The Explorers pick a ship and location. Reduce the Strength of the Orks in that location by 2d10+5. The ship's Strength, however, cannot be used in resolving the Space battles (or in any space missions) for that phase.

If a System Ship is tasked for orbital bombardment, it only reduces the Strength of the Orks by 1d10. The system ships are not designed for orbital bombardments.

## DESCRIBING EVENTS TO THE PLAYERS

The GM should describe this as the Explorers gathering within the Command Bunker (or their starship), reviewing strategies, studying past campaigns against the Orks, and analysing potential strengths and weaknesses in Damaris' defences. They put their plans into action, then once the phase begins, the GM should engage the Explorers in "game time" with missions, meetings with Orleans, Dante, Locke, and the Governor, and other encounters, while keeping them abreast on how the war is going. He can tell how the war goes in a series of narrative descriptions, and can even give the Explorers a chance to go to faltering positions and shore them up, either by playing appropriate missions (see pages 42–50) or by letting them

make additional Skill Tests (see page 37–38). If the situation warrants, he can even allow the Explorers to redeploy units and rush them to imperilled sections of the warzone.

At the end of the phase, he can reveal which sections held and which fell, and the Explorers can convene another "strategy session" where they plan the next phase of the war.

## Failing to Gain Support

There's a chance that the Explorers were unable to get the support of the NPCs mentioned above. As stated in Act I, if the Explorers couldn't deal directly with the NPC, they have an alternate avenue in the form of the supporting NPCs (as seen on the NPC Interaction Chart, page 26). If the Explorers have at least forged a relationship with the supporting NPCs, the GM should give them control of some units as he sees appropriate. For instance, half the ground troops and space forces available from the Rogue Traders are from Blitz, so if he supports them and Orleans does not, the Explorers should still have some forces at their disposal.



# THE INVASION BEGINS

*"Fire! Fire on my position! We're being overrun! Do it now—"*

—Final Transmission of Outer Bunker 22-B

Warlord Snokgritz and his Ork horde are on their way to the planet Damaris, as the Explorers arrive to render aid. Consulting some of his sneakier boyz, the Ork Kommandos, Snokgritz has sent out a vanguard of sorts. The purpose of this force is to establish a beachhead within the outer region of the system called the Frozen Reaches—a dense area filled with all manner of asteroids useful for producing Ork Roks. By setting up a production facility on one of the smaller moons orbiting the mysterious gas giant Skadi, the Orks have a head start in producing enough Roks to invade Damaris. From the time the Explorers arrive, they have 14 days to prepare before the invasion begins.

On the day Snokgritz arrives, the invasion begins. This is considered to be Invasion Day 1, and is marked as such on **Table 2-6: Invasion Timeline**. GMs should use this table to track the invasion as there are events on the table that are to occur on the day indicated. Each one of these events corresponds to either a mission from the Space Mission list of the Ground Mission list (these are described in detail below).

As the invasion continues, the players can tell how well they are doing by what areas have been destroyed by the Orks and what areas are still intact.

On the fourteenth day after their arrival on Damaris, the Explorers receive a message from the Bulwark. The station's powerful auspex arrays have detected the arrival of the Orks in force. They should be in range of the stations' guns in roughly four days. At this point, the Explorers should begin their final preparations for the coming battle.

## MISSIONS

Each aspect of the invasion (space and ground) includes a listing of scenarios called "missions." The missions are individual actions taking place within the invasion, and serve to both drive the narrative and give players the opportunity to personally effect the course of events. Missions are either Optional or Mandatory, depending on their importance to the overall story. However, the GM should consider these guidelines, rather than unbreakable rules. Even a Mandatory missions can be ignored if the GM has good reason.

TABLE 2-6: INVASION TIMELINE

Day of Invasion	Missions
Day 0	Players make deployment plans.
Day 1	The Invasion Begins
Day 2	Rok Attack
Day 3	The Raiders
Day 4	Demolish the Crashed Rok
Day 5	
Day 6	
Day 7	Reinforcements Arrive
Day 8	
Day 9	The Governor's Speech
Day 10	
Day 11	Find and Eliminate Ork Raiders
Day 12	Target the Bulwark
Day 13	Convoy Run
Day 14	
Day 15	

## SPACE MISSIONS

As mentioned previously, the invasion is handled with the Explorers taking on "missions" that represent different aspects of the Ork attack. This section of the invasion presents the various battles in space as they occur over the 15 days of the invasion. Following **Table 2-6: Invasion Timeline**, the GM references the day of the invasion with the specific mission shown. These missions are detailed below. Some of these missions, marked as mandatory, should be run by the GM as they represent a significant event in the invasion that the Explorers should be involved in. The missions marked optional can be run at the GM's discretion, but should be run on the days indicated (however, with some modification, they can be run whenever the GM feels they need to be).

### The Invasion Begins (Day 1—Mandatory Mission)

This mission begins the invasion. It assumes the Explorers have decided to meet the invasion on the deck of their ship, at least at first. If the Explorers worry about being trapped on their vessel and unable to reach the planet, the GM can reassure them that so long as the spaceport and Levy Fields remain open, they can shuttle down to the planet's surface at any time.

Before the fleets arrive in orbit, the other Rogue Traders and Captain Locke both state their intention to meet the first thrust of the invasion aboard their vessels, hinting that the Explorers might want to do the same. However, if the Explorers do not wish to do so (perhaps because their vessel is not optimised for combat), the GM can adapt the intro text and gloss over the space battle, skipping to the ground combat.

When the invasion begins, read aloud or paraphrase the following (note, if Locke has not stayed, the GM may have to rephrase the text):



## LETTING THE PLAYERS LEAD

Certain careers do not lend themselves easily to the thrill of space or ground combat. Some players may find their Explorers not doing a whole lot while the battle rages on. In these cases, the GM may wish to consider giving each player a ship to handle for the space assault. Conversely, he may also suggest that the players take on the roles of leading or supporting officers for any major ground battles. Not only will this take some of the pressure of running the battle off of the GM, it will give each player an opportunity to participate in the battle itself. Players who are given command of a ship other than the one their Explorers are part of will use the Captain and Crew Rating of that vessel to determine any results of Tests or Actions.

*You stare out into the dark void through your bridge's vista panels. Crewmen and deck officers scurry about making final preparations for your imminent engagement with the vile Orks. Your augur arrays are registering multiple contacts breaking free of the Frozen Reaches, and travelling towards Damaris at speed.*

*Your Master of the Vox reports that a message from Captain Locke is coming through.*

*Even in the grainy-green hololithic projection, Locke has the look of a hunter getting ready to run down its prey. "I am told they will be within range momentarily. Good hunting to you all. The Emperor protects." With that she turns to her crew off-screen. "Beat to quarters, Master Rynne." As the ship's Master at Arms bellows in the background, she closes the channel.*

*One of the crew working in the nearby pits shouts out to the Rogue Trader Captain, "Sir! All decks reporting at battle stations. We have enemy contact bearing dead ahead." All sounds fade away as you glance out across the expanse and see the enemy for yourself. You see massive asteroids silently gliding through the endless void, each flanked by scrap-built Ork warships.*

As the Explorers look out before them, they can see that there are several large asteroids, each flanked by a pair of smaller Ork raiders. Each asteroid looks as if it has been fitted with massive Ork-type plasma engines and cannons. These are Ork Roks, hollowed-out asteroids fitted with engines and weapons. These particular versions are designed to brutally force their way past any blockade and crash onto the planet below. Once there, they will disgorge thousands of Ork boyz and their assorted equipment.

This mission begins with two Onslaught Raiders and two Ork Roks starting 20 VUs from the surface of the planet of Damaris. The Explorers' ship is supported by one system ship and can also be supported by either the *Ordained Destiny*, *Starweaver*, or *Aegis*. The remaining ships and the Bulwark are covering other approaches to the planet, and cannot intervene in this battle. (If the GM likes, he can have VUs "count as" shorter distances so that the Explorers are more focused on their area of space.) If the Explorers have a ship cruiser-sized or larger, the GM should consider either not giving them aid from the major NPC ships or increasing the number of Roks by one. The defenders' ships should be deployed within 5 VUs of the planet, as they are in orbit.

The Roks are trying to land on the planet's surface, and the Explorers are trying to stop them. In this mission, the reward is stopping the Roks from landing on the surface. For each Rok that gets through, the number of Bonus Roks on the first week is increased by one. However, the Roks have to approach the planet relatively slowly lest they break up in the atmosphere. If a Rok reaches the planet on a turn where it moved further than 3 VUs, it crashes and is destroyed—bad for the local biosphere, but far worse for the Orks inside.

For the stats of the picket ships, use the Wolfpack Raiders on page 209 of **ROGUE TRADER**. The stats for the Onslaught Raiders are also on page 209 of **ROGUE TRADER**, and the stats for the Ork Roks are on page 69 of this adventure.

## Achievement Points

- If the Explorers destroy all the Roks before they reach the planet: 100 Achievement Points.
- If their ship suffers less than half damage to its Hull Integrity: 25 Achievement Points.

## The Raiders (Day 3—Optional Mission)

The first attacks against the defences of Damaris have shown the Explorers and the other leaders of the Defence Council a great deal about the nature and tactics of the Orks they face. As plans are made to reconfigure the space-based defences to render them more effective, most of the non-essential ships are pulled back to a staging area near the Bulwark and reassigned to





## THE CAPTAIN'S ORDERS

Should the Explorers fail to gain the support of Captain Sylvia Locke, their failure now comes at them full-force. Prior to the Explorers' arrival, Captain Locke received orders from the Battlefleet Command that she was to abandon Damaris and return for reassignment. At first, she had no intention of following those orders, knowing that the people were counting on her and Imperium to protect them. However, with the constant attacks and loss of life, Sylvia Locke is feeling the weight of her responsibilities. At some point during the Rok attacks, after the first day of the invasion, Captain Locke comes to a painful decision. She orders her helmsman and Navigator to make for the Warp.

Should the Explorers manage to gain her support, the Captain sees the honour and benefit of defying her orders once more, and continues to fight on with vicious skill and grim determination.

other sectors near the planet. Day 3 sees the Explorers and their ship amongst the myriad of system defence craft and a few of the other capital ships belonging to Locke, Orleans, and Blitz.

As orders are finalised and the ships are about to move to their designated stations, Commander Reynolds reports that the Bulwark's massive sensoria and augur arrays detect a bow-wave signature emerging in the middle of the staging area. Read or paraphrase the following:

*Commander Reynolds hails your vessel with an emergency message. "Sirs! Our augurs have picked up echoes in the Immaterium, the wakes of several ships. They are close...strangely close...by the Emperor!" As he gasps, space before you heaves and ripples, and great glowing rents appear. Ork ships translate into realspace, right on top of your vessel!*

The Orks have staged a sneak-attack raid upon the ships of the staging area. To that effect, they have managed to rig their ships to exit the warp not only near the planet (reportedly a near-suicidal stunt) but within the middle of the small fleet amassed at the staging point. Emerging close to the Explorers' vessel (and the pair of system defence ships escorting them) are three Ork Onslaught Raiders—aptly-named ships that are perfectly designed for this type of attack. The ships are all rocked as a fourth raider attempts to exit the warp and explodes, the flare briefly rivalling the sun in intensity. Luckily the explosion is distant enough that no ships are damaged, but this should serve as a graphic reminder of the dangers of using a warp drive too close to a star.

The GM is welcome to adjust the number of ships on either side, but the Explorers should have at least one system ship with them. The Ork ships should appear facing whatever vessels the Explorers have, and be 1d5+2 VUs away (roll separately for each).

The Ork attack is an almost complete surprise. The Explorers can attempt to make a **Difficult (-10) Command Test** to rally their ship, otherwise their vessel counts as Surprised

during the first Round of combat. Any system ships count as Surprised. The goal of the Orks is to jump in and cause as much damage to the human fleet as possible before they are destroyed. None of the ships attempt to flee unless they are crippled, at which point they will try to disengage.

The Ork ships target the system ship or ships preferentially. Obviously, the players lose a system ship (or two) if the Orks are successful, which effects future space defences.

## Achievement Points

- If the Explorers destroy all three Ork ships: 50 Achievement Points.
- If all system ships survive: 50 Achievement Points.
- For each system ship destroyed: -50 Achievement Points.

## Reinforcements Arrive (Day 7—Optional Mission)

This mission allows the Explorers to mix some negotiations into their war, and plays on their previous interactions with Captain Locke. It should only be used by the GM if the Explorers convinced Locke to stay and help them, or if they sent out a distress call to the Imperial Navy.

The mission begins with the Explorers' ship in orbit, covering a fairly quiet approach to the planet with the *Aegis*. Both ships are resupplying when the long-range augurs pick up an approaching Imperial vessel from the system's outer reaches.

The ship is an Imperial Navy Firestorm-class Frigate, the *Adamant*, dispatched to Damaris to investigate why Locke had not returned. Unfortunately, when it arrived in-system, Ork picket ships detected it and pursued.

The *Adamant* is 24 VUs from the Explorers' vessel and the *Aegis*, which are both broadside to it. 1d10+1 VUs behind it are three Onslaught Raiders. The Orks attempt to destroy the *Adamant*, but if the Explorers move within range, their attentions shift to them, instead. Any Orks reduced to less than half Hull Integrity break off and head for the outer system (if they get more than 30 VUs from the planet, they'll disengage, unless the Explorers want to make a point of pursuing them).

Once the *Adamant* is safe (if it isn't destroyed), the Explorers must deal with its commander, Commander Algor DuRanes. DuRanes does not outrank Locke, but he bears orders demanding her return with "all possible haste." This creates several problems—it puts Locke in an even more uncomfortable situation, and threatens to make Damaris as a whole aware that the Imperium has for all intents abandoned them.

The Explorers have spare time enough for a brief meeting with DuRanes in the midst of the conflict. The meeting offers a chance for the Explorers to turn an uncomfortable situation to their advantage. DuRanes starts out with a Difficult (-10) Disposition towards the Explorers, unless they aided in saving his ship, in which case he is simply Challenging (+0). If the Explorers can increase his Disposition to Routine through clever roleplaying (or succeed on a moderately difficult Interaction Challenge if the group is using **INTO THE STORM**), DuRanes agrees to return to the Battlefleet and report that





Locke is “unavoidably delayed by technical malfunctions, but will return as soon as possible.” If they increase his Disposition to Easy, DuRanes is so impressed by them that he agrees to stay for a week before heading back himself, lending his ship to the system’s defence (adding a +14 to the Space Defences in the third week).

DuRanes’ ship is a Firestorm Frigate (use the profile of the Sabre on page 211 of **ROGUE TRADER**).

### Achievement Points

- Each Ork ship forced to disengage: 10 Achievement Points
- Each Ork ship destroyed: 20 Achievement Points
- If either the Explorers’ ship or the *Aegis* takes more than half damage to Hull Integrity: –20 Achievement Points.

### Target the Bulwark (Day 12—Mandatory Mission)

Day 9 opens with the Explorers’ ship patrolling the vicinity of the Bulwark. Several of the smaller vessels are being towed (or barely making it under their own power) to the station for repairs after taking a severe beating on the front lines. As always with fate, things aren’t going to go so smoothly for the Explorers. Read or paraphrase the following:

*As the bridge crew winds down and prepares for a change in the duty cycle, klaxons sound. According to the information from the other crew members, Ork ships have just rounded the closest planetary moon and moved into range. They are on a direct intercept course for the Bulwark!*

This mission features the Explorers’ vessel and the Bulwark. The battlefield consists of Damaris, the Bulwark (4 VUs out from the planet) and one of Damaris’ small moons (18 VUs from the Bulwark). One Ork Rok, a Onslaught Raider, and a Kill Kroozier have just emerged from shadow of the moon, and must manoeuvre around it to reach the Bulwark. (The Ork forces can be adjusted as necessary, but remember the Bulwark is a formidable defensive emplacement.) The Orks are attempting to board the Bulwark with the Rok (and possibly the Kroozier, especially if the Rok is destroyed). If they succeed in doing so, read aloud or paraphrase the following:

*You stare in horror as the enemy ships continue to take a tremendous amount of punishment. Hull-cracking macrocannon bombardments lash out at them, but bleeding air and vomiting fire, the torn and damaged ships approach the moon. They crash together, locked in a twisted embrace of mangled adamantium and steel. Then cables shoot across the gaps, and Orks begin to stream on board.*

*Static crackles over the bridge vox. Commander Reynolds’ image appears on your screens. “We are being boarded. By Drusus, there’s too many of them, you have to help us! If you enter through one of the nearer external docking masts, you can lend your strength to the fight. Please hurry!”*

With that said, Reynolds sends coordinates for the docking mast. It’s an arm designed for larger ships to dock with the station to receive supplies and crew. If the Explorers attempt to intervene, they can either dock their ship or send over crew in shuttles. Either way, they should take over the boarding action, the rules for which are found on page 215 of **ROGUE TRADER**. If the Explorers bring significant numbers of troops over from their ship, they gain a +5 bonus to the opposed Tests, if they dock their ship and bring significant troops to bear, they gain a +15.

In addition, the Explorers may come up with a creative method of dealing with the situation, such as ramming the Rok or Kroozier to pry it loose from the station. If the idea is interesting and feasible, the GM should run with it. The GM can also have the Explorers fight a small group of Orks (1d5 Freebooterz, +1 for each Explorer in the party) during the boarding action, but should be aware that this combat substantially increases the amount of time the mission takes.

### Achievement Points

- If the Bulwark survives: +75 Achievement Points
- If the Bulwark is destroyed: –100 Achievement Points

## GROUND MISSIONS

Listed below are the various ground missions and events that the Explorers encounter during the fourteen-day invasion of Damaris.

### Rok Attack (Day 2—Mandatory Mission)

As the fighting continues in space, eventually and inevitably a Rok penetrates the defences. When this happens, they can see the Rok plummeting to the surface in a fiery conflagration. Hundreds of Orks die in the process, but not enough to stop them from attacking the settlement below.

When the first Rok manages to break through and crash into the surface, read or paraphrase the following:



## MASSSED COMBAT RULES IN GROUND MISSIONS

Several of the Ground Missions are well-designed for using the Mass Combat rules found on page 292 of *ROGUE TRADER*. When using the Mass Combat rules, the GM should add the following rule.

### DAMAGING A UNIT

In a unit, each wound represents roughly one individual (some particularly tough units might have an individual represented by two or three wounds, but in general the point stands). Therefore, when non-units (such as the Explorers) fire at units, each hit from their weapons that deals damage (after being reduced by Armour and Toughness) deals one wound to a unit. This represents each hit killing a single individual out of a unit. Weapons with the Blast Quality deal one wound, plus additional wounds equal to the value of the Blast (so Blast(2) weapons deal two additional wounds).

Units attacking other units do not suffer the same limitations. This is because when a unit attacks a unit, multiple individuals are involved, represented abstractly by one attack roll and one damage roll.

### DAMARIS UNITS

When converting Damaris NPCs into units, the simplest method is to assume each unit is composed of 12 individuals, a capable military squad that isn't too unwieldy to control in-game. Therefore, to convert an individual NPC into a unit, simply change the number of wounds to 12, and give the NPC a +3 damage bonus.

### RUNNING MASSED COMBATS

A GM may notice that even with the massed combat rules, some of the ground missions can involve a great deal of troops. In these missions, the GM should not try to represent the entire battle, lest the encounter bog down into tens or hundreds of units fighting while the Explorers take a back seat. Instead, the GM should focus on a small part of the battlefield, basically what the Explorers are facing directly. The rest of the battle can be represented narratively. In the Day 2 Mission, the Explorers make a series of Command Tests to see how the battle goes, for example.

*You watch as the first Ork Rok slips past your defences and plummets into Damaris' atmosphere. Spotters and allies on the ground report they can see the burning contrail of the Rok as it streaks across the heavens. The Rok hurtles towards Damaris City, shrugging off the impact of defence laser fire. Massive braking rockets and plasma drives fire for the last time, slowing it just enough as it crashes into the Damaris plains outside the city.*

Once the dust settles, any Explorer on the ground will be able to see (either via pict-feed or some other method) that the Rok is resting in its crater, vast swathes of smoke pouring off its ruined and glowing surface. The Rok is out of range of the gun emplacements on the city walls, and quickly hatches fly open and hordes of howling greenskins spill out onto the plains.

The Explorers may want to bombard the Rok with their starship. In this case, the GM can allow them to try, (see page 41 for more information about orbital bombardments), but should remind them that it takes some time to manoeuvre their ship into position. In addition, now that the Rok's engines are no longer providing thrust, the Meks on board seem to be setting up a series of power fields to protect it. Orbital bombardment may kill plenty of Orks, but may not destroy the Rok.

This mission gives the players a taste of mass-combat, and uses a narrative approach to detailing it. As the great battle rages on, the Explorers find that they have their own adversaries to deal with. At various points throughout this encounter, the GM should describe the battle around them and its effect on the troops involved. He is free to embellish as much or little as desired (describing the screams and yells, the smell of cordite assaulting the nostrils, the odour of blood and charred flesh, the hot flash of laser bolts streaking by, and more).

An emergency meeting between Governor Kapak and General Dante (and any Explorers on the ground) sees both the Governor and Dante pushing for a spoiler assault on the Orks as they marshal their forces on the plains. Dante wants to demonstrate the power of the Levy after a day of watching the space battle unfold, and the Governor simply wants to be seen as "doing something."

Unless the Explorers strenuously disagree, the Damaris Levy musters a small but potent force of tanks and infantry. Dante offers tactical command to the Explorers, if they wish. The attack forces issues out of the West gates, and assaults the Rok.

As the Explorers close in on the Rok with their attack force, they run into a hastily assembled Ork force, mustering in the low hills of the plains. The Orks are mostly infantry, with some greenskins riding crude bikes and Gretchen lugging heavy artillery into place. However, the Orks' biggest gunz aren't in place yet, giving the Explorers a chance to strike.

When the two forces meet, the Explorers are swept up in the middle—battle rages on all around them. There is sparse cover in the form of boulders and snow-covered scrub, but little else. For each Explorer present, they face 2 Orks, plus an additional 1d5 Orks. The Orks encountered are Ork Freebooterz (page 60). The GM is welcome to mix it up a bit by varying the Orks' weapons and other equipment, or may use Ork stats found in other supplements.

The GM is also encouraged to customise this encounter for his group. For example, he could have the Explorers rush to the aid of a hard-pressed group of Levy, target a group of Gretchen before they can bring their artillery to bear, or direct the fire of a Leman Russ tank into a massing group of boyz before jumping in to finish off the survivors. They could even direct (or fly) an air strike in a Fury interceptor, or land heavy weapons on a nearby hill using an Aquila lander. In addition, the Mass Combat rules are a perfect way to make the battle



TABLE 2-7: ENCOUNTERS IN THE ROK

1d10 Roll	Encounter
1-2	The Explorers hear the cries of Orks searching for intruders in the distance. The next Exploration Test suffers a -5 penalty.
3-5	The Explorers come across a group of Orks gathered in an intersection. They can attack 1d5 Ork Freebooterz or find another route. If they go around, the next Exploration Test suffers a -10 penalty.
6-7	The Explorers stumble across 4 Freebooterz and 1d5 Squigs, who count as Surprised during the first round of Combat.
8-9	The Explorers run into 2d10 Gretchen workers and 2 Squigs.
10	An Ork hunting party finds the Explorers! The Explorers must fight 1d10+1 Orks, 1 Boss, and 2 Squigs.

“feel larger.” The Explorers can personally lead the attack of a few units of Levy soldiers or House Troops, against units of Ork Freebooterz. In this case, the GM should have as many units of Orks as there are units of Levy or House Troops, plus 1 additional Ork unit for every two Explorers. However, even when using the Mass Combat rules, the combat encounter should be treated as one facet of a larger battle.

Once the Explorers defeat the Orks arrayed against them (or the combat is resolved one way or the other), the Explorers should make three opposed Command Tests with the Boss leading this attack. Provided their number of successes outweighed their failures, the attack succeeds. The forces of the Levy inflict numerous casualties before heading back to the city. If they fail, the Levy is overwhelmed by the green tide, and forced to retreat after suffering heavy casualties themselves.

In game terms, if that attack succeeds, add +5 Strength to the Offensive Operations location during the first week of battle. If

it fails, decrease one Damaris Levy unit and one Sphinx Heavy Guard unit by 1 Strength (not reduced by special rules).

### Achievement Points

- If at least half the Explorers present kill an Ork: 10 Achievement Points.
- If the attack is successful: 25 Achievement Points.
- If the attack fails: -25 Achievement Points.
- Each Explorer forced to burn a Fate Point: -10 Achievement Points.

### Demolish the Crashed Rok (Day 4—Optional Mission)

At this point, there are likely several Roks on the planet’s surface, depending on how well the war in space and the Offensive Operations have been going. This mission offers the Explorers a chance to destroy one personally. Damaris has a stockpile of powerful seismic charges, which should be enough to destroy one of the Roks.

Auspex and geo-scans show the interior of the Rok consists mainly of hollow chambers. It’s presumed that these chambers house Orks, Gretchin, and their various equipment and systems.

Should the Explorers decide to take on this mission, they infiltrate the Rok at night and can gain entry through one of the open hatches. The interior of the Rok is littered with dead Orks and Gretchin; many of them having been killed during the initial push to the planet and subsequent descent and crash. The entire place stinks with the smell of unwashed bodies, decaying corpses, grease, and promethium. Various squigs can be seen scurrying about as the Explorers pass.

The Explorers have with them a total of four seismic charges (each weighing 15 kilos) that must be placed. The locations have been in-loaded to a dataslate the group carries with them. The GM is free to map out sections of the Rok, places the Explorers can come across as they go about their business. The charges need to be placed in specific locations, and finding them requires passing an Exploration Challenge with eight successes. In this Challenge, Concealment and Silent Move may be used as well as Exploration Skills.

Every time the Explorers fail a roll during the Exploration Challenge, they trigger an encounter with the Orks within. Should they trigger an encounter, roll on **Table 2-7: Encounters in the Rok**. Once they have completed the Challenge, they manage to find their way out of the Rok and detonate the explosives within. Failing the Challenge







means that the Explorers must take  $1d5+2$  hours to re-orient themselves. Obviously, this means that there is a greater chance of encountering and fighting more Orks. One bit of luck for the Explorers is that the Rok is an incredibly noisy place, and the sounds of battle do not attract other Orks.

Once the Explorers have set the charges they have a limited amount of time to escape before the charges detonate. They can flee out the way they came, or be picked up by a Valkyrie Assault Carrier (a VSTOL military air transport) from the Damaris Levy if they can reach the top of the Rok. As they fly away or flee the scene, the seismic charges detonate. A deep boom shakes the bones of the Explorers, reverberating through everything within several kilometres. For a long moment, the Rok appears unharmed, then a multitude of cracks run across the outer shell. In a matter of minutes, the Rok collapses into a massive pile of rubble, crushing all inside in a long, drawn-out roar.

This mission eliminates one of the Roks on the planet.

## Achievement Points

- If the Explorers destroy the Rok: 50 Achievement Points.

## The Governor's Speech (Day 9—Mandatory Mission)

Governor Kapak rises to the challenges of the invasion far better than anyone expected. While he leaves military tactics and

planning to the Explorers and the Defence Council, he spends more and more of his time caring for the plight of Damaris' civilians. At this point, his waking hours are spent directing civil defence units, organising civilian evacuations of threatened areas, overseeing the distribution of needed food and medical supplies, and to everyone's surprise (including his own) he's proven competent to the tasks. On the sixth day of the invasion he even opens the grounds of the governor's palace to refugees.

On Day Nine, Kapak contacts the Explorers. There is a lull in the fighting, and he suggests that a rousing speech to the citizenry might provide a needed morale booster. He would like to give one along with the Explorers. The reason for this is two-fold. Kapak believes such an action will boost morale, but he's shrewd enough to want to associate himself with the Explorers as well, to boost his own popularity.

If the Explorers agree, the Governor arranges a quick tour of some of the refugee centres, four stops each taking roughly thirty minutes. At each stop, a successful **Difficult (-10) Charm or Command Test** allows the Explorers to give a successful speech (Governor Kapak also gives a speech in turn). If the Explorer has Air of Authority, the test becomes **Challenging (+0)**, and if he has Master Orator, the Test is **Routine (+20)**.

However, the real test involves General Dante. Seeing the Governor actually increasing in popularity, Dante decides to make a move against him. What he does depends on his relationship with the Explorers. If Dante and the Explorers are essentially allies (or at least have an amicable relationship), he moves trusted soldiers to the Governor's Palace and arrests Kapak when he returns from his speech. The troops ask the Explorers not to interfere in "internal matters," but do not provoke them. This is the most likely action on Dante's part, as he does not want the Governor dead, just removed from office. However, if the Explorers have made an enemy of Dante, he sends an ambush team of assassins disguised as refugees (use the Levy stats, but replace lasguns with hellguns) to attack them during the speech. (If this attack fails, Dante does not press his coup attempt, but waits for another opportunity. The Explorers must investigate to learn who their attackers were. One promising lead is that each was a former member of the Levy's 1st Regiment listed as "dead in training exercises.")

If the Explorers know about Dante's plot and are not actively against it, he informs them beforehand. How this is resolved is up to the Explorers. However, they should keep in mind that removing Dante from command in the middle of a war could prove disastrous. The Levy is very loyal to their commanding officer (in game terms, removing Dante causes each surviving Levy unit to lose  $1d5$  Strength as soldiers desert and morale plummets). The Explorers can either support Dante's coup or negotiate with him to abandon his coup attempt. They may even invent some creative way to deal with the problem, and the GM should allow any reasonable and well-planned idea a fair chance for success.

## Achievement Points

- This mission's achievement points are not awarded based on strict successes, because whether or not the result is good for the Explorers depending on who their allies are. If the Explorers' interests are not affected by who wins the coup, the



GM should award 50 Achievement Points. If the Explorers' ally (whether Kapak or Dante) wins the coup, the GM should award 100 Achievement Points, instead. If the Explorers' ally loses, the GM should impose -50 Achievement Points.

## Find and Eliminate Ork Raiders (Day 11—Optional Mission)

For the past several days, the Explorers have been receiving reports that bands of Ork raiders, who have broken off from the main horde, are attacking and raiding the various mines and refineries set up outside the city. The greenskins conduct dirty hit-and-run raids, and then fade back into the wilderness, making them very difficult to track down. Several representatives of the various mining guilds and from Tech-Priest Shard approach the Explorers for help. Sending a small squad of Skitarii Tech-Guard to assist the Explorers, Shard requests the Explorers track down the Ork raiders and eliminate them with extreme prejudice.

The latest attack occurs the day before this mission begins. A local processing plant, known as Refinery Alpha-Six, was hit by the raiders. The plant, like many such locations all across the Imperium, has a small shanty town grown up around it where the workers live and sleep. The Orks struck without warning and managed to make off with several of the workers to use as either slaves or food. They also ran off with a large amount of loot and ore, destroying several components vital to the processor. The Explorers are told that they can meet with the Skitarii leader, Lazur Four-Two Drake, at Refinery Alpha-Six.

Lazur Four-Two is a massive Tribune (an officer, of sorts) augmented with a variety of cybernetics and bionic enhancements. He leads a maniple (a squad) of ten other Skitarii, represented by a single, 10 wound unit of Skitarii. According to the information he was given by Tech-Priest Shard, Lazur Four-Two knows that the Ork raiders who hit this refinery are the same ones that have been harassing and attacking other parts of the city's industrial infrastructure.

The refinery is a mess, with signs of massive damage and small arms fire. Several shanties burn and smoulder, gutted from the fires burning within them. Bodies lay strewn about—most of them human. By making an **Easy (+10) Search Test**, the Explorers manage to locate a group of tracks obviously belonging to the Orks. Following these tracks is a bit more difficult as both time and the weather have eroded them somewhat. It will take 1d5+1 hours to follow the tracks to their conclusion. To follow these tracks, the Explorers need to succeed on an Exploration Challenge requiring 4 degrees of success. The Tracking Skill features heavily in this Challenge, and the GM should require at least one Test.

Eventually, the Explorers and their companions arrive at an Ork encampment—a rude fort with walls of crudely-laid sheet metal reinforced with sharpened poles of wood, much like a palisade. Two towers jut out over the top of the walls, each occupied by a single brutish Ork armed with a shoota.

Inside there are two Ork Freebooter units (with 12 individuals), two units of 10 Gretchen, and their Boss. The stats for the Orks can be found on page 60 of this adventure. The stats for the Skitarii Tech-Guard and Lazur Four-Two can be found on page 62 of this adventure.

If the Ork encampment is destroyed, the Explorers eliminate a potential staging area into the Outer Industrial

Infrastructure. If not already destroyed, Ork attacks in that location suffer -4 Strength during the next week's attack.

## Achievement Points

- Locating the Encampment: 10 Achievement Points
- Destroying the encampment: 20 Achievement Points
- If Lazur Four-Two survives (to report favourably to Magos Shard regarding the Explorers): 40 Achievement Points.

## Convoy Run (Day 13—Optional Mission)

A very important shipment of ammunition and supplies is set to be delivered from the nearby Forge. However, the 70 kilometres of road between the city and Forge are fraught with peril as Orks rampage throughout the area, attacking and looting. The Explorers are asked to oversee this shipment's delivery from the Forge to the City. Due to the size of the shipment, and the presence of anti-aircraft weapons being used in the area, the use of any type of air conveyor would be extremely dangerous. Should the Explorers wish to attempt it, the GM will have to modify the mission. Instead of Ork buggies chasing the Explorers, perhaps there are modified Ork gunships and the like.

**INTO THE STORM** presents the rules for using vehicles and high-speed chases. However, those rules aren't necessary to run this mission. For those without access to that supplement, a stripped-down version of the chase rules is presented here.

To represent the chase down the 70-kilometre stretch of highway, each driver makes a series of opposed Drive Tests. If the pursuer (the Orks) wins, they decrease the distance between the two vehicles by 10 metres per Degrees of Success. If the pursued wins, they increase the distance between the vehicles by the same amount (10m per Degree of Success). This continues each round until the distance reaches either zero or increases to 300 metres. If the distance reaches zero, the two sides make another Opposed Drive Test. If the pursuer wins, the Orks force the Explorers to pull over and stop. If the Explorers win, they increase the distance as mentioned above. During the Drive Tests, if either side rolls a 95-100, their vehicle careens out of control and flips off the road and crashes into an obstacle. Of course, firing from a vehicle moving at high-speed has challenges of its own, and all shooting from the vehicles (Ork and human) suffers a -20 penalty.

When the Explorers arrive to drive the convoy, they are given what amounts to a massive ground truck with multiple (and gigantic) cargo trailers attached to it. To find out what weapons the rig is fitted with, see page 66. Even if not using the vehicle rules, the weapon profiles can be used as normal. Each one can be controlled by an Explorer at the back of the cab.

If the group is not using the vehicle rules from **INTO THE STORM**, the GM can use the following rules instead. The rig can sustain 6 hits from an Ork weapon that inflicts at least 20 points of damage in a single hit. The Ork bikes are destroyed if they take a single hit from a weapon that inflicts at least 20 points of damage in a single hit. Ork buggies can take 2 hits.

If this mission succeeds, the Explorers can restore 1d5 Strength to 4 different units of their choice by supplying them with needed supplies. If the mission fails, the GM reduces the Strength of 2 defending units of his choice by 2 as supplies run out.





## WRENCH IN THE WORKS

The GM may find that things are going too well for the Explorers. Their war is going quite well, and the Orks are proving to be no challenge at all. In this case, the GM can spring a surprise on them near the end of Act Two, by having Ork Kommandos infiltrate the Bulwark and cripple its plasma reactors. The damage can be repaired, eventually. However, the Bulwark can no longer contribute to orbital defences.

However, this should only be used after careful consideration, as it could disillusion players who have worked hard to ensure their war is prosecuted successfully. This should happen after the third phase's attacks are resolved, as its primary goal is to give the players a sense of urgency and concern.

### Achievement Points

- If the rig reaches the city intact: 50 Achievement Points

### ADDITIONAL MISSIONS

The GM is welcome to come up with additional missions for his players to accomplish. The only caveat is that he should not run his players through so many missions that it becomes tedious. Here are some ideas for additional missions.

- Ork Kommandos infiltrate the Bulwark in orbit, planning to blow up the massive station from the inside. The Explorers must track them through the gigantic station before killing the cunning Orks.
- A detachment of Levy become trapped in the city's outskirts, and the Explorers must extract them using shuttles or flyers before they're overwhelmed.
- Unrest begins to brew in some quarters of the city, and the Explorers must find a way to quell it. Will they crack heads, or rouse the populace through inspired leadership?
- A single Ork raider loiters beyond the reach of Damaris's orbital weaponry. Is it observing the planet's defences, or is it bait for a trap?
- Governor Kapak insists the Explorers evacuate an outlying town that is about to be overwhelmed by Orks. The civilians there have no chance of holding out against the xenos, but there are several hundred of them. How can the Explorers evacuate them into the city proper?

Once the missions begin to become tiresome, the GM should move on to Day 15 of the Invasion (resolving the Ork attacks as normal).

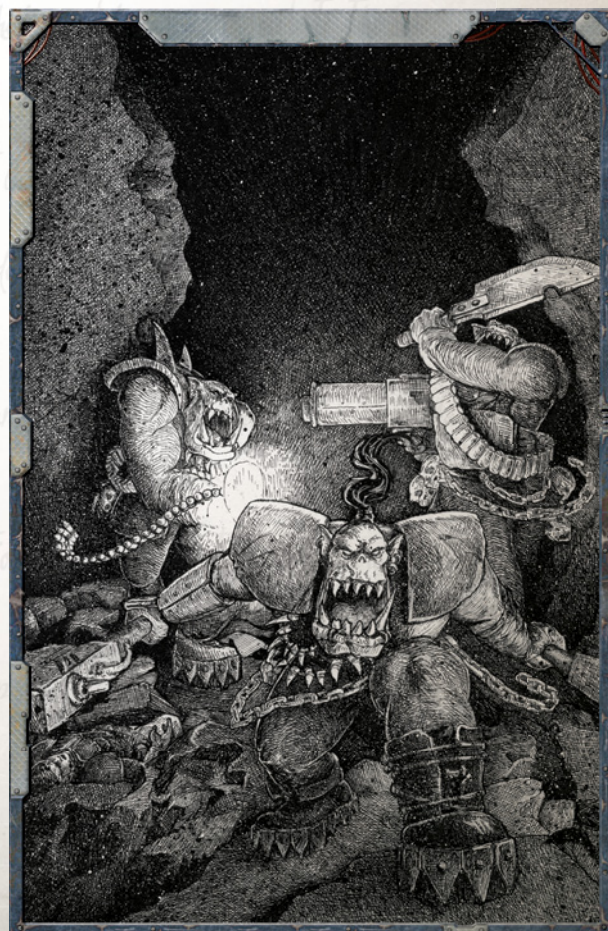
## THE ELDAR COME

On Day 15, the Explorers come to the turning point in the midst of a gruelling war. Depending on how it has gone, they may be holding onto Damaris with iron determination, repelling each attack as it comes, or they may be pushed back on all fronts, about to be overwhelmed by a ravaging horde. Either way, after three weeks it is apparent that

the greenskins are going to continue to attack indefinitely, so long as they have Roks to throw at the planet. Whether this leads the Explorers looking for a decisive stroke to end a lingering but persistent Ork threat, or a last ditch attempt to stave off defeat depends on how well the battle has gone.

Knowing that the Roks are not Warp-capable, the Explorers will know that they are somewhere within the system, presumably the Frozen Reaches where the supply of Roks is nigh-infinite. However, they may not know exactly where Warlord Snokgritz has positioned himself and his horde. The Explorers can make a **Hard (-20) Scholastic Lore (Tactica Imperialis) Test**, or a **Difficult (-10) Forbidden Lore (Xenos) Test** to deduce that the Orks would most likely have set up their operation around a celestial body. Likewise, psykers with the Augury power can make use of that through a casting of the Emperor's Tarot. The results will point towards the lost gas giant Skadi, somewhere within the dangerous asteroid belt at the system's edge. Unfortunately, no one knows the current location of the gas giant deep in the outer belts of the system. The ice clouds of the Frozen Reaches mask its position, making its location by conventional means almost useless.

As the Explorers are formulating a plan of action, their ship's Master of Etherics reports an odd profile on their augur arrays. The data suggests that the craft, which is coming in-system, is an Eldar Aconite-class vessel. So far, all their hails have been ignored. Should the Explorers attempt to scan or hail the Eldar ship at this point they initiate communication with the Eldar vessel. Read or paraphrase the following:





*The vox operator indicates that you are receiving an answer to your ship's hails. With the order given to put the message through, the screens on the bridge come to life with the face of an Eldar woman. Her eyes are piercing grey, and she bears tear-like markings around her right eye. She is wearing the green robes and hood of an Eldar Ranger, and bows shortly before speaking. "Greetings humans. I am called Jahanna Bhalroth, the Scorpion's Wrath. We are the noble Children of Isha."*

She waits for the Explorers to respond, then continues:

*"We know of the plight you face, the battle against the greenskin. Even now they cower at the edge of this system. We offer you a gift that you may attain victory over these beasts, and wish to parley on the planet below. What say you?"*

The Eldar woman is a Corsair Captain of the Twilight Swords, a group of Eldar renegades who operate in parts of the Koronus Expanse. Her ship, the *Crimson Thorn*, is approaching with its weapons clearly unpowered—she means to be peaceful, for now.

Jahanna Bhalroth does not intend deception, as any Scrutiny Test shows. Should the Explorers agree to meet with her and her delegation, she nods and gives coordinates for the Explorers to meet with her on the surface of Damaris. These coordinates align with a continent that hasn't been fully explored. Jahanna states she will bring a small delegation with her and that the Explorers should do the same.

Any sort of Knowledge Test involving the Eldar (Common Lore (Koronus Expanse) and Forbidden Lore (Xenos) are likely options) tells the Explorers that the message seems genuine and that the Eldar rarely stoop to parley with humans. Whatever the Eldar want to convey must be important. The message also suggests that the Eldar are prepared for any deception; bringing large contingents of troops to the area may backfire.

Once the Explorers decide what to do with the Eldar, the GM should proceed with Act III. Should the Explorers be foolish enough to fire on the Eldar ship, the ship returns fire and flees the area. It will be up to the GM to determine the consequences of this foolish action, but at the least the Explorers receive no assistance from the xenos as detailed in Act III, and will have to find the Ork's production facility on their own.

## ACT II ACHIEVEMENT POINTS AWARDED

The Objectives for Act II all involve the Military theme, but it is possible that some may include other themes at the GM's discretion. Achievement Points for Act Two are awarded based on the locations preserved by the Explorers (see page 31) as well as the optional missions they accomplish. In addition, they can score these Achievement Points as well:

- The Bulwark survives: 200 Achievement Points
- The Explorers' ship has at least half its Hull Integrity remaining by the end of the Act: 50 Achievement Points
- At least half of Damaris' system ships survive: 50 Achievement Points

# ACT III: THE FROZEN REACHES

*"Through the strength of our guns and the might of our engines, we will prevail and drive that fiend Snokgritz back to the Undred—undred Teef!"*

—Sylvia Locke, Lord-Captain of the *Aegis*

At a critical point in the war, the enigmatic Eldar contact the Explorers. The aloof xenos have come with information that may save the planet and the Explorers with it. They have already contacted the Explorers with an invitation to meet with them, and sent coordinates for the meeting, on the planet below.

The climatic act of the adventure has the Explorers gaining help from the Eldar, who know where the Orks have established their Rok production yard. Formulating a plan to get past the deadly asteroid field and destroy the Orks once and for all tests the resources the Explorers have at their disposal. They will either break the backs of the invading Orks, or find themselves fleeing for their lives.

## MEETING THE ELДАР

The coordinates the Eldar have given to the Explorers is on a part of the planet that isn't well-known. The area itself is obscured by the thick canopy of the primordial forest that makes up the majority of the continent. In addition, some type of energy vortex prevents not only direct teleportation, but also prevents vehicles from flying into the area. The closest any shuttle or craft can get is 5 kilometres. After that, the Explorers need to trek in on foot. This scene opens with the Explorers trekking through the forest. Read or paraphrase the following:

*You follow the coordinates the mysterious Eldar have sent to you, and find yourself in the middle of some primordial forest that has yet to be touched by the agri-combines on the other side of the planet. The various sounds of animals permeate the air. The rich smell of loam and the heady scents of the various plants fill your nostrils. The lack of any discernible trail means that you have had to hack your way through the undergrowth to reach the destination specified by the strange xenos.*

*As you get closer to your destination, the sounds of the forest fade into the distance. Eventually, as the air becomes still and quiet, you spy the remains of some type of ruins. The stark white material of the structure stands as contrast to the variety of green and other natural colours. Once you approach the clearing, the epicentre of the coordinates, you see that it appears to be an ancient xenos construction, some sort of temple or building.*

Once the Explorers have made their way to the coordinates provided by the Eldar, they find themselves standing near what appear to be ancient ruins—odd arches with strangely rounded and smoothed edges. Large smooth gems adorn the



archways, but they are as black as night—it's as if the colour in them was drained away. Once the Explorers have had a few moments to look over the area, read or paraphrase the following:

*The silence is suddenly broken with the arrival of an Eldar male dressed in flowing purple robes, a featureless helm tucked under his arm and long blade strapped to his back. He is accompanied by a pair of Eldar Corsairs unlike any you have ever encountered before. Each of them is dressed in long coats adorned with talismans and trinkets, and each carries a shuriken catapult, deadly weapons that fire mono-filament disks. Following shortly behind this trio is the Eldar Captain you spoke with previously. She wears the robes of an Eldar Ranger, but as she approaches she pulls down her hood to reveal a mane of white hair and stormy grey eyes. There seems to be something almost feral about her, and you feel she is a dangerous foe to face in battle.*

Explorers trying to identify what group or factions the Eldar belong to can make a **Very Hard (-30) Forbidden Lore: Xenos Test**. If the Test succeeds, the Explorer is able to identify the Eldar as possible members of one of the various Corsair groups operating in the Koronus Expanse. If they manage to score at least one Degree of Success, they know the corsairs are from the Twilight Swords, the most prominent Corsair group in the Expanse. Jahanna appears to be one of the Twilight Swords as by her manner and bearing, though the robes she wears bear the runes of Craftworld Kaelor. The Twilight Swords are also known to have strong ties to the Kaelor Craftworld; in fact, many of its members hail from Kaelor.

The male dressed in robes introduces himself as Bhaine Dhûn, of the Craftworld Kaelor. He speaks in fluent Low Gothic, with a lilting accent, almost as if he is singing. Bhaine states that he has come a long way to bring the Explorers information he feels is of grave importance.

Bhaine explains that several months ago he received a vision concerning this area of space. In the vision he saw two groups going to war with one another: Orks and humans. While this is of little concern to him, he briefly saw premonitions of the future. For some reason, if the Orks won the war, it would herald a greater doom to come, ushering events that could prove disastrous for Craftworld Kaelor, and perhaps even the Eldar race. However, should the humans prevail at Damaris, they might well go on to avert this same doom.

Bhaine Dhûn is unwilling to go into great detail explaining this

vision—and the truth is he knows little more than was described above. In his mind, the humans should be willing to accept his aid because if they do not, the system they worked so hard to save will surely fall. He is certainly arrogant, but not to the point of being openly rude.

So long as the Explorers do not unduly anger the Eldar, Bhaine Dhûn gives them the information:

*"Now, I have a gift for you." The mysterious xenos produces a small crystal wafer, above which dances a hololithic image of the entire star system, glowing ethereally in the twilight. "This shows where the hidden giant will appear next, in six times ten of your hours. Use it well, human, for you have no other chance. The greenskin warlord has spread his fleet wide across the system, leaving his heart vulnerable." As you take the crystal, he raises a cautionary hand. "I must warn you of one final matter. The greenskin warlord will not be slain unless you witness his severed head with your own eyes. This I have foreseen."*

This is a small deception on Bhaine Dhûn's part. In fact, he has seen nothing in his visions concerning Snokgritz's death one way or the other. However, he has seen that for some reason, it is important the Explorers confront the Ork Warboss. (In fact, they must do so to discover important clues as to the cause of the greenskin invasion and other matters). Once the Explorers take the crystal, he bows saying, "Until Fate brings us together again." With that, he and his party depart leaving the Explorers to ponder their next move.

## PLANNING THE ATTACK

The information provided by the Eldar is contained in a data-crystal, which can be easily read on board the Explorers' ship or other facility equipped to read such devices. How the Explorers proceed at this point is up to them. They can opt to convene a Council meeting and share their knowledge with the other NPCs who have been helping them lead this defence, or they can keep the information to themselves. There's no way to know what every group of Explorers is going to do. Regardless of how they choose to proceed, if they decide to take on Snokgritz, they will need help.

The information provided by Bhaine Dhûn shows the general location of the mysterious gas giant Skadi. According to Governor Kapak, General Dante, or any other resident of the planet, the gas giant has near-mythical connotations associated with it. Those who seek out the planet rarely return, as it's situated within a dense belt of frozen ice and rocks that destroy most ships.





## REACHING THE SITE

Depending on how well the war has gone, the Explorers should have at least their ship, the *Aegis*, *Starweaver*, and *Ordained Destiny* available to take on the task. Even if some or all of these vessels are damaged, they should still be able to stand up to Snokgritz's Kroozer and his Ork Raiders. Snokgritz's forces are scattered across the system, keeping watch over likely approaches and gathering more asteroids to turn into Roks. It will take approximately forty hours to reach the outer edge of the Frozen Reaches at best speed.

The best way to scout the area would be to travel to the edge of the asteroid belt and deploy a guncutter or some other small shuttle to navigate the treacherous belt of ice and frozen rock, proceeding ahead of the main fleet. The Explorers are welcome to come up with another method, but it would extremely treacherous to bring their vessel through the Reaches without compensating for the navigational hazard in some way.

As the scouts move ahead, the main fleet can follow behind. It takes several days in total to make the journey, and if the ships remain outside the Frozen Reaches while a scouting vessel goes ahead, the assault may take far too long to pull off. The best option for the Explorers is to bring their ships through the belt and have them stand off a few hours out from Skadi.

To manoeuvre their way through the belt, have the ship's helmsman or pilot make a **Difficult (-10) Pilot (Space Craft) + Manoeuvrability Test** every two hours they are in the belt. Traversing the Belt should take  $2d5+2$  hours. Success means that the ship passes through the region unharmed. However, for every Degree of Failure chunks of ice and rock strike the craft doing  $1d5+2$  damage. The damage is cumulative, so if the pilot has four Degrees of Failure, the ship will take  $4d5+8$  damage. The hits do not ignore Void Shields. However, the ships can use their turrets to take out some of the ice chunks before they hit—if they do so the number of hits is decreased by each ship's turret rating. This can't be done while the ship is on Silent Running, though. Any Tests made using a ship's augur arrays are also one degree more difficult.

Should the Explorers decide to not heed common sense and take their craft in without scouting the route first, the Pilot (Space Craft) Test is one degree more difficult due to the ponderous nature of the larger craft.

### Scouting the Orks

If the Explorers are scouting the route with a small craft, they could very well also secretly scout out the Ork positions. To avoid detection, whatever craft the Explorers take needs to operate in Silent Running. Rules for operating craft in this mode are on page 218, of the **ROGUE TRADER** core rulebook. Naturally, failing any Test and giving away their presence will alert the Orks.

If the Explorers use a gun cutter or small craft to scout ahead, it has no trouble navigating through the Frozen Reaches (its size and agility means any half-way competent pilot can fly the ice fields). However, if he does not want to be noticed by Orks, the Pilot needs to make a **Challenging (+0) Pilot (Space Craft) Test** to remain unnoticed.

Once the Explorers (unless they send in a group of NPCs to scout out ahead) pass through the belt and arrive in the far orbit of Skadi, read or paraphrase the following:



*The dense rocks and chunks of ice clear away to form a strange pocket of empty space. In the centre of this calm resides a cobalt-blue gas giant. Glittering moons of every shape and size dance about it like pearls on a string. With your systems running silent, the augur can't see far, and the shadows of the belt help to hide you as much as your quarry. If what the flighty Eldar witch says is true, then your adversary is somewhere around here.*

*The importance of actually locating Skadi isn't lost on you and your fellows; you're amongst the few voidsmen who have actually found this mysterious and fabled planet. If you survive the trip back, your find will be hailed as a monumental achievement, but for now you remain focused on the augur and auspex arrays pulsing out from your ship.*

To find the location of Snokgritz and his Rok facility, the Explorers that are in the craft need to initiate an Exploration Challenge. They will need a total of 6 successes as they search through the Jovian system surrounding Skadi, as detailed on page 263, of the **ROGUE TRADER** core rulebook. It takes the Explorers  $6+1d5$  hours to locate the moon in which Snokgritz and his horde are hiding out. Failing the Challenge simply means that the Explorers fail to locate the moon where Snokgritz is hiding. They may try again, but must cease Silent Running, meaning they have no chance of surprising the Orks. Once the Challenge is complete, read or paraphrase the following information:



*As you enter into a high orbit of the gas giant, you see augur echoes on one of the screens. You're not sure what is causing them and surmise it must signals bouncing off the numerous rocks and asteroids floating around this area. As your vessel silently swims through the void, you see what appears to be a small moon up ahead. However, as the image begins to resolve itself in your viewport, you see this is no moon...*

### Snokgritz's Base

The Explorers have just stumbled upon the Rok production facility of Warlord Snokgritz. No longer a moon, the whole place been turned over to the capture and production of Ork Rok. Whatever raiders have survived from the previous attacks can be seen orbiting and flitting back and forth between the moonlet and at least one massive Ork Kroozer. The Explorers won't be able to get too close without being discovered. As long as they remain in Silent Running mode, they can get close enough to make out the operation.

If the Explorers decide to close in on the operation to get a better look, read or paraphrase the following:

*You bank your craft so it is obscured by a small asteroid tumbling in the void. From what you can see, the Orks under this Warboss Snokgritz turned one of Skadi's moonlets into a massive undertaking. You see that there are large holes gouged out of the moonlet's surface and tiny pinpricks of flashing light strobe within the cavern—possibly from various welding tools. Strange protrusions have been added to the moon, and as you watch in wonder, you see one of them spit forth a bolt of energy across the cosmos. The bolt strikes a small asteroid that was brought into the area by crude Ork tenders, and begins to drag the rock into the cavern on the surface. It's then that you can see what appear to be roughly a half-dozen Rok already completed—waiting out in the void for the final assault on Damaris.*

Give the Explorers some time to look over the place and formulate some plan for taking it out. As they proceed to scout the area, read or paraphrase the following:

*The massive Ork Kroozer sits in orbit above the moonlet like a silent predator of the deep oceans. It's one of the largest Ork warships you've seen, and knowing Greenskin psychology, this likely means the Warboss is aboard. As you are about to depart the area with the information you and your augurs have gathered, you spot one additional vessel. As the Kroozer moves with the rotation of the moonlet, you get a better look at what is on the other side. A ship of sharp angles, covered in symbols and sigils that make you sick to your stomach just to look upon them. The ship appears to be a vessel of the Chaos Reavers.*

At some point, the Explorers can gather no further useful information about the site, and must return to their vessel. If the Orks discover them, an Onslaught pursues them back to the fleet before breaking off. The Explorers need to move fast in this case—if Snokgritz knows he's been discovered, he recalls his entire fleet from around the system. As the Explorers have already scouted the path, they return without needing to make another Pilot Test.

## PLANNING THE ATTACK

Once the Explorers return to their ship and meet up with the remainder of their fleet, they must formulate a plan of attack. Unless the Explorers and their allies manage to destroy the construction facility and Snokgritz's Kroozer, the Orks will eventually overrun the system. However, if both are destroyed, the remaining Orks won't have the strength to continue attacking Damaris, and will likely scatter. Ork pirate raids may be a nuisance in the system for years to come, but Damaris's Defence Flotilla should be able to handle it.

The GM should allow the Explorers time to formulate a plan of attack, and encourage them to take a leading role in the assault. However in the interest of not bogging down the game, the GM should not portray the final battle as a single massive combat. One of the ways the GM can accomplish this is by tailoring the forces the Explorers face off against depending on the ship and resources they have at their disposal.

The Ork forces always includes Snokgritz's Kroozer, the Rok production facility, the Reaver vessel, and a number of Raiders. If the Explorers have a powerful ship such as a well-armed light cruiser or a full cruiser, the GM can use suggestions from Orleans, Reynolds, and Locke to steer them towards a plan of attack where the majority of the fleet (*The Aegis*, *Starweaver*, *Ordained Destiny*, and any surviving Defence Flotilla vessels) keep the majority of the Ork fleet busy while the Explorers move in to take out Snokgritz's Kroozer and its escort of two Onslaught Raiders, maybe accompanied by a single Defence Flotilla vessel for additional firepower. In this case, the Ork fleet should be fairly large, with a second Kroozer and up to eight Raiders total.

However, if the Explorers have a frigate, raider, or transport, then they can work with a larger ship (such as the *Aegis* or *Ordained Destiny*) to take out Snokgritz's Kroozer while the remaining vessels take on the other Ork ships. In this case, there should only be one Kroozer, and no more than seven Raiders. The other ships engage the Raiders while the main assault focuses on Snokgritz.

In any case, the GM should be willing to adjust the numbers of Orks based on what the Explorers have available. A good rule of thumb is that a light cruiser or cruiser can handle an Ork Kroozer, while a frigate or raider can handle two to three Ork Raiders.

## ENDGAME

The Explorers prepare their ships to manoeuvre through the asteroid belt and into the orbit of Skadi where they will face down the Ork Warlord Snokgritz and his Freebooterz. The battle isn't scripted, but there are several key events.

To ensure all the players have an active role in this part of the adventure, the GM can feel free to assign them each a ship to control. This will take some of the work off the GM's shoulders and allow the players to join in the battle while their character is doing something else.

## ENGAGING THE ENEMY

Once the Explorers and their fleet have passed through the field and entered the orbital area of Skadi, they see the Orks



ahead of them. The state of the Orks largely depends on if the human ships made an attempt at stealth before they launched their assault, or if their scout craft was discovered.

If the Explorers manage to surprise the Orks, they find two-thirds of the Onslaughts and Ravagers on patrol around the gas giant. These ships should all be 25 VUs from the Rok Facility, and 10 VUs from any other ship on patrol. In addition, if there is a second Kroozer, it is 15 VUs from the Rok Facility, accompanied by at least one of the remaining Raiders. The remaining ships should be within 10 VUs of the Facility, scattered around as if in the midst of refuelling and repairs.

If the Explorers do not surprise the Orks, they find the Orks arrayed for battle. The Ork force should be separated into two forces as described in "Planning the Attack," with the Ork force intended to fight against the NPCs arrayed as the "first wave," about 15 VUs from the facility and in the Explorers' path, with Snokgritz's vessel and supporting ships arrayed within 5 VUs of the facility.

## BATTLE EVENTS

During the battle, there are several events that occur. In addition to the specific events below, the GM may invent a few of his own.

### TAKING OUT THE ROK FACILITY

To stop the production of Roks that are constantly hitting Damaris, the Explorers and their allies need to take out the facility that's producing them. Primarily consisting of a central chamber surrounded by traktor emitters and various Orky weapons, the facility is quite crude (it is Orky, after all).

The Explorers could attempt to take out the base with attacks from their ship, or they can land an assault of their own upon the surface of the moon and infiltrate and destroy the facility from within. Should the Explorers attempt to attack the production facility from space with their own vessel, use the profile found on page 69.

In addition to destroying the facility, the Explorers need to take out the Roks that have been built and are awaiting deployment (each is full of rowdy greenskins). When the battle begins, there are two Roks. They are in the final phases of construction as the Mekboyz finish wiring the systems together. Because they aren't yet moving, and due to the fact that they have such an immense mass, the following rules should be applied to them:

The Roks need to be powered up. Each round the GM should make a Challenging (+0) Tech-Use Test against the Mekboyz Tech-Use Skill of 50 for each Rok. Once a Rok has accumulated five degrees of success, it is operational. Until then, it cannot move or shoot, and all shooting targeting it gains a +10 bonus to hit. If the Rok Facility is destroyed, the Roks may not be powered up.

### THE WHISPER AND THE WARLORD

At some point, the Explorers need to take on the Warlord's Kroozer. This massive craft can take a beating, and it might be better if the other ships in the Explorers' fleet concentrate on taking out the raiders while they focus on the Kroozer.

Regardless of how the Explorers handle taking on this monstrosity, several events occur the moment the Kroozer takes damage for the first time.

The first event that occurs is the arrival of some unknown assistance. The moment the ship takes damage for the first time, read or paraphrase the following:

*You watch as the shots from your ship lash out towards the vile xenos vessels in front of you. Blooms of fire erupt along its hull, and the gunners confirm a hit even as your own vessels rocks from return fire and near misses.*

*The psykers amongst you begin to feel an odd sensation, much like a premonition or an omen. They feel both cold hunger and hot vengeance at once, as if some strange predator is trying to reach out to them.*

*Without warning all the servitors on the bridge lurch as if hit by some form of unseen electrical surge; they all begin screeching in binary chatter at once. At almost the same instant the lights on the bridge flicker, and you all hear a high-pitched keening wail at the very edge of your hearing, as if someone was screaming from far away.*

*The augur arrays begins going crazy with dozens of false-returns. Then, a massive return coalesces on the screen, resolving itself into what appears to be an ancient Eldar ship. You can see that it's an Eldar Craftworld vessel, but there's something odd about it. The sails along its fins are tattered. The hull is scored and pitted as if the craft has been through a thousand battles.*

*"The Whisper," someone whispers on your command deck. "It's the Whisper of Anaris." A shiver runs through the entire crew, grizzled voidfarers making the sign of the Aquila to ward off ill-fortune.*

The *Whisper of Anaris* is a ghost ship with an ominous reputation. Its sighting is said to portend fortune or calamity in equal measure, and it ficklely chooses to aid stricken vessels on occasion, only to turn and attack them in another encounter. More information on the *Whisper of Anaris* can be found on page 358 of the **ROGUE TRADER** core rulebook.

The *Whisper of Anaris* is not here as a *deus ex machina*, although the GM can use it as such if the Explorers are too heavily outgunned for the battle to be a fair fight. Instead, the ghost ship arrives in the battle for completely different reasons. Its presence will be explained fully in the next two books of the **WARPSTORM TRILOGY**, but its presence at this point is two-fold. It can aid the Explorers if they are out matched by Snokgritz's Kroozer, and its presence introduces it as a factor in the adventure trilogy. Be assured, the Explorers see more of the *Whisper* in the future.

The *Whisper of Anaris* does not have stats, and cannot be killed. Any shots taken at it miss, baffled by the Eldar ship's holofield. If the Explorers are doing perfectly well for themselves, the ghost ship enters the battlefield near an Ork raider vessel (provided there is one) and destroys it on its first turn with a massive salvo of pulsar lance fire (this should be an Ork ship that has not played a pivotal role in the battle, so the players do not feel cheated out of the kill.) Snokgritz's Kroozer spends its next turn manoeuvring to engage the *Whisper*, firing as many weapons as it can at the ghost ship (which, of course, have no noticeable effect). This manoeuvre likely gives the Explorers a respite, and may even leave the Ork ship open to their own counterattack.

If the Explorers need additional aid, the *Whisper* spends one additional turn firing on the Kroozer, dealing a third





of its remaining Hull Integrity as damage, and giving an automatic “Thrusters Damaged” critical (roll to see whether manoeuvrability is reduced, or if the Kroozer is unable to turn). Then the *Whisper* disengages and vanishes, leaving the final victory for the Explorers.

When moving the ghost ship, the GM shouldn’t worry too much about applying proper Manoeuvre Actions. Just don’t move it more than 12 VUs in a turn, or turn more than twice.

## CRIPPLING THE KROOZER

As the battle reaches its conclusion, the Explorers either destroy Snokgritz’s Kroozer outright, or they choose to attempt to board it instead and take out the Warlord once and for all. The GM may also want to suggest to the players that they have these options and that the Kroozer may have something of value aboard it. Once the ship reaches 0 Hull Integrity, do not destroy the Kroozer. Instead, read or paraphrase the following:

*As the attacks from your ship pummel the bulk of the decrepit vessel, the lights pouring out from the various windows and ports wink out. The massive plasma drives shut down, and the ship goes dead, drifting through space. You see massive fires burning within the wreck and other parts blow open to the void—the desiccated bodies of countless Orks pour into the blackness of space. The Kroozer is fatally crippled.*

*One of the crewmen working in a nearby pit announces that the ship is dead, bleeding air and losing power. Before you can congratulate yourselves and your allies, however, one of the servitors announces that augurs detect a faint energy trace coming from the bridge of the dead craft.*

At this point the Explorers can decide to follow-up and send a party over to investigate the source of the energy trace. They may also remember the Eldar warlock’s warning.

Once the Explorers decide to board the ship and search the bridge, go to the section “Searching the Bridge,” below.

## Boarding the Kroozer

The Explorers may also decide that the best way to ensure their foes are dead is to see the life leave their eyes. By boarding the Kroozer, they can haul over melta charges or whatever

demolition devices they desire, and destroy the ship from within. This also allows them to make sure Snokgritz is truly dead. The Explorers can attempt to board the ship at any time during the combat, but the time that presents the least risk to them is when the ship has been disabled (0 Hull Integrity). Regardless of when or how they board the Kroozer, read or paraphrase the following once they are aboard:

*Stepping into a filth-strewn corridors, you can see all manner of chaos ensuing. The corridor is littered with detritus and dead bodies of Ork and Gretchin. Clouds of gas and steam spew out from broken conduits, and sparks shoot out from damaged wires, creating a chaotic environment.*

In order to destroy the Kroozer from the inside, the Explorers need to place melta-charges in the engine room, bridge, and munition storage. Providing the ship is crippled, the Explorers do not encounter any live Orks, and the few Gretchen they run across flee rather than face them. The Explorers can take whatever route they wish, but eventually they make their way to the bridge—and Warlord Snokgritz.

## Facing Snokgritz

The Ork Warboss is busy trying to keep his ship from exploding all around him. When the Explorers arrive at the Bridge, they’ll find it in complete disarray. Many Orks lie dead up against blown out control stations, and Gretchin run about screaming—some of them on fire.

When the Explorers first set foot on the bridge of Snokgritz’s Kroozer, read or paraphrase the following:

*The heavy iron door to the bridge hangs open, and you can hear shouts and grunts from within. Flashes of light reveal several bodies in the corridor outside the entrance. Stepping in unseen for the moment, you can see that much the bridge is in shambles. Orks lie strewn about, with many slumped up against their control stations, dead or dying. Gretchin run about flailing their stick-like limbs; one of them runs past you screaming with the top of his head on fire.*



*In the centre of the bridge is a throne of metal, covered in the stinking fur of some skinned beast. Sitting on it, with its back to you, is one of the most massive Orks you have ever laid eyes upon. The creature bellows out orders, but there are so few Orks left to carry out his commands that his shouts are ignored. Then, with a savage growl, the creature turns its head towards you—his angry eyes smoldering and teeth bared in a horrifying snarl.*

Snokgritz slowly rises, drawing his weapons. He won't bother with saying anything to the Explorers; he'll simply shout something incomprehensible to summon the attention of the other Orks on the bridge, and then attack. There are currently 3+1d5 Orks that come to his aid. If the GM wishes, he can also throw in some Gretchin in, but no more than 1d5. Most of the weedy gits have already fled.

This should be an epic battle with the Explorers facing down the source of their misery for the past several weeks. Snokgritz fights like a caged animal and uses whatever tactics he can, but he fights to the death—he knows he has nowhere to run.

Once Snokgritz is dead, the Explorers can go about setting the rest of their charges. Before they clear the bridge, however (if one of the Explorers doesn't already suggest it), they may wish to search it further. After the fight, the Explorers notice a metal locker next to Snokgritz's command throne. Inside, the Explorers discover a sheaf of crude parchment covered in the manic scribblings of the Warboss (the writings were actually recorded by human and Grot slaves as Snokgritz paced around his bridge, "dictating" while kicking snotlings and bellowing orders to his boyz, hence some sections being written in somewhat comprehensible Low Gothic).

Deciphering the Ork glyphic text requires either an **Easy (+30) Forbidden Lore (Xenos) Test**, an **Ordinary (+10) Logic Test**, or a **Hard (–20) Literacy (Any) Test**. The Ork script is not incredibly difficult to interpret. The Test can also be retaken later, if the Explorers spend more time studying the records.

## DESTRUCTION OF THE KROOZER

Either the Explorers destroy the Kroozer using their ship (or planted charges), or eventually the crippled warship's orbit decays and it falls into Skadi's embrace, burning up in the gas giant's atmosphere. The Kroozer is unsalvageable, even if it wasn't Ork Tech (and so not usable by humans) the amount of damage sustained is too great to ever hope to repair it.

With the destruction of the Kroozer, any remaining Orks in the battle flee as quickly as possible. The *Whisper of*



*Anaris* also vanishes, slipping behind a moon or into the ice fields and disappearing from the augurs of all involved. The Explorers have defeated the Ork invasion and saved Damaris.

## ACT III ACHIEVEMENT POINTS

The Objectives for Act III all involve the Military theme, but the GM may involve the Trade and Exploration themes if he wishes.

- Meeting the Eldar successfully: 75 Achievement Points
- Forcing the Chaos Reaver to flee: 25 Achievement Points
- Destroying the Rok construction facility: 150 Achievement Points
- Destroying Snokgritz's Kroozer: 150 Achievement Points
- Discovering Snokgritz's records: 50 Achievement Points
- Every allied ship destroyed in the final battle: –50 Achievement Points

TABLE 2–8: ORK RECORDS

Number of Successes	Information Recovered
0 (Success without any degrees of Success)	Give the players the information found on Handout 71. The information indicates that the Orks were making their way across the Expanse. Then, when they arrived at Chorda's Folly, they made a sudden (and extreme) detour towards Damaris. This data also contains the Orks' navigation records and shows where they have been since leaving Undred–undred Teef.
1	The Explorers learn that Karrad Val has an interest in the relic of St. Drusus.
2	The packet of information recovered reveals that Warlord Snokgritz may have been a vanguard for Morgaash Kulgraz and his ship, da <i>Wurldbreaaka</i> . If this is true, then a Waaagh! may be building to march across the entire Expanse.



# AFTERMATH OF THE INVASION

With the death of Snokgritz and the end of the Ork attack, Damaris no longer has to worry about greenskin invasion. Of course, Ork spores mean that the planet will always be troubled by small pockets of Orks, although they likely won't grow to the size necessary to be a real threat. Meanwhile, the citizens of the planet can begin rebuilding their world.

The Explorers are now armed with some valuable information, and they have the relic. According to the information they received from the Ork Kroozer, the relic is of some value to Karrad Vall. What purpose it serves can be found in the remainder of the **WARPSTORM TRILOGY**.

The Explorers also have a mystery to solve. Something on the world of Chorda's Folly caused the Orks to suddenly change course towards Damaris. This is dealt with in the **WARPSTORM TRILOGY: THE CITADEL OF SKULLS**.

Elizabeth Orleans and Jeremiah Blitz both gain a measure of respect for the Explorers. Every one of the Rogue Traders profits greatly from this event, and bonds have been formed that could lead to future adventures. Orleans' relationship with Damaris depends on whether the planet severed its ties from the Imperium. If it did, she becomes a powerful influence in its affairs in years to come—but if not Orleans continues to maintain a sizeable investment in the world. If she did not obey her orders in the first place, Lord-Captain Locke departs from Damaris to finally report to her superiors. She finds Battlefleet Calixis Sector Command very displeased with her decision to disobey orders, though this is mitigated somewhat by her success (and any favourable reports from DuRanes, see page 44). In the end, Sector Command formally censures her for disobeying orders, but allows her to keep command of *Aegis*. She is, however, quietly informed that she will never receive promotion or a better command—something that disappoints Locke, but she finds she can live with it as she is at peace with her own honour. In addition, she is permanently transferred to the command of Admiral Horne of Passage Watch 27-Est. The Explorers may likely see more of Locke in the future.

It will be some time before General Dante manages to move into a position where he can initiate his coup d'état (if he didn't try during the invasion). Rest assured that he will be contacting the Explorers when that time arrives—they have a promise to keep. In the end, Damaris politics are shaped greatly by the Explorers' actions—if they backed Dante he eventually becomes the new Governor of Damaris, if they helped break Damaris free of the Imperium Kapak becomes a puppet for Orleans, and if they supported Kapak he becomes a much stronger and wiser ruler of his planet.

## EXPERIENCE AWARDS

With the conclusion of **THE FROZEN REACHES**, the GM should award the Explorers the indicated amount of experience points based on the

tasks they completed—in addition to the usual experience they would earn for their actions. In addition to the awards suggested below, the GM should also reward each Explorer a Fate Point. After all, they have set foot on a path that will see them change the destiny of the Koronus Expanse, and need the extra edge for the forthcoming instalments of the **WARPSTORM TRILOGY**.

## ACT I

At the completion of Act I, the GM should award the following additional Experience (per Explorer):

- For each alliance with a major NPC: 100 XP
- Discovering Locke's secret orders: 50 XP
- Discovering Dante's plans for a coup: 50 XP

## ACT II

At the completion of Act II, the GM should award the following (per Explorer):

- Each mission successfully completed: 50 XP

## ACT III

At the completion of Act III, the GM should award the following (per Explorer):

- Destroying the Rok construction facility: 100 XP
- Boarding Snokgritz's Kroozer to destroy it and fighting Snokgritz personally: 100 XP

## THE FROZEN REACHES ENDEAVOUR

This Adventure is the Endeavour for saving Damaris from the Ork infestation. The Endeavour has a smaller than average Profit Factor reward. However, throughout the adventure there are means by which the Explorers can score additional Achievement Points, and they even have the option to wager additional Profit Factor in hopes of success. These all have the chance to increase the Profit Factor reward for this adventure, which is why the baseline reward is small. In effect, the rewards the Explorers reap depends greatly on the actions they take and the initiative they show.

The Endeavour for **THE FROZEN REACHES** is as follows.

### THE FROZEN REACHES ENDEAVOUR: END THE ORK THREAT TO DAMARIS

*Common Endeavour, +2 Profit Factor, 1,850 Achievement Points Required*

*Themes: Military. Some parts of this Endeavour may have the Trade, Criminal, Creed, or Exploration themes at the GM's discretion.*

For every 100 Achievement Points over the required total (1,850) the Explorers gain +1 additional Profit Factor.





## NPC APPENDIX

THE ORKS  
•  
DEFENDERS OF  
DAMARIS  
•  
NAMED  
CHARACTERS  
•  
VEHICLES  
•  
STARSHIPS  
•  
PLAYER  
HANDOUTS  
•  
ACHIEVEMENT  
POINT TRACKER



# NPC APPENDIX

*"For every one of you who flees, a home burns at the xenos' hands!"*

—Anonymous Damaris Levy Sergeant

This section contains the rules and stat blocks for the various Non-player Characters—both allies and adversaries—appearing in this adventure. Please note that any weapon profiles factor in any damage bonuses these NPCs may possess, including their Strength bonus in the case of melee weapons.

## THE ORKS

The Orks on Damaris are typical examples of their kind—big, green, and dangerous. The stats for the various Ork Boyz and Freebooterz encountered throughout this adventure can be found on page 377 of **ROGUE TRADER**.

## ATTACK SQUIG

Squigs are an integral part of the Ork ecosystem, and can almost always be found in large numbers in the same areas as Orks and Gretchin. Attack squigs—like all squigs—are mostly mouth and teeth, and move about on short, stubby, but powerful legs. The most famous breeds of attack squig are the infamous Face-Biters, Drooling Snapjaws, and Pig-eyed Gougiers.

### Attack Squig Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	—	38	<sup>(4)</sup> 26	<sup>(6)</sup> 33	06	32	25	—

**Movement:** 3/6/9/18

**Wounds:** 12

**Skills:** Awareness (Per) +10, Tracking (Int) +20.

**Talents:** Furious Assault.

**Traits:** Bestial, Improved Natural Weapons (Bite)†, Unnatural Toughness (x2).

**Weapons:** Toothy jaws (1d10+6 R; Pen 0, Tearing).

**Armour:** None.

†Improved Natural Weapons are not Primitive.

## GRETCHIN

Gretchen, also known as Grots, are smaller, more devious greenskins than their Ork relatives, with a cunning mind and strong sense of self preservation. Their deviousness makes them dangerous, although their natural cowardice means they are typically only dangerous when they outnumber opponents. They typically handle the menial tasks Orks can't be bothered with to avoid becoming an Ork's next meal. Those on Damaris tend to be fairly good shots with their "grot blastas," probably because their survival depends on it.

### Gretchin Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
20	40	15	<sup>(2)</sup> 19	44	37	40	14	24

**Movement:** 3/6/9/18

**Wounds:** 7

**Skills:** Concealment (Ag), Dodge (Ag), Search (Int), Shadowing (Ag), Silent Move (Ag).

**Talents:** Basic Weapon Training (Primitive, SP), Heightened Senses (Hearing), Melee Weapon Training (Primitive).

**Traits:** Mob Rule, Size (Scrawny), Unnatural Toughness (x2).

**Armour:** None.

**Weapons:** Grot Blasta (20m; S/—/—; 1d10+3 I; Pen 0; Clip 18; Reload Full; Inaccurate, Unreliable), Sneaky Boot Knife (1d5+1 R; Pen 0).

**Gear:** Goggles, shiny bitz of junk.



## ORK FREEBOOTER BOSS

Ork Bosses are even larger and more terrifying than other Orks (the main reason why they rise to a position of power!). They keep their "boyz" in line with loud bellows and an occasional thumping.

### Boss Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
50	22	55	<sup>(10)</sup> 58	34	26	30	29	27

**Move:** 4/8/12/24

**Wounds:** 20

**Skills:** Awareness (Per) +10, Barter (Fel) +10, Common Lore (Ork) (Int) +10, Intimidate (S) +10.

**Talents:** Air of Authority, Basic Weapon Training (Primitive, SP), Bulging Biceps, Crushing Blow, Furious Assault, Hardy, Iron Discipline, Iron Jaw, Lightning Reflexes, Melee Weapon



Training (Chain, Primitive, Power), Pistol Weapon Training (Primitive, SP), Resistance (Cold, Heat, Radiation), True Grit.

**Traits:** Brutal Charge, Might Makes Right, Mob Rule, Size (Hulking), Sturdy, Unnatural Strength (x2), Unnatural Toughness (x2).

**Armour:** Looted Armour (Body 5, Head 4, Arms 2, Legs 2).

**Weapons:** Slugga (20m; S/3/–; 1d10+4 I; Pen 0; Clip 18; Reload Full; Inaccurate, Unreliable), Choppa (1d10+8 R; Pen 2; Tearing, Unbalanced). Some Boss' have Snazzguns instead (100m; S/2/–; 2d10 I or E; Pen 1d10; Clip 20; Reload 2 Full; Inaccurate, Overheats, Unreliable).

**Gear:** 2d10 Ork Teeth ("Teef"), shiny bitz, snazzy boss hat, trophies, 3 spare clips for any ranged weapon, pet attack squig.

## WARBOSS SNOKGRITZ

Snokgritz is a hulking, swaggering brute with a forbidding iron gob, a smouldering cybernetic eye, and more scar tissue and screwed-on steel plates than skin. He's a furious, bloody-minded savage who kills for sport and figures any fight you walk away from is a good one. However, Snokgritz appreciates a bit of "low cunnin," figuring if it's good enough for Gork (or possibly Mork)—the Ork god that's cunning but brutal—it's good enough for him. With his boyz, the Warboss cut a green swath across Cinerus Maleficum and the Cauldron, leaving only dead and burning worlds in his wake. Now, on the advise of some weedy Chaos 'umies, he's brought his fleet to the Damaris system in search of fresh food and good fights, both of which he reckons he'll find on this fragile little 'umie world.

### Snokgritz Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
55	30	<sup>(10)</sup> 58	<sup>(12)</sup> 60	34	34	36	40	30

**Movement:** 3/6/9/18

**Wounds:** 35

**Fate Points:** 2

**Skills:** Awareness (Per), Barter (Fel) +10, Carouse (T) +20, Climb (S), Common Lore (Koronus Expanse, Ork, Rogue Traders, War) (Int) +10, Deceive (Fel), Dodge (Ag), Forbidden Lore (Pirates) (Int), Intimidate (S) +20.

**Talents:** Ambidextrous, Basic Weapon Training (Primitive, SP), Berserk Charge, Bulging Biceps, Crack Shot, Crushing Blow, Frenzy, Furious Assault, Hardy, Heavy Weapon Training (SP), Iron Jaw, Lissen Ta Me Cos I'z Da Biggest, Melee Weapon Training (Universal), Mighty Shot, Pistol Weapon Training (Primitive, SP), Speak Language (Low Gothic, Ork), Step Aside, True Grit, Touched by the Fates, Two Weapon Training (Ballistic, Melee).

**Traits:** Brutal Charge, Might Makes Right, Mob Rule, Resistance (Cold, Heat, Radiation), Size (Hulking), Sturdy, Unnatural Toughness (x2), Unnatural Strength (x2).

**Armour:** Looted Piecemeal Armour (Arms 4; Body 6; Legs 4).

**Weapons:** 2 Choppas (1d10+14 R; Pen 2; Tearing) Slugga (20m; S/3/–/–; 1d10+6 I; Pen 0; Clip 18; Rld Full; Inaccurate).

**Gear:** Lotsa teef, assorted shiny bitz, yellin box.

## ORK TALENTS AND TRAITS

Orks share certain Talents and Traits presented here.

### MOB RULE (TRAIT)

Greenskins grow in confidence and brutality in the presence of their own kind. For every additional Ork within 10m, the Ork's Willpower increases by +10 to resist the effects of Fear and Pinning.

Note that Gretchen benefiting from this Trait gain the bonus for Orks and Gretchen within 10m, while Orks only gain the bonus from other Orks (only a Gretchen would gain confidence from another Gretchen!)

### MIGHT MAKES RIGHT (TRAIT)

Amongst Orks, size and authority are synonymous, and an Ork is only "da boss" as long as he can crump any Orks who try to take his leadership role away from him. When dealing with other Greenskins, an Ork can use the Intimidate Skill to perform all the normal functions of the Command Skill, affecting a number of subordinate Greenskins equal to his Strength Bonus.

### LISSEN TA ME, COS I'Z DA BIGGEST (TALENT)

This Ork can affect a number of Greenskins with Might Makes Right equal to 10 times his Strength Bonus.

## DEFENDERS OF DAMARIS

These are the stats for some of the principle defenders of Damaris, from the Skitarii Tech-Guard to the Damaris Levy.

### DAMARIS LEVY TROOPER

The Damaris Levy is the world's Planetary Defence Force, patterned loosely off the Imperial Guard.

### Levy Trooper Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	32	35	35	25	31	25	22

**Movement:** 3/6/9/18

**Wounds:** 10

**Skills:** Awareness (Per), Climb (S), Common Lore (Imperium) (Int), Concealment (Ag), Dodge (Ag), Drive (Land, Walker) (Ag), Search (Per), Silent Move (Ag).

**Talents:** Basic Weapon Training (Flame, Universal), Heavy Weapon Training (Bolt, Las, Launcher, or SP), Melee Weapon Training (Primitive), Nerves of Steel, Pistol Training (Universal).

**Armour:** Guard Flak Armour (all 4).

**Weapons:** Lasgun (100m; S/3/–; 1d10+3 E; Pen 0; Clip 60; Reload Full; Reliable), 3 Frag Grenades (9m; S/–/–; 2d10 X; Pen 0; Blast [4]), mono knife (1d5+3 R; Pen 2).

Alternatively, one Levy trooper per every ten has one of the following Basic weapons:

- Flamer (20m; S/–/–; 1d10+4 E; Pen 2; Clip 6; Rld 2Full; Flame)
- Grenade Launcher (60m; S/–/–; Fires either Frag or



Krak Grenades; 2d10 X; Pen 0; Blast (4) or 2d10+4 X; Pen 6; Clip 20 of each type; Rld Full; Inaccurate)

Alternatively, two Levy troopers per every 20 are outfitted as a heavy weapons team (sometimes these are grouped into squads of six or ten weapon teams). They may then have one of the following Heavy weapons:

- Man Portable Lascannon (300m; S/—/—; 5d10+10 E; Pen 10; Clip 5; Rld 2Full)
- Heavy Stubber (120m; —/—/10; 1d10+5 I; Pen 3; Clip 200; Rld Full)
- Missile Launcher (250m; S/—/—; Fires either Frag or Krak Missiles; 2d10 X; Pen 4; Blast (6) or 3d10+10 X; Pen 10; Clip 1 of each type; Rld Full)

**Gear:** 2 spare clips for weapon, vox-bead, Levy uniform, Imperial Infantryman's Uplifting Primer, 1 week's worth corpse-starch rations, respirator.



## DAMARIS SKITARII TECH-GUARD

The Skitarii are trained warriors of the Adeptus Mechanicus. Each has been modified extensively with various cybernetic and bionic systems. Often, one arm of the Skitarii is replaced with a ranged weapon, while the other is free to wield a close-combat weapon.

### Skitarii Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	40	(5)	40	30	30	35	30	15

**Movement:** 3/6/9/18

**Wounds:** 14

**Skills:** Awareness (Per) +10, Climb (S), Common Lore (Machine Cult, Tech) (Int), Dodge, Search +10 (Per), Speak Language (Low Gothic, Techna-Lingua) (Int), Tech-Use (Int).

**Talents:** Basic Weapon Training (Universal), Binary Chatter,

Bulging Biceps, Chem Geld, Heavy Weapon Training (Flame, Las, Launcher, or SP), Jaded, Lightning Reflexes, Melee Weapon Training (Universal), Nerves of Steel, Pistol Weapon Training (Universal), Resistance (Heat, Fear).

**Armour:** Skitarii Flak and Subskin Armour (All 6).

**Augmentations:** Synthetic Muscle Grafts, Augmented Senses (Eyes and Hearing), Subskin Armour, Vox Implant

**Traits:** Hulking

**Weapons:** The Skitarii has a single Basic or Heavy ranged weapon built into his arm or body. Choose:

- Augmented Las-weapon (Basic; 75m; S/3/5; 1d10+4 E; Pen 1; Clip 100; Rld 2Full)
- Precision Boltgun (Basic; 120m; S/2/—; 1d10+5 X; Pen 4; Clip 30; Rld Full; Accurate, Reliable, Tearing)
- Heat Lance (Basic; 30m; S/—/—; 2d10+4 E; Pen 10; Clip 10; Rld 2Full; Recharge)
- Rotary Cannon (Heavy; 40m; —/—/6; 1d10+5 I; Pen 3; Clip 240; Rld 3Full; Storm)
- Automatic Grenade Launcher (Heavy; 60m; S/2/—; Fires either Frag or Krak Grenades; 2d10 X; Pen 0; Blast (4) or 2d10+4 X; Pen 6; Clip 20 of each type; Rld 3Full)

In addition, the Skitarii have a personal sidearm—either a Hellpistol (Pistol; 35m; S/2/—; 1d10+4 E; Pen 7; Clip 20; Rld 2Full) or a Shotpistol (Pistol 10m; S/—/—; 1d10+4 I; Pen 0; Clip 8; Rld Full; Reliable, Scatter), and one melee weapon. This is either a Chainblade (1d10+7 R; Pen 2; Tearing, Balanced) or Mono-Great Axe (2d10+5 R; Pen 2; Unbalanced)

**Gear:** Skitarii flak armour and robes, red-dot laser sight, extensive cybernetics, ammunition reloads.

## DAMARIS SKITARII TRIBUNE

The Tribune is a leader amongst the Damaris Skitarii, an officer indoctrinated for command and even greater martial prowess. The Skitarii Tribune is represented by using the Skitarii profile, increasing his WS to 50 and Fel to 30, giving him Best Craftsmanship Synthetic Muscle Grafts (giving him Unnatural Strength x2), Command +20, Swift Attack, and giving him a Power Glaive (1d10+13 E; Pen 7; Power Field).

## ROGUE TRADER HOUSEHOLD TROOPER

Rogue Traders often maintain a trusted retinue of competent warriors. This profile can be used to represent the Household Troops of the Rogue Traders in this adventure.

### House Trooper Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	40	40	40	42	30	40	30	30

**Movement:** 3/6/9/18

**Wounds:** 12

**Skills:** Awareness (Per), Climb (S), Common Lore (Imperium, War) (Int), Concealment (Ag), Common Lore (War) +10, Drive (Land, Walker) (Ag), Dodge (Ag), Search (Per), Silent Move (Ag).

**Talents:** Basic Weapon Training (Flame, Universal), Heavy Weapon Training (SP, Launcher, Las), Melee Weapon Training (Primitive, Universal), Nerves of Steel, Pistol Training (Universal), Resistance (Fear).



**Armour:** Naval Flak Armour (arms 3, body 4, head 3, legs 3).

**Weapons:** Lasgun (100m; S/3/—; 1d10+4 E; Pen 0; Clip 30; Reload Full; Reliable), 3 Frag Grenades (9m; S/—/—; 2d10 X; Pen 0; Blast [4]), mono short-sword (1d10+4 R; Pen 2, Balanced). One House Trooper per every five has one of the following Basic weapons:

- Flamer (20m; S/—/—; 1d10+4 E; Pen 2; Clip 6; Rld 2Full; Flame)
- Grenade Launcher (60m; S/—/—; Fires either Frag or Krak Grenades; 2d10 X; Pen 0; Blast (4) or 2d10+4 X; Pen 6; Clip 20 of each type; Rld Full; Inaccurate)
- Lathe-pattern Storm Bolter (90m; S/2/4; 1d10+5 X; Pen 4; Clip 24; Rld Full; Storm, Tearing)
- Meltagun (20m; S/—/—; 2d10+8 E; Pen 13; Clip 10; Rld 3Full)

**Gear:** 2 overcharge packs for lasgun (or two reloads for any other ranged weapon), 2 hotshot charges for lasgun, personal vox, house uniform, respirator, photovisor.



## NAMED CHARACTERS

The following are named characters the Explorers encounter on Damaris. This section is organized alphabetically by last name.

### TOUCHED BY THE FATES (TALENT)

This NPC is particularly important, someone for whom destiny intends great things. The NPC gains a number of Fate Points equal to half his Willpower Bonus (rounding up). In addition, the rules for Righteous Fury apply to this NPC.

## BISHOP MIKAEL ARINT

The Bishop is the head of the Ecclesiarchy on Damaris, and keeper of the Shrine in Damaris City. He is an elderly gentleman with a kind but slightly befuddled air about him. More information about Bishop Arint can be found on page 25.

### Arint Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
15	12	21	20	17	42	28	51	53

**Movement:** 1/2/3/6

**Wounds:** 8

**Skills:** Awareness (Per), Blather (Fel), Charm (Fel)+10, Command (Fel), Common Lore (Adeptus Arbites, Administratum, Ecclesiarchy, Imperial Creed, Imperium) (Int), Inquiry (Fel), Literacy (Int), Medicae (Int), Secret Tongue (Ecclesiarchy) (Int), Scholastic Lore (Archaic, Imperial Creed, Judgement, Legend) (Int) +10, Speak Language (High Gothic, Low Gothic) (Int).

**Talents:** Air of Authority, Armour of Contempt, Good Reputation (Ecclesiarchy), Master Orator, Peer (Ecclesiarchy), Melee Weapon Training (Universal), Pure Faith<sup>†</sup>, Unshakeable Faith.

**Armour:** None

**Weapons:** None

**Gear:** Ecclesiarchy robes, aquila pendant, sepulchre, charm, cane, chrono, Mefonte's Orthodoxy.

*†Although Bishop Arint does not have Fate Points, his faith is so strong he always counts as having an unspent Faith Point that he can spend to activate his Pure Faith Talent.*

## ROGUE TRADER JEREMIAH BLITZ

More information on Jeremiah Blitz can be found on page 24.

### Blitz Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
36	53	44	35	52	36	35	39	46

**Movement:** 5/10/15/30

**Wounds:** 26

**Fate Points:** 2

**Profit Factor:** 32

**Skills:** Awareness (Per), Charm (Fel) +20, Barter (Fel) +10, Command (Fel) +10, Commerce (Fel), Common Lore (Imperium, Underworld, Merchant) (Int), Deceive (Fel), Dodge (Ag) +20, Evaluate (Int) +10, Inquiry (Fel), Intimidate (Fel), Navigation (Stellar, Surface) (Int) +10, Pilot (Flyers, Space Craft) (Ag) +20, Tech-Use (Int), Speak Language (Low Gothic) (Int).

**Talents:** Air of Authority, Ambidextrous, Basic Weapon Training (Universal), Crack Shot, Deadeye Shot, Dual Shot, Gunslinger, Hip Shooting, Hotshot Pilot, Independent Targeting, Jaded, Last Man Standing, Leap Up, Mighty Shot, Nerves of Steel, Pistol Weapon Training (Universal), Quick Draw, Rapid Reaction, Two Weapon Wielder (Ballistic).

**Armour:** Enforcer light carapace (body, arms, legs 5).

**Weapons:** 2 Best-craftsmanship Bolt Pistols (3m; S/2/—;



1d10+7 X; Pen 4; Clip 8, Reload Full, Never Jams, Tearing)  
**Gear:** 2 pistol clips, 1 gold Throne-gelt, lho-sticks, micro-bead.  
**Lightning Shot:** Blitz has honed his pistol skills to an amazing degree. Blitz may make Attack Actions (including Full and Semi-Auto Attacks) with pistols as Free Actions, rather than a Half or Full Action. He is still limited to one Attack Action per Round.

## GENERAL REMI DANTE

More information on General Dante can be found on page 25.

### Dante Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
47	43	50	41	33	45	39	47	38

**Movement:** 3/6/9/12/18

**Wounds:** 30

**Fate Points:** 2

**Skills:** Awareness (Per) +20, Charm (Fel) +20, Command (Fel) +20, Common Lore (Imperial Guard, Imperial Navy, Tech, War) (Int) +10, Demolition (Int), Dodge (Ag), Drive (Ground Vehicle, Skimmer/Hover) (Ag), Intimidate (S) +10, Literacy (Int), Navigation (Surface) (Int) +10, Scrutiny (Per) +10, Scholastic Lore (Tactica Imperialis) (Int), Speak Language (Low Gothic) (Int), Tech-Use (Int).

**Talents:** Air of Authority, Basic Weapon Training (Universal), Combat Formation, Die-Hard, Duty Unto Death, Fearless, Hip Shooting, Into the Jaws of Hell, Iron Discipline, Melee Weapon Training (Primitive, Universal), Pistol Weapon Training (Universal), Quick Draw, Rapid Reload, Sound Constitution, True Grit, Two-Weapon Wielder (Ballistic, Melee). Touched by the Fates.

**Armour:** Damaris Levy Carapace (Arms 6; Body 6; Legs 6).

**Weapons:** Bolt Pistol (30m; S/2/-; 1d10+5 X; Pen 4; Clip 8; Rld Full; Tearing), Power Sword (1d10+10 E; Pen 5; Power Field, Balanced).

**Gear:** Micro-bead, void suit, medikit, data-slate, arms coffer, Damaris Levy uniform (dress, un-dress, working).

## GOVERNOR BELKAN KAPAK

More information on Governor Kapak can be found on page 21.

### Kapak Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
23	22	25	30	30	43	46	37	50

**Movement:** 3/6/9/18

**Wounds:** 12

**Skills:** Awareness (Per) +10, Blather (Fel) +10, Carouse (T) +20, Charm (Fel) +20, Command (Fel), Common Lore (Imperium) (Int), Deceive (Fel) +20, Gamble (Int) +20, Literacy (Int), Scrutiny (Per) +20, Sleight of Hand (Ag), Speak Language (High Gothic, Low Gothic) (Int).

**Talents:** Air of Authority, Decadence, Good Reputation (Administratum), Light Sleeper, Master Orator, Melee Weapon Training (Primitive, Universal), Paranoia, Peer (Administratum, Nobles), Pistol Weapon Training (Universal), Total Recall.

**Armour:** Reinforced robes (all 2).

**Weapons:** Modified Belasco Duelling Pistol (45m; S/-/-; 1d10+5 E; Pen 5; Clip 3; Rld Full; Accurate, Reliable).

**Gear:** Data-slate, fashionable wardrobe, 5 doses of obscura.

## LORD-CAPTAIN SYLVIA LOCKE

More information on Captain Locke can be found on page 22.

### Locke Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
48	45	37	38	44	45	50	55	44

**Movement:** 4/8/12/24

**Wounds:** 20

**Fate:** 3

**Skills:** Awareness (Per) +10, Climb (S), Command (Fel) +20, Common Lore (Imperium, Void, Imperial Navy, Navis Nobilite, War) (Int), Navigation (Stellar) (Int), Pilot (Flyers, Space Craft) (Ag) +20, Scholastic Knowledge (Astromancy, Bureaucracy, Imperial Warrants, Navis Nobilite) (Int), Speak Language (High Gothic, Low Gothic) (Int).

**Talents:** Air of Authority, Into the Jaws of Hell, Iron Discipline, Nerves of Steel, Master and Commander, Melee Weapon Training (Primitive, Universal), Peer (Imperial Navy), Pistol Training (Universal), Touched by the Fates, Void Tactician.

**Armour:** Reinforced Navy Uniform (Arms 4; Body 4; Legs 3).

**Weapons:** Best Craftsmanship Naval Pistol with Photo Sight (20m; S/3/-; 1D10+4I; Pen 0; Clip 6; Rld Full; Tearing, Never Jams), Best Craftsmanship Officer's Cutlass (1D10+7 R; Pen 0, Shocking; +10 WS to Attack).

**Gear:** 2 extra naval pistol clips, filtration plugs, personal vox, officer's seal, respirator, Uniforms (dress, un-dress, and working).

**Fighting Captain:** Locke is a master tactician with an uncanny ability to be at the right place at the right time in the thick of combat. Any ship she captains gains +5 Detection, +5 Manoeuvrability, and +10 to all BS rolls to attack with the ship's weapons (stacks with Void Tactician).

## LADY ELIZABETH ORLEANS

More information on Lady Orleans can be found on page 23.

### Orleans Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
50	40	33	40	42	54	33	45	51

**Movement:** 4/8/12/24

**Wounds:** 24

**Fate:** 2

**Skills:** Awareness (Per), Barter (Fel) +10, Charm (Fel) +20, Commerce (Int) +20, Command (Fel) +10, Common Lore (Ecclesiarchy, Imperial Guard, Koronus Expanse, Rogue Traders) (Int), Deceive (Fel) +10, Dodge (Ag) +10, Evaluate (Int) +10, Inquiry (Fel), Literacy (Int), Navigation (Stellar) (Int), Pilot (Space Craft) (Ag) +10, Scrutiny (Per) +10.

**Talents:** Air of Authority, Ambidextrous, Armour of Contempt,



Basic Weapon Training (Universal), Counter Attack, Hatred (Administratum, Ecclesiarchy), Hip Shooting, Hotshot Pilot, Jaded, Light Sleeper, Lightning Reflexes, Master and Commander, Master Orator, Melee Weapon Training (Primitive, Universal), Nerves of Steel, Pistol Weapon Training (Universal), Precise Blow, Quick Draw, Step Aside, Sure Strike, Swift Attack, Two Weapon Wielder (Ballistic, Melee), Void Tactician.

**Armour:** Concealed Carapace (Arms 6; Body 6; Legs 6).

**Weapons:** Archeotech Laspistol (90m; S/3/--; 1D10+3 E; Pen 2; Clip 70; Rld Full; Accurate, Reliable), Best-craftsmanship Power Maul (High: 1d10+9 E; Pen 4; Power Field, Shocking/Low: 1d10+5 E; Pen 2; Shocking).

**Gear:** Micro-bead, Voidsuit, Wardrobe of fine clothing, Dress Uniform, Working Uniform, Filtration Plugs, Auto quill, Data-Slate, Multicompass.

**Lord and Master:** The word of the Lord-Captain is law, and every crewman knows to jump double-time when the Lord-Captain is barking orders into the ship's vox. As a free action once per round, the Orleans can grant all crewmen within the sound of her voice +10 on any one action.

## COMMANDER ORRAN REYNOLDS

More information on Reynolds can be found on page 25.

### Reynolds Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	52	44	55	34	32	45	40	30

**Movement:** 3/6/9/18

**Wounds:** 20

**Skills:** Awareness (Per), Carouse (T) +10, Command (Fel) +10, Common Lore (Administratum, Koronus Expanse, Rogue Traders) (Int), Dodge (Ag) +10, Inquiry (Fel), Literacy (Int), Forbidden Lore (Pirates, The Warp, Xenos) (Int), Navigation (Stellar) (Int), Pilot (Flyers, Personal, Space Craft) (Ag), Scrutiny (Per), Speak Language (Low Gothic, Trader's Cant) (Int), Tech-use (Int).

**Talents:** Air of Authority, Basic Weapon Training (Universal), Bulging Biceps, Combat Master, Die Hard, Hotshot Pilot, Iron Jaw, Melee Weapon Training (Universal), Nerves of Steel, Pistol Weapon Training (Universal).

**Armour:** Damaris Levy Armour (All 4).

**Weapons:** Shotgun (30m; S/-/-; 1d10+4 I; Pen 0; Clip 8; Rld 2 Full Scatter), Shock Truncheon (1d10+4 I; Pen 0; Shocking).

**Gear:** Micro-bead, void suit, blessed ship token, Damaris Levy uniform (dress, un-dress, working), amasec flask. Master of Small Craft (**ROGUE TRADER**, page 72).

## TECH-PRIEST HADRON SHARD

More information on Shard can be found on page 26.

### Shard Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	45	50	50	22	57	26	49	31

**Movement:** 2/4/6/12

**Wounds:** 28

**Skills:** Awareness (Per), Common Lore (Koronus Expanse, Machine Cult, Tech) (Int), Evaluate (int), Forbidden Lore (Archeotech, Adeptus Mechanicus) (Int) +20, Literacy (Int), Logic (Int) +20, Medicae (int), Scholastic Lore (Archaic, Cryptology, Numerology, Philosophy) (Int) +20, Speak Language (Explorator Binary, High Gothic, Low Gothic, Techna-lingua) (Int), Tech-use (Int) +20, Trade (Armourer) (Int).

**Talents:** Ambidextrous, Armour of Contempt, Basic Weapon Training (Universal), Binary Chatter, Disturbing Voice, Electrical Succor, Electro Graft Use, Energy Cache, Enhanced Bionic Frame, Feedback Screech, Foresight, Infused Knowledge, Iron Discipline, Logis Implant, Luminen Charge, Luminen Shock, Machinator Array, Maglev Grace, Master Engineer, Mechadendrite Use, Melee Weapon Training (Universal), Rite of Awe, Rite of Pure Thought, Technical Knock, The Flesh is Weak. Traits: Mechanicus Implants, Machine 4.

**Cybernetic Implants:** Bionic Arms, Bionic Legs, Bionic Respiratory System, Augur Array, Calculus Logi Upgrade, Cybernetic Senses (Hearing, Sight), Memorance Implant, Mind Impulse Unit, Respiratory Filter Implant, Manipulator Mechadendrite, Utility Mechadendrite, Optical Mechadendrite, Vox Implant.

**Armour:** Light Power Armour (All 7).

**Weapons:** Ommissionian Axe (2d10+8 E; Pen 6; Power Field, Unbalanced).

**Gear:** Multikey, sacred unguents, micro-bead, combi-tool, data-slate, chrono, Mechanicus robes, custom data-loom.

## MARSHAL SOLARIA THRACE

More information on Thrace can be found on page 26.

### Thrace Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	45	40	40	30	40	47	46	41

**Movement:** 3/6/9/18

**Wounds:** 19

**Skills:** Awareness (Per)+20, Ciphers (Underworld) (Int), Command (Fel) +10, Common Lore (Adeptus Arbites, Imperium, Underworld) (Int), Dodge (Ag), Drive (Ground Vehicle) (Ag), Inquiry (Fel) +20, Interrogation (WP) +20, Intimidate (S) +20, Literacy (Int), Scholastic Lore (Bureaucracy, Judgment) (Int) +20, Scrutiny (Per) +10, Shadowing (Ag), Speak Language (Low Gothic) (Int), Tracking (Int).

**Talents:** Air of Authority, Basic Weapon Training (Universal), Combat Sense, Die Hard, Disarm, Duty Unto Death, Enemy (Underworld), Foresight, Hatred (Criminals), Iron Discipline, Melee Weapon Training (Universal), Mighty Shot, Rapid Reaction, Rapid Reload, Sprint, Takedown, True Grit, Total Recall, Unremarkable, Whispers.

**Armour:** Enforcer Carapace (All 5).

**Weapons:** Hand Cannon with Amputator Shells(35m; S/-/-; 1d10+8 I; Pen 2; Clip 8; Rld Full, Tearing), Shock Maul (1d10+3 I; Pen 0; Shocking).

**Gear:** Micro-bead, respirator, chrono, uniforms (dress, un-dress, working), preysense goggles, hand-held auspex, magnoculars, multi-key, manacles, pict recorder.



## ASTROPATH KEVIL SASYS

More information on Sasys can be found on page 26.

### Sasys Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	45	40	40	30	40	47	46	41

**Movement:** 4/8/12/24

**Wounds:** 16

**Skills:** Awareness (+10), Ciphers (Astropath), Common Lore (Adeptus Astra Telepathica, Imperial Creed, Imperium, Navis Nobilite, Rogue Traders), Deceive, Dodge, Forbidden Lore (Navigators, Psykers), Invocation, Literacy, Logic, Psyniscience, Scholastic Lore (Cryptology, Imperial Creed, Philosophy), Speak Language (High Gothic, Low Gothic), Trade (Cryptographer).

**Talents:** Heightened Senses (Sound), Meditation, Pistol Weapon Training (Universal), Psy Rating 5, Rite of Sanctioning, Strong Minded, Warp Affinity, Warp Conduit.

**Psyker Powers:** Telepathy Discipline (All), Divination Discipline (Augury, Divining the Future, Foreshadow, Psycholocation, Psychometry).

**Armour:** Hidden armoured bodyglove (All 2).

**Weapons:** Best Craftsmanship Digi-melta (3m; S/--/ -- ; 2d10+4 E; Pen 12; Clip 1; Rld Full), Good Craftsmanship Shock-Staff (1d5+6 I; Pen 0; Shocking).

**Gear:** Charm, micro-bead, psy-focus.

## VEHICLES

These are some of the vehicles the Explorers may encounter or use during the adventure.

### MUNITORUM ORE HAULER

A massive, twenty-wheeled transport, ore haulers handle much of the bulk transport on Damaris. They are armoured and even armed, for long journeys into lawless territory.

**Type:** Ground Vehicle

**Tactical Speed:** 18m

**Cruising Speed:** 75kph

**Manoeuvrability:** -10

**Structural Integrity:** 40

**Size:** Massive

**Armour:** Front 30, Side 30, Rear 30

**Crew:** Driver, 2 Gunners, 8 Passengers

**Carrying Capacity:** 15 metric tonnes, and can pull up to 4 ore trailers.

### Weapons

**1 Gunner-operated Right Autocannon:** (Facing Front/Rear Right, Range 300m, Heavy, S/2/5, 4d10+5 I, Pen 4, Clip 60, Reload 2 Full).

**1 Gunner-operated Left Autocannon:** (Facing Front/Rear Left, Range 300m, Heavy, S/2/5, 4d10+5 I, Pen 4, Clip 60, Reload 2 Full).

## Special Rules

**Ore Trailers:** The ore hauler can haul up to four ore trailers linked together. Each counts as a separate vehicle with Structural Integrity 30, Size: Massive, and 25 Armour on all sides. They cannot move under their own power, and if one trailer is destroyed, the hauling cables to the trailers behind it are destroyed as well.

**Upper Walkways:** While inside the hauler, characters are protected by the vehicle's hull, but cannot fire ranged weaponry at outside targets (except for the gunners controlling the autocannons). The hauler does have an upper walkway, however, this is completely exposed. Those on the upper walkway may fire ranged weapons as normal, but also may be targeted by ranged attacks in turn.

**Reinforced Hull:** When a vehicle with a Reinforced Hull receives a Critical Hit, halve the result, rounding up. This quality does not affect rolls on the Critical Hit Chart generated by Righteous Fury. This quality applies to any ore trailers as well.

## ORK WARBUGGY

Powerful, four-wheeled vehicles, warbuggies are often used by Orks that are a part of the Kult of Speed, obsessed with fighting while travelling as fast as possible. Each buggy commonly has a twin-linked big shoota or rokket-launcha—the sheer volume of fire making up for inaccuracy.

**Type:** Ground Vehicle

**Tactical Speed:** 15m

**Cruising Speed:** 80kph

**Manoeuvrability:** +5

**Structural Integrity:** 10

**Size:** Hulking

**Armour:** Front 18, Side 18, Rear 14

**Crew:** Driver, Gunner

**Carrying Capacity:** None

### Weapons

*Choose one:*

**Gunner Operated Twin-linked Big Shoota:** (Facing All; Range 80m; S/3/10; 1d10+6 I; Pen 1; Clip 200; Reload Full; Inaccurate, Twin-linked, Unreliable).

**Gunner Operated Twin-linked Rokket-launcha:** (Facing All; Range 120m; S/--/--; 3d10+5 X; Pen 6; Clip 20; Reload Full; Inaccurate, Twin-linked, Unreliable).

## Special Rules

**Ground Vehicle:** This follows all rules for ground vehicles.

**Open-Topped:** Enemies may target the crew and passengers of the vehicle by using a Called Shot Attack Action.

**Kustom Bitz:** (Any one); Armour Plates (Facing Any, +3 AP to assigned facing), Red Paint Job (At the start of each Round roll 1d10, adding the results to the Buggy's Tactical Movement), Reinforced Ram (Facing Front, add +1d10 damage when ramming).

## ORK WARBIKE

The Ork Warbike is another vehicle that can add to the Convoy Run Mission. If using the vehicle rules from INTO THE STORM, Warbikes can be found on page 186.



# STARSHIPS

The following are the starships of **THE FROZEN REACHES**.

## AEGIS

*Hull: Light Cruiser*

*Class: Dauntless class*

*Dimensions: 4.5 km long, .5 km abeam at fins*

*Mass: 20 megatonnes*

*Crew: 65000 crew, approx.*

*Accel: 4.3 gravities max. Sustainable acceleration*

**Speed: 7**

**Manoeuvrability: +15**

**Detection: +25**

**Armour: 19**

**Void Shields: 1**

**Hull Integrity: 60**

**Morale: 100**

**Crew Population: 100**

**Crew Rating: Veteran (50) Turret Rating: 1**

**Weapon Capacity: Prow 1; Port 1; Starboard 1**

**Space: 60**

**Power: 75**

The *Aegis* is a Dauntless-class light cruiser currently under the command of Lord-Captain Sylvia Locke. Equipped for scouting and long-ranged patrols, she is still a warship of the Imperial Navy, and can do a great deal of damage in a fight.

## Essential Components

Jovian-pattern "Warcruiser" Drive (grants additional power), Strelov 2 Warp Engines, Single Void Shield Array, Gellar Field, Armoured Combat Bridge, M—1.r Life Sustainer, Voidsmen Quarters, Mark 201.b Auger Array.

## Supplemental Components

Augmented Retro-thrusters, Munitorium, Titanforge Lance Battery (Prow), Mars Pattern Macro cannon Broad sides (Port and Starboard).

## Armament and Ordnance

**Prow Titanforge Lance Battery:** (Lance; Strength 2; Damage 1d10+4; Crit Rating 3; Range 6)

**Port/Starboard Mars Pattern Macro cannon Broad side:** (1 Port 1 Starboard); Str 6; Dam 1d10+3; Crit 5 Range 6).

## Special Rules and Complications

**Duty Unto Death:** When this ship is crippled, the ship's Captain may make a **Challenging (+0) Command Test**. If the Test is successful, the ship does not suffer the effects of being crippled during its subsequent turn.

## THE BULWARK

*Hull: Space Station*

*Class: Special, heavily modified mining station*

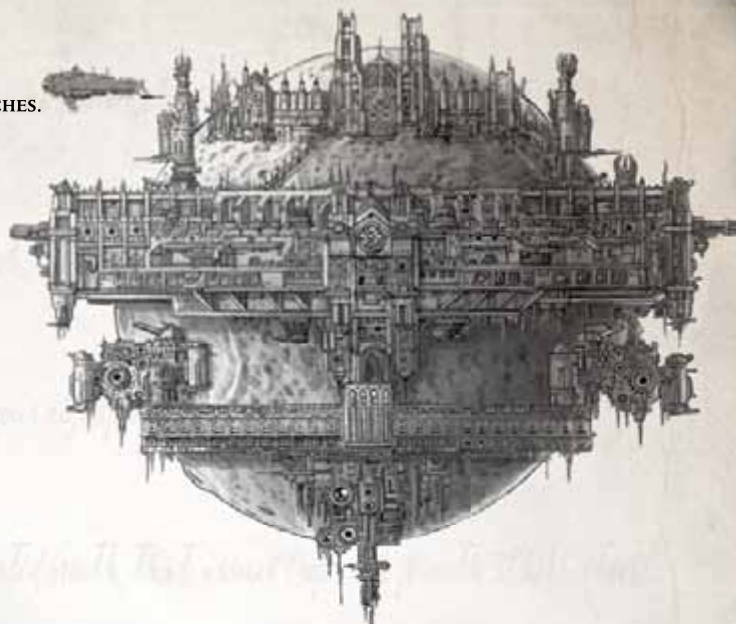
*Dimensions: 30km in diameter, approx.*

*Mass: unknown.*

*Crew: 70,000 crew, approximately 250,000 additional inhabitants*

*Accel: NA*

The Bulwark is a hollowed-out moon orbiting Damaris. It has been converted into a planetary defence station, staging point, and repair depot. Run by Commander Reynolds, the



station serves to protect the planet from the onslaught of Warlord Snokgritz.

## Game Statistics

**Speed: —**

**Manoeuvrability: —**

**Detection: +20**

**Armour: 24**

**Void Shields: 2**

**Hull Integrity: 200**

**Morale: 100**

**Crew Population: 130**

**Crew Rating: Veteran (50) Turret Rating: 4**

**Weapon Capacity: Port 2, Starboard 2, Fore 2, Aft 2, Keel 2**

**Space: —**

**Power: —**

## Essential Components

Station Generatorium, Multiple Void Shield Array, Vitae Pattern Life Sustainer, Combat Command Bridge

## Supplemental Components

Macro cannon batteries (2 each: Port, Starboard, Fore, Aft), 1 Keel Ryza Pattern Plasma Battery, 1 Keel Titanforge Lance, 4 Naval Living Decks, multiple hab levels, Shuttle Bays, Dock Complex and Drydock Facilities, Smeltery Facility

## Armament and Ordnance

**Port/Starboard/Fore/Aft Macro cannon Broad sides:** (Macro battery; Strength 5; Damage 1d10+2; Crit Rating 6; Range 5).

**Keel Ryza Pattern Plasma Battery:** (Macro battery; Strength 4; Damage 1d10+4; Crit Rating 4; Range 5).

**Keel Titanforge Lance Weapon:** (Lance; Strength 1; Damage 1d10+4; Crit Rating 3; Range 6).

## Special Rules and Complications

**Space Station:** The Bulwark does not have a Manoeuvrability Rating or a Speed, and does not move under its own power, or even rotate. It also does not require warp engines, a Gellar Field, or plasma drives to function.

**Command and Control Facilities:** Every turn it can grant a +5 bonus to Ballistic Skill Tests to fire ship weaponry to all ships within 5 VUs, or to its own weapons.



## ORDAINED DESTINY

*Hull: Cruiser*

*Class: Heavily-modified Lunar class cruiser*

*Dimensions: 5km long, 0.8 km abeam at fins approx.*

*Mass: 27 megatonnes approx.*

*Crew: 80,000 crew, approx.*

*Accel: 2.5 gravities max sustainable acceleration*

This gilt and impressive-looking cruiser is said to be more show than substance. However, those who've felt its weapons beg to differ. Though Blitz disparages the vessel on every occasion, he has not once modified the ship, despite occasions to do so.

**Speed:** 5                      **Manoeuvrability:** +10

**Detection:** +10           **Armour:** 17

**Void Shields:** 2           **Hull Integrity:** 65

**Morale:** 98                 **Crew Population:** 100

**Crew Rating:** Competent (30) **Turret Rating:** 1

**Weapon Capacity:** Prow 1; Port 2; Starboard 2

**Space:** 75                 **Power:** 75

### Essential Components

Jovian Pattern Class 4 Drive, Strelov 2 Warp Engines, Multiple Void Shield Array, Gellar Field, Ship Master's Bridge, Vitae Pattern Life Sustainer, Pressed-Crew Quarters, M-201.b Augur Array.

### Supplemental Components

Augmented Retrothrusters, Barracks, Cargo Hold and Lighter Bay, Compartmentalised Cargo Hold, Gilded Hull Munitorium, Port and Starboard Mars Pattern Macrocannon Broadside, Port and Starboard Starbreaker Lance Weapons.

### Armament and Ordnance

**Port and Starboard Mars Pattern Macrocannon Broadside:** (Macrobattery; Str 6; Damage 1d10+3; Crit Rating 5; Range 6)

**Port and Starboard Starbreaker Lance Weapon:** (Lance: Strength 1; Dam 1d10+2; Crit Rating 3; Range 5)

### Special Rules and Complications

**Gilded Hull:** Some captains place opulence and style over substance and protection. These gregarious fellows are wont to dress flamboyantly, wear impressive yet practical armour and wield flashy weapons more suited to a trophy room than the battlefield. Such men also often gild the armour plating of their vessels, to the point that they sacrifice protection for grandeur. This vessel's Armour is decreased by 3, but any Fellowship Tests made by the captain while on board or in sight of the ship gain a +10 bonus.

## ORK ONSLAUGHT RAIDER

The stats for this ship can be found on page 209 of the **ROGUE TRADER** core rulebook.

## DA RIPPA'

*Hull: Cruiser*

*Class: Ork Kill Kroozer*

*Dimensions: 4.5 km long, 1 km abeam, approx.*

*Mass: 32 megatonnes, approx.*

*Crew: countless Boyz and even more Grots*

*Accel: 2 gravities, max sustainable acceleration*

*Da Rippa'* is Warboss Snokgritz's flagship, an Ork Kill Kroozer built to his exacting specifications ("more fasta and more dakka!"). This profile can also be used for any other Kill Koozers in **THE FROZEN REACHES**.

**Speed:** 5                      **Manoeuvrability:** +5

**Detection:** +10           **Armour:** 19 (Prow 23)

**Void Shields:** 1           **Hull Integrity:** 80

**Morale:** 100               **Crew Population:** 100

**Crew Rating:** Crack (40) **Turret Rating:** 1

**Weapon Capacity:** Prow 2, Port 2, Starboard 2

**Space:** 80                 **Power:** 70

### Essential Components

Looted Drive, Warp Engine, Really Big Teef (functions like a Gellar Field), Single Void Shield Array, Air Pumps, Boyz Barracks, Armoured Kaptin's Bridge.

### Supplemental Components

Prow Gunz Battery, Prow 'eavy Gunz Battery, Starboard Gunz Battery, Starboard 'eavy Gunz Battery, Starboard Gunz Battery, Ork Armoured Prow, Stowage Bays

### Armament and Ordnance

**Prow/Port/Starboard 'Eavy Gunz Battery:** (Macrobattery; Strength 4; Damage 2d10; Crit Rating 4; Range 3).

**Prow/Port/Starboard Gunz Battery:** (Macrobattery; Strength 1d5; Damage 1d10+4; Crit Rating 6; Range 4).

### Special Rules and Complications

**Orky Tek:** This ship may not be piloted by a non-Ork crew. Components from this vessel will not function if added to non-Ork ships.

**Reinforced Bridge:** If the bridge suffers a Critical Hit, becomes damaged, or suffers power loss, roll 1d10. On a 4 or higher, the bridge is unaffected.

**Good an' 'ard:** Macrobatteries may still be prow weapons on this vessel. This ship gains +4 Armour in its fore arc only. This ship does 1d10 additional damage when ramming.

### Additional Bonuses and Penalties

- +10 bonus on all Command Tests involving boarding actions and Hit and Run attacks.
- When losing Crew Population, lose one less than normal.
- +10 bonus on all Pilot tests to increase speed
- +1d5 speed during any manoeuvre action when the ship does not turn
- -10 penalty on all tests made while on silent running



## ORK ROK (DAMARIS VERSION)

*Hull: Special*

*Class: no classification available*

*Dimensions: varies, approximately 3 km long, 1.5 km wide*

*Mass: 15 megatons, approx.*

*Crew: countless boyz and even more grots*

*Accel: 1.5 gravities, max sustainable*

Ork Roks are essentially large asteroids hollowed out and fitted with numerous drives, weapons, and crew facilities. Any system containing Orks quickly develops a large amount of Roks, as the Orks can build them at a prodigious rate. These Roks are designed to crash into a planet's surface to deliver boyz to the fight.

### Game Statistics

**Speed:** 3

**Detection:** +0

**Void Shields:** 1

**Morale:** 100

**Crew Rating:** Competent (30)

**Weapon Capacity:** Keel 3

**Space:** —

**Manoeuvrability:** -20

**Armour:** 20 (25 in prow)

**Hull Integrity:** 60

**Crew Population:** 100

**Turret Rating:** 1

**Power:** —

### Essential Components

Looted Drive, Air Pumps, Boyz Barracks, Boss' Bridge, Searchy Bitz

### Supplemental Components

Even More Boyz Barracks, 'eavy Gunz Battery (Keel), Gunz Battery (2 Keel), Rock 'ard Prow.

### Armament and Ordnance

**Keel 'Eavy Gunz Battery:** (Macrobattery; Strength 4; Damage 2d10; Crit Rating 4; Range 3).

**2 Keel Gunz Battery:** (Macrobattery; Strength 1d5; Damage 1d10+4; Crit Rating 6; Range 4).

### Special Rules and Complications

**Orky Tek:** This ship may not be piloted by a non-Ork crew. Components from this vessel will not function if added to non-Ork ships.

**Rok 'Ard Prow:** Being made of star-tempered stone, the prow of an Ork Rok is ideal for smashing into things. The Rok gains +5 Armour in its fore arc only. This vessel also does 1d10+2 additional damage when ramming.

**Lotsa Boyz:** This component grants +10 to all Command Tests involving boarding actions and Hit and Run Actions.

## ORK ROK PRODUCTION FACILITY

*Hull: Special*

*Class: no classification available*

*Dimensions: approximately 10 km radius*

*Mass: unknown*

*Crew: countless boyz and even more grots*

*Accel: —*



In orbit around the gas giant Skadi, the Rok Production Facility is busy converting the gas giant's collection of asteroids and moonlets into Roks.

### Game Statistics

**Speed:** —

**Detection:** +5

**Void Shields:** 1

**Morale:** 100

**Crew Rating:** Competent (30)

**Weapon Capacity:** Keel 4

**Space:** —

**Manoeuvrability:** —

**Armour:** 12

**Hull Integrity:** 100

**Crew Population:** 100

**Turret Rating:** 3

**Power:** —

### Essential Components

Air Pumps, Boyz Barracks, Boss' Bridge, Searchy Grubbinz

### Supplemental Components

Buildin' Bayz, Mek Shops, Keel 'Eavy Gunz Battery, Keel 'Gunz Battery, Rok Holes, Traktor Beams

### Armament and Ordnance

**2 Keel 'Eavy Gunz Battery:** (Macrobattery; Strength 4; Damage 2d10; Crit Rating 4; Range 3).

**2 Keel Gunz Battery:** (Macrobattery; Strength 1d5; Damage 1d10+4; Crit Rating 6; Range 4).

### Special Rules and Complications

**Space Station:** The Rok Production Facility does not have a Manoeuvrability Rating or a Speed, and does not move under its own power, or even rotate. It also does not require warp engines, a Gellar Field (or equivalent), or plasma drives to function.

**Orky Tek:** This ship may not be piloted by a non-Ork crew. Components from this vessel will not function if added to non-Ork ships.

**Traktor Beams:** Once per round, the Rok Production Facility may make a Ballistic Skill Test against one ship within 5 VUs. If it hits, the ship may not move during its next Strategic Turn.

## SYSTEM DEFENCE CRAFT

These are small, non-Warp-capable ships that patrol the Forsellis system for pirates and raiders. Their main role is to support the Bulwark station. Use the stats for the Wolfpack Raider, on page 209 of the **ROGUE TRADER** core rulebook.



## THE REAVER

Little is known about this vessel, save that it is a Chaos ship allied to Karrad Vall, and it may be responsible for directing the Orks towards Damaris. To use the Reaver, use the profile of the Wolfpack Raider from page 209 from the **ROGUE TRADER** core rulebook, replacing the Prow Sunsear Laser Battery with a Prow Starbreaker Lance Weapon (Lance; Strength 1; Damage 1d10+2; Crit Rating 3; Range 5), and removing the Augmented Retrothrusters (so the ship's Manoeuvrability is only +25). The Reaver has a Crew Rating of Veteran (40).

## STARWEAVER

*Hull: Frigate*

*Class: Modified Tempest-class*

*Dimensions: 1.5 km long, 0.4 km abeam at fins approx.*

*Mass: 6.1 Megatonnes*

*Crew: 30500 crew approx.*

*Accel: 4.7 gravities max sustainable acceleration*

Starweaver is a heavily modified Tempest-class strike frigate currently serving as the flagship of the Orleans trade dynasty. She served House Orleans as flagship, and cradled generations of the family in her vast holds until she was taken by heretics in a failed Ecclesiarchy purge. Now back in service with her old masters and under the command of Lady Elizabeth Orleans, she sails the empyrean furthering the interests of House Orleans.

## Game Statistics

**Speed:** 9

**Detection:** +12

**Void Shields:** 1

**Morale:** 100

**Manoeuvrability:** +23

**Armour:** 19

**Hull Integrity:** 32

**Crew Population:** 100

**Crew Rating:** Crack (30)

**Turret Rating:** 1

**Weapon Capacity:** Dorsal 2

**Space:** 35

**Power:** 45

## Essential Components

Lathe-pattern 2a Drive, Strellov 1 Warp Engine, Multiple Void Shield Array, Gellar Field, Command Bridge, Vitae-pattern Life Sustainer, Clan-kin Quarters, Mark 100 Augur Array.

## Supplemental Components

Cargo Hold and Lighter Bay, Compartmentalised Cargo Hold, Augmented Retrothrusters, Two Dorsal Mezoa Pattern Macrobatteries

## Armament and Ordnance

**2 Dorsal Mezoa Pattern Macrobatteries:** (Macrobattery; Str 3; Dam 1d10+3; Crit 5; Range 5)

## Complications and Special Rules

**Martial Pride:** The ship itself hungers for glory in war, granting a +5 to all Ballistic Tests to fire shipboard weaponry.

## Additional Bonuses and Penalties

- +5 bonus on all Command Tests made to defend against boarding and hit and run actions.
- When losing Morale, lose one less than normal, to a minimum of one.

### >>>>> ADMIRALTY ORDERS: URGENT <<<<<

TRANSMITTED: Battlefleet Calixis Command, Port Wrath

DESTINATION: Aegis at Damaris. Lord-Captain Locke commanding.

DATE: 400.816.M41

TELEPATHIC DUCT: Astropath-Senioris Moriana

REF: Ork Incursion/Defence of Damaris

AUTHOR: Rear Admiral Zoila Kusch, Battlefleet Calixis

THOUGHT FOR THE DAY: Success is commemorated; Failure merely remembered.

ENCRYPTION LEVEL: Magenta

+++++ BEGIN MESSAGE +++++

Lord-Captain Locke,

You are hereby ordered by his Lordship Admiral Malthegn to immediately withdraw from Damaris and return to Footfall for reassignment. You are forbidden from using Imperial assets, including but not limited to His Divine Majesty's Ship Aegis and any and all embarked Imperial Navy officers/crew, to assist the Damaris defence forces. Defence of Damaris has been deemed an unnecessary risk, and all support for the system is withdrawn for the foreseeable future. May the God-Emperor have mercy on their souls.

+++++ END MESSAGE +++++

Transmit? Y/N - Y

Re-Route Message? Y/N - N

Delete Message? Y/N - N



>>>>>Emergency Action Message<<<<<

TRANSMITTED: Damaris

DESTINATION: Wide-projection Astropathic Transmission.

DATE: 358.816.M41

TELEPATHIC DUCT: -Astropathic Choir-

AUTHOR: Governor of Damaris: Honourable Lord Belkan Kapak, 20th Heir of the Damaris throne, Lion of The Highland Fields.

ENCRYPTION LEVEL: Non

+++++ BEGIN MESSAGE +++++

To all available Imperial and affiliated Rogue Trader vessels within range. Being a loyal system to his most Holy Majesty the Emperor of Man, Governor Kapak requests the aid and succour from Imperial assets against the Xenos-threat known as the Ork.

Damaris is preparing to resist an Impending invasion by the wretched greenskins who are massing outside of the system. We ask for any assistance in the form of ships, supplies, manpower, arms and expertise so that we may protect one of the Emperors worlds from the depredation of this horrid and unclean horde.

Govenor Kapak in his most magnanimous foresight promises to reward any such aide with the wealth of his planet. Know that Damaris is a rich planet, and will reward her allies greatly.

+++++ END MESSAGE +++++

Re-Route Message? Y/N

Delete Message? Y/N



The following manuscript was not written in the orkoid glyph language (possibly written by slave). It was translated into a comprehensible manuscript by Sister Sephi of the Order of the Lexicon (translation follows original manuscript)

DIS 'ERE IS DA LOG OF DA GREAT KAPTIN SNOCKGRITZ, WHO'Z BETTA' DAN MORGASH OR ANY O' DA UDDER ORKS OF 'UNDRED-'UNDRED TEEF!

DAYZ WON: WE'Z LEAVIN' 'UNDRED-'UNDRED TEEF COZ I SAYS SO! I'Z TAKIN' MY BOYZ AN MA KROOZAS WIF ME! MORGASH OR ONE O' DEM UDDER BOSSES IS GONNA SMASH DA 'EADS OF DA REST AND TAKE OVR DA 'OLE PLACE! I'Z LEAVIN WIF MY BOYZ SO I CAN BE DA BOSS! ONCE I CRUSHED DA 'OLE KOSMOS, MORGASH AN' DA UDDERS WILL KNOW I'Z DA BIGGEST AND DA GREENEST, AND I'Z GONNA BE DA WARBOSS!

DAYZ TOO: WE HIT DA SUPPLY WAGONZ OF DA DOGFACES. DEY TRIED TA FIGHT, BUT DEY WERE NO MATCH FER DA BOYZ! WE SET DA BUTNAS TO DETR KROOZAS, TOOK SOME SLAVES, AND DA LOOTAZ GOT A HAUL!

DAYZ LOTZ: DA FLEET WAS ATTACKED BY A BUNCH OF TOOFIES! DEY FOUGHT 'ARD, DEY BOARDED OUR KROOZAS AN' BROUGHT DA FIGHT TO US! SOME OF DA BOYZ GOT RIPPED UP BY DA TOOFIES, BUT I'Z GOT DA BOSS'S 'EAD WIF MY CHOPPAS! DA BOYZ ALL KNOW I'Z DA BOSS NOW, COZ I GOT'S DA TOOFIE'S 'EAD FER MY BOSSPOLE!

DAYZ MANYZ: WE'Z FOUND A 'UMIE WORLD WIF NO 'UMIES LEFT! WE FOUND SOME KAOS FREEBOOTAS, BUT COULDN'T SMASH 'EM COZ DEY KNEW OF ANUDDER 'UMIE WORLD WIF LOTS OF LOOT AND BOOTY! WE MADE 'EM SHOW US WHERE DA WORLD FER PLUNDERIN' IS! I DON' TRUST 'EM, COZ I'Z CUNNIN, BUT I CAN JUS' SMASH 'EM IF DEY MAKE TROUBLE! DA PLUNDERIN' WORLD LOOKS DED 'ARD, AND DA 'UMIES LOOK LIKE DEY'Z GONNA PUT UP A GOOD FIGHT! DA BOYZ IS READY FER FIGHTIN, SO I'Z GONNA COME UP WIF A CUNNIN PLAN TA CRUSH DA 'UMIES!

DAYZ MOREZ: I'Z GOTS A PLAN! WE'Z TAKIN' A 'UMIE OUTPOST AN' I'Z BUSY LOOTIN IT. I'Z SENT MY MEKS AHEAD TA DA 'UMIE'S WORLD TA BUILD TOKS. WHEN I GET THER, I'Z GONNA FILL DA TOKS WIF BOZ AN' HUCK DEM A DA 'UMIE'S WORLD! WE'Z GONNA SWAMP DEM WIF ORKS, AN ONCE DA BOYZ GET SMASHIN' AN' CHOPPIN', WE'Z GONNA CRACK DA 'UMIES EASY!

Day 1: I have decided to leave the worlds known as "Hundred Upon The Hundred Teeth" ("Teeth" perhaps means "Gelt") with my crew of Orkoid Xenos and my fleet of battleships. Morgaash or perhaps one of the other Ork pirates will assuredly establish his dominance given time, and there will be little chance for my own promotion. Once I conquer enough worlds, Morgaash and the other Ork pirates will have to bear witness to my competence as a commander, and I will finally be in a position to exert influence over the entire Ork armada.

Day 2: With great fortune we have stumbled across a Stryxis (best supposition) trade caravan. They attempted to resist our military prowess, but were unprepared for the conflict. We have requisitioned what we need and left their ships ablaze in the void.

Day 3: Attacked by Rak'Gol (best supposition). Their soldiers mounted a competent resistance, boarding our vessel in advance of our own breaching of their hull. A few of my soldiers were wounded in the conflict, but I met their leader in single combat and he fell before my blades. I have added his cranial mass to my rod of leadership.

Day 4: This human world we now orbit has been abandoned for some time. Those humans who remained were influenced by "Kaos" (possibly Ruinous Powers). I contemplated killing them as a means to boost morale amongst the crew. Finally, however, I granted them mercy in exchange for the co-ordinates of a target far more ripe with riches. While my trust in their information is dubious I can always return and exact my revenge should they prove themselves untrustworthy. The world they have put into our hands is, unfortunately, well defended. Our plan must be as aggressive as possible if it is to have a chance at success.

Day 5: I was distracted with the logistics of acquisitions and thusly sent several of the technically skilled xenos tech-priest equivalents ahead to prepare for our conquest of the treasured world. We will prepare several of the larger asteroids nearby to descend upon the planet. Within the defenders will find not stone but soldiers armed for war. My forces will bury them with the weight of attrition.



## THE FROZEN REACHES: ACHIEVEMENT POINT TRACKER

### ACHIEVEMENT POINTS

Achievement Points  
Exact Total

Notes

-400 -300 -200 -100 0 100 200 300 400 500 600 700 800 900 1000

#### PREPARE FOR WAR

Preliminary Meetings and the Banquet

Dealing with Lady Orleans and her allies.

Dealing with Captain Locke and her allies.

Dealing with General Dante and his allies.

#### INVASION!

The Invasion Begins

Rok Attack

The Raiders

Demolish the Crashed Rok

Reinforcements Arrive

The Governor's Speech

Find and Eliminate Ork Raiders

Target the Bulwark

Convoy Run

Additional Objectives

#### THE FROZEN REACHES

Meeting the Eldar

The Final Battle

Additional Objectives

#### The Frozen Reaches Endeavour

Total Achievement Points Required: 1,850.

Total Achievement Points Earned: \_\_\_\_\_

Profit Factor Awarded: 2 + 1 per 100 Achievement Points over the required total + 1 for every 3

Profit Factor spent as indicated on page 40: \_\_\_\_\_



# ROGUE TRADER

## THE FROZEN REACHES

**DEFEND A WORLD AGAINST XENOS INVASION!**

**In this adventure, the world of Damaris prospers in the Koronus Expanse against all odds. Now, the Freebooter fleets of the Orks approach, and the world calls for aid!**

Prepare a planet's defences as the Ork fleets close in on Damaris. However, those defences are split between three powerful individuals, each with their own schemes and plots.

Fight the xenos in space aboard the bridge of your starship, or meet the bloody Orks in brutal hand-to-hand combat on the ground!

The choices you make ensure success, or guarantee defeat. Choose wisely, and reap the rewards of your victory.

**The first installment of the epic Warpstorm adventure trilogy!**

Suitable for players of all levels.  
A copy of the ROGUE TRADER Core Rulebook is needed to use this supplement.



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