

ROGUE TRADER™

FALLEN SUNS™



PART III OF THE WARPSTORM
ADVENTURE TRILOGY

WARHAMMER
40,000
ROLEPLAY

ROGUE TRADER™

FALLEN SUNS™



ROLEPLAYING IN THE GRIM
DARKNESS OF THE 4TH MILLENNIUM

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INTRODUCTION

"The Expanse holds treasures beyond anything even a Rogue Trader can imagine. Sometimes the cost of acquiring such treasure is madness and death. I am willing to pay such a price."

—Rogue Trader Hadarak Fel

The **WARPSTORM TRILOGY** is an epic series of adventures for **ROGUE TRADER**. Beginning with the events of the adventures **VAULTS OF THE FORGOTTEN** and **THE FROZEN REACHES**, continuing through **CITADEL OF SKULLS**, and reaching its climax with **FALLEN SUNS**, the story centres on the Explorers as they seek to uncover the mystery behind a powerful force that has awakened from its slumber somewhere deep within the Hecaton Rifts. Those who know of this force have chosen to seek it out either to seize it for themselves, or to destroy it. Regardless, this powerful force has visited the Koronus Expanse before, and if not stopped will spell doom for the denizens of the nearby sectors. If this evil is unleashed again upon the people of the Koronus Expanse and the Calixis Sector, there could be no stopping it this time.

As the story progresses, the Explorers discover an ever-increasing number of clues that point towards some evil growing within the Expanse. Each instalment of the **WARPSTORM TRILOGY** serves as part of a Meta-Endeavour (Common Endeavours that are chained together, as explained in the **ROGUE TRADER** supplement **INTO THE STORM**) and the Explorers may prosper from their part in the completion of this massive undertaking. Each adventure within the Trilogy, which can be played on its own or as part of the larger whole, also explores the various themes that are central to **ROGUE TRADER**: acquisition of wealth, the accumulation of power, investigating the unknown, and glory for both one's self and one's Household. By taking on this challenge, the Explorers have the great honour of participating in events that will shape the future of the Koronus Expanse.

GAME MASTER'S BACKGROUND

The Koronus Expanse faces a threat from beyond the mysterious Rifts of Hecaton; a beast that has awakened from millennia of nightmares and now seeks to slake its hunger upon entire worlds. This beast is the corrupted Eldar Craftworld once known as Lu'Nasad. Now called by another name—the Forgotten Ruin, its presence causes waves of madness, and it leaves only death in its wake. As dangerous as Lu'Nasad may be, it represents a prize for Chaos Reaver Karrad Vall, the Faceless Lord of Iniquity. Vall and his wolfpack of pirates seek to claim the Craftworld as a weapon and ensure the supremacy of the Dark Gods over the Expanse. Caught in between these forces are a number of Rogue Traders, drawn into the web of deception and prophecy by the machinations of an Eldar Farseer trapped within a spirit stone. If the Rogue Traders can succeed where countless others have failed, the Craftworld may be diverted from its rampage and Karrad Vall may be defeated. Only those Rogue Traders with boundless audacity and courage have even the slightest hope to prevail and write their legend amongst the stars!

WHAT HAS COME BEFORE

FALLEN SUNS is the third book in **THE WARPSTORM TRILOGY**, and while it can be played as a stand-alone adventure, players will get the most from playing through all of the adventures connected to the Trilogy. In the earlier instalment, **THE FROZEN REACHES**, the Explorers assist the beleaguered world of Damaris. This world, dominated by a large moon installation called the Citadel, came under attack by an Ork Warlord named Snokgritz and his mass of greenskin followers. For over a standard month, the Explorers managed to hold off the onslaught and finally defeated Snokgritz above his hastily-created base within the system's outer reaches. At the conclusion of **THE FROZEN REACHES**, the Explorers were left with several questions—the most important being why the Orks chose to attack Damaris, and why a Chaos Reaver vessel was seen amongst their ships.

In **CITADEL OF SKULLS**, the Explorers discovered a link between the invasion of the Orks and a colony world named Chorda's Folly. Arriving at the colony world, the Explorers discovered an empty, near-lifeless husk, victim of a visit by the Forgotten Ruin. A lone survivor remained; Drexus Skar, one of Karrad Vall's Reaver captains, left behind and betrayed by his former companions. Skar led the Explorers to Iniquity, a Chaos-infested planet under Vall's control. There, the Explorers and Skar infiltrated Vall's headquarters, the Citadel of Skulls, and recovered an ancient cogitator once found upon an Imperial vessel known as the *Gaunt Triumph*. As the events of **FALLEN SUNS** begin, the Explorers have little time to enjoy their spoils, as they receive a visitor from the Inquisition...

NOTES FOR RUNNING FALLEN SUNS

FALLEN SUNS can be run on its own, or following the other instalments of the **WARPSTORM TRILOGY**. It may also be run out of order from the previous adventures, **THE FROZEN REACHES** and **CITADEL OF SKULLS**. In order to run this instalment as a stand-alone adventure, the GM needs to make some adjustments, especially regarding the back-story information that the Explorers need to have. Additionally, whether the adventure is run as a stand-alone or not, the GM may want to consider customising this adventure to fit his play group.

Like other adventures in the **WARPSTORM TRILOGY**, it's extremely important that the GM read through the entire adventure first. This cannot be overstated. There are many encounters that require knowledge of events to come. This adventure will not hold the same enjoyment for a group if the GM simply sits down and begins to run it without knowledge of what's going to happen later.

As an epic adventure that will have far-reaching consequences across the Koronus Expanse, **FALLEN SUNS** is designed to be run over several sessions (typically three or four).

This adventure is intended for a group of at least four Explorers of any Career, Ranks 5-6. Should the GM wish to run this adventure for a more (or less) experienced group of Explorers, then he needs to adjust the encounters based on their current Ranks and experience.



LU'NASAD GAZETTEER

- A FALL FROM GRACE
-
- A DESPERATE FLIGHT
-
- THE DEAD CRAFTWORLD





BONESINGER'S GARDENS

PULSAR LANCES

WEBWAY PORTALS

ASPECT WARRIOR SHRINES

GARDENS OF INTROSPECTION

PLASITIA CORE

LIVING CHAMBERS

SOUL SHRINE

GRAY DORIES

LANDING PLATFORM

TITAN TEMPLE

I: LU'NASAD GAZETTEER

CHAPTER I: LU'NASAD GAZETTEER

I have seen it. Lu'Nasad, Dresil'ach, the Forgotten Ruin. It comes for us like an assassin in the night, and it will consume us all. Are you ready, Human? Are you ready to meet your God-Emperor?

—Farseer Caille of the Crow Spirits

The nightmare Craftworld Lu'Nasad, the Forgotten Ruin spoken of in Eldar prophecy, has returned from its ten thousand year exile among the savage, roiling Rifts of Hecaton. Bathed in the blasphemous energies of the Warp for countless millennia, this once proud Craftworld is now a vile, twisted parody of its former self. Her teeming inhabitants dead or corrupted, her formerly elegant spires toppled, her streets choked with the bones of her defenders, and her Infinity Circuit driven mad by centuries of pain and terror, Lu'Nasad once again wanders the Koronus Expanse, sowing madness and destruction in her wake.

A FALL FROM GRACE

The decadence and malignancy and sheer hubris of our ancestors rent the very fabric of space and time, and brought forth the existence of a new god of Chaos. We owe a debt to all races that we repay with the slow death of our own.

—Eldar Farseer Anaris

Ten millennia ago the once proud empire of the Eldar reached the pinnacle of its achievement and began its slow slide into decadence, corruption, and ultimate destruction. The proud and haughty Eldar saw themselves as the perfect race, above the squalor and petty squabbling of the lesser races of the galaxy. They had mastered technology and tamed the Webway, transcended the need for toil and suffering, and their worlds were peaceful and rich with art and music. Unfortunately, as pride goes before a fall, the arrogance and hubris of the Eldar slowly ate away at the heart of their glorious empire. Eldar society turned decadent and depraved, the people filling their ample leisure with dark excesses.

Not all Eldar in these dark times became gibbering sybarites devoted only to pleasure and excess however. There were those who foresaw disastrous end that was coming. These Eldar, derided as self-punishing puritanical fanatics by their brethren, built massive, planet-sized ships with which to flee the depravity of their people. These ships, called Craftworlds by their masters, fled to the furthest reaches of space with

numerous like minded Exodites. It was in these out of the way places that the Exodites believed they would be safe from both the excesses of their brethren and the coming doom that they had foreseen.

Eventually, the sheer depravity and excess of Eldar society brought about the birth of the Chaos God Slaanesh. With a mighty scream and a burst of pure psychic power, Slaanesh came forth from the warp and destroyed the Eldar empire in an instant. Billions died in agony, their souls devoured by Slaanesh. This event created the Eye of Terror, a massive tear in reality where the warp and realspace co-exist, and it swallowed the seat of Eldar society whole. Even the far-flung Exodites who had fled their peoples' slide into madness, and the people and crew of the numerous Craftworlds heard the cries of Slaanesh's coming. Sadness filled their hearts at the loss of their kinsmen and their once great civilization. The Eldar felt resignation as well, for they knew that there was nothing that they could do, and that this fate was their final punishment.

The Craftworlds with their refugees scattered to the solar winds, hounded across the galaxy by the forces of Chaos. Few survived the initial decades as they were caught and killed in the psychic fallout of the birth of Slaanesh. The rest dispersed, traversing the stars and carrying their precious cargo, those lucky few who survived The Fall, to the farthest reaches of the galaxy. As they travelled and the centuries passed, the Craftworlds slowly took on their final shape. They grew in size to meet the needs of their populations, the Bonesingers reshaping the vessels into something more akin to wandering planetoids than mere starships. Each Craftworld became a world unto itself. Even before The Fall each Craftworld had developed unique cultures among their populations, foreshadowing the manifold Paths and Aspects that the Eldar would soon come to follow. Some were dedicated to martial prowess while others were more content to contemplate the mysteries of the vast unknown.

A DESPERATE FLIGHT

And thus they fled, the countless children of Cegorach, Isha, and Khaine. As their gods died in agony and their kinsmen turned on one another like savage beasts and the worlds that formed the cradle of their civilization were swallowed whole by the Ruinous Powers they fled like cowards. They retreated to their voidships and turned their faces away in shame, leaving mankind to pick up after them like ill-behaved children.

—From the journal of Kobras Aquaire

When the Fall finally came, and the Eye of Terror swallowed the Eldar whole, Craftworld Lu'Nasad was docked on the extreme edge of the Eldar's far-flung civilisation, taking on supplies and Eldar passengers. During those first terrible hours while their civilisation collapsed around their ears, the leaders of Lu'Nasad took on as many of their kinsmen as the ancient ship could hold and fled the coming of Chaos. Hounded by forces of the Ruinous Powers and suffering from the lingering after effects of Slaanesh's birth, Lu'Nasad's masters devised a desperate, dangerous plan to escape.

Always concerned with travel, movement, and the secrets of the Webway, the scholars, Farseers, and Warlocks of Lu'Nasad had spent centuries studying those ancient ways. During their studies they discovered records of Webway paths lost to the Eldar's knowledge, locked doorways and lonely paths through the Empyrean that no living being had walked since time out of mind. Indeed, they even charted some of these forgotten paths, and found them dangerous but largely passable. Surrounded by the forces of Chaos, with her Warriors fighting ravenous daemons in the streets and passageways running red with the blood of fallen Eldar, Lu'Nasad threw all caution to the stars and plunged into the twisting, empty bowels of the Webway, finding there an unusually large, unstable path that could accommodate the massive Craftworld, and was never heard from again.



A WANDERING AGE

As fate would have it, the dark, twisting, and largely unknown paths taken by Lu'Nasad took her not to salvation, but directly into the seething heart of the Rifts of Hecaton. There in the midst of these damned and forgotten stars, Lu'Nasad came face to face with powerful forces of the Empyrean that were manifesting in realspace. A desperate and largely futile battle ensued as Lu'Nasad's defenders were overwhelmed by the Chaos forces, and in short order the Craftworld fell silent and drifted further into the Rifts, her only survivors the powerful Farseer Anaris and the crew of his ship.

Bathed in the energies of the Warp and infused with the taint of Chaos, Lu'Nasad became a twisted, ugly parody of herself. Her once proud defenders were corrupted, the ancient Eldar souls within her Infinity Circuit were driven mad, and her elegant, soaring spires crumbled to dust only to be remade in a blasphemous mockery. The bones of her populace were stacked like cord wood in the streets, and daemons cavorted in the once sacred sanctums of the Bonesingers Gardens as the corrupt Warp Spider shells skulked among the ruins and the debased Dire Avenger shells howled and gibbered in the long night. For ten thousand years and more, Lu'Nasad wandered the Rifts of Hecaton in this nightmare state, and now it has returned to the Expanse, deeply corrupt and mad with pain, on a terrible errand of its own design.



THE DEAD CRAFTWORLD

Today as she cruises among the worlds of the Koronus Expanse, Craftworld Lu'Nasad is nearly unrecognisable as the once proud and powerful Craftworld of ten millennia ago. Her hull is bloated and misshapen, reformed by the warp. It is scored and stained by her centuries at large in the Rifts of Hecaton, and blasphemous prayers to the Ruinous Powers are scrawled all along her flanks. Her wraithbone structure is worn and thin, and is now milky and translucent, almost ghostly in the dim light of the stars. The domes of her habitats are filled with a noxious mist, and dark shapes can be seen flitting through the ruins of her towers and congregating in vast parks choked with dust and fragments of bone. In her wake trail long tendrils of debris and dust and pulverised Wraithbone. No lights shine from her domes and view ports, and all hails go unanswered. She is ill-looking and ill-favoured, and those who set eyes on her know that, aside from her xenos heritage, there is something dreadfully unwholesome about the giant vessel.

DARKENED PATHWAYS

Once home to hundreds of thousands of Eldar, the Craftworld also features massive crystalline domes kilometres long that cover whole cities complete with public spaces, broad street capillaries, towering spires, Exarch shrines, and everything else one would expect to find in any Craftworld built by the ancient and advanced Eldar.

Where these places once bustling with commerce and Eldar life, they are now tombs, quiet save for the deep hum and sigh of the tortured Craftworld as it prowls the stars.

GARDENS OF INTROSPECTION

Once places of quiet meditation, these once lovely places have, much like Lu'Nasad itself, been corrupted and twisted into something unrecognisable. The towering trees and decorative plants have either rotted away to mere skeletons or are now twisted and vile things with waxy, purple-black leaves that spray noxious spores or leak poisonous sap when molested. The streams and reflecting pools are empty, choked with bones and the detritus of ten thousand years. In the sculpture gardens, the Wraithbone statues have been pulled down or horribly defaced, replaced with crude, blasphemous statuary dedicated to the Ruinous Powers. Here and there is evidence of dark rituals; altars stained dark with blood, cast off ceremonial accoutrement, and heaps of sacrificial remains.

While largely abandoned, there is danger here among these twisted pathways and blackened trees. The Craftworld's Aspect Shells walk here on occasion, their shattered minds and souls pining for the past and keeping liaisons long since forgotten. There are also the ever present caustic, psycho-reactive mists that, much like in the rest of the ancient Craftworld, hang over the gardens like a shroud.

LIVING CHAMBERS

These tall, once graceful spires were once the dwelling place of the thousands of Eldar that called Lu'Nasad home. Now they are crumbling, corrupt, dangerous edifices that lean crookedly against one another and reach up from the core of the Craftworld like skeletal fingers. The Eldar who lived here perished long ago, torn apart by daemons or their corrupted kinsmen, mutated beyond imagining by the dread energies of the Warp, or killed by starvation, misfortune, or sheer madness.

Each floor has a number of chamber abodes that branch off of a communal corridor. The rooms are sized, shaped, and laid out in a fashion alien to a human eye, and tend to unsettle and discomfit humans. After millennia of neglect and exposure to Warp energies, there is precious little left in the Living Chambers. The spires themselves are dangerous, their foundations crumbling and their structures weakened by millennia of decay, and anyone walking their deserted corridors must tread lightly for fear of plunging through a rotten translucent wraithbone floor to their death.

BONESINGER'S GARDENS

Smaller and less common than the formerly lush Gardens of Introspection, it was here that the long dead Bonesingers of Lu'Nasad congregated with their fellows to commune, make art, and further explore the secrets of their craft. A combination sculpture park and outdoor workshop, the Bonesinger's Gardens were once home to a myriad of Wraithbone statues both graceful and contemplative. They also possessed numerous small singing areas given over to other, related arts where Bonesingers could congregate to improve themselves and their path.

Now, however, the Bonesinger's Gardens on Lu'Nasad are grim and oppressive places indeed. Their statues have been torn down or defaced, and black, thorny Wraithbone vines engulf those still standing. The graceful arches and spires of the workspaces are collapsed, and the ground is littered with broken Wraithbone and shattered Spirit Stones. Worst of all, dozens of the deadly Eldar automata known as Wraithguard stalk the once well-tended paths and rubble-strewn fields. Driven by the maddened souls of ancient Eldar heroes, these silent sentinels attack anything they encounter, including one another, and the bones of their victims and the shattered husks of dead Wraithguard can still be found tangled together in low lying areas of the Gardens.

LANDING PLATFORMS

Ringling the outer perimeter of the Craftworld at regular intervals are Lu'Nasad's numerous docks. Ranging in size from landing pads just big enough for a shuttle to huge docks large enough to dock a cruiser sized ship and protected by powerful pulsar lance batteries, these docks extend out into the void on delicately cantilevered Wraithbone supports. Just off these extended docks are the burned, collapsed, or otherwise ruined remains of Lu'Nasad's port facilities. Corrupt Wraithguard and various kind of daemon stalk here, making the docks very dangerous indeed.



AN UNWHOLESOME AIR

A result from the deadly psychic fallout described earlier, Lu'Nasad itself is irrevocably corrupted after spending millennia wandering the Empyrean. Once sweet and clean, the air of the Craftworld is now haunted by the souls of long-dead Eldar and tainted by the corruption of Chaos. An acrid, charnel house smell lingers in the streets and buildings, and a thick, constantly swirling mist tints everything the colour of a day-old bruise. The lingering psychic echoes of death and destruction are incredibly dangerous to the unprotected. Special precautions, such as the protection of Anaris' spirit stone, are needed to keep the Explorers' persons safe. A character who, by carelessness, accident, or foolishness, exposes themselves to the psychic echoes suffers the following:

Any explorer who takes insufficient precautions suffers 1d5 points of energy damage (not reduced by armour or TB) every thirty minutes of exposure. Even totally protected, with the swirling mist and flat, bruise-coloured light, the Explorers will find their vision reduced considerably. Use the rules for Fog, Mist, Shadow, or Smoke on page 248 of *ROGUE TRADER* to reflect this.

WEBWAY PORTALS

Scattered among the ruins of Lu'Nasad are countless, Eldar-sized Webway portals that connect to the remains of the Craftworld's internal Webway. Like its larger, galaxy-spanning cousin, Lu'Nasad's internal Webway allows quick and relatively safe travel between points on the vast Craftworld through special tunnels through the very fabric of the Warp. The Webway portals on the Craftworld consist of a free-standing, intricately decorated Wraithbone arch roughly three metres high. Within each archway is a shimmering energy field that shows a constantly swirling pattern of blue light occasionally shot through with crackling blue-black energy bolts. While most still work, the long exposure to the Warp has twisted and corrupted Lu'Nasad's Webway, and using it is incredibly dangerous.

PLASMA CORE

Directly in the centre of the main dorsal side habitat towers the ancient, seething core of the Craftworld's plasma generators. Dozens of kilometres high, the plasma core is the tallest structure on Lu'Nasad, and perhaps the most important. The generator itself is a single graceful spire that tapers to a sharp point and houses the plasma generators and the numerous Spirit Stones that constantly monitor its performance. It is ringed by containment field generators and is enveloped in a crackling, constantly shifting forcefield that occasionally vents raw plasma into the void. For innumerable centuries the core has generated the power for the great Craftworld, and it is a testament to the craftsmanship and technical acumen of the Eldar that it has done this for the past ten millennia without any support or regular maintenance.

SOUL SHRINE

Deep in the bowels of the dead Craftworld lies its Soul Shrine where the spirit stones of deceased Eldar are brought to interface with the Craftworld's infinity circuit. This massive room is as much a holy shrine as it is a technical nerve centre, and is home to the majority of Lu'Nasad's spirit stones. The walls and ceiling, along with numerous plinths and small obelisks that look all the world like workstations on a ship's bridge, are completely covered in twinkling gems of various size, each holding the soul of a long dead Eldar. The entire place is bathed in a mellow, multi-hued glow reminiscent of sunlight slanting through stained glass windows, and the only sound is the low hum of the ship's ancient systems.

CRAFTWORLD DEFENCES

Despite their deep connection to the more immaterial and the spiritual aspects of existence, the Eldar are also an incredibly martial people. Indeed, every Eldar born is trained in the common weapons and tactics of their people so that they may take up arms to defend their Craftworld. They know more about the art of war than man will ever know, and they were waging war among the stars before mankind had progressed much farther than using sharpened stones as weapons. Each Craftworld is home to many citizen-soldier Guardians, highly specialized Aspect Warriors, armoured vehicles, fightercraft and elegant and deadly voidships.

Lu'Nasad was no different, and once boasted a powerful navy and some of the finest Aspect Warriors to be found among their people. Nearly all of these forces were wiped out during those first months among the Rifts of Hecaton, and those that weren't were twisted nearly beyond recognition. The remains of Lu'Nasad's martial heritage can still be found among its crumbling ruins, and each is equal parts treasure trove and deadly trap.

ASPECT WARRIOR SHRINES

Towering above surrounding wraithbone structures on either side of the central plasma core are the shrines of Lu'Nasad's Aspect Warriors. Each of these massive edifices, one dedicated to the Warp Spiders and the other to the Dire Avengers, is a self-contained military facility. Behind their towering doors are barracks, shrines, training facilities, marshalling yards, vast armouries, and hangars for Eldar vehicles. Once these temples were home to throngs of Aspect Warriors and their Exarchs, and their presence served to remind all Eldar of the duty and sacrifice of these august warriors.

The Aspect Warrior Temples today are much changed from their original form. Each is blackened and defaced, their mighty doors hanging agape and their façades a twisted mockery of their former glory. Within their echoing halls the remaining Aspect Shells continue to gather, their bodies long since turned to dust. Along with the dangers of the Aspect Shells, the shrines also contain a treasure trove of Eldar wargear and historical records that date back to before the Fall.

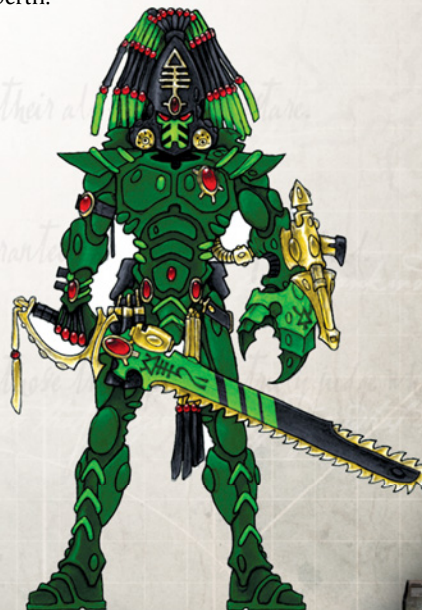
A MURKY FUTURE

Once the Explorers secure Lu'Nasad and Anaris is firmly ensconced in the Infinity Circuit, Anaris will give the Explorers a chance to evacuate the Craftworld, then he will take it far beyond the reach of men in an attempt to heal it. Once this happens and the events of the Warpstorm Trilogy come to a successful close, the players may think that they've seen the last of Lu'Nasad. While this may certainly be the case, the Game Master may consider having Anaris and Lu'Nasad play recurring parts in his larger campaign. Perhaps Anaris finds a way to contact the Explorers with a request for aid in repelling a xenos or Chaos incursion, or despite the efforts of Anaris and any other Eldar who gave their lives the corruption of the Craftworld was too great to overcome, and the huge planet-ship is sowing discord and destruction in some far-flung corner of the Expanse. Whatever course the Game Master takes, the reappearance of Lu'Nasad should always be an auspicious occasion for the Explorers, and one filled with equal parts excitement and dread.

GRAV DOMES

Concentrated around the Titan Dome are a number of massive domes that were once home to the Craftworld's Grav Tank units. These domes provided both storage and maintenance for the deadly Falcon, Fire Prism, and Night Spinner tanks that were favoured by the defenders of Lu'Nasad, as well as housing and training facilities for those who walked this particular path of warfare.

Now these domes are mostly deserted, their barracks empty and their maintenance apparatus long silent. Some are home to daemons or warp spirits, and squads of Aspect Shells sometimes sweep through as if on an inspection tour. While most of the Craftworld's armoured forces were destroyed in its defence against the Ruinous Powers, the occasional Falcon tank or Wave Serpent transport can still be found rotting away in its berth.



PULSAR LANCES

Scattered across the surface of Lu'Nasad are countless, massive, fortified weapon emplacements mounting the lethal Eldar pulsar lances normally found on voidships. They are mainly clustered around strategic locations like webway gates, the plasma core, and the Titan Temple, but many are located among the guardian spires and among the shrines and long dead forests.

Many of these emplacements were destroyed in the long-ago battles with Chaos, and many more have rotted away or collapsed in on themselves over the long millennia. Others show signs of heavy fighting but are still active, their structures holed and blackened by weapons fire and the talons of daemons. Those that were not destroyed outright or breached by enemy forces are still active and controlled by the souls of their deceased gun crews, their bodies long turned to dust and their spirit stones glittering in the dark, waiting for a call to arms that will never come.

TITAN TEMPLE

Sealed since the Craftworld's plunge into the Rifts of Hecaton and still protected behind a crackling forcefield, the burnished dome of the Titan Temple rises gracefully above its surrounding buildings in the shadow of the Craftworld's seething plasma core. Long ago this was home to Lu'Nasad's small force of Titans and all of the Bonesingers and steersmen needed to operate them. Within the armoured walls of the Temple is a wealth of information on Eldar titans and other war machines.



ELDAR TECHNOLOGY

Throughout this adventure, the Explorers will, perhaps for the first time in their lives, come into contact with numerous examples of wondrous and heretical Eldar technology. For example, much of the story revolves around the Spirit Stone of Anaris and the Infinity Circuit of Lu'Nasad. The following is some information on this alien technology for the edification of both the GM and the players.

WRAITHBONE

Every bit of Eldar technology, from the simple suits of psych-plastic armour worn by the citizen-soldier Guardians to the twisted, towering spires of the dead Craftworld, is made of Wraithbone. Wraithbone is an extremely malleable, psychoreactive substance that is shaped by the Eldar Bonesingers. It is incredibly strong, can take any form imaginable, and due to its Empyrean nature possesses innate psychic properties.

SPIRIT STONES

Also called Waystones, Spirit Stones are precious gems that every Eldar wears close to his chest. These are powerful psychic artefacts, and are made to protect the Eldar's souls from being devoured by Slaanesh. When an Eldar dies and his soul flees his body, the Spirit Stone acts as a trap that captures the soul before it can return to the Warp and the excruciating embrace of She Who Thirsts. Once safely embedded in the Spirit Stone, the Eldar's soul can be returned to his home Craftworld to be joined with that Craftworld's Infinity Circuit. Once safely ensconced in the Infinity Circuit, the Eldar's Soul spends eternity with the souls of his ancestors, and can go to his final reward. In times of dire need, Spirit Stones of long-dead Eldar heroes can be plucked from an Infinity Circuit and placed in the Wraithbone bodies of Wraithguard and Wraithlords. Much like a grievously wounded Space Marine entombed in a Dreadnought, this allows the Eldar hero to once again rise to his peoples' defence. Spirit Stones can also be embedded in Eldar fightercraft and fighting vehicles where they perform functions similar to those of the Machine Spirits venerated in the Imperium, assisting the pilot and even taking over operation of the vehicle if the pilot and crew are incapacitated.

THE INFINITY CIRCUIT

Every Craftworld possesses an Infinity Circuit. Composed of Wraithbone and home to the collected souls of all the Craftworld's dead, the Infinity Circuit is the massive ship's keel and the skeleton of its hull. It is within the Infinity Circuit that the souls of the Craftworld's ancients lie in safe keeping, forming a massive ancestral "living memory" that serves to advise and guide the living. With the coming of Slaanesh and the destruction of Eldar society, the Infinity Circuits are the closest thing the Eldar have to an afterlife. If their souls are not caught by the Spirit Stones and integrated into the Infinity Circuit, they are lost forever to the Warp.



FALLEN SUNS

**ACT I: WHISPER
FROM THE WARP**

•

**ACT II: BLOCKADE
RUNNERS**

•

**ACT III: DOOM
OF THE ELДАР**

CHAPTER II: FALLEN SUNS

“These foul reaches are the misbegotten creation of heretical agents. We shall journey through them and overcome the horrid beasts that begot them. For the noble light of the God-Emperor must be shined into the darkest of places to cleanse their taint.”

—Rogue Trader and Inquisitor Kobras Aquairre

For centuries, humanity has suspected that the Eldar of Craftworld Kaelor have been aware of a danger within the Koronus Expanse. Over the past few decades, their activity has increased to the point that many Imperials have prepared for some dark fate to be unleashed. Now, the Explorers are drawn into a plot woven by ancient Eldar secrets, which may determine if the Expanse even has a future.

This part of The Warpstorm Trilogy takes the Explorers to the corrupted Craftworld of Lu’Nasad. They must avert the massive vessel from the Koronus Expanse, or else the dark citadel could isolate the region and subsume all within it. Even further, they must prevent the Chaos Lord Karrad Vall from gaining control of the wretched place. If he were to wield its dark powers, none within the Expanse could hope to stand against him. All Imperial resources—and all hopes for a Rogue Trader’s economic success—would be destroyed.

As mentioned previously, **FALLEN SUNS** is designed to be run over several gaming sessions. Like the other instalments of The Warpstorm Trilogy, it can also be run on its own, or integrated into an existing campaign with little adjustment by the GM.

ADVENTURE BACKGROUND

More than ten thousand years ago, the Craftworld Lu’Nasad fled the cataclysmic collapse of Eldar civilisation. Fleeing blindly through long sealed and forsaken portions of the webway, the massive vessel travelled into the Rifts of Hecaton. There, it encountered malevolent forces of the Empyrean that sought to intrude upon the physical world. Only one vessel escaped from the ruin of this Eldar habitat—the *Whisper of Anaris*. Aboard the vessel, only Lu’Nasad’s most potent Farseer, Anaris, survived the escape with his life.

Millennia later, Anaris’s spirit stone was recovered by a Rogue Trader, whose name has long since been lost. His Explorer examined the xenos artefact and encapsulated it in a stasis field to protect it and all aboard the vessel from its influence. To dispose of the artefact, it was sold to the colonists of Damaris as a Relic of Saint Drusus.

Thirty years ago, the corrupted remains of Lu’Nasad emerged from the Rifts, and soon encountered an Imperial Grand Cruiser, the *Gaunt Triumph*. As a result of this brief encounter, most of the Imperial vessel’s crew were slain, and



the few survivors went mad. Ten years later, Karrad Vall found the derelict vessel and recovered its core cogitator. The cogitator had become linked to the very essence of Lu'Nasad. Plumbing its depths with the darkest of sorceries, the Chaos Lord learnt of the corrupt Craftworld and began to research how it might be controlled.

The Ruinous Powers revealed to Vall that Anaris's spirit stone, hidden on Damaris, might be used to grant control over Lu'Nasad. Vall then commanded one of his Lieutenants, Drexus Skar, to seize the spirit stone. Terrified by the power of the corrupt Craftworld, Skar refused. His crew, however, remained loyal to Vall. They mutinied and left Skar marooned on Chorda's Folly.

These mutineers then manipulated an Ork armada, led by Warboss Snokgritz, into attacking Damaris. However, due to the interference of several Rogue Traders, the invaders were repelled and the Ork base in the Damaris system destroyed. With the unexpected assistance of the *Whisper of Anaris*, the Chaos Reavers were forced to flee the system as well.

As part of the reward for their efforts, one of those Rogue Traders was given the duty of protecting the Relic of Saint Drusus. This same Rogue Trader and his crew later invaded the Karrad Vall's Citadel of Skulls in the Iniquity system, escaping with the core cogitator from the *Gaunt Triumph*. Now, unaware that they possess the tools to track down and control Lu'Nasad, this crew of Explorers are suddenly the only force that can protect the Koronus Expanse from the rampage of the twisted Craftworld.

At the same time, the Dark Gods of Chaos have guided Karrad Vall to other ancient artefacts. These devices offer the Chaos Lord similar capacity to track and usurp control of the ancient Eldar habitat. If he were to gain control of the corrupted Craftworld, he could wield its powers to shut off the Maw and isolate the Koronus Expanse for a duration of his choosing. While isolated, possibly for aeons, the Ruinous Powers could gain control over all life within, subjecting all inhabitants to the madness of the Emphyrean.

FALLEN SUNS SYNOPSIS

Through the course of **FALLEN SUNS**, the Explorers discover that Craftworld Lu'Nasad has returned to spread destruction across the entirety of the Koronus Expanse. Its next stop targets the Furibundus System, where it plans to seal off the Maw to isolate the Expanse. After sealing the region, the corrupt Craftworld could spend millennia spreading the corruption of the Warp and devouring those that it could not convert to the path of the Unholy Powers.

The Explorers are first drawn into the battle through past unwitting interactions with the Eldar. Once involved, they have little option but to assist in the task. Ultimately, they must descend to the very heart of Craftworld Lu'Nasad to help cleanse it and prevent the Faceless Lord from seizing control of it for his own dark plans.

ACT I: WHISPER FROM THE WARP

The story begins in Footfall when an Inquisitorial Acolyte arrives at the Explorers' vessel. He demands that the Explorers provide him transport through the Maw to Scintilla. That night, their dreams are haunted by visions of destruction and death. Before they can even leave the station, a team of Eldar Corsairs assault the vessel, seeking to recover an artefact.

Shortly after the Explorers leave Footfall, an artefact recovered previously comes to life. To their surprise, the ancient Imperial device conceals an Eldar spirit stone within. The soul of a long dead Farseer pleads with the player characters to journey to the Serpent's Cradle. There, a three-sided meeting is held between representatives of Craftworld Kaelor, the Crow Spirits Corsairs, and the Explorers. Negotiations commence as the opposed Eldar factions cannot agree whether they wish to convince the Explorers to help or to execute them for daring to intrude upon an Eldar matter.

The negotiations are interrupted when a ghost vessel arrives to assist them in their task. The *Whisper of Anaris* docks with the Explorer's vessel. Through Anaris's spirit stone, the Explorers are able to commune with the vessel, which seeks to aid them in their mission to stop Lu'Nasad. After integrating a device that has been contacted by the corrupt Craftworld with the *Whisper's* systems, the player characters discover that Craftworld Lu'Nasad is on a course that could destroy Footfall. A single squad each from Craftworld Kaelor and the Crow Spirits joins with the Explorers to rush to the Furibundus system.

ACT II: BLOCKADE RUNNERS

Upon reaching Furibundus, the Explorers discover that a Chaos fleet has arrived before them. In response, most of the population of Footfall has begun to flee the system on any craft capable of movement. Lord-Captain Locke, however, has assembled a small fleet to attempt to hold the station against the attack. Locke's fleet consists of her vessel, two additional Rogue Traders' ships, and a few intrasystem craft that have been hastily armed.

Locke is tremendously relieved to see the Explorers arrive in system, and anxious to obtain their assistance. She requests a private meeting to discuss the current situation and prepare a defensive plan. The player characters must decide whether to establish an alliance with her forces and how best to utilise these allies in the upcoming engagement. Rogue Traders Feckward and Amardi are also present in the meeting, each pushing a personal agenda.

After their meeting, Lu'Nasad arrives in the system. Observing its course, the Explorers can deduce that it threatens both the Adeptus Mechanicus outpost in the system and Footfall. With its arrival, Karrad Vall's flagship moves to approach the station while the other Chaos vessels establish a blockade.

At this point, the Explorers must choose a means to reach the Craftworld. Options are presented for either battling through the blockade that the Chaos vessels establish or travelling the twisted webway paths to the corrupt Craftworld. Engaging the opposing fleet requires dealing with a superior combat force, under a tightly constrained time frame. Travelling the webway requires expertise to establish a link and then a journey through the corrupted paths that involves physical and mental risk to every Explorer involved.

ACT III: DOOM OF THE ELДАР

Once the Explorers reach Craftworld Lu'Nasad, they must navigate their way through its many dangers. As they battle their way through these forces, they have an opportunity to find the remains of the famous Explorer, Kobras Aquairre. His spirit can assist them in their task, but even with his help, the odds are nearly overwhelming.

Once they overcome the obstacles to reach the Soul Shrine of the Infinity Circuit, the Explorers may aid Farseer Anaris to begin his conflict with the corrupted forces that dominate the Craftworld's wraithbone. While the player characters wait for the tide to turn, the Faceless Lord attacks them. Only once that battle is complete can Anaris recover limited control over the Craftworld. Then, the Explorers must try to escape with their lives.

ACT I: WHISPER FROM THE WARP

"Brand me a heretic, but I love xenos. Selling the gear from the bodies of the ones I slay has made me a wealthy man."

—Rogue Trader Krawkin Feckward

This act begins while the Explorers are at Footfall, performing routine maintenance and resupplying their vessel. If beginning immediately following the events of **CITADEL OF SKULLS**, then they have been in the system long enough to perform substantial repairs to their vessel. In any case, their repairs and resupply are nearing completion. While the player characters have not yet acquired a cargo, they expect to be able to embark upon their next voyage within two days.

JUST ANOTHER DELIVERY

"The Warp is a fickle mistress. Though we must know and travel her ways, no journey upon her paths may ever be viewed as routine. Complacency with the Warp is the earmark of fools."

—Navigator Mason Venos

As the Explorers near the completion of their repairs, a messenger arrives with a message for the vessel's commander's eyes only. He initially identifies himself as loyal agent of the Imperium, upon a crucial mission. The messenger, who, when pressed, says his name is Garvin Derleth, is a pompous and demanding individual. Derleth views the vessel's crew and officers as mere underlings, who are beneath his notice as an Agent of the Throne, though he becomes far more obsequious when dealing with the ship's commanding officer.

Depending upon how the Explorers have organised their roles within the ship's hierarchy, Derleth may first encounter several of the player characters in their roles as ship's security or as go-betweens to protect the commander from having to deal with every peon who might wish his attention. In this case, Derleth is abrasive and insistent towards the Explorers who attempt to

FOOTFALL

Many of the locations and factions active at Footfall are detailed in **LURE OF THE EXPANSE**. Game Masters who have access to that volume may wish to expand upon the encounters set upon the void-port. That resource is not critical, as all of the details relevant to **FALLEN SUNS** are included within this volume.

delay him. His lack of manners makes clear that he views them as nothing more than impediments to his completing the work of the God-Emperor.

Because he is working far from his resources in the Calixis Sector and without the direct support of the Inquisition, Derleth is extremely reluctant to show his Inquisitorial Rosette to anyone but the Warrant holder. In spite of this, he does not resort to violence, nor is he likely to resort to abject pettiness. He attempts to maintain his composure and haughty demeanor, but ultimately reveals his identity if that approach fails him.

EXPLORER MOTIVATIONS

The Explorers may be drawn into this scenario through a variety of paths. Game Masters are encouraged to consider these options as well as the inherent affinities of the group's player characters when attempting to persuade them to work with the Eldar. It may be that one of these examples, a combination of them, or an entirely different tactic is the most appropriate way to bring the Explorers into the story.



- **Greed:** The Eldar may be persuaded to offer the Explorers access to xenos tech that could be used to enhance their vessel and equip their troops. While this reward is difficult to obtain, it could offer their forces a substantial edge in the future.
- **The Xenos Threat:** Some Explorers may feel that the best way to keep track of the threat posed by the Eldar is to work with them and decipher their motives. By agreeing to resolve the threat of Lu'Nasad, the characters may acquire valuable information about Eldar activities within the Koronus Expanse that could be passed back to the Inquisition. Such an action might substantially improve their reputation and offer the potential for future favours.
- **The Great Mystery:** This scenario resolves the story of Lu'Nasad, which represents one of the greatest mysteries of the Koronus Expanse. The Explorers have the opportunity to directly acquire this information. Countless rumours abound of the Crow Spirits and the unknown lethal forces within the Serpent's Cradle. The opportunity to decipher these mysteries may be priceless.
- **A Place in History:** For the rest of their careers—and those of their heirs—their line could be known as the one that stopped the Eldar threat within the Expanse. Both the Inquisition and the Imperial Navy might be in their debt. Further, being known as the Rogue Traders who overcame a Craftworld might be of substantial value in situations where hostile negotiations come into play.

A PRIVATE MEETING

Once Derleth establishes a meeting with the Explorers' commanding officer—and any characters in attendance—he reveals his true colours. Derleth explains that he is the leader of a team of Acolytes in the employ of Inquisitor Staven Arcturos. His team has been travelling the Expanse for months, seeking additional information on the activities of the Eldar pirate group known as the Children of Thorns.

A few weeks ago, the Acolytes completed investigating a colony that these vile pirates annihilated. Derleth and his companions have recovered a selection of badly damaged artefacts, recordings from the colony's security systems, and have assembled extensive records of the damage inflicted. He believes that his team must be returned to Scintilla with all due haste, so that the information can be analysed by the forces of the Inquisition.

Other than haste, the agent has very few requirements for the voyage. The only passengers are the three members of the Acolyte team, including Derleth. Their only cargo is their personal gear and two footlockers containing the recordings and artefacts they have recovered.



RETRIEVING THE RELIC

This Act requires that the Explorers have the Relic from **THE FROZEN REACHES** aboard the vessel. If they did not participate in that adventure or did not recover the Relic in their game play, here are a few possible alternative solutions:

- The Explorers recovered an Eldar artefact during a previous adventure that they have not yet deciphered. Simply substitute that artefact for the Relic.
- Upon questioning the Eldar intruders, a prisoner reveals that the Corsairs came to recover the Relic from Damaris. This may prompt the Explorers to pay Damaris a visit to obtain the artefact. Playing through this approach may require the Game Master to review **THE FROZEN REACHES** for setting information.
- Derleth and his team possess the Relic. In this approach, the Inquisitorial Acolytes were the actual targets of the Eldar intrusion. Under these conditions, it may be appropriate to let the Throne Agents die during the Eldar attack so that the Explorers gain exclusive control of the Relic.

Derleth actually has very little leverage to negotiate the transport. He is inexperienced, and very much out of his depth. He can offer promises of the Inquisition's gratitude, but an **Ordinary (+10) Scrutiny Test** reveals that he has no authority to ensure that the Explorers are appropriately compensated. He is also demanding that the Explorers risk a dangerous voyage through the Maw, on short notice, with little opportunity to profit. The man has done little fieldwork and simply expects the Explorers to blindly obey him out of respect for his sponsor's authority.

If the Explorers choose to humour Derleth by agreeing to provide him transport, his haughtiness and demanding attitude are unchanged. In this event, they may wish to find cargo to make the voyage through the Maw to distant Scintilla a worthwhile journey. However, the only cargo readily available that would be useful for such trade is a large supply of perishable foodstuffs. The materials should turn a substantial profit, as they constitute delicacies on Scintilla. However, any significant delays in their transit could leave time for the food to spoil and lose all value. Any other cargoes would require an **Acquisition Test**, with an additional -20 Availability penalty due to the time frame and relative scarcity of resources in Footfall at this time.

Some Explorers may wish to investigate Derleth's story. Due to the Acolyte's relative naiveté, this task is surprisingly easy. An **Easy (+30) Inquiry Test** reveals that Derleth and his companions have been at Footfall for several days. During that time, he has attempted to book passage with several vessels but been refused. The PCs may be his best hope for a safe and speedy voyage back to Scintilla.

The Explorers may choose to turn Derleth away. In this case, Derleth is unavailable as a foil for the remainder of the story. The Explorers may also be less likely to misinterpret the reasons for the Eldar attacks upon their vessel. Derleth's presence primarily provides a pompous complication and provides some misdirection during the early stages of the adventure.

DREAM A LITTLE DREAM

The next time that the Explorers sleep, they each receive a vision in their dreams. The vision is coloured by their individual backgrounds and attitudes, so the Game Master may wish to personalise this to each character. The core of the image is a cry for help. When they rest for the night, read or paraphrase the following:

Your dreams were fitful and haunted. It began with a dream you've had a thousand times before. One that was awkward, but comfortable in its familiarity. Abruptly, the regular pattern of the dream shifted, and the light around you faded. From the darkness, you heard a shrill keening cry, and then diffuse light returned.

You stood alone on a barren plain. In the sky above, you saw a massive black shape that seemed to blot out the sun. Just as you realised that this shape was gradually growing larger, a ghostly, humanoid figure appeared before you. While you couldn't make out its words, its body language was clear. As it knelt down and reached for your hands, the being was clearly pleading for your help. Then it turned to look at the sky, raised its hands as though defending itself, and opened its mouth to scream.

With that, you woke from your dream. The sound of the unvoiced scream echoed through your mind.

Characters with a strong Imperial background or loyalty should see the person begging their assistance to be a manifestation of Saint Drusus, an explorer who was involved in the early Imperial expeditions into the Koronus Expanse.

Characters from the Koronus Expanse might have visions of long lost relatives pleading for their aid. Explorers with ties to a large organisation such as the Adeptus Mechanicus or an Imperial Guard unit might have seen a close companion they knew during their time as a trainee.

The dream's imagery is inconveniently unclear. The fact that all of the characters shared it should be unsettling. However, no amount of shared discussion, telepathy, or research can reveal the dream's true meaning. If the Explorers attempt to garner further revelations through divination attempts, the imagery they obtain is disturbingly similar to the contents of the dream.

INTRUDERS

Shortly before the vessel is prepared to leave port, a squad of six Eldar Crow Spirit Corsairs, led by Badb Ra, launch an assault upon the vessel. If the crew has agreed to provide Derleth with transport, this should happen shortly after his team and their equipment are loaded. The attackers enter the vessel from Footfall, using a hijacked repair craft. There is no evidence of any Eldar vessels in the system at this time.

The Eldar attack may be treated as a Hit and Run attack (see page 218 in the Rogue Trader Rulebook). However, due to the small number of Eldar, and the absence of any support vessel, it is more appropriate to treat this as a standard combat. Refer to Badb Ra on page 62 for the leader of the attacking party. Use the Eldar Corsair profile from page 376 in the **ROGUE TRADER** Rulebook for the other five invaders.

The Eldar's initial intrusion is intended to be a stealthy



insertion upon the vessel. Their objective is to recover the Relic of Saint Drusus; Derleth's presence is actually irrelevant to them. The Crow Spirits recently discovered that the Relic from Damaris is, in fact, the spirit stone of Lu'Nasad's sole survivor—the Farseer Anaris. When the Corsairs found out that this ancient artefact was in the possession of the Explorers, this team was immediately dispatched to recover it.

The Explorers now have an opportunity to defeat the Corsairs' efforts at Stealth. If anyone is manning the Auspex system, that character may make a **Very Hard (–30) Scrutiny+Detection Test**. On success, the Explorer detects the Corsairs as they board the vessel. Otherwise, each player character may make a series of four **Hard (–20) Awareness Tests**. These tests indicate when the Explorers detect the intrusion.

If one or more of the player characters succeeds on the first test, that character catches the Eldar just as they enter the vessel. If a second test is required, the successful Explorers encounter the Corsairs while they travel the vessel's passages. By this time, the intruders have already left a trail of hastily concealed deckhand bodies behind them. If the Explorers do not succeed until a third test is taken, then the Eldar are discovered in a storage area. Specifically, they are found in the same room where the Relic (see page 21) is stowed. If it requires four attempts for the Explorers to spot the Eldar intruders, then the Eldar have already recovered the Relic and are attempting to return to their stolen vessel when discovered. If none of the Explorers succeed on any of these attempts, several deckhands throw up an alarm just as the repair vessel detaches from the ship, and air starts gushing out through the uncovered entry hole.

Once an Explorer raises an alarm, the vessel's security forces, as well as the player characters, have an opportunity to engage the Corsairs. Though they are well equipped and trained, the Corsairs do not have the capability to defeat the overwhelming odds that are likely stacked against them. They initially attempt to fight, but as soon as reinforcements arrive, the Eldar drop their weapons and attempt to flee or parlay. Their only means of escape is the repair craft that the Eldar rode from Footfall or any small craft that they can hijack from the Explorer's ship; none of the Eldar are capable of opening a portal to the webway from the ship. Assuming the Explorers are open to discussion, the Eldar explain that their artefact must be returned.

Explorers who wish to identify these attackers may attempt a **Very Hard (–30) Forbidden Lore (Xenos) Test**. Success reveals that the Corsairs are members of the Crow Spirits faction (see the sidebar on page 20). An additional degree of success identifies the fact that these Eldar have ventured very far from their usual domain. Crow Spirits are typically only seen within the Unbeholden Reaches and the Accursed Demesne.

From the moment Derleth becomes aware of the situation, he becomes a paranoid maniac who insists that measures be taken to insure his safety. He is confident that his team of Acolytes was the target, and almost nothing can dissuade him from that belief. Treat him as at an initial Disposition of **Very Hard (–30)** for any Interaction Skill Tests. The Explorers need to improve his disposition to Indifferent, restrain all of

the Acolytes, or permit him to assist in the investigation and possible interrogation of the Eldar attack, before he calms down. In any case, Derleth insists that the vessel must return to Scintilla with all haste before additional attacks can occur.

If any of the Eldar survives the conflict (Badb Ra is far more willing to surrender than to die), they may be interrogated. Their Disposition begins at **Hard (–20)** for any Interaction Skill Tests involved in the questioning. However, once their disposition is improved to **Difficult (–10)**, they start to let some information slip. The Eldar know the following information:

- The Crow Spirits have been tracking the Explorer's vessel since the player characters encountered Karrad Vall in Iniquity. This was the first opportunity the Corsairs had to attack.
- All of the Crow Spirits are currently hunting for the Explorers. The Crow Spirits wish to recover the sacred remnant of Lu'Nasad that the Explorers have "stolen."
- Badb Ra does not know where the artefact came from, but she knows that her people must employ it to stop a horrific threat from destroying the Koronus Expanse.
- Badb knows nothing of Derleth and the Acolytes, nor does she care about their fates.
- If Badb is persuaded of the Explorers' good nature or subject to extreme conditions, she reveals that she was instructed to return the artefact to the Serpent's Cradle system.
- Even if Badb is permitted to search the vessel for the Relic, she is unable to find it. The stasis field that contains the spirit stone within it prevents her modest abilities from locating the artefact.

If none of the Eldar survives the encounter, the Explorers may attempt to go through their notes. This requires a character who has the **Speak Language (Eldar) Skill** to pass an **Easy (+30) Intelligence Test**. If none of the Explorers have this ability, they may need to make contact with someone on Footfall to aid them in deciphering it. On success, the character is able to recognise and activate a journal contained within a stone mounted in Badb's gauntlet. The journal contains several messages that were exchanged with Farseer Caille. These messages require Badb to recover the Heart of Anaris so that it may be used to try to stop the Craftworld's return. She is instructed to do so at all cost. Once the artefact is recovered, Badb is to return with it to the Spire as quickly as possible.

A map directing the characters to the Haven Spire is included in Badb's journal. If the Explorers have already deciphered the Eldar runes, linking the map to the Serpent's Cradle system requires an **Ordinary (+10) Common Lore (Koronus Expanse) Test**. If the Explorers achieve two or more degrees of success, they recall hearing rumours of an Eldar Haven Class Spire located on the fringes of that dangerous system.

NOTABLE PERSONS

The following NPCs play important roles in establishing the scenes on Footfall. Full game statistics for these characters are included in the NPC Appendix, beginning on page 58.

Garvin Derleth

A novice Inquisitorial Acolyte, Garvin's trip into the Koronus Expanse is his first independent assignment for Inquisitor Arcturos. He is extremely nervous about proving himself successful in his task and pleasing the Inquisitor. Consequently, he constantly attempts to exert control over matters that he does not begin to understand, in a pattern of micromanagement.

From the moment he boards the vessel, Derleth constantly finds new ways to make the Explorers' lives more challenging. Some of the problems he creates are due to constantly haranguing the vessel's crew with questions that expose his complete naiveté regarding Warp travel. Other problems arise when he makes frequent attempts to issue orders to the crew. These should come at inconvenient times and should reflect the efforts of someone clearly operating beyond his field of expertise.

Prior to his induction as an Acolyte, Derleth was a statistician dedicated to maintaining proper supplies of various inks used by the Administratum offices on Scintilla. A run of luck—both extraordinarily good and bad—left him in the midst of a fire fight between an escaped xenos and Acolytes of Inquisitor Arcturos. After he survived the encounter and managed to bluff his way through the debriefing, he was recruited. Over the two intervening years, he has been promoted largely due to being the only survivor of several disastrous missions.

Badb Ra

Fiercely devoted to the cause of Farseer Caille, Badb realises that her life and the lives of her companions are nothing compared to the devastation that has been foreseen. Though Badb has little time for humanity's primitive ways, she is willing to tolerate them if that becomes necessary. Ultimately, she knows preventing the portents of a dread future from coming to pass is more important than any personal glory.

THE CROW SPIRITS

These Eldar are descendants of those inhabitants of Lu'Nasad who were not aboard the Craftworld at the time of its desecration. They are aware that it was lost to the Rifts of Hecaton, and the Farseers of their faction have long predicted its return as a hideously corrupted force for destruction. Through the millennia, the Crow Spirits have dwelt within the Koronus Expanse, eliminating any whom their Farseers believed would hasten the Craftworld's return.

Over the thirty years since the Craftworld's return, the Crow Spirits have been aggressively seeking out any means to destroy it. At the same time, their vessels have travelled throughout the Expanse to destroy those who might become tainted by the home of their ancestors. It is because of this endless quest to protect the Expanse from the taint of Lu'Nasad that the faction has earned its reputation as merciless killers.

Additional information on the Crow Spirits is available in *EDGE OF THE ABYSS*.

Badb is cold and aloof. If the Explorers have previously encountered her during the adventure *Vaults of the Forgotten* (see *EDGE OF THE ABYSS*), she offers them no particular allegiance for any past interaction. However, if they are in her debt, she will attempt to parlay that into freedom for herself and her companions. She is comfortable stealing from them, but very uncomfortable assisting them and reluctant to accept their assistance. She offers the bare minimum information necessary to attempt to get her way. She believes that if the artefact can be delivered to the Crow Spirits, then disaster may be averted and all of the Eldar sacrifices justified.

INTO THE VOID

"The unholy Eldar have ways of traversing the Warp and tracking a void craft that are unknown to the Imperium. If we wish to employ stealth or surprise tactics, we must find a means to conceal our movements from them."

—Rogue Trader Bastille

This scene begins when the Explorers leave Footfall. At this time, they may be preparing to journey through the Maw back to Scintilla, or they may have chosen to investigate the Crow Spirit attack by travelling towards the Serpent's Cradle. In either case, these encounters begin as they move towards the edge of the Footfall system, before they have an opportunity to enter the Warp.

LEAVING THE PORT

As they depart Footfall, the Explorers must have some destination in mind. If they have chosen to accommodate Derleth, then they are likely heading through the Maw towards Scintilla. Alternatively, the player characters may have decided to follow up on the Crow Spirit attack by turning towards the Serpent's Cradle. Finally, some groups may have chosen to ignore Derleth's request for transit, and eliminated the Eldar intruders without a care for their motives.

For those heading towards Scintilla, Derleth attempts to oversee all of the transit preparations. He wishes to participate in the command of the vessel, from the bridge if possible. Throughout the process, he slows the Explorers down by bombarding them with questions and suggestions, and then he complains about the delays. When the characters begin the Navigation process (if the characters have chosen this path), allow them to begin the first few stages of Navigation prior to completing this scene. When the Navigator reaches the stage of Charting the Course, reveal that the Warp storms surrounding the Maw seem to be exceptionally violent. The Navigator then receives a vision. When that happens, read or paraphrase the following:

Your vision of the immaterium is abruptly obscured as a dark shadow moves across it. You hear the sounds of hundreds of thousands of wailing voices, crying out in agony, threatening to instigate a Warp storm of massive proportions. The voices come from a dark, irregular shape that approaches from the depths of the Warp. You can feel it growing closer, as a cold chill grows in your gut and the screams begin to disrupt your concentration.

Though you try to look away, you realise the shadow is a massive vessel, made up of graceful curves that are disrupted by and twisted in ways that seem to prevent you from properly focusing. You instinctively understand that this is a vision of things to come. If you are to transit the Maw, you must do so immediately, before this threat can come to fruition.

Once the vision is complete, but before the vessel enters the Warp, proceed to Awakening.

Explorers that have chosen to travel to the Serpent's Cradle are opposed by Derleth and, if she is made aware, Badb. Neither character believes that the Explorers should be involved in the Eldar's scheming. Derleth feels strongly that his return to Scintilla is far more important than the Crow Spirits' activities. Badb simply wants the Relic and her freedom so that she may return with it to her people. She feels strongly that the humans' involvement in the crisis would only further complicate matters. Though neither holds a strong bargaining position, both would attempt to dissuade the Explorers from this course of action. Badb flatly refuses to assist the Explorers in deciphering her notes or plotting a course to the Serpent's Cradle.

When the Explorers heading towards the Serpent's Cradle approach the edge of the Furibundus system, their vessel suddenly detects an Eldar craft coming off of Silent Running just 4 VUs from the ship. This vessel is the Crow Spirit Cruiser *Fate's End* (see page 72). The vessel is prepared for combat, but attempts to open communications with them first.

If they accept the contact, their display shows an Eldar dressed in flamboyant Corsair colours; not at all typical of the Crow Spirits' dress. He presents himself as Istaурmen Garadhûn. Garadhûn then explains that his people are aware that the Explorers still possess the Relic. They would like an opportunity to negotiate for it. If the Explorers agree to a discussion, he suggests that they complete their discussion somewhere more private. He then advocates a face-to-face meeting either on Footfall or in another system of the Explorers' choosing.

If the Explorers refuse the vox transmission or decline to discuss matters, then *Fate's End* attacks their vessel. The goal of the attack is to sufficiently disable the craft so that it cannot enter Warp. In addition, the Corsairs attempt a series of boarding actions. Their goal is to find and recover the Relic. If the Eldar have the opportunity, they also attempt to rescue Badb. They are less concerned about harming the Explorers, but the Crow Spirits use whatever means are at their disposal to complete their task.

When the Explorers resolve the combat, agree to enter formal negotiations, or prepare to run, proceed to Awakening.

If the characters have decided to ignore Badb and Derleth to pursue another task, then this is the last opportunity to pull them back into the plot of the adventure. Proceed to Awakening before they are able to prepare to enter the Immaterium.

AWAKENING

Just as the Explorers complete their final preparations before they enter the Warp, notify any psykers that they suddenly sense a deep keening sound. All psykers (including NPCs) should immediately make a **Difficult (-10) Willpower Test**. Use the vessel's Crew Rating to determine the Willpower of NPC psykers, including the craft's Astropathic Choir and Navigator, if applicable. All of them are aware that something aboard the ship has just released an incredibly powerful telepathic cry for help. Those who fail the test immediately gain a level of Fatigue, with an additional level for each degree of failure. The cry does not stop, but after the initial shock, no further Fatigue is inflicted.

Any characters who wish may make a **Routine (+20) Forbidden Lore (The Warp) Test**. Those who succeed are aware that entering the Immaterium with such a beacon aboard would undoubtedly attract unwanted attention. A cry of this potency is likely to penetrate the vessel's Gellar field, drawing creatures of the Warp to the vessel. This would exponentially increase the risk of any journey. Whatever the nature of the beacon, it must be silenced before they can safely attempt to travel through the Warp.

If the Explorers have already been contacted by the Crow Spirits, then Istaурmen Garadhûn immediately attempts to resume communication with them by vox. He recognises the cry as coming from the spirit stone of a powerful Eldar psyker. He demands to know what the Explorers have done to disrupt the lost artefact of his people. Depending upon how the player characters react, this may provoke an attack from the Eldar vessel, as the xenos fear that they have only moments left to recover their fallen leader's spirit stone before the humans destroy it.

Anyone with psychic abilities can easily track the source of the sound. It is simply a matter of walking the corridors of the vessel, and following the cry as it gradually becomes louder. The time required to do this depends upon where the Relic is stored and the size of the craft. However, it should take less than fifteen minutes, during which time someone may be conducting tense negotiations with a hostile Eldar craft. If none of the Explorers are psykers, an NPC psyker among the crew requests that the player characters accompany her to the source of the beacon so that they may shut it down.

At the Relic

Unless the Explorers have somehow previously dismantled the artefact from Damaris—recovered in **THE FROZEN REACHES**—its appearance is unchanged. The large casket is heavily inscribed with Imperial sigils, sacred text, and artwork that recount the triumphs of Saint Drusus. A large numeric keypad is inset on the side. Bishop Arint (see page 25 in **THE FROZEN REACHES**) previously provided the Explorers with the code to open the shutters on the casket, which permits a soothing, pale blue light to radiate from the device. The intensity of the light, however, prevents anyone from seeing past it to the casket's interior.

Now, any Explorer that approaches the casket abruptly becomes aware of a series of eight digits. If those numbers are entered into the keypad, the casket initially emits a high pitched squeal. Any characters fluent in Techna-lingua recognise the sound as a warning of system shutdown. After a few moments, several previously unseen lights on the casket flash in an asynchronous sequence. Then, the shutters on the casket open and a puff of compressed gas hisses forth from several vents around the casket's base. Unlike the known code, no light shines forth. Instead, the characters may now see a bright blue Eldar spirit stone, covered in glyphs and attached to several pieces of Imperial technology. A **Routine (+20) Tech-Use Test** enables a character to separate the spirit stone from the casket. With two or more degrees of success, the character involved realises that the casket actually contains a stasis field—a valuable artefact itself.

Farseer Anaris initiates telepathic communication using Thought Sending with the first character to touch his spirit stone. If the Explorer chooses to resist, consider Anaris to have Willpower 60 and Unnatural Willpower (x2). The Farseer attempts to quickly explain that the Expanse is in terrible danger, and requires their aid. He admits to recently sending them a dream that hinted at the horrible disaster he has foreseen.

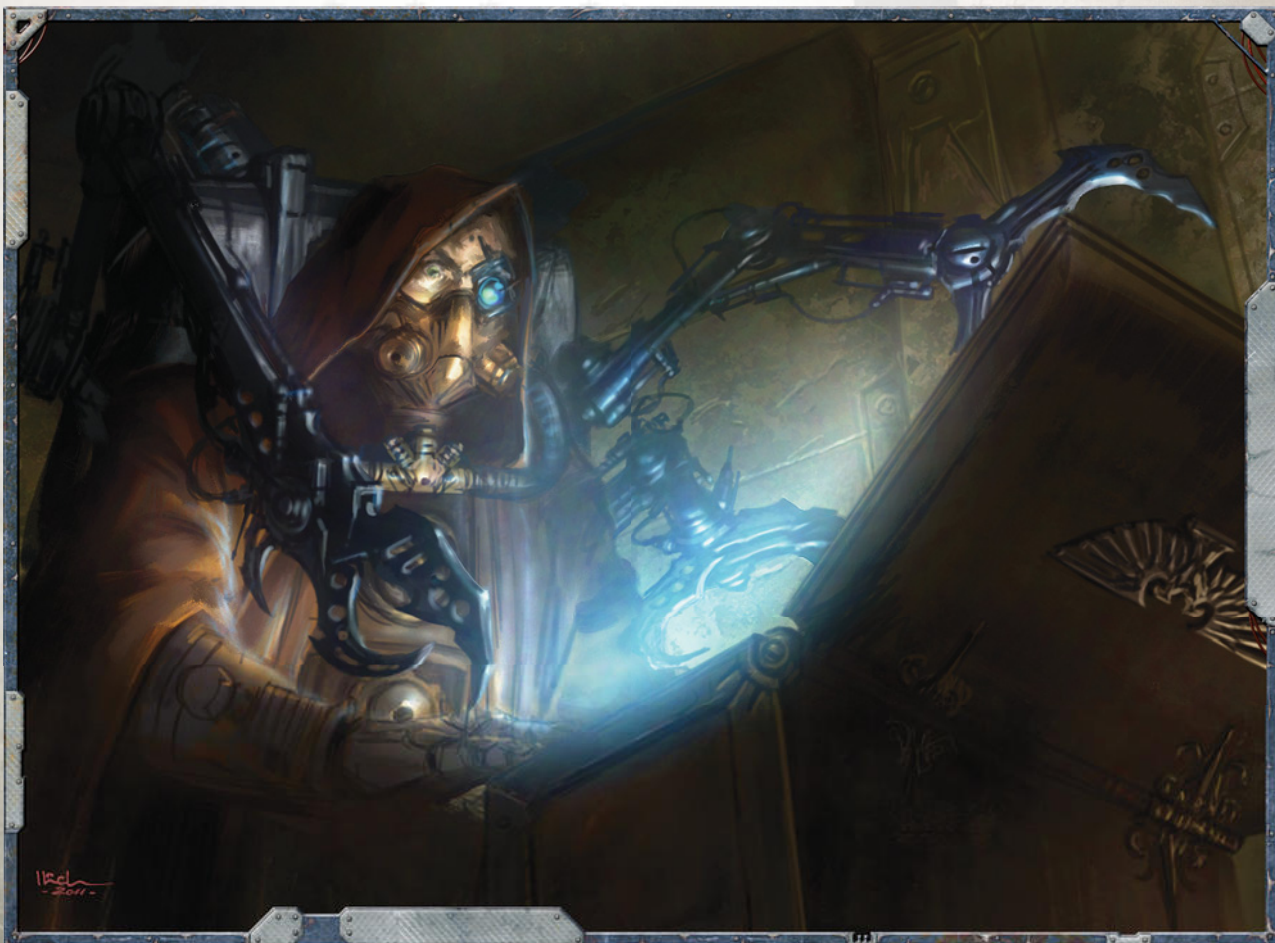
Note that Anaris is not selective in targeting his communications. He interacts freely with any of the Explorers, regardless of their psychic abilities or social standing. He needs and expects their cooperation; he trusts implicitly that they have the skills necessary to overcome the tasks at hand.

Anaris Returns

Once Anaris can effectively communicate, he attempts to negotiate with the Explorers. He explains that time has grown short, and if the crisis is to be averted, they must assist the Eldar. He quickly warns them that all sapient life within the Expanse is threatened by the impending doom. He also assures them that they will be well compensated for their efforts, and that tales of their bravery and selfless heroics will undoubtedly spread throughout the Expanse.

If Anaris is unable to establish communication with any of the Explorers, he resorts to a Puppet Master Attack. If he gains control of a player character in this fashion, he only controls the character long enough to explain the situation, prior to returning his consciousness to his spirit stone. While Anaris possesses a body, he becomes incredibly protective of his spirit stone, carrying it with him at all times. Anaris may not possess a victim for more than an hour at a time, due to his lack of physical reserves. He is reluctant to resort to such crude use of his powers, but time has grown short and he is compelled to extreme measures.

When the Explorers finally agree to talk, he identifies himself as Farseer Anaris of Lu'Nasad. He then gives them the extremely short version of Lu'Nasad's history. Essentially, Anaris just explains that the beautiful Craftworld was corrupted by the forces of the Warp after its accidental voyage into what the humans call the Rifts of Hecaton. He can also briefly answer a few questions, as a means of persuasion.



- **How are you capable of communicating with us?** *The Paths of my world were unique. We observed many ways that others of my race forbade. Our methods of preserving the soul extended beyond those used elsewhere, and I have found that these have been preserved through the ages. I mean no harm to you and yours, but come instead to beg your assistance in saving this region from the threat that my home now imposes.*
- **How did you get here?** *I knew that the time for action had arrived. When Damaris came under attack, I focused my abilities to manipulate Bishop Arint into sending my spirit stone away from that world with you. I knew that the strands of fate would require I work with you to overcome Lu'Nasad's taint.*
- **Why haven't we heard of Lu'Nasad?** *The Craftworld was lost in an age long past. Even most of my people believe it only a legend told to frighten the young. Since its recent return, none of your race could have seen it and lived to tell the tale.*
- **Why could no one tell the tale?** *Lu'Nasad is possessed by the madness of the Warp. Those who view it are irrevocably corrupted by its mere presence. Since the Craftworld's return, I have felt the echoes of its dark hunger. I know that it has already fed on populated planets. Unless I can stop it, the fates I have foreseen will come to pass. All the suns of the Expanse will fall to the Warp, and Lu'Nasad will consume or corrupt the souls of all who live with its dark ways.*
- **How will it do this?** *My world has emerged from the Rifts and now travels through this region. The Warp storms have already begun to stir in reaction to its presence. Soon they will intensify to the point that the region you call the Koronus Expanse becomes isolated from the rest of the galaxy. The forces of the Warp, those you know as Chaos, are bound to destroy or corrupt everything that dwells within. Unless you assist my people, the future I have foreseen is unavoidable. Many of the webway paths have already been severed or corrupted. We must act quickly before it can complete its task.*
- **What do you need us to do?** *I have foreseen a gathering of my people at a place you call the Serpent's Cradle. We must make haste there, for I know that without your presence any efforts to overcome Lu'Nasad shall meet in failure. Once we arrive there, the many paths I envision should begin to coalesce. The disruption of my lost world has already begun to muddle the paths that I can safely foresee.*
- **Why should we help you?** *Without your assistance, I know that the doom shall come. I do not know why your work in this matter is so vital, but for the sake of all our people, as well as the galaxy, we must work together. If you choose to forsake this path, then the deaths of millions will weigh upon your souls.*
- **What's in it for us?** *Is survival not enough? Then consider the artefacts my people have left behind. Surely those wonders are immeasurable riches to primitives like you. If more is required, then perhaps I can persuade my people to offer you some further assistance. Now is not the time to be overcome with greed. Know that you will be treated fairly and know that the fates have required you to do this for the survival of all.*

If the Explorers decide to destroy Anaris's spirit stone, the remainder of the adventure becomes decidedly more difficult. Without Anaris, the player characters have no good way to reach Lu'Nasad and resist its siren song in Act III. Even if they manage to safely reach the Craftworld—possibly using tools of Chaos for protection—they still need to secure an extraordinarily powerful Eldar spirit stone to integrate into the Craftworld's Infinity Circuit. After destroying Anaris, convincing the Crow Spirits or the Eldar of Kaelor to provide another one should be virtually impossible.

If the Explorers tell Acolyte Derleth about the Craftworld, he becomes decidedly more interested in the situation. While still reluctant to delay his voyage to Scintilla, he accepts the necessity of dealing with the greater Eldar threat. Though he will not reveal it to the Explorers, Derleth recalls that the Inquisitor Lord Kobras Aquairre was lost to the Rifts of Hecaton. He suspects that he might uncover some clues about the great man's passing by investigating the Eldar abomination. Such a find could substantially improve his standing with Inquisitor Arcturos.

COMPANY'S COMING

As the Explorers wrap up their discussion with Anaris, some members of their crew may have been doing their best to forestall the questions coming from Istaumen Garadhûn of *Fate's End*. For crews that have not yet encountered the Eldar vessel, it now arrives in response to Anaris's spirit stone escaping the stasis field. In either case, this scene focuses on the interactions between the crew of the Eldar cruiser and the Explorers.

When the spirit stone let out its keening cry, *Fate's End* immediately became aware of its presence. At that time, the vessel left Silent Running and made maximum speed towards the Explorers' vessel. As the Eldar approached, Istaumen Garadhûn, the vessel's diplomat, established contact via vox and demanded the return of the Eldar artefact. After this communication takes place, all groups that still possess the Relic should be on relatively equal footing; the Explorers have a potentially hostile Eldar vessel within weapon range and an artefact that the Eldar desperately want to recover from them.

Garadhûn is initially at a Difficult (–10) Disposition for any Interaction Skill Tests. To avert a boarding attempt, the Explorers need to improve his disposition to at least Indifferent. If they choose to bring Farseer Anaris directly into the conversation, they receive a +30 bonus to the Interaction. However, if they demonstrate that they have destroyed the spirit stone, the Explorers instead suffer a –30 to any Interaction Skill Tests.

If the Explorers offer to return Badb and any other surviving Corsairs to Garadhûn, it may play a significant role in their discussions. If none of the Corsairs are seriously injured, or if they were injured but have been well cared for, this immediately improves Garadhûn's Disposition by two degrees. If the Explorers admit to having killed Badb and her crew, but express some remorse and sympathy, and then offer to return the bodies, it improves his Disposition by one degree.

If the Explorers make light of the fact that they have just slain a squad of Eldar or speak of having destroyed their spirit stones, his Disposition worsens by one degree.

If the Explorers can calm Garadhûn, he agrees to accompany them to the Serpent's Cradle system. He explains that a meeting can be held there to discuss matters of grave import to the Koronus Expanse. The spirit stone must be present for that discussion. As Anaris seems to want the humans present as well, Garadhûn is willing to accede to the Farseer's wishes.

If the Explorers relate Anaris's story to Garadhûn, the situation changes substantially. Knowing that Farseer Anaris has spoken with them and begun to share information persuades the Istaermen to become substantially more cooperative. Though he remains wary, he explains that the Eldar already have a meeting planned to discuss an Eldar artefact that poses great danger to the entire Expanse. If the spirit of Farseer Anaris is convinced that the Explorers must be present, then the Crow Spirits are in no position to detain them. With that in mind, Garadhûn agrees to have *Fate's End* guide them to the Eldar outpost in the Serpent's Cradle. He assures them that the full story shall be presented to them once they arrive.

If Garadhûn becomes convinced that discussion is hopeless, *Fate's End* engages the Explorers' vessel in combat and initiates Hit and Run attacks and Boarding Actions. The Crow Spirits' goal is to recover the spirit stone at all costs. They are not set on killing all of the Explorers' crew or destroying their ship. Rather, they only attempt to disable it so that they have the time to recover the spirit stone.

The Crow Spirits' approach changes if they believe that the spirit stone has been destroyed. Under those circumstances, their actions are purely punitive. The Eldar make every effort to destroy the Explorers and their vessel, unless the Corsairs are so overwhelmed that flight becomes their only option for survival.

DRAMATIS PERSONAE

The following NPCs play important roles in establishing the scenes as the characters leave Footfall. Full game statistics for these characters are included in the NPC Appendix, beginning on page 58.

Farseer Anaris

Farseer Anaris was the lone survivor of Lu'Nasad's corruption. His vessel, the *Whisper of Anaris*, was the only one to successfully navigate away from the Craftworld and survive its trip out of the Rifts of Hecaton. Among his crew, only he had the willpower to resist the siren call of the treacherous Warp disruption. This kept him alive while his crewmates died, their souls transferred to the *Whisper's* spirit stones. Soon thereafter, Anaris died alone on an empty planet, overcome with sorrow for his lost world and visions of a disastrous future.

Since that time, his spirit stone was discovered by human explorers. When they discovered it, these humans chose to seal it in a stasis field, as a means of protecting their crew from the influence of the Farseer. Years later, an enterprising member of that expedition sold the casket containing the spirit stone in its stasis field to the early colonists of Damaris. When sold, the explorers wove a creative tale that the casket contained a relic of Saint Drusus and presented forged documentation as evidence of this tale.

Finally freed from the stasis field, the Farseer is extremely communicative for a being who died millennia ago. With the death of his body, most of his emotions have faded. Instead he is rationally driven to stop Lu'Nasad. He believes that his influence with the souls of his people may be enough to avert catastrophe. In the ancient past, he was granted a vision of his success, but he remembers that in his vision, he required the assistance of humans to turn the Craftworld from its unholy rampage. He is desperate for the Explorers to assist him. While he is reluctant to beg, he realizes that he held no leverage. To compensate, he resorts to flattery, dire warnings, and vague promises of glory and riches.

Istaermen Garadhûn

A Corsair of the Crow Spirits, Garadhûn serves as the Istaermen—diplomatic liaison—for *Fate's End*. Because of this, he is far more tolerant of humans and other non-Eldar races than most of his kind. Keep in mind, however, the Crow Spirits are renowned for their wanton slaughter of all non-Eldar they encounter. Garadhûn's superior is already near the limit of his patience by the time *Fate's End* encounters the Explorers. The Istaermen has managed to persuade his commander not to begin a systematic destruction of all humans within the Furibundus system. He is actively trying to lead the Explorers to say the right things to calm his commander, allowing the Eldar to establish an alliance with the player characters.

He is most concerned with recovering Anaris's spirit stone. If the Explorers actually bring Anaris into the discussion with Garadhûn, he is tremendously surprised by the ancient Farseer's presence. Otherwise, Garadhûn is driven to take whatever measures are necessary to recover the relic or to at least persuade the Explorers to accompany *Fate's End* to the Serpent's Cradle system.

Garadhûn is not the commander of the Eldar cruiser, but he is the highest ranking member of its crew with whom the Explorers may interact. As far as they are concerned, his word is final. While he does not assume a submissive stance in his dealings with the player characters, he makes every effort to be as civilised as possible in those dealings.



ROCK THE CRADLE

“An unspeakably ancient race, the Eldar hold secrets that the God-Emperor has not chosen to share with humanity. However, this knowledge has undoubtedly corrupted them in unknowable ways. They are xenos, and must be eliminated, no matter the false face they present.”

—Archbishop Godfrey Hague

This scene begins when the Explorers arrive at the Serpent’s Cradle system. Located in Winterscale’s Realm, the binary system has a dozen planets which follow an unusual helical orbit around the two ancient, blue stars. The Explorers have little opportunity to study the system. As soon as they complete their Warp transit, they are hailed by a signal from a Haven-class spire located within the system’s dense asteroid belt. Once the player characters identify themselves, the Eldar provide directions to navigate through the field and dock at the spire. From there, the Explorers need to negotiate with two Eldar factions and then deal with the arrival of a ghostly Eldar vessel.

INTO THE SNAKE PIT

When the Explorers transit into the Serpent’s Cradle system, their auspex systems detect the dense fields of asteroids, unusual gravitational fluctuations, and the distant signals of planets in their unusual orbits around the binary stars. If they are accompanied by *Fate’s End*, that vessel re-establishes communications and directs the Explorers towards the Haven-class spire. If they are travelling alone, either because they damaged *Fate’s End* or somehow convinced the Crow Spirits that their assistance was not needed, then the spire initiates contact, providing directions towards an available docking port.

As the Explorers approach, they can get their first glimpse of the spire. The space station is a massive structure, more than twelve kilometres in length. The central core of the spire is a ribbed cylinder, terminated by massive crystalline structures at either end. Six graceful arches are arrayed symmetrically around the core. These extend out more than three kilometres each. Large viewports are visible from bulbous structures along the arches and the core. The entire structure is coloured in ghostly shades of white and pale grey, interspersed with massive pale blue gemstones. A **Difficult (–10) Forbidden Lore (Xenos) Test** reveals that the spire could accommodate up to 50,000 Eldar inhabitants.

If the Explorers scan for other vessels in the system, they can identify the presence of six Eldar Frigates and two Light Cruisers either docked with or in close orbit to the station. One of the Light Cruisers shows a coloration of crimson and orange, while all of the other vessels are the same pale colours as the Spire. An **Ordinary (+0) Forbidden Lore (Xenos) Test** associates the bright colour scheme with Craftworld Kaelor.

Unless the player characters take openly aggressive actions, the Eldar remain passive throughout the journey. For many groups, however, this may work best if presented as an extremely tense situation. The Crow Spirits are renowned for their hostility towards humans. The Explorers are entering their



stronghold. While the player characters should have Anaris’s spirit stone safely secured, the Eldar have vastly superior numbers and technology at hand. It may be appropriate for the player characters to detect unusual patterns of power flows from the station and the xenos craft as they approach. These might be the hallmarks of enemy weapons and defences coming online, or they could simply be anomalous readings triggered by the system’s unusual stellar geography.

The Explorers are deliberately travelling deep into the shark’s maw. This should be an uncomfortable situation as they expect something to go horribly wrong. All the while, the Eldar are watching their every move, prepared to take whatever action is required. However, the Crow Spirits’ goal is to recover the spirit stone so that it may be put to its intended use. The Eldar do not want to risk destroying it.

If Acolyte Derleth accompanies the Explorers, he is irate by this point unless he has been told of the connection with the Rifts of Hecaton. Not only have they chosen to delay his return trip to Scintilla, they have also chosen to have dealings with the foul xenos. He attempts to do everything he can to persuade them that the only appropriate action at this stage is to attack and destroy the Eldar craft and space station. Barring that, he insists that the Explorers permit him to accompany them aboard the station so that he may accurately report their activities to the Inquisition. If Derleth is appraised of Lu’Nasad and aware of the potential connection to Aquairre, he is instead extremely obsequious to the Eldar, trying to wring every bit of information from them that he can, through excessive courtesy and flattery.

BALANCED BUT UNEQUAL

After the Explorers dock their vessel at the spire, they may disembark from their craft to enter it. The Eldar politely request that the player characters come unarmed, as these are intended to be peaceful negotiations. They also request that the Explorers bring exactly seventeen people to the meeting. The Eldar offer no explanation for this number.

Upon entering the station, the Explorers immediately notice that the structure seems unusually quiet. There are no soothing hymns of praise to the God-Emperor playing from the vessel's speakers, nor can they make out the customary sounds of an atmospheric purification system. The vessel's atmosphere smells clean, but has a sweet and slightly electric odour with which they are unfamiliar. The corridor is framed with a bone-like structure that is bright white in colour. The white material is irregularly studded with pale blue stones that range from three to thirty centimetres in diameter. The walls are a very pale grey with a faintly pearlescent finish. The corridor that the Explorers enter is five meters in width, and extends thirty meters to a set of ornately decorated double doors. There are no cross-corridors visible, nor are there any signs of inhabitants in the hallway.

When they pass through the doors, which open at their approach, the Explorers find a triangular room. It is dominated by a central table, with low, backless stools placed to accommodate nine people at each side of the table. Two groups of Eldar, each with seventeen members, stand with one behind each of the two sides, facing towards the player characters. One group wears the white and grey of the Crow Spirits, while the other wears the crimson and orange of Craftworld Kaelor. Both groups are dressed in flowing, all-concealing Eldar robes. These are highly decorated with gemstones, runic embroidery, and jewellery. A third group of Eldar, attired in shifting multi-coloured clothing, enters after the Explorers arrive—these mysterious visitors are the Harlequins (see page 64).

When the Explorers approach the seating, nine members from each group step forward, bow towards them, and take their seats. The Explorers can easily sense that their movements have a highly structured, almost ritualistic, feel. It is clear to the player characters that now would be the appropriate time to take their seats as well. A **Routine (+20) Charm Test** gives the characters some inkling of the proper etiquette involved in these discussions. On success, it becomes clear that the higher ranked members of their vessel should take the seats at the table with the highest ranking taking the central seats. The eight lowest ranking members of the group should stand, preferably silently, behind their betters. Every additional degree of success provides a +5 bonus to all of the remaining negotiations efforts. Conversely, every degree of failure inflicts a -5 penalty to their efforts.

Before the Explorers leave their vessel, Farseer Anaris requests that they bring his spirit stone to the meeting. He believes that his presence is vital for the negotiations to proceed as he has foreseen. If Acolyte Derleth has persuaded the Explorers to let him attend the meeting, he expects to take a seat at the table. If Badb or any of the other Corsairs that attacked the Explorers' vessel on Footfall are still present, they do not attend the meeting. These Eldar explain that a meeting of this sort is only for those whose presence has been foreseen.

THE SERPENT'S CRADLE

This system is fully detailed in *EDGE OF THE ABYSS*. While a crucial scene takes place in the system, penetrating the asteroid belt and dealing with the inner planets exceeds the scope of this scenario. Game Masters who have access to that volume may wish to expand upon the encounters in the Serpent's Cradle, but that is not required. Explorers who have previously visited this system may already be familiar to the Crow Spirits. If so, that may have a significant effect on the negotiations that take place. All of the details relevant to *FALLEN SUNS* are included within this volume.

Crow Spirits

Farseer Caille leads the Crow Spirits faction, taking the central seat on their side of the table. The Eldar seated adjacent to him all wear similar robes, though their ornamentations are markedly less ornate than the Farseer's. Behind the seated Eldar, the eight standing Eldar all seem to carry themselves with the swagger of martial prowess. Several of these sport tattoos, unusual hair styles, and scars reminiscent of Corsairs that the Explorers may have encountered in the past.

Any Explorer may make a **Difficult (-10) Evaluate Test** when these members are first noticed. On success, they realise that the clothing worn by these Eldar appears to be in pristine condition. With two or more degrees of success, the player characters conclude that this is because the Eldar's clothing is reserved for special occasions such as this meeting. Characters with this degree of success are able to infer from this that the Crow Spirits are out of their element in these negotiations. This is very much the case. Millennia operating apart from Craftworld society have left the Corsairs unpractised in the Eldar social arts.

For the negotiations, the Crow Spirits initial goals are quite simple. They demand the return of Badb and her fellows, Farseer Anaris's spirit stone, and any additional information the Explorers possess. In exchange, the Crow Spirits are willing to allow the Explorers to depart from Serpent's Cradle in peace.

Farseer Caille delivers these demands in as few words as possible. He is impatient to end the meeting so that his people may stop Lu'Nasad. He only agreed to the meeting to accommodate the request made by the Eldar of Craftworld Kaelor through Warlock Dhûn.

Craftworld Kaelor

Warlock Bhaine Dhûn occupies the central chair for the Eldar representing Craftworld Kaelor. While his practical experience is substantially less than Farseer Caille's, his authority is backed by the strength of a living Craftworld. This grants his word far greater power than would otherwise be suggested by the disparity between their titles. Seven of the Eldar seated in Dhûn's company also wear insignia upon their robes that suggest they have earned the rank of warlock. The eighth wears the distinctive armour of a Dire Avenger Exarch. The eight Eldar standing behind all wear crimson and orange guardian armour beneath their robes. All of these stand with perfect posture and a steady stance that suggests intense military discipline.

When the Explorers first observe the representatives from the Craftworld, they may make a **Difficult (-10) Evaluate Test**. Success indicates that their robes, while not threadbare, have been used previously. On two or more degrees of success, they can infer from this that this clothing is part of their typical garb. Characters who achieve this degree of success get the strong impression that these Eldar are far more familiar with the etiquette required by proper Eldar society. The Craftworld Eldar's actions are dictated by this code, and they can follow it as easily as they draw breath.

Warlock Dhûn is determined to have the Explorers involved in the mission to stop Lu'Nasad. He has been granted a vision that their involvement is necessary for success. He argues strongly against the Crow Spirits' demands, presenting a more reasonable and understanding approach. What he does not share is that his vision also included all of the Explorers dying horribly upon Lu'Nasad in order to stop it.

The Harlequins

A group of Eldar in bizarre, shifting, multi-coloured clothing arrives and stands silently in one corner of the room during the negotiations. Should the Explorers inquire, Warlock Dhûn explains that these are Harlequins, Eldar who are particularly opposed to Chaos (see page 64). If questioned, Dhûn may present more information from page 64 to the Explorers at the GM's discretion. According to Dhûn, the Harlequins have a special interest in seeing Lu'Nasad free of Karrad Vall's influence.

The Negotiations

The initial discussions are very much three-sided. Farseer Caille begins by bluntly presenting his demands to the Explorers. Warlock Dhûn allows the Explorers to respond but then attempts to play a conciliatory role. While Caille wants the player characters out of the picture, Dhûn needs their cooperation. The Explorers, of course, have their own expectations, which likely include some sort of personal profit.

If Anaris is present, he also attempts to enter the discussion. Once he is able to convince the Crow Spirits of his identity—through a telepathic scan of his spirit stone conducted by Farseer Caille—the Explorers receive a +30 bonus to any Interaction skill tests.

The Harlequins remain (mostly) aloof from the discussions; if directly questioned or challenged, the troupe leader states that they wish to keep Lu'Nasad out of the wrong hands. At the GM's discretion, the Harlequins may become more involved—if the negotiations become particularly tense, the Harlequins offer their support to the Explorers. This “vote of confidence” is extremely influential to the other factions and should resolve the negotiations in the Explorer's favour.

The GM should allow the discussions to proceed for several tense minutes. All three sides should offer their opinions with varied degrees of etiquette and condescension. The Crow Spirits are likely to concede to Anaris's wishes, which may result in the Harlequins offering to support the Explorers. In return, the Crow Spirits, fearing a loss of face, may offer the support of several of their Corsair frigates.

Ultimately, just as it seems that the discussion is going to be peaceably resolved or when it reaches a crucial impasse,



the negotiations end abruptly. Doors behind each of the Eldar factions open within moments of one another. Seconds later, the Explorers are notified that a new vessel has arrived at the space station as if from nowhere. the *Whisper of Anaris* has arrived.

A LOUD WHISPER

When the *Whisper* reaches the station, the Eldar of both factions take this as a critical sign. Warlock Dhûn explains that the vessel has accrued many legends, among them the fact that it could be the salvation or damnation of the fallen Craftworld. Anaris says nothing about this in the presence of the other Eldar, but encourages the Explorers to quickly return to their vessel. The negotiations cannot continue until the reasons for the *Whisper's* presence are understood. That takes some time to resolve.

Both Eldar groups politely excuse themselves, and leave the meeting room, closing the doors on their sides firmly. Farseer Anaris encourages the Explorers to leave as well. If the characters attempt to pass through those doors, they first receive a polite response from the other side of the door explaining that the presence of xenos beyond this area is prohibited. If the Explorers ignore that threat, the Eldar respond with overwhelming force in the form of Corsairs or Aspect Warriors as appropriate. Such an action would also firmly violate any trust that might have developed during the negotiations.

Once the Explorers return to their vessel, they discover that the *Whisper* is attempting to dock with their vessel, not the spire. Farseer Anaris

tries to persuade them to let it dock. He explains that he must return to the cruiser so that he can prepare it for its journey to Lu'Nasad. He also explains that he requires the Explorers to board the *Whisper* with his spirit stone as well as accompany him on the journey. If necessary, Anaris points out that the cruiser is laden with Eldar technology and that its ghostly crew answer to him. He explains that he could provide them extended access to the vessel once its task is complete.

Once they agree to at least board the vessel, Anaris is willing to answer additional questions.

- **What is this ship doing here?** *It has come to carry all of us to Lu'Nasad, so that we may prevent the Fall of Stars. Its crew are united with me in completing this task, no matter the cost.*
- **How did it know to come?** *I have been in constant contact with it since my spirit stone escaped the stasis field. It knew where I travelled and how to reach me.*
- **Where will it take us?** *There are others, servants of Chaos, who seek to gain control of Lu'Nasad. The time grows short. We have wasted enough effort trying to get the assistance of my people who have not seen the true path. We must cleanse the Craftworld before those misbegotten daemons can do more damage.*
- **How many can come?** *The ship can easily accommodate all who travel in your craft, but there would be little value in their company. The surface of Lu'Nasad is a corrupt place. My abilities allow me to shield a small number, perhaps as many as twenty. Beyond that, I expect their lives would simply be sacrificed. You saw the ruins of Chorda's Folly. You know what the Craftworld can do to those who approach it unshielded.*
- **What will we do there?** *My spirit stone and some of the stones of my fellows from The Whisper must be added to the Craftworld's Infinity Circuit. Once this is done, I have foreseen that my talents are potent enough to overcome the corrupted ones. I can exert enough control over the Craftworld to prevent it from causing further harm.*

NOTABLE PERSONS

The following NPCs play important roles in establishing the scenes within the Serpent's Cradle. Full game statistics for these characters are included in the NPC Appendix, beginning on page 58.

Farseer Caille

As one of the highest ranking members of the Crow Spirits faction, Farseer Caille is accustomed to cooperation from his underlings and has had few dealings with humanity. By Eldar standards, he is a comparatively weak psyker to have attained the title of Farseer. His visions of the future are rare and often clouded. Instead of heeding them, he follows in the traditions of his people, focusing on the destruction of all who could be affected by his ancestral home.

THE WHISPER OF ANARIS

Briefly described in the **ROGUE TRADER** Rulebook on page 358, this vessel is a ghost ship. It is legendary among all who have lived or even travelled through the Koronus Expanse. In truth, this ship is the one that enabled Farseer Anaris to escape the doom of Craftworld Lu'Nasad. The dead crew continue to pilot the ship, their spirit stones merged with its wraithbone core. This functions almost like a miniature Infinity Circuit, as the dead crew continues to attempt to fulfil its dream of either restoring Lu'Nasad, or at least mitigating the damage done by those they knew millennia ago.

Caille has heard the legends of Anaris and knows his people's tales regarding the glory that was Lu'Nasad. He is a bit awestruck to be in the presence of an ancestral hero. Alternatively, if Anaris has somehow been destroyed, he seethes with fervent anger. Either volatile extreme of mood may make him far easier for the Explorers to manipulate.

As his people lack a Craftworld, but maintain the traditions of one, the Crow Spirits are bound by ties of etiquette to defer to the Eldar of Craftworld Kaelor. Caille bristles at this fact but accepts it. Ultimately, he is likely to try to prove his devotion to the cause of stopping Lu'Nasad by exceeding any offers of assistance that Warlock Dhûn makes.

Bhaine Dhûn

If the Explorers participated in **THE FROZEN REACHES**, they may have met Warlock Dhûn prior to their attack on the Rok in the Damaris system. If so, he identifies himself and briefly offers his congratulations regarding their success at that time. He then explains that he has had further visions regarding them.

Warlock Dhûn has been privy to visions that have affected many of those from Craftworld Kaelor over the past few months. The Eldar know that the lost Craftworld, which they have known as Dresil'ach, has recently resumed its travels through the void. It must be stopped, or the stars could grow cold and fall from the void. The fates, for reasons he cannot grasp, have shown that the Explorers must aid the Eldar in their efforts to stop the damned Craftworld.

Warlock Dhûn is earnest in his stating his opinions. He knows that the Explorers are reluctant to be involved in this matter. He is willing to stake Craftworld Kaelor's gratitude and to offer the services of at least two units of Dire Avengers to assist in the matter. Sadly, the signs have shown that any greater involvement from his people would doom the mission to failure.



BOARDING THE WHISPER

“The Eldar have aeons of knowledge that the God-Emperor directs us to uncover. Never pass up an opportunity to seize their records or pass their artefacts on to the Adeptus Mechanicus.”

—Inquisitor Marr

When the *Whisper of Anaris* establishes a docking seal with the Explorers’ vessel, this scene begins. The player characters may first explore the craft and interact with the spirits of its crew. They soon discover that the vessel is devoted to working with them to stop Lu’Nasad’s return. However, the millennia have not been kind to the vessel. It requires repairs before it can track down Lu’Nasad’s previous location. These repairs make use of an artefact that the Explorers have at hand. Once complete, the Explorers soon discover Lu’Nasad’s current destination: Footfall.

A FIRST GLIMPSE

Unless the Explorers attempt to prevent it, the *Whisper* smoothly docks with an available airlock on their craft. Routine checks for atmosphere and hostile conditions quickly reveal that the vessel maintains a stable atmosphere that is perfectly safe for humans. When they enter the vessel, the Explorers discover that the atmosphere has aromas similar to those found upon the Crow Spirits’ spire.

The interior passages of the vessel are made of the same pearlescent grey material as the spire. The lighting here is dimmer, however, and the wraithbone core of the vessel flickers with electric flashes of pale blue light. If Anaris accompanies them, his spirit stone’s light cools and pulses faintly as it is carried through the craft. An **Easy (+30) Psyniscience Test** reveals that Anaris is communing with the vessel telepathically. Psykers who obtained two or more degrees of success can detect that the stone seems to be more peaceful and relaxed than they have previously seen it.

After a few moments, Anaris summarises the vessel’s capabilities (see page 67) and then explains that it is well-suited to their mission of tracking Lu’Nasad. He offers the characters the option to tour the vessel, but explains that he must make haste to the bridge. Time is already running short. He must begin preparations for the journey to his lost home.

Upon the bridge, which is filled with delicate crystalline and wraithbone structures, Anaris directs the Explorers towards a workstation dominated by an unlit crystal. After a few moments, he explains that this structure provided the *Whisper* with a link to Lu’Nasad. The link must have been severed when the Craftworld was corrupted by the Rifts of Hecaton. Anyone may make an **Arduous (–40) Forbidden Lore (Xenos) Test** to confirm the truth of his statements. Until some sort of replacement component is installed, the vessel is incapable of tracking Lu’Nasad.

Moments later, several alarms sound on the bridge. Anaris, or anyone capable of deciphering the Eldar runes, can tell that two Eldar shuttles are both attempting to enter the cruiser’s landing bay. One shows sigils of Craftworld Kaelor; the other those of the Crow Spirits.

WHY USE THE WHISPER?

If the GM wishes, he can allow the Explorers to use their own vessel rather than the *Whisper of Anaris*. However, there are many good reasons to use the *Whisper* instead, as presented below:

- The Explorers may never have another opportunity to board and operate one of the Eldar’s mysterious “ghost ships.”
- The firepower of Lu’Nasad is formidable, and a non-Eldar vessel is likely to be blown apart by the Craftworld’s defences. Pulsar lances are not to be easily discounted!
- Lastly, the presence of the corrupted Craftworld has been known to drive insane entire planetary populations; whilst the Gellar field of a voidship may provide some protection for the crew within, it is still true that a human vessel would be highly vulnerable should any lucky hit take the Gellar field offline, possibly slaying each and every crewman in gruesome fashion or leaving the ship a flying asylum stuffed with homicidal madmen.

As described in this adventure, the spirit of the Farseer Anaris and the unique nature of the *Whisper* provide a little-understood protection against the effects of the Craftworld’s presence, making it an ideal option for approaching Lu’Nasad and accomplishing the mission.

If the Explorers investigate, they discover that the Craftworld shuttle is crewed by five Harlequins who attended the council meeting. The Crow Spirits craft includes six Corsairs, led by Badb Ra, if she is still alive and not already with the Explorers. If Badb is dead, substitute a similar leader for the group. If she is with the player characters already, the Corsairs report to her. All of these Eldar are here with the express intent of assisting the *Whisper* and the Explorers in the mission of finding and stopping Lu’Nasad.

THE MISSING PIECE

Farseer Anaris explains that they need access to a device that has melded with Lu’Nasad since its corruption in order to be able to home in on it. As he parted ways with the Craftworld before it became corrupted, he no longer has a link to its Infinity Circuit. He is unfamiliar with any resources that might be used as an acceptable substitute.

Identifying the correct component is best resolved as a Taxing Exploration Challenge. The characters would need to use Forbidden Lore (Xenos) or Common Lore (The Koronus Expanse) to identify appropriate artefacts. Once an appropriate artefact is identified—such as the core cogitator recovered from Karrad Vall’s stronghold (see **CITADEL OF SKULLS**)—they would need to identify a device that could be used to interface Imperial technology with Eldar. This could fall under Forbidden Lore (Adeptus Mechanicus, Archeotech, or Xenos) or Scholastic Lore (Legend) to recall such an artefact—such as the casket that contained Anaris’s

REPLACEMENT PARTS

This scene requires that the Explorers have the core cogitator from Karrad Vall's stronghold, which they may have recovered in **CITADEL OF SKULLS**. If they did not participate in that adventure or did not recover the core cogitator in their game play, here are a few possible alternative solutions:

- If the Explorers have played through **VAULTS OF THE FORGOTTEN** from **THE EDGE OF THE ABYSS**, they may have recovered the Hollow Atlas artefact. If so, this device is another component closely linked to Lu'Nasad. It may be installed on **THE WHISPER** to track the corrupted Craftworld.
- Karrad Vall is actively seeking Lu'Nasad at this time. He has assembled a fleet to use in his mission to gain control over the Craftworld. Consequently, Iniquity's defences may be withdrawn. If the Explorers have heard rumours of the core cogitator, they may take this opportunity to attempt to steal it from the Chaos warlord's stronghold. Playing through this approach may require the Game Master to review **CITADEL OF SKULLS** for setting information.
- If the Explorers have previously played through a scenario where they dealt with salvaging a derelict vessel, they might have some salvaged navigational components aboard. It could be that one of these components had previously been exposed to Lu'Nasad, allowing it to fulfil the necessary role for the *Whisper of Anaris*.
- The machine spirits from some of the communications or survey devices on Chorda's Folly may have established a brief connection with the corrupt Craftworld. If the Explorers are already familiar with the incident on that planet, they might travel there to attempt to recover them from the ghost world.
- The Crow Spirits may possess a vessel that has encountered Lu'Nasad in the millennia since their separation. It could be that a necessary part could be salvaged from a badly damaged craft.

spirit stone. Finally, the Explorers would need to undergo the complex task of interfacing the device, using the casket, with the Eldar vessel. This should be resolved as a series of Tech-Use Tests. It is important to note that the device does not need to be permanently installed aboard the Eldar vessel; in the case of the core cogitator from the *Gaunt Triumph*, for example, all that is needed is for Anaris to be brought close to the device in order to gain the information he needs.

Unless the Explorers have prevented the Eldar of the other factions from boarding the vessel, these xenos offer to assist with the installation. Unfortunately, neither faction has access to any devices that can either interface with Imperial gear or that have been in contact with Lu'Nasad.

THAT'S OUR HOME!

Game Masters who wish to personalise the adventure may choose to have Lu'Nasad pass through a system where the Explorers have significant holdings as well. This requires substantial revision to Act II, but may offer significant rewards for tying it into another developing storyline.

TRACKING THE DESTROYER

As soon as the cobbled together tracking system is activated, it quickly homes in on Lu'Nasad's currently location. Translating the location presented on the archaic map into something meaningful to the Explorers requires a **Hard (-20) Navigation (Warp) Test**. Success indicates that the Craftworld appears to be on a course directly for the Maw. With two degrees of success, the Explorers realise that its current course takes it directly through the Furibundus system. Unless it is stopped before it reaches the station, its voyage will likely have disastrous implications for Footfall.

As the Explorers prepare to depart the Serpent's Cradle aboard the *Whisper of Anaris*, some or all may be very concerned about their own vessel. At this time, they need to decide if they travel to Furibundus aboard the *Whisper*, or on their own vessel. Anaris pushes for them to take the Eldar craft, explaining that he can only defend a limited number of people from the Craftworld's influence. If the Explorers were to take their own craft, most of the crew would likely die or be driven insane by Lu'Nasad's influence. Anaris also points out that the *Whisper* can use the webway to reach Footfall much more quickly than an Imperial vessel. If the Explorers were to travel separately, the two vessels would likely arrive weeks apart.

The Explorers must decide if they are willing to accept these risks, or if they would be better served by having their vessel play an alternative role. Possibilities include going for reinforcements, delivering Derleth to Scintilla to update the Inquisition about the Craftworld threat, or working towards a completely unrelated endeavour. More cautious characters might wish to have their vessel shadow the *Whisper* at a distance. In this way, it could play a supportive role if needed.



ACT II: BLOCKADE RUNNERS

"Vigilance is the price of survival. Only by remaining ever open to the subtle signs of the God-Emperor can we hope to fulfil our duties to him."

—Bishop Alistair Corben

After the Explorers discover that Lu'Nasad is in transit towards Furibundus, they must make haste to try and stop it from destroying that system and sealing the Maw. Upon their arrival, they discover that another group is also interested in the Craftworld—the Chaos forces of Karrad Vall. In order to deliver Farseer Anaris's spirit stone to the Craftworld, the player characters must first discover a way to avoid or eliminate Vall's blockade. Only after overcoming that obstacle can the Explorers hope to reach the Craftworld's surface.

BACK TO FOOTFALL

"No one could ever really attack Footfall. Its inhabitants would just flee and rebuild. The community is too disorganised for a fleet to even properly attack it. Threatening it would require a cataclysmic event. Something that could destroy the whole Furibundus system."

—Commodore Montgomery Hazzard

The Explorers must return to Footfall in haste, hoping to arrive before the corrupted Craftworld can destroy it, along with their contacts and any holdings they might have in Furibundus. This Act begins with their arrival in the system, and their discovery of what has happened during the few weeks they were gone. A fleet of Chaos Reavers has already arrived in the system, in preparation for Lu'Nasad's arrival. Since the Reavers entered the system, these corrupted vessels have engaged and damaged several Imperial craft. After the Explorers have an opportunity to communicate with the defenders and identify the Chaos forces, Lu'Nasad arrives.

A SWIFT RETURN

Travelling aboard the *Whisper of Anaris* is unlike any journey the Explorers have previously undertaken. Aside from the fact that the craft is of xenos design, the vessel is crewed entirely by the souls of the dead. If the xenos architecture were not enough to unsettle them, the silence from the vessel's climate systems and lack of a living crew are also disturbing to those who are used to Imperial technology. Further, the vessel does not even smell right; none of the familiar aromas of incense or sacred unguents are present. Finally, the xenos craft travels through the Warp using the webway, without the aid of a Navigator blessed by the God-Emperor.

As the crew are dead, and the vessel has travelled in isolation for millennia, there are also no foodstuffs or other amenities that remain functional aboard. Hopefully, the Explorers brought basic survival supplies with them. Otherwise, they need to share what the Craftworld and Corsair Eldar brought on their shuttles.

Some basic systems have also failed and been neglected since the last of the crew members died. The Explorers can keep busy exploring the vessel and identifying and repairing or salvaging these systems. The Eldar are offended by any scavenging, but in the interests of their mission do not take any hostile actions against the Explorers at this time.

Characters who are focused on identifying salvage that they might recover after the mission is complete may first make a **Difficult (-10) Forbidden Lore (Xenos) Test** to identify the nature of a potential salvage item. Once that is accomplished a character may make a **Hard (-20) Evaluate Test** to attempt to discern its value on the cold trade market. Every degree of success on the Forbidden Lore test adds a +5 bonus to the Evaluate test.

Over time, the various unsettling factors begin to weigh on the minds of the Explorers. Those who are lifelong voidfarers are the most bothered by this, but the xenos nature of the craft begins to wear on everyone. Just before the vessel reaches the Furibundus system, all of the humans must make a **Frightening (-10) Fear Test**. This reflects the nervous tension and stress that has built unendingly through the journey.

Ultimately, because the *Whisper* travels the webway, the transit time to Furibundus is unexpectedly brief. Rather than the two weeks it took to reach Serpent's Cradle, the return journey takes less than three days relative time. Of course, such a rapid transit means that they have likely left their personal craft days behind them. When they emerge in Furibundus, they discover that the situation around Footfall has changed dramatically.

SETTING THE TABLE

When the Explorers reach Furibundus, they find that it has become a warzone. A fleet of Chaos vessels are already in the system, and the wreckage of several transports and frigates may be detected between the fleet and Footfall. Many vessels, including some that the Explorers might have thought were derelicts, are fleeing on headings away from the station. Virtually any craft capable of travelling through the void has already begun to escape the threat that the Chaos fleet represents. Read aloud or paraphrase the following:

The space around the station is filled with the slow dance of the opening movements of a naval battle, three large contacts appear in formation each with a pair of smaller destroyer sized contacts operating as a roving escort to screen the slower vessels. Opposing the Chaos ships are a trio of Imperial vessels, a pair of light cruisers prowl for an opening in the enemies line while a larger full sized cruiser manoeuvres to bear. Around the burgeoning conflict lesser vessels scurry away to clear the slowly resolving fire corridors.

If the Explorers have some means of detecting vox or astropathic communications on standard Imperial channels, they can quickly begin to decipher the current situation. With the appropriate communications gear, they might also get in touch with any contacts that they have within Footfall. Friendly associates on the station are all too happy to trade information for a promise of immediate transit out of the system. Of course, more resourceful contacts may have already successfully fled from Footfall. Some may even have already entered the Maw, as they try to make their way back to the relative safety of Imperial space.

Using the *Whisper of Anaris*'s alien sensor systems or other means, the Explorers can easily surmise the following information:

- There are at least twenty Chaos vessels near Footfall currently. However, roughly half of these ships are currently in the system's outer reaches or involved in pursuit of the fleeing vessels from Footfall.
- Of the ships that are in position to attack, six of these can be classified as small raiders.
- Three are substantially larger, and fall into the heavy raider range.
- One, much larger vessel is either a heavy cruiser or possibly a small battlecruiser. The Explorers can easily infer that this vessel is most likely Karrad Vall's flagship.
- There are two Imperial light cruisers and a single Imperial cruiser in defensive postures near Footfall.



The GM should feel free to modify the number of ships in this encounter based on the abilities and resources of the Explorers.

If the Explorers attempt to establish contact with Footfall's defenders, they are immediately placed in touch with Lord-Captain Sylvia Locke. She has hastily worked out an alliance of defence with the two Rogue Traders who were in system at the time. Working with the Rogue Traders, Locke has already browbeaten several mercantile and smaller defensive craft to assist them in defending Footfall against an all out attack by the forces of Chaos.

HAVE WE MET?

If the Explorers have played through **THE FROZEN REACHES**, they have undoubtedly encountered Captain Locke previously. Depending upon the outcome of that scenario, she may have been killed, may be ready to kill the Explorers, or may be deeply in their debt. Her vessel, *The Aegis*, might also have been destroyed. Game Masters need to adjust this scene as appropriate based upon such prior interactions.

For some Game Masters, the simplest solution might be to substitute an alternative Imperial Officer and light cruiser. This could expedite the task of establishing a working relationship between the Captain and the Explorers. For others, the tale of how Locke was assigned command of another vessel and then stationed with the improbable duty of defending Footfall might be well worth recounting. In either case, Locke is intended to be an asset for the Explorers as they face overwhelming odds rather than an additional complication.

Locke's disposition towards the Explorers begins at Disdainful. However, if the Explorers have interacted with Locke before (such as in **THE FROZEN REACHES**), she begins at Favourable (if the Explorers did well interacting with her in the previous encounter) or Indifferent (if not). If the siege of Damaris went particularly badly, Locke begins at Contemptful (–20). The Explorers may use Interaction Skills (see page 293 in the **ROGUE TRADER** Rulebook) to improve her Disposition. If Locke reaches the Favourable or better Disposition, she gives the Explorers the benefit of her long experience as an Imperial Navy Captain and provides them with tactical advice that grants them all a +10 bonus on Command Tests for the rest of Act II.

The presence of the Explorers aboard an alien vessel (the *Whisper of Anaris*) would normally cause any Imperial Navy Captain—even in such a perilous position—to assume the Explorers were, in fact, traitors or heretics. However, Captain Locke is an unusually flexible-minded officer of the Imperial Navy, and she is willing to look beyond the presence of the xenos vessel. The situation does not make Locke trust the Explorers, nor does she instantly ask them to join her in the defence of Footfall, but neither will she immediately order her ships to open fire. It should be clear to the Explorers that they need to contact Captain Locke and explain themselves as quickly as possible to avoid any misunderstandings.

ROGUE TRADER FECKWARD

Explorers who have spent a substantial time in Footfall, including playing through **LURE OF THE EXPANSE**, may have had previous dealings with Krawkin Feckward. If so, it is very possible that he has betrayed them in the past. Anyone who succeeds at an **Ordinary (+10) Common Knowledge (Koronus Expanse) Test** recognises the name and is familiar with his reputation.

Feckward has a reputation as a notorious thief and backstabber. Unless the Explorers have previously seen Feckward die, it is appropriate to try to include him. As he has little opportunity to turn traitor in this situation, the Explorers should be left feeling uncertain in regards to exactly what they can expect from him.

Since their last meeting, Feckward has substantially upgraded his vessel. This might even be due to the Explorers having destroyed *Chains of Dusk* in a previous conflict. In any case, his current vessel is the light cruiser *Freedom's Price*.

If asked, Locke identifies the two Rogue Traders as Krawkin Feckward and Naj Amardi. She explains that both are acting in defence of their holdings on Footfall. While she won't say it bluntly over the communicators, her tone and word choice indicate that she does not fully trust either of them. Locke then explains that the pair controlled the largest vessels that did not immediately flee when the Chaos fleet arrived.

As these discussions take place, the Explorers receive a steady stream of additional communication requests. All communications frequencies are virtually flooded with messages from Footfall's residents trying to escape the system as war approaches. The people behind these messages are frantic and desperate. Some have already fled from Footfall aboard vessels that are not only incapable of Warp travel, but also poorly equipped for an extended time in the void. Some of the refugees might die of suffocation or starvation once their craft's fuel runs out, long before they could hope to reach another system. For these victims, their means of escape merely substitutes a slow death for a quick one.

Tens of thousands of these frantic humans have boarded the derelicts, intrasystem craft, and shuttles. However, even with many of these craft stuffed to capacity, there remain far more who are stranded aboard the structures that make up Footfall station and the ancillary stations around it. None of these constructs are capable of surviving a concerted attack by the Chaos vessels. While most have basic defences, and many have some armaments, the entire complex is still horribly outgunned by the fleet. Further, most of these weapons lack a trained crew and there are no good communications or command structure for them to coordinate their defence.

The cries for help become increasingly desperate and steady, particularly if the Explorers give any indication that they are sympathetic and capable of offering assistance. The refugees offer anything they possess—and many things they do not—as payment for transit away from the battle zone. This may have a very strong pull upon characters who are

motivated by greed. However, the *Whisper's* tracking systems indicate that Lu'Nasad should arrive in the system shortly. There simply is not enough time, even using the webway, for the Explorers to accept passengers and ferry them out of system before disaster strikes. Particularly greedy or selfless groups of Explorers might choose to use their own craft, if it has somehow already arrived in system, to ferry refugees to safety, while they take the *Whisper* into combat.

With few Imperial craft and their own starship likely days behind, the player characters may be trying to determine if any reinforcements are available. There are actually two human outposts within the Furibundus system. Other than Footfall, the Adeptus Mechanicus have Altar-Templum-Calixis-Ext-17, located in a very tight orbit around the system's star. While the Tech-Priest outpost is exceptionally well defended, it has little offensive capabilities. At this time, the only way that the Explorers could garner assistance from the outpost would be if they could somehow drive the Chaos fleet into range of the fortress-temple's armaments. Prior to attempting such a task, the player characters would first need to establish communications with the Adeptus Mechanicus, who are notoriously incommunicative.

Unless the Explorers have previously developed additional assets in Footfall, there are no other reinforcements at hand. Consequently, their only functional option for support is to ally with the forces that Captain Locke has assembled. As little time remains before Craftworld Lu'Nasad is due to arrive, the player characters cannot simply leave the system to recruit additional forces. By the time they could return, defence of the system would be moot.

The Explorers may also want to take care to not draw the attention of Vall's fleet. While the *Whisper* is certainly a combat capable vessel, Vall's combined fleet badly outnumberes and outguns it. An **Easy (+30) Common Lore (War) Test** reveals that if they were forced into a straight up battle, the player characters would be unlikely to survive. To mitigate the threat, the Explorers need to keep the *Whisper's* holo-fields engaged and may wish to remain on Silent Running for as long as possible. They must choose between communicating with Captain Locke's forces via vox communications that could be intercepted or travelling closer to Footfall where Vall's forces could detect the *Whisper of Anaris*.

HURRIED MEETINGS

The Explorers most likely wish to coordinate their defensive efforts with Lord-Captain Locke. She has already established a degree of control over Footfall and the armed vessels near the station. Given Footfall's inherent lack of structure, her command is hardly up to Imperial military standards. She is essentially making do with the limited communications capabilities and a combat force that lacks any sort of standardised structure or discipline. Given these restrictions, her chances of successfully defending the station from a larger and better-equipped force are slim. Barring extensive resources of their own, Locke's small fleet represents the most potent mobile allies that the Explorers can access.

If the player characters do not propose a meeting to discuss the defence, Locke suggests that a meeting would be in their mutual best interest. However, she is not willing to conduct such a meeting over vox, especially as their Eldar vessel lacks the equipment to make certain that the communications are up to standard Adeptus Mechanicus security protocols. She is strongly in favour of a brief face-to-face meeting. She believes that their presence, along with evidence of their xenos craft, might go a long way to improve the loyalty of some of their reluctant allies. After all, working with the Explorers, Locke successfully defended Damaris against a vastly superior foe. Surely their unexpected aid can be leveraged as a sign of the God-Emperor's favour.

Conversely, the Explorers may be unwilling to take the time to travel to Footfall. An **Easy (+30) Command Test** reveals that doing so increases the chances that Chaos forces would detect the *Whisper's* presence in the system. Two or more degrees of success also identifies that aside from running the risk of an attack, it would also cost them any potential element of surprise. This leaves them the alternative option of taking one of the Eldar shuttles from the docking bays to the station. While that significantly decreases their risk, it also has the potential to leave them hours away from the *Whisper* when Craftworld Lu'Nasad arrives.

If privy to these discussions, any of the Eldar or Anaris can offer an alternative suggestion. The webway in Footfall is relatively stable and well mapped. They offer to guide the player characters through the webway to the station. In this way they can accomplish the journey in a matter of minutes rather than hours and avoid any risk of exposure. Of course, Explorers who have a pathological distrust of the Eldar may be extremely reluctant to follow these xenos. In this instance, the offer is genuine and their safest approach. However, persuading the Explorers of this fact may not be possible.

If the Explorers are not familiar with the notion of travelling the webway outside of a vessel, Anaris or another Eldar offers a brief explanation (see The Webway sidebar). Otherwise, the Eldar explain that a gateway to the webway is maintained within the *Whisper*. They may use that gateway to lead a small party from the cruiser onto a secluded portion of Footfall station. The trip should only take a few minutes. The station has a connection to the webway, although the nature and origin of such a connection is a mystery—Anaris knows only that it exists, and believes it may have been arranged secretly during Footfall's founding. With Eldar assistance, the characters can easily use this short webway path to safely travel between the *Whisper* and Footfall, up until Lu'Nasad arrives and begins to influence the local webway.

Once they arrive at a meeting, no matter their means of travel, Captain Locke wishes to discuss their strategy and goals. In order to get her full cooperation, the Explorers probably need to explain the full situation. Locke is not aware of Craftworld Lu'Nasad, and she is only willing to immediately take their story at face value because of their prior history.

Others attending the meeting—including representatives of Footfall's factions and the two Rogue Traders present—are even more sceptical. The Explorers must at least convince Locke of the veracity of their claims so that she can maintain control

THE WEBWAY

A labyrinth that exists between the material dimension and the Warp, the webway is part of both and yet not wholly in either. Its pathways lead to the Craftworlds, to the surface of the verdant worlds of the Exodites and to untold thousands of other places throughout the galaxy. Though the webway still connects many Eldar planets and Craftworlds to one another, the baleful energies of the Fall have ruptured its hyperspatial pathways in countless places. Amongst the webway's shattered and treacherous tendrils there are many byways, dead ends, and mazes that can entrap the unwary. Some lead to places long since abandoned or destroyed, or else inhabited by the daemons of the Warp. These doors are sealed with runes of power, lest unknown horrors gain access to the Craftworlds or some unwary traveller unwittingly open a doorway and be sucked into Warp space.

over the vessels in her makeshift defence. If the GM wishes, he may have the Explorers arrive at the end of a briefing given by Captain Locke, in which she ends by describing an unusual disquiet in the warp noted by her Navigator that is seemingly not associated with the Chaos fleet. This is a perfect time for the Explorers to explain the looming threat of Lu'Nasad.

The Explorers may have a variety of different approaches to the upcoming battle. They may wish to use Locke's forces to distract Vall's fleet so that they can more easily take the *Whisper of Anaris* around them towards Lu'Nasad. Alternatively, the Explorers might prefer to save the cruisers as emergency reserves, for in case things get out of hand. Other possibilities exist as well. In all cases, Lord-Captain Locke reluctantly allows herself to be swayed to follow the plan that the Explorers present. She may make suggestions of how to take best advantage of her resources, but she does not override their directives. In addition, Locke supports the Explorers in any negotiations with other members of the defensive fleet she has assembled.

The other Rogue Traders—Feckward and Amardi—are far more confrontational in the meetings. While they are defending their resources, both still expect some sort of compensation for their efforts. In fact, the two specifically want a share of any technology that the Explorers manage to recover from Lu'Nasad and the *Whisper of Anaris*. The Explorers should use Interactions Skill Tests to resolve this conflict of interest.

During these discussions, Anaris points out that just as he used the webway to travel to Footfall; he believes he could also use the webway to transport the Explorers aboard the Craftworld. He explains that this might provide an approach that prevents a battle with the Chaos fleet. However, he then clarifies that Craftworld Lu'Nasad has been severed from the webway. They would need to travel down a broken webway tendril that has been corrupted by the same forces that have affected the Craftworld. These paths would be incredibly dangerous to tread. While he believes he could protect them from the deadly corruption, creatures of the Warp surely lay in wait along the way. The Explorers would need to be prepared for a physical confrontation.



ENTER LU'NASAD

Once a plan has been assembled, or if the planning seems to have stalled, Craftworld Lu'Nasad emerges on the edge of the Furibundus system. The corrupted Craftworld enters the system from high above the ecliptic, travelling at a tremendous velocity. The moment it emerges in the system, every psyker can immediately sense its presence. The desperate cries of millions of mental voices trapped in endless torment swiftly extend throughout the system, leaving the Warp in the region tremendously unstable.

From the instant Craftworld Lu'Nasad enters the system, Warp travel is unreasonably dangerous. Navigators must make a **Hellish (-60) Awareness Test** in order to determine the location of the Astronomican. Further, if they attempt to translate into the Warp, any rolls on the Warp Travel Encounters (see page 186 in the **ROGUE TRADER** Rulebook) suffer a -60 penalty.

A **Challenging (+0) Navigation (Stellar) Test** reveals that Craftworld Lu'Nasad is on a course to pass very closely past the system's star. Note that this also takes the Eldar construct very close to Altar-Templum-Calixis-Ext-17. If the Explorers have not had any dealings with these agents of the Adeptus Mechanicus, this may present a strong reason to bring that faction into the negotiations. However, by the time this information is available, it may be far too late for further discussion. The Craftworld will pass within the orbit of the Adeptus Mechanicus station in less than twenty-five hours.

NOTABLE PERSONS

The following NPCs play important roles in establishing the scenes when the Explorers return to Footfall. Full game statistics for these characters are included in the NPC Appendix, beginning on page 58.

Lord-Captain Sylvia Locke

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 and earned her a cruiser command.

Locke consistently disobeyed orders in small ways that allowed her to put the needs of Imperial 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. After a savage battle with an Eldar task force, Locke was forced to abandon her cruiser, which was subsequently destroyed. 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.

Recently, she served valiantly during the invasion of Damaris by a massive Ork horde. It was her coordination efforts that provided the hastily assembled fleet the means to work together against the numerically superior opposition forces. While those efforts were technically in violation of her orders, the successes she achieved did not go unnoticed. The *Aegis* was reassigned to a seemingly quiet duty patrolling the Furibundus region while the Admiralty decided how to deal with her.

Rogue Trader Krawkin Feckward

Many consider Feckward's holding of a Warrant of Trade to be extremely dubious in and of itself, for his lineage is highly questionable, and many consider him nothing more than a criminal overlord. The fortunes of the Feckward line are built upon the twin and equally despicable cold and slave trades. Over the decades of his rule of the line, Krawkin Feckward has led many expeditions to locate new sources of both xenos artefacts and slaves, bringing examples of his wares into the courts of Imperial Commanders across the Calixis Sector and beyond.

Feckward has broken countless laws in his dealings, and it is only his Warrant of Trade that keeps him from prosecution. He continues to remain just distant enough from heresy to avoid the ire of the Inquisition. He is only involved in the defence of Footfall because of a coincidence that he considers awkward.

One of Rogue Trader Feckward's contacts provided a cargo of 30,000 slaves, and is waiting for him to accept delivery on Footfall. When Lord-Captain Locke discovered this, the *Aegis* powered up its lances and demanded that Feckward use the expansive slave holds on *Freedom's Price* to aid refugees in escaping the station rather than loading his cargo. As Locke would likely prevent him from selling those refugees as slaves within Imperial space, Feckward is cooperating until he has an opportunity to recover his cargo. Of course, if the refugees are killed during the combat, the Rogue Trader is likely to have little sympathy for them.

Rogue Trader Naj Amardi

Naj is the twelfth person to hold the Warrant of Trade for House Amardi, which was issued less than a century ago. The House has holdings in the Scintilla Sector and has made inroads on several worlds of the Koronus Expanse. However, their Rogue Traders have had an astronomical mortality rate, and almost all have died under improbable circumstances. After holding his Warrant for six years, Naj Amardi became the most experienced Rogue Trader in his House for twenty-five years. In that time, he is the seventh person to inherit the Warrant.

A committed expansionist of the Imperium, in his brief time as the Warrant Holder, Naj has focused his House's efforts on establishing human colonies within the Expanse. All three of the colonies he has sponsored were on worlds occupied by xenos. In each case, he has deliberately conducted genocide to cleanse the planets of xenos taint prior to bringing in colonists.

Rogue Trader Amardi is enthusiastic about any opportunities to kill heretics and xenos. His primary concern during negotiations regards the xenos technology that the Explorers are using. He fears that such equipment could taint the purity of their mission. Such a taint might cause the God-Emperor to look upon their works with disdain, dooming them to failure.

THE DIRECT APPROACH

"Fire all weapons, launch torpedoes, and get those fighters into the void. We'll see the God-Emperor before this day is through, but he'll mete judgement on these xenos first."

—Commodore Able Squires at the Battle of Port Wander

This scene is for Game Masters with groups of Explorers who have chosen to travel through physical space to reach Craftworld Lu'Nasad. These Explorers must find a way to bypass the Chaos fleet. They may choose to carefully tread a narrow path, directly assault elements of the fleet, or to use Captain Locke's forces as a distraction. Whatever their mechanism, the journey involves a combination of stealth and bold starship combat.

Lu'Nasad has entered the Furibundus system from a position high—more than 500 VUs—above the system ecliptic. It is travelling at a velocity of 5 VUs. Its current flight path is heading directly towards the star. An **Ordinary (+10) Navigation (Stellar) Test** reveals that the Craftworld is likely to use the star's gravity to slingshot through the system towards the Maw. As it passes the star, Altar-Templum-Calixis-Ext-17 is virtually certain to come within range of the Craftworld's psychic effects. Once it leaves the star's vicinity, the Craftworld's trajectory should pass close enough to Footfall to also inflict its psychic attack upon the station.

The vessels of the Chaos fleet are initially arrayed between Footfall and Furibundus. When Craftworld Lu'Nasad's begins its motion towards the star, Vall's flagship splits off from the remaining Chaos vessels. An **Ordinary (+10) Navigation (Stellar) Test** suggests that the heavy cruiser is following an intercept path that should reach the Craftworld shortly before it enters its orbit of Furibundus. The remaining fleet elements move to establish a blockade between Footfall and the Craftworld's path.

THE OPPOSITION

If the Explorers have chosen to directly engage their enemies in combat, they face two discrete forces. Karrad Vall's fleet represents the first element. His forces are focused upon reaching Lu'Nasad so that Vall may lead a party to gain control of it. In doing so, the Chaos vessels also attempt to prevent any other ships, including the *Whisper of Anaris* from reaching the Craftworld.

The corrupted Craftworld represents the second force. Even as the Explorers attempt to reach it so that they might save it, the enormous construct strikes out at everything object it can detect. Only a combination of skilful piloting and the Eldar's protective abilities enable the Explorers to survive their approach to the vessel.

Karrad Vall's Fleet

The Chaos Lord has assembled a substantial fleet to capture Craftworld Lu'Nasad. While these vessels are not well coordinated, they significantly outnumber and outgun the Imperial forces in the system. Depending upon the Explorers' decisions, this superiority could significantly hamper any chance for an Imperial victory. However, Vall's forces are undisciplined and have not trained together for fleet actions. If the Explorers effectively coordinate with other Imperial elements, they may be able to divide and defeat the Chaos fleet.



Karrad Vall's heavy cruiser flagship, *Optimus Nemesis*, is the heart of his fleet (see page 70). This well equipped vessel is the most powerful starship currently in the Furibundus system, by a fairly large margin. Throughout this act, the Chaos Lord has his eyes firmly on the prize of Craftworld Lu'Nasad. Until he can capture that target, he is unwilling to commit *Optimus Nemesis* to combat with any lesser vessels. Instead, the heavy cruiser follows the most direct route towards Lu'Nasad. As soon as the flagship comes within effective range of the Craftworld, the vessel launches landing craft towards its surface. If the Game Master has **BATTLEFLEET KORONUS**, he may choose to deploy a series of minefields near *Optimus Nemesis* as an additional defence (see page 39 in **BATTLEFLEET KORONUS**). After deploying the shuttles, *Optimus Nemesis* maintains a relative stationary position over Lu'Nasad. This grants the Explorers an opportunity to approach Lu'Nasad from the opposite side to avoid a direct confrontation.

The three Chaos vessels are *Blood's Price*, *Unholy Word*, and *Bloodscar* (see page 71). Each of these vessels attempts to coordinate its actions with two Wolfpack Raiders (see page 209 in the **ROGUE TRADER** Rulebook). Each trio of vessels ostensibly works together, but each vessel's captain is focused more on their own glory than upon accomplishing Karrad Vall's objectives. Consequently, the three fleet elements may be separated if the Explorers use careful tactics and planning. These separate elements may also be separated and eliminated with combined fire if the Explorers are exceptionally canny.

In general, the Chaos vessels are focused upon looting and capturing their opposition, rather than just inflicting wanton destruction. As they realise that the size of their fleet offers a significant advantage, their initial forays into battle reflect their confidence and desire to take slaves and capture spoils. Rather than standing back and using their superior firepower to its full advantage, the Chaos fleet attempts to close with their targets. Once they reach effective boarding range, the vessels commence Hit and Run actions upon their prey. If these meet with little initial success, one of the frigates in each element may be ordered to undertake a Ramming Action so that additional crew may be used to board the target vessel.

Each element of a heavy raider and two raiders preferentially picks a single target upon which to focus. During their approach and as they continue their boarding efforts, the attacking vessels rarely fire all of their weapons. The Chaos fleet wants to capture trophies and slaves. If they destroy an enemy vessel, they could garner neither. Instead, the attacking vessels fire only enough weapons to keep their prey's void shields lowered.

Note that if the Chaos fleet starts to take significant casualties, their strategy changes. If any three of their vessels are destroyed, the remaining six vessels attempt to better coordinate their efforts. Unless the Explorers manage to divide them (see *Evening the Odds*, page 38), the surviving Chaos vessels collectively pick a single target upon which to focus their ire. Until that Imperial vessel is destroyed, they cease their boarding efforts, and instead resort to concentrated fire. However, if they manage to destroy a vessel at this stage, they resume their split tactics and boarding efforts.

If five vessels of the Chaos fleet are destroyed, things change even further. At this stage, make a separate **Very Hard (-30) Command Test** for each of the Chaos vessels, taking any modifiers for Morale into account. Any vessels which fail this test immediately attempt to disengage from combat and flee the Furibundus system. Repeat this test for any additional vessel that is destroyed and each time a vessel attempts to flee.

At the same time that the first Command Test due to fleet damages is made, *Optimus Nemesis* leaves its station holding position above Lu'Nasad and prepares to engage Imperial forces. Unlike the other ships in the Chaos fleet, *Optimus Nemesis* is very focused upon its mission. The heavy cruiser picks the target that seems to be the most significant threat, and focuses all of its fire upon it. It continues to pummel a target with wave after wave of fire until the vessel is destroyed, before moving on to another target.

Optimus Nemesis does not need to test for fleeing. The heavy cruiser remains in the system until Karrad Vall gains control of Lu'Nasad or it is eliminated. Similarly, the flagship is not concerned about taking trophies. The Craftworld is its only trophy. The vessel engages anything that comes within range, firing all of its weapons to maximum effect without mercy.

Lu'Nasad

Craftworld Lu'Nasad has two effective weapons that it may use in the conflict. The more potent of these is its psychic corruption. Any vessel that comes within 25 VU of the Craftworld is subject to this influence. Vessels which enter this range must immediately make a **Difficult (-10) Crew Rating Test**. This test must be repeated every Strategic Round in which the vessel remains in range of Lu'Nasad. On failure, the vessel immediately suffers 3d10 damage to both Crew Population and Morale. On success, this is reduced to 1d10 Morale damage. With three or more degrees of success, no damage is dealt.

Some vessels may approach even closer to the Craftworld, in hopes of either landing or to make a futile attempt to attack the planet-sized construct. These vessels must enter the 6 VU range of its many Pulsar Lances (see page 86 in **BATTLEFLEET KORONUS**). Every Strategic Round that a vessel is within range of Lu'Nasad's weapons, the Craftworld fires 1d5 Pulsar Lances with a Crew Rating of Crack (40). For purposes of this scenario, there are enough Pulsar Lances mounted on the Craftworld that it may fire 1d5 shots at every vessel in range. There are simply not enough vessels present in the system to overwhelm the Craftworld's defences.

Note that the vessels in Karrad Vall's fleet and the *Whisper of Anaris* are not subject to either the psychic influence or the Pulsar Lance attack. If Farseer Anaris's spirit stone is carried on another vessel, he is capable of defending all of the crew located within a single ship's component from the psychic attack (likely the bridge). Anarise is incapable of protecting the remainder of a vessel against Lu'Nasad's psychic influence. It also lacks any means to prevent the vessel from being targeted by the Pulsar Lances.

EVENING THE ODDS

Unless the Explorers have extraordinary resources, they face overwhelming opposition throughout this scene. In order to overcome the forces arrayed against them, they must consider a variety of tactics and exploit every asset available to them. This section briefly considers the available assets and offers a few suggestions for how they could defeat the forces of Chaos in order to confront Craftworld Lu'Nasad.

The Adeptus Mechanicus

Altar-Templum-Calixis-Ext-17 is a small, but well fortified, Adeptus Mechanicus outpost. For game statistics, use the Wayfarer Station (see page 210 in the **ROGUE TRADER** Rulebook) run by a Crack (40) crew. The station maintains an orbit that is often within range of the raging Furibundus star.

The station's Tech-Priests prefer to maintain lives of solitude, as they focus on deciphering the star's mysteries. Consequently, these isolationists have no desire to be involved with the conflict that may rage through the system. However, unless they take action, their station could easily fall prey to Craftworld Lu'Nasad's corrupting effects.

In order to gain their assistance, the Explorers must first convince the Tech-Priests of the dangers of the impending threat. Even persuading the Adeptus Mechanicus to respond to the Explorers' hails is a challenge. This requires a Charm Test against a Disdainful subject. Note that if the player characters

offer a piece of Archeotech or xenotech as part of their initial hails, it immediately improves the Tech-Priests' disposition to Favourable.

If the Explorers manage to secure an agreement of cooperation from the Tech-Priests, they must establish a strategy that could bring the Chaos vessels within range of the station's weapons. The precise mechanism for this is best left up to the players' imaginations. However, the Tech-Priests are willing to place their station on Silent Running if required. The combination of the intense stellar radiation and the absence of any engine plume may cause the Chaos vessels to lose track of the station, inadvertently entering the range of its weapons.

Captain Locke's Command

The allied Imperial forces are substantially outgunned by the Chaos fleet arrayed against them. If the Explorers advocate a direct battle between the three cruisers and Vall's nine vessels, they are very likely to lose, even if the *Whisper of Anaris* takes direct action in the battle. In this case, the Chaos vessels may also take the option of retreating to within range of Craftworld Lu'Nasad's corruption effect. As the Imperial forces have no defences against the psychic attack, this could quickly render them inoperative.

Fortunately, unless the Explorers have deliberately upset Locke or one of her Rogue Trader allies, they are likely to cooperate effectively in battle. Because of this, they can combine fire against targets, use individual vessels to bait traps, or employ any number of alternative strategies. While this coordination does not even the odds, it should be a valuable asset against the comparatively disorganised Chaos fleet.

The Explorers may also wish to draw the Chaos vessels into range of Footfall's limited armaments. Unfortunately, the station's haphazard construction extends to its defensive capabilities as well. Each Strategic Round that an enemy vessel is within 6 VU of the station, roll 1d5-2. Treat totals of less than 1 as 0. Footfall fires that many Mars Pattern Macrocanons (see page 202 in the **ROGUE TRADER** Rulebook) at the vessel within range. These are fired by crew with a rating of Incompetent.

Tactics

The biggest element the Explorers have in their favour throughout this battle is coordination. The Chaos Lord's forces do not wish to inflict any harm upon Craftworld Lu'Nasad. However, Craftworld Lu'Nasad has no similar compunctions. The Eldar construct is dedicated to corrupting or destroying everything it encounters. Only those vessels that are actively defended against its influence are not targeted.

Should any of Vall's vessels suffer a Critical Hit to their bridge, then their defences against the Craftworld immediately drop. Essentially, the Sorcerer responsible for maintaining them loses his focus as the bridge is damaged. If a Chaos vessel is damaged in this way while within range of Lu'Nasad's tormented cries, it immediately falls prey to the Craftworld's influence as described above.

The individual Chaos vessels are all far more focused on earning glory for the Ruinous Powers through their own actions than on working together against their foes. Explorers may analyse their auspex data to determine the inclinations of the separate Chaos fleet elements. Have a character make a **Challenging (+0) Scrutiny+Detection Test**.



If successful, they can decipher how the fleet is coordinating as three separate elements. With one degree of success, the Explorer may note that the individual cruisers are coordinating their elements poorly. The vessels are failing to coordinate fire arcs, travelling further apart than their effective weapons range, and neglecting to defend some regions of space while leaving others overly saturated. On two or more degrees of success, the Explorer can also identify the overall lack of coordination within these separate elements. The raiders are not consistently maintaining a formation with their associated cruisers.

In order for the Explorers to successfully divide the Chaos fleet, they must first successfully deceive them to fall for the necessary feints. This is accomplished through a **Challenging (+0) Deceive+Manoeuvrability Test**. Treat the Chaos vessels as Suspicious on the Disposition Table (see page 293 in the **ROGUE TRADE** Rulebook). Each test may target a heavy raider and two raiders. In order to successfully split each fleet element into individual vessels, they must improve their target's Disposition to at least Trusting.

DODGING THE BULLET

Some Explorers may decide that their best chance at victory involves avoiding conflict. A few Explorers may be willing to sacrifice their allies or even Footfall as distractions so that they reach Craftworld Lu'Nasad. Others might feel that a stealthy approach can be accomplished without such a sacrifice. In either case, the Explorers need to pursue a circuitous route in order to arrive at the Craftworld while avoiding the Chaos blockade.

Sunrunners

One possible route to take is if the Explorers are willing to fly the *Whisper of Anaris* extremely close to Furibundus. By taking this route, they can effectively discourage pursuit—only a maniac would dare to fly a starship so close to a star as unstable as Furibundus. However, they also run the risk of seriously damaging or even destroying their craft.

By pursuing this path, the Explorers can garner either of two additional benefits. The first is that they may be able to completely dodge the Chaos fleet. In order to blockade the direct route to the Craftworld, Vall's allies must head above the ecliptic. As a consequence, the *Whisper* may be able to take a looping path towards Furibundus within the ecliptic that keeps them well out of range of the Chaos forces.

Alternatively, they may choose to fly closer to the edge of the blockade to draw off one of the fleet elements. If they can manage to keep those vessels in pursuit, they may be able to draw them into range of Altar-Templum-Calixis-Ext-17. By combining the fire of their vessel with that of the station, the Explorers might be able to swiftly destroy one or more of the Chaos starships.

If the Explorers choose to lay in wait for Lu'Nasad, they run the risk of damaging their vessel in a stellar flare. In order for them to attain a location where the star's radiation interferes with the auspex systems on the Chaos fleet, they need to be extremely close. Each Strategic Round that they lay in wait, have an Explorer make an **Ordinary (+10) Scrutiny+Detection Test**. This test determines the Explorers' knowledge of current stellar flare activity. After the Test is made, another character should make a **Challenging (+0) Pilot (Space Craft)+Manoeuvrability Test**. Every degree of success on the Scrutiny+Detection Test provides a +10 bonus to the Pilot test, while every degree of failure on that test inflicts a -10 penalty to the Pilot Test. For each degree of failure on the Pilot Test, the vessel suffers 1d10 Hull Integrity damage that ignores Void Shields.

The *Whisper of Anaris* is equipped with Solar Sails that give it a +2 VU speed boost when moving away from a stellar body (such as Furibundus). If the Explorers choose to "slingshot" around Furibundus, this option gives them a good chance to reach their destination well in advance of the Craftworld.

Leaving the Ecliptic

As Craftworld Lu'Nasad is approaching the system from outside the ecliptic, the Explorers might also choose to follow this path to plot their own intercept course. The crucial caveat to this would be that their trip must follow a different arc than the one the Chaos fleet is blockading. The *Whisper of Anaris* is a faster vessel than anything in the Chaos fleet. They may be able to plot a course that circumvents the blockade and also reaches Craftworld Lu'Nasad from an angle such that *Optimus Nemesis* is unable to fire upon the Eldar ghost ship as it approaches.

Calculating this course requires a **Very Hard (-30) Navigation (Stellar) Test**. Success on this test provides the necessary course. Failure dictates that their course leaves them subject to *Optimus Nemesis's* weapon systems as they approach Craftworld Lu'Nasad. Four or more degrees of failure indicate a serious miscalculation that plots their journey through the centre of the Chaos fleet.



THE TWISTED WEBS

“The Eldar travel throughout the galaxy by their xenos technology that links places via means that are inconsistent with human understanding.”

—Kobras Aquairre, Rogue Trader and Inquisitor

This scene describes the journey for Explorers who have chosen to follow Anaris through the webway onto the surface of Craftworld Lu’Nasad. While the player characters undertake this journey, neither the forces of Chaos nor those of the corrupt Craftworld stand idle. Captain Locke’s small fleet must undertake the defence of Footfall without any direct assistance from the Explorers. In addition to the forces they face within the tainted webway, the player characters must also be wary of the damages inflicted upon their allies while they are separated.

INTO THE WEBWAY

Either Farseer Anaris or one of the Craftworld Eldar can brief the Explorers about the nature of the webway (see sidebar on page 34). Once this description is provided, only Farseer Anaris can provide an accurate explanation for how the Explorers can hope to use the webway to travel to Craftworld Lu’Nasad.

All of the legends that the Crow Spirits and Eldar of Craftworld Kaelor know indicate that Lu’Nasad’s connection to the webway has been severed. Farseer Anaris’s explanation is as much of a revelation to the other Eldar as it is to the Explorers.

Before they embark upon their journey, the Farseer explains that the way Lu’Nasad was severed from the webway left disconnected tendrils that extend from the Craftworld’s portals. These tendrils are active on the Craftworld’s side. In order to use them, someone must tether the open end to a webway portal. Using the link of the *Gaunt Triumph*’s core cogitator, Anaris can psychically retune the webway portal aboard the *Whisper of Anaris* to mesh with the tendrils from Craftworld Lu’Nasad’s shredded webway.

He cautions that there could be repercussions from linking the portals. The Craftworld’s psychic taint might extend through the portal to infect the *Whisper*. If this were to happen, the souls that control the vessel could become corrupted, leaving the Eldar cruiser as a mobile asset for Craftworld Lu’Nasad.

If the Explorers accept those risks, Farseer Anaris then explains that the journey through the webway would be unlike the one they experienced travelling to Footfall. This path would be fully corrupted by the same forces that control Craftworld Lu’Nasad. Only those who are protected from its corruption could survive. He cautions that he can only protect those who remain near his spirit stone, and estimates that the range of his shielding is unlikely to extend beyond twenty metres. Further, because the Warp-tainted forces attack the individual minds present as well as the region, he does not believe that he could safely protect more than twenty individuals through the journey.

Note that with six Harlequins and seven Eldar Corsairs this only leaves room to accommodate seven Explorers. If there are more than seven player characters, increase the number Farseer Anaris can protect so that all may undertake the journey. If there are fewer than seven Explorers, the GM can allow the Explorers the option of selecting additional NPCs to accompany them on the journey.

Spinning the Web

Before the Explorers can enter the webway, they need to work closely with Farseer Anaris. Together, they can establish a connection to the tattered remnants of Craftworld Lu’Nasad’s webway paths. Building this connection requires several steps. The first stage is to integrate the core cogitator—or other artefact they used to track Lu’Nasad—with the *Whisper*’s webway portal. Once this has been accomplished, Farseer Anaris, or another psyker if one is available, needs to retune the webway portal to the artefact’s psychic resonance. Finally, the portal may be activated when the vessel is moved within range of one of the severed webway paths so that the connection may be activated.

Retuning the webway portal requires a point of reference with the target location. As the Explorers have an artefact at hand that they used to track Lu’Nasad across the Expanse, that same artefact should work for this purpose. However, if they expect to reuse the artefact in this way, they must first disconnect it from the vessel’s tracking systems. Removing it without damaging the artefact or the *Whisper of Anaris* requires a **Difficult (–10) Tech-Use Test**. If the Test is failed, the vessel suffers a –10 penalty to Detection. On four or more degrees of failure, in addition to the starship’s damage, the artefact is functionally destroyed and can no longer be used

for this purpose. As long as the disconnection was completed without incident, connecting the artefact to the webway portal requires a **Challenging (+0) Tech-Use Test**. Failure indicates that the Explorer wasted an hour of time, but may reattempt the test after that time has passed.

After the Explorers have integrated a properly tuned artefact with the webway portal, a psyker must retune the portal so that it resonates to the same frequencies as Craftworld Lu'Nasad's portals. If a player character psyker is available, this may be accomplished through a **Hard (-20) Psyniscience Test**. More than four degrees of failure on this test damages the webway portal, so that it may no longer be used. If no other psykers are available, then Farseer Anaris may perform the tuning.

Finally, the Explorers must identify the location of one of the severed webway tendrils associated with the corrupt Craftworld. Hundreds of these are scattered throughout the Furibundus system. Identifying the closest requires an **Ordinary (+10) Psyniscience Test**. Tracking the tendril and plotting a course to it—the tendrils are in constant motion—requires a **Difficult (-10) Navigation (Stellar) Test**. Once a course has been plotted, The *Whisper* may move to the appropriate location. As soon as they come within range, the webway portal within the Eldar vessel establishes its connection and becomes active.

If the Explorers suffered more than five degrees of failure on any of the earlier tests in this sequence, the corruption of Craftworld Lu'Nasad immediately flows into The *Whisper*, seizing control of the vessel. In this case, any characters that are out of Farseer Anaris's protective range are immediately subject to a Psychic Scream attack (see page 164 in the **ROGUE TRADER** rulebook) every turn until they perish or enter Anaris's protection. Treat the attack as coming from a psyker with Willpower 90 and Psy Rating 12. The vessel then moves to directly attack the Imperial forces within the sector.

Before the Explorers enter the portal, Farseer Anaris warns them that if the Craftworld is severely damaged, they may be unable to return by this same path. He suggests that they should have an alternative plan prepared to escape from the Craftworld. He believes that there may still be flight capable shuttlecraft on the Craftworld, but after the millennia that have passed, it is hard to be certain.

Through the Portal

Once the portal has been activated, the Explorers must make any final preparations, and then steel themselves for their journey to the corrupted Craftworld. A swirling pink and purple light emits from the cruiser's now active webway portal. The vision is vaguely unsettling. All who view it can feel a faint twisting in their gut as though the unholy light is trying to enter their bodies through every orifice. Even veterans of countless wars against Chaos remain disturbed at a physical level. The very light seems to be a sign of the Craftworld's corrupting influence.

When the Explorers enter the webway paths, the physical manifestations of corruption very nearly overwhelm their senses and their minds. The lighting effects are the first that they notice. Within the webway paths, everything is dimly illuminated by a sourceless light. As they travel, the light shifts hues from a pale pink-purple to a dark green. Both the intensity and spectrum varies substantially, changing with no explanation or pattern.

Though there are no obvious sources for the lighting, everything within the webway casts a shadow. However, these shadows do not necessarily all point in the same direction. Often, the shadows detach from their source objects, and travel smoothly out of sight, through the walls of the pathways or beyond the horizon.

The air within the webway reeks with the foul stench of bodily odours, raw sewage, and decomposition that somehow even penetrates their air filtration gear. No obvious sources for the aromas are apparent. The air itself seems filled with the echoes of Eldar life, now nothing more than ghostly remnants.

Noises echo through the pathway without obvious source, at constantly shifting volumes. One moment the loudest sounds are the noises of their footsteps upon the floor and the thudding of their heartbeat in their ears. The next a low pitched moaning passes through the path. Before the moaning can even fade, high-pitched shrieks of torment are heard. These sounds fluctuate and recur, but never establish any sort of pattern.

The paths are largely composed of grey and white paving tiles, about thirty centimetres across. Many of the stones are broken or missing. Between them, sickly green-brown weeds grow intermittently. The paths vary in width from one to two metres. In some places, wraithbone walls, roughly one metre in height, edge the path. In other places, the path has no edge. There is nothing beyond the edge of the path. Only the flickering lights are visible. Anyone who leaves the path begins falling, slowly, into the void of nothing.

The paths are seldom straight for more than ten metres, turning in sharp angles and gradual arcs with little evidence of a plan. At many points, two or more paths intersect. These intersections appear abruptly, almost coalescing into existence. They are never visible until the Explorers reach them. In all instances, Farseer Anaris directs the Explorers which direction to turn along the paths.

About ten minutes after the Explorers enter the webway, a Crow Spirits Corsair either lags a few steps behind the rest of the travellers or ventures too far forwards. He appears to turn to move towards something either behind or before them on the path. With a few thoughtless steps, he travels beyond the boundaries of Anaris's protection. There is a visible flash of pale green light, and the Eldar vanishes, leaving no trace of his existence behind.



Restless Natives

As the Explorers continue their journey through the twisted paths of the webway, they encounter several of the beings that continue to inhabit it. Over the course of the journey, which takes several hours, they should face three combat encounters. These are meant to be swift and brutal battles. It is likely that some of their Eldar allies may die in the conflicts, particularly given the tight fighting conditions.

The first encounter comes with no warning. The Explorers and all of their allied forces should count as Surprised. Four Warp Spider Aspect Shells (see page 65) teleport into any available open spaces near the middle of the Explorer's party. They immediately attack as many targets as possible with their Deathspinners. The characters targeted depend upon how the player characters chose to deploy their forces. The Warp Spiders continue to attack until two are unable to use their Warp Jump Generators under their own power. At that point, the two who are still capable of teleporting attempt to grab their injured companions and flee into the Warp. There is no opportunity for discussion prior to this fight. It is nothing more than a bloody ambush.

If a Warp Spider Aspect Shell is taken prisoner, it does not respond to any questions. If the Aspect Shell's armour is opened or removed, it goes completely limp. Looking inside reveals that the armour is empty. An **Easy (+30) Awareness Test** reveals that the spirit stone of the animate Warp Spiders glows with a flickering pale purple light. When the armour's seal is broken, the spirit stone fades to a dull grey.

The second encounter occurs as the Explorers reach a four-way intersection. Before they can continue through it, three Daemonettes (see page 66) suddenly appear, one at the entrance to each of the intersecting paths. As this the second combat, and the creatures are attacking the front of the Explorers' marching order, there is no opportunity for Surprise. The Daemonettes assault all in their path with a ravenous hunger until they are destroyed.

The final combat encounter during their travel occurs when another group of Warp Spider Aspect Shells attack. This time four of the Aspect Shells materialise immediately in front of the travellers. Another four simultaneously attack the Explorers' allies at the rear of their marching order. Finally, a Warp Spider Exarch Shell (see page 65) materialises in the middle of the group, assaulting the nearest, most threatening character available. Allow all of the characters to make a **Difficult (-10) Awareness Test**. Those who fail the test are Surprised for the first round of combat. In light of the preceding attacks, the characters who passed the test are not Surprised by the sudden assault.

These Aspect Shells do not retreat. Rather, they fight until they are defeated or victorious. The Warp Spider Exarch Shell switches his opponents often to keep the foe off balance and relies heavily upon his Warp Jump Generator. Again, if the armour for any of the Warp Spider Aspect Shells is removed, the spirit stones on their chests fade to a pale grey and the armour reveals no inhabitants.

Roughly fifteen minutes after the Explorers have overcome this last battle, they reach the portal that permits entrance into Craftworld Lu'Nasad. The portal does not show any signs of guardians. When they pass through, proceed to Act III.

ACT III: DOOM OF THE ELDAR

“Studies of Eldar artefacts and interviews conducted with prisoners indicate that the Eldar are a dying race. The Ommissiah commands that we hasten this death, but we must take care that their xenos weapons do not take us with them.”

—Magos Technicus Jenyne Orvid

When the Explorers reach Craftworld Lu’Nasad they are immediately exposed to the raw corruption of the wretched place. This Act begins with their initial encounter to the unbridled and horrific nature of the construct and continues as a running series of deadly conflicts that stretch throughout the Craftworld.

In addition to the Eldar that bear the taint of the Warp, the Explorers must also deal with the human servants of Chaos. Karrad Vall’s forces have landed on the Craftworld and are attempting to discover the location of the Infinity Circuit. With Farseer Anaris’s guidance, the Explorers are likely to reach the Infinity Circuit before Karrad Vall. Once there, they must assist the Farseer in his efforts to regain control of the Infinity Circuit, while simultaneously defending their location from Vall and his guards.

If the Explorers can survive, they must attempt to escape the Craftworld before Farseer Anaris takes it into a voluntary exile far from the Expanse. The conflict between Anaris and the corrupted souls within the Infinity Circuit manifests in the collapse of many of the wraithbone structures. The mad rush to escape requires that the Explorers overcome both physical and psychic threats.

RACE AGAINST TIME

“Just as the seasons pass, so too do the ages of the galaxies. The age of humans is already waning. Though our day has long since gone, we shall soon see theirs pass as well.”

—Farseer Caille

From the moment Craftworld Lu’Nasad enters the Furibundus system, the Explorers are in a race to stop it before the corrupted construct can continue its path of destruction. Within the system, the corrupted Craftworld is on course to devour Altar-Templum-Calixis-Ext-17, Footfall, and then seal the Maw. None of these targets have any effective defence against the overwhelming might of the corrupted Eldar. Unless the player characters successfully divert the Craftworld, each of these locations is doomed to fall before it.

For the human space stations, the Eldar construct can snuff out the lives of all who dwell upon them, and then present the human souls to the Chaos gods, as a sacrifice to maintain its corrupted existence. Rather than depending upon physical weapons, the Craftworld extends its psychic potency to drive its victims mad and capture their souls. If Craftworld Lu’Nasad comes within range of either station, the death

toll quickly becomes staggering. Most of the inhabitants are slain within the first Strategic Round of its arrival. If the Craftworld reaches either station, it need only stay within range of the facility for six Strategic Rounds before the stations are effectively cleansed of sapient life.

Table 2-1: Act III Timeline presents a rough breakdown of how and when events play out if the Explorers fail to intervene and stop the Craftworld’s assault upon the system. This is intended as a reference to determine the amount of time that the player characters may take to prepare defences and engage in battles with the Chaos fleet before the Explorers launch their assault upon Craftworld Lu’Nasad. The table should also provide an indication of just how much time the Explorers may spend travelling through the twisted construct before it is prepared to devastate the system’s human population and ultimately seal the Koronus Expanse.

If Craftworld Lu’Nasad succeeds at destroying both of the stations, it then moves towards the Maw. Once it reaches the entrance to the Maw, the Craftworld’s corruption begins to affect the Warp Storms. Over the next two days, the storms intensify to the point that they are essentially impenetrable. Any vessel that attempts to travel through the intensified storms must make a roll on the Warp Travel Encounters Table

TABLE 2-1: ACT III TIMELINE

Strategic Turn	Hours	Event
0	0	Craftworld Lu’Nasad enters the Furibundus system. <i>Optimus Nemesis</i> begins moving towards it.
30	15	<i>Optimus Nemesis</i> reaches Craftworld Lu’Nasad.
80	25	Craftworld Lu’Nasad reaches the Furibundus star, and reaches effective attack range upon Altar-Templum-Calixis-Ext-17.
100	28	Craftworld Lu’Nasad completes its destruction of the Adeptus Mechanicus outpost, and begins moving towards Footfall.
124	52	Craftworld Lu’Nasad reaches Footfall, and begins its attack upon the station.
126	53	Unless the Explorers reach the Infinity Circuit before this time, Karrad Vall begins to seize control of the Craftworld.
140	55	The Craftworld completes the destruction of Footfall, along with any defending vessels.
142	56	Karrad Vall secures control of the Craftworld.
188	79	Craftworld Lu’Nasad reaches the Maw, and begins to seal off the Koronus Expanse from the rest of the galaxy.
300	127	The Maw is sealed, and the Koronus Expanse is effectively isolated for thousands of years.

(see page 186 in the **ROGUE TRADER** Rulebook) for each day of transit through the storms. All Navigation (Warp) Tests made in this region suffer a –60 penalty due to the severity of the storms.

Craftworld Lu'Nasad is the size of a large moon. It is simply too large for the weapons of even a small fleet of vessels to damage the Craftworld enough to effect its course or speed. Efforts to directly attack the Craftworld with ship-scale weapons have no practical effect and do nothing to alter the timeline presented.

THE NIGHTMARE

"Behold! The glory and the grandeur of the twisted and transformed. They know the wefts and the ways of that which is yet to come."

–Writings found aboard the *Gaunt Triumph*, 796.M41

From the moment the Explorers reach the Craftworld's surface, they must contend with the two innate dangers of the place. Farseer Anaris's spirit stone provides their only protection from the Craftworld's endemic psychic threat. Explorers who stray beyond its twenty metre protective range are immediately subject to the psychic attack of the corrupted place (See the sidebar for details).

Once the Explorers have developed a means to overcome the Craftworld's innate defences, they may begin to explore the city as they work their way towards the wraithbone Soul Shrine of the Infinity Circuit. This section is organised to address the regions in the order they are most likely to be encountered, assuming the Explorers begin on the landing docks and proceed by the most direct route towards the Soul Shrine. See the map on page 6 for a visual reference. Explorers who used the webway to reach the Craftworld or who landed elsewhere may encounter these regions in a different order or completely bypass many of them.

Note that there are squads of Warp Spider Aspect Shells and Dire Avenger Aspect Shells (see page 65) patrolling the Craftworld. For every thirty minutes of narrative time that passes, roll a D10, and consult **Table 2-2: Craftworld Lu'Nasad Random Defenders**. Then, establish a quick scene that uses the defenders shown by the chart. In many cases, particularly if the Explorers have suffered significant casualties, it should be possible to avoid battles through stealth.

THE CORRUPTION OF LU'NASAD

Any Explorer subject to Craftworld Lu'Nasad's psychic corruption attacks must pass a **Hellish (–60) Willpower Test** each Round to resist its effects. If successful, the Explorer suffers 2d10 Energy Damage that ignores armour and Toughness Bonus. They also suffer 5d10 Insanity Points. If the test is failed, they suffer 5d10 Energy Damage that ignores armour and Toughness Bonus. Explorers who failed to resist also suffer 10d10 Insanity Points. Any characters who suffer four or more degrees of failure on this test are instantly struck dead.

Fortunately for the Explorers, they are safe from this effect as long as they stay within 20 metres of Farseer Anaris' spirit stone.

The GM is encouraged to adjust the numbers of the adversaries from Table 2–2 based on the strength of the Explorers. If the Explorers' group is particularly large or well-equipped, the GM should consider increasing the numbers of the adversaries (typically by 3, but the exact number is up to the GM). If the Explorer's group is small or ill-prepared for Lu'Nasad, the GM should limit the number of adversaries in these encounters to no more than one for every Explorer.

Time Limit

The GM should be aware that the Craftworld is continuing towards Furibundus and Footfall the entire time that the Explorers are on board. This is a looming danger that the Explorers should be aware of (perhaps by the steadily growing glow of Furibundus through a convenient transparent wraithbone dome, or through a communication from a friendly vessel). The GM should note that the Craftworld travels 10 VU closer every time he makes a check on Table 2–2: Craftworld Lu'Nasad Random Defenders.

Landing Platforms

These delicate platforms extend from the wraithbone branches of the Craftworld at irregular intervals near its edge. In all cases, these locations are adjacent to pulsar lance emplacements. Explorers who choose to land upon one of the platforms must take care to avoid the fire of the massive xenos weapons as they make their final approach. Unless the Explorers take some action to disable the nearby weapon, have the pilot make a **Hard (–30) Pilot (Space Craft) Test**. On success, the shuttle lands without incident. On failure, the Explorers survive their landing, but the craft sustains damage that renders it incapable of ever flying again.

**TABLE 2-2: CRAFTWORLD LU'NASAD
RANDOM DEFENDERS**

d10 Roll Defenders

1	Five Corrupted Wraithguard.
2	D5 + 2 Warp Spider Aspect Shells with a Warp Spider Exarch Shell.
3	D5 + 2 Dire Avenger Aspect Shells with a Dire Avenger Exarch Shell
4	Two Daemonettes.
5	Two Corrupted Wraithguard. Ghostly images of terrified, fleeing Eldar and ghastly pale orbs of light surround the Explorers for 1d5 minutes. This encounter causes all Explorers to suffer 1 Insanity Point.
6	Three Warp Spider Aspect Shells. Disembodied screams echo down the corridors and the wraithbone surface seems to writhe in agony for 1d5 minutes. This encounter causes all Explorers to suffer 1 Insanity Point.
7	Three Dire Avenger Aspect Shells.
8	Three Dire Avenger Aspect Shells.
9	Three Dire Avenger Aspect Shells.
10	No Encounter

Each of these platforms still holds several Eldar shuttles that have rested here for millennia. If the Explorers wish to activate one, they must first pass a **Difficult (-10) Tech-Use Test** to decipher the xenos controls. If they succeed, they may acquire the shuttle for their own use. Explorers with the **Speak Language (Eldar) Skill** gain a +10 bonus to any Tech-Use Tests made in this area.

Pulsar Lance Emplacements

Dozens of these massive weapon towers are spaced regularly throughout the Craftworld. Many are placed adjacent to Landing Platforms, so that they could offer some protection to friendly ships as they prepared to touch down, or prevent hostile ones from approaching. The massive weapon emplacements are currently controlled by spirit stones attached to the devices. While the pulsar lances are a substantial deterrent to attacks from the void, the lack of any defenders leave them vulnerable to attack by Explorers who are on foot.

If the Explorers approach one of the lance emplacements, they may easily remove its spirit stones, and effectively shut down the weapon. Particularly enterprising player characters may wish to salvage one or more of the xenotech weapons for their vessel. If they choose to do so, this takes an hour and a **Hard (-30) Tech-Use Test** to effectively disconnect the weapon and prepare it for transport. Once that is accomplished, the Explorers need to decide upon a mechanism to transport the massive weapon back to their vessel.

Webway Portals

Many arches that link to the shredded remnants of Craftworld Lu'Nasad's webway are placed irregularly throughout the Craftworld. These glow with a swirling pink and purple light. Any characters who stare intently at the lightshow can feel a faint twisting in their gut as though the unholy light is trying to enter their bodies through every orifice. Explorers may choose to make a **Difficult (-10) Forbidden Lore (Xenos) Test**. Those who succeed recognise that this does not look like a normal Eldar webway portal. Characters who choose to pass through the portal face encounters similar to those described previously (see Into the Webway on page 40).

Meditation Shrine

Several of these open spaces are located on the upper levels of Craftworld Lu'Nasad. Before the corruption arrived, these were pleasant park-like locations, where Eldar could meditate upon their place in the galaxy as they let their eyes wander over the delicate wraithbone structures. In the millennia since, these once tranquil places have been transformed.

Today, the Eldar runic sigils are destroyed, the graceful wraithbone structures have been shattered, and the plant-filled knolls have been stripped bare, showing burnt and decrepit soil.

Though the Aspect Shells regularly visit these centres, these places see little additional activity. Due to the wanton destruction that took place in dark rituals at these parks, there remain few active spirit stones. Explorers resting here for an extended time may add +3 to any rolls on the Craftworld Lu'Nasad Random Defenders chart (treating any result above 10 as 10).

Guardian Spires

The hundreds of delicate spires that once ascended from the Craftworld's surface were the living quarters for the vast Eldar population. However, as those Eldar died of the construct's corruption, none came to clean away their bodies and replace the fallen members of the population. Today, these spires are largely abandoned. The only signs of the former inhabitants are the dimly glowing spirit stones found scattered amongst alien clothing and armour or bound to the wraithbone of the Craftworld.

Explorers who choose to spend time ransacking these living quarters can find many sundry Eldar devices. Individually, few of them have significant value. However, if they take the time and manpower to complete a thorough search, they may find a vast fortune in minor xenos artefacts. Of course, to do this takes tens of thousands of man-hours in terms of searching time; it can also trigger a substantial number of attacks from Eldar Forces. Each living space takes roughly two man-hours to thoroughly search. At the very least, they can find a poorly maintained shuriken pistol and a suit of xeno-mesh armour in each.

Aspect Warrior Temples

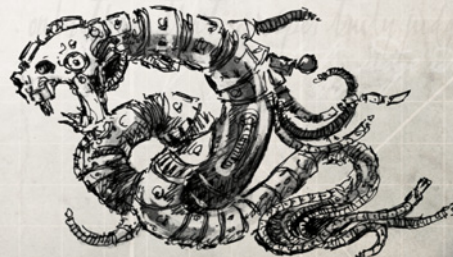
There are two Aspect Warrior temples remaining on Craftworld Lu'Nasad. One is dedicated to the Warp Spider path, while the other follows the Dire Avenger path. Any Explorer may identify the sigils associated with these Aspect Paths with a **Routine (+10) Forbidden Lore (Xenos) Test**, when they first spot the shrine.

In addition to the Aspect Shells, the temples are littered with the remains of their victims, the armour of their fallen comrades, and extra components of their wargear. If the Explorers attempt to directly engage one of the Aspect Warrior temples, they soon face overwhelming odds.

Bonesinger's Garden

The corruption of the warp has transformed a once idyllic grove of wraithbone structures into a twisted parody of itself. Many of the graceful spires and arches have collapsed. Others are covered in thorns sprouted from blackened and sickly wraithbone structures. A few have grown into obscene shapes that are reminiscent of the sigils of the Chaos gods. Still others show pockmarks and corrosion as they sway in the still air, threatening to collapse at any moment.

Dozens of Corrupted Wraithguard (see page 65) stand among these unholy structures. Most are still as death, the pink and purple glow of their spirit stones the only sign that a consciousness dwells within. Others walk slowly amidst the structures, their heads slowly turning as they commune with the deformed structures.



The broken body parts of dozens more Wraithguard are strewn at random throughout this area. Some bear the marks of combat, including damage likely inflicted by wraithcannons. Others show the same hallmarks of corrosion seen among some of the wraithbone spires. It is as if the Craftworld's corruption has spread like a disease from the wraithbone to these silent sentinels. Over the millennia, some were transformed by the corruption while others were destroyed by it.

The Explorers are substantially outnumbered by very capable foes at this site. If they choose to engage them in combat, the consequences are grave. However, these constructs are communing deeply with the Infinity Circuit. Should the Explorers attempt to use Concealment, Shadowing or Silent Move, they receive a +20 bonus to their efforts.

Grav Domes

These badly damaged structures house the broken and twisted remains of Craftworld Lu'Nasad's once capable grav tank squadrons. Explorers who succeed at a **Hard (-20) Forbidden Lore (Xenos) Test** recognise the hulls and armaments of Falcon, Fire Prism, and Night Spinner tanks. None of these vehicles are in salvageable condition. However, some of the weapons and components remain intact.

Salvaging components from these vehicles requires a substantial amount of time and effort. Identifying intact weapons and then safely removing them from the tanks requires a **Hard (-10) Tech-Use Test** and one hour per weapon salvaged. Two or more degrees of success on the test reduce the removal time to thirty minutes on a weapon. Two or more degrees of failure render the weapon inoperable, but still use the full hour. If Explorers successfully salvage any weapons, they must determine a method to transport them off of the Craftworld. Each Eldar tank weapon weighs in excess of 500 kilograms. Attempts to transport these might also be a prime opportunity for an ambush by Chaos or corrupted Eldar forces.

Characters may also wish to recover the anti-gravity generators from some of the tanks, either to transport weapons or for use in the Core Spires. This requires a **Very Hard (-30) Tech-Use Test** and thirty minutes of time to find enough components to assemble a single five-metre radius anti-gravity platform. Sufficient components are present to construct up to three such platforms.

Titan Temple

The largest domed structure upon the surface of Craftworld Lu'Nasad once served as a construction and repair centre for her Phantom and Revenant Titans. Fortunately for the Explorers, these massive war machines were deployed to battle elsewhere on the day that the Craftworld met its collapse. The massive gates have remained sealed since the Craftworld met its doom. Under the influence of the corruptive forces, no one has entered this dome since the Craftworld was lost to the Rifts, millennia in the past.

From the outside, any of the Eldar NPCs can easily identify the building. Opening the doors requires either a **Very Hard (-30) Tech-Use Test** or for the players to blast through it. To do this, treat the door as AP16 cover, using the rules for Damaging Cover (see page 247 in the **ROGUE TRADER** rulebook).

From the Explorer's perspective, this location offers two valuable assets. The immediately applicable one is privacy, especially if the Explorers opened it without the use of loud weapons. If the Explorers need an opportunity to rest and recover, this is likely to be the safest location on the Craftworld. The second crucial asset is the design and repair runic scriptures associated with the Craftworld's missing Phantom Titans. These priceless carven runes have weathered the millennia remarkably intact. Any Eldar NPCs are reluctant to surrender these secrets to the Explorers, but do not express their reservations until they have escaped the Craftworld.

Core Spires

A set of massive spires are central to Craftworld Lu'Nasad, and extend from deep within the station to high above the surface area. These spires circulate and purify the construct's atmosphere. When the Craftworld was corrupted, these spires ceased to function properly.

Access portals are present on these spires, and represent the most direct path for Explorers to enter the Craftworld's Soul Shrine. While travelling through the core spires, the Explorers do not encounter any of the Craftworld's defenders. However, climbing through the filth and muck can be quite treacherous. Player characters who choose this path need to descend 100 metres through the spires in order to reach the internal levels where the Infinity Circuit and plasma cores are located. Due to the filth and circulating air, this requires **Hard (-20) Climb Tests**. Enterprising characters may be able to salvage anti-gravity generators from the Grav Domes. Using them to make the descent requires a single **Ordinary (+10) Tech-Use Test**.

If the Explorers have grand plans to recover and revitalise Craftworld Lu'Nasad, repairing these would be the next logical step once the Infinity Circuit was cleansed of its corruption. Such a task is a monumental challenge. These repairs would take years of effort, first to cleanse the filth and then to refit the Eldar technology so that it might function properly once more. Attempting this is far beyond the scope of this adventure, but might represent a Grand Endeavour for Explorers who somehow prevent the Craftworld's destruction.

Plasma Core

Surrounded by the core spires, the massive central core of Craftworld Lu'Nasad is an enormous plasma generator. This system has stably provided the construct with power for dozens of millennia. Such is the technological artistry of the Eldar that even though it has been more than ten thousand years since anyone performed routine maintenance checks, the core continues to function near peak efficiency.

The plasma core is easily accessible from within the ducts of the core spires. If the Explorers conclude that Craftworld Lu'Nasad must be destroyed, then the plasma generators are an ideal target. The player characters may override safety controls, causing the plasma generator to undergo a meltdown and massive explosion that would effectively destroy the Craftworld. Alternatively, they could use explosives to shatter the plasma containment field, triggering a comparable explosion.

Overriding the safety features requires an **Arduous (-40) Tech-Use Test**. Using explosives (requiring roughly the equivalent of a dozen melta-bombs) requires an **Ordinary (+10) Demolition Test**. In either case, success destroys Craftworld Lu'Nasad and offers the Explorers sufficient time to escape to a safe distance prior to the detonation. Failure still detonates the Craftworld, but the detonation triggers as the Explorers escape, critically damaging their escape vessel or threatening to trap them in the corrupted webway. Three or more degrees of failure cause an immediate explosion, which dooms the Explorers as they are annihilated within the core of a newly expanding star.

Note that all of the NPC Eldar are strongly opposed to destroying the Craftworld. Persuading them should require Interaction Skill Tests to improve their Disposition from Hard (-20) to at least Challenging (+0). If their Dispositions are further improved, the Eldar may agree to assist in triggering the meltdown or recommend specific locations to place explosive charges.

Soul Shrine

The Explorers may either navigate the passages underneath the Craftworld's surface, a process that takes 1d5+2 hours, or descend through the core spires to reach passages that are less than thirty minutes from the Soul Shrine. When the Explorers reach the Soul Shrine, proceed to the Third Strike encounter with the forces of Chaos at the entrance to the Infinity Circuit (see page 50).

COMES THE INQUISITOR

"Were it not for Aquairre's surveys, there would be no context for Winterscale's grand works. It is only when the efforts of both are considered together that we can begin to understand how glorious are the ways of the Koronus Expanse."

—Commander Lucin Rufinius

Shortly after the Explorers' first encounter with Aspect Shells or Corrupted Wraithguard, they reach a location of relative calm upon the Craftworld. The GM should ask the Explorers to make an **Easy (+30) Awareness Test**. Those who succeed notice that the constant shrieks of torment seem softer here and the lighting seems more sedate. With two or more degrees of success, Explorers notice a spirit stone that glows with a deep red hue. This is distinctive because it is not the purplish-green seen upon the corrupted Eldar nor is it the pale blue of Farseer Anaris and the other stones seen upon the *Whisper of Anaris*.

If the Explorers choose to investigate, they encounter the spirit of Lord Inquisitor Kobras Aquairre (see the sidebar on page 48). He immediately attempts to establish telepathic contact with any Explorers that approach his spirit stone.



If the Explorers permit the contact, read or paraphrase the following:

A deep, rich voice rings out in your mind... surprisingly, in this place, the voice is that of a human male: "I am Rogue Trader and Lord Inquisitor Kobras Aquairre. My fleet was destroyed by this xenos hive many centuries past. Since then, I have worked to learn more about this place, for I knew that the God-Emperor would guide humanity to me some day. If you keep this spirit stone with you, I can assist you in doing the God-Emperor's work."

Any Explorer may make an **Easy (+30) Common Knowledge (The Koronus Expanse) Test**. On Success, they recall that Aquairre led an Imperial fleet into the Koronus Expanse many centuries ago. With two or more degrees of success, they recall that many of the early navigational charts and much of the system information for the Expanse was compiled from his reports. With three or more degrees of success, they recall that his fleet was lost to the Rifts of Hecaton in 201.M41.

Aquairre's spirit can answer the following questions:

- **How did you get here?** *When my ships encountered this place, it destroyed the fleet in an instant. I was able to escape the destruction, but my saviour pod landed on the Craftworld. Already badly injured, I used a xenos technique to transfer my spirit into one of their rocks. Since then, I have battled constantly with the daemons and xenos spirits that dwell here.*
- **What is the Craftworld doing?** *Some time ago, the Craftworld escaped the Rifts. Since then, it has travelled across the Expanse, seeking souls to repay the creatures of the immaterium. The xenos spirits that yet dwell in this place reached a protective accord with the unholy powers. It is only that agreement that permits the structure to exist. They must continue to provide payments in souls, or face the consequences of failing to keep their compact.*
- **How can you help us?** *Through the centuries, I have learned a great deal about those who dwell here. I can hear the thoughts of your Farseer companion. His plan may work, and I can help him with it. If you permit me to, I can assist all of you to navigate the Craftworld and battle the spirits that dwell within the very structure of this place.*

If Derleth is with the Explorers, he is slightly awed by the Inquisitor Lord's presence, but also taken aback that any Inquisitor would delve so deeply into xenos technology. The Acolyte is vocally insulting towards Aquairre's spirit, and attempts to persuade the Explorers to leave the spirit stone behind. Derleth believes that any human exposed to the Eldar's technology for so many centuries must be horribly corrupted by it. He fears the consequences of working with him.

In spite of Derleth's confrontational nature, Aquairre directs the Acolyte towards his physical remains and instructs him to recover the Inquisitor's Journal so that it may be returned to Scintilla. The Acolyte is moved by this gesture. He recovers it and guards it for the remainder of the adventure, as he realizes it is a path towards rapid promotion within the Inquisition.

If Derleth is not present, Aquairre directs one of the Explorers to recover it instead.

If the Explorers retrieve the red spirit stone associated with Kobras Aquairre, he can immediately link in to the protective aura that Farseer Anaris has established. With Aquairre's assistance, the radius of protection increases to twenty-five meters. Their interaction also decreases the oppression felt by the Explorers.

OUTRUNNING CHAOS

"Though we may gladly give our lives for the God-Emperor, we must take care to choose when they should be sacrificed. Not every hopeless battle must make every man a martyr. Some souls must persevere so that the God-Emperor's name may be glorified another day."

—Commissar-Captain Gherold Zeekel

Karrad Vall's forces have not been idle since they docked with the Craftworld. The Chaos Lord dispersed thirteen squads of his loyal foot soldiers to the surface to seek out the Infinity Circuit. However, unlike the Explorers, the Chaos Lord does not have access to a being who is familiar with the vast construct's design. Because of this, the squads are depending largely upon the

INQUISITOR LORD KOBRAS AQUAIRRE

A Rogue Trader who retained his title of Inquisitor Lord, Kobras Aquairre devoted his life to discovering the ways of the xenos beyond the boundaries of known Imperial space and then destroying them. He first passed through the Maw into the Koronus Expanse in 101.M41. With a massive fleet at his command, the legendary Rogue Trader conquered dozens of worlds and surveyed hundreds more, sending detailed reports back to the Imperium until 141.M41. At that time, his communications ceased, and he was proclaimed dead a decade later.

Then, in 201.M41, a single vessel of his fleet returned to Footfall with reports that the Rogue Trader had led the remainder of his fleet into the Rifts of Hecaton. While that vessel carried detailed survey information for hundreds of systems, those reports were the last word that was heard of the Inquisitor Lord until Craftworld Lu'Nasad's arrival in Furibundus.

When Aquairre led his fleet into the Rifts, they soon encountered the corrupt Craftworld. The entire fleet was destroyed within moments of the first contact. Escaping from his ruined flagship, the Inquisitor Lord managed to land, with a small team of his most trusted advisors, upon Craftworld Lu'Nasad. Though they battled valiantly, all of his compatriots were soon slain. Aquairre used the last of his resources to psychically assault the Infinity Circuit. Though he failed to overcome it, he did manage to transfer his soul into an Eldar spirit stone.

Through the intervening centuries, the Inquisitor has held on to the last vestiges of his sanity thanks to his devout loyalty to the God-Emperor. Now, he is prepared to perform one last duty for the Imperium by assisting the Explorers.



blessings of fortune and their Dark Gods to locate the Infinity Circuit. While these groups face many of the same challenges as the Explorers, there are substantially more of them.

The composition of each search party varies, as these are Chaos units. The majority of groups are led by a Chaos Space Marine (see page 61). In all instances, he is accompanied by a Chaos Sorcerer (see page 61). In most cases, these two are accompanied by 2d10 Chaos Reavers (see page 61). In rare instances, the Chaos Reavers may be replaced by 1d5 + 4 Chaos Space Marines. Finally, each squad leads 2d10 slaves, who have been chained together and gagged.

The Chaos Sorcerer is intently focused on maintaining a protective aura, which is dependent upon the blessings of his dark sponsors. The shield is functionally identical to the one that Anaris maintains. It protects the scouting party from Craftworld Lu'Nasad's dark influence to a radius of twenty meters from the Sorcerer. Any Explorer who succeeds at a **Challenging (+0) Psyniscience Test** may note the presence of this shield, even through the Craftworld's background psychic activity.

In order to maintain his shield, the Sorcerer must sacrifice one of the slaves to the dark gods every hour or so. If all of the slaves are killed, the Sorcerer then begins to use cultists as sacrifices. In this case, the Chaos scouting party immediately attempts to return to the *Optimus Nemesis* so that more slaves can be obtained. If the Sorcerer is slain, the shield immediately drops which causes all of the unit's members fall prey to Craftworld Lu'Nasad's corruptive influence. They then die within moments under the psychic onslaught.

Ultimately, the Chaos forces represent yet another threat to the Explorers. Even though the Chaos agents are in conflict with the corrupted Eldar, they also seethe with hatred for the agents of the Imperium. The scouting units of Chaos may to pin the Explorers into a three-way fire fight.

These Chaos units may also be used to complicate other encounters with Eldar forces. If the *Optimus Nemesis* becomes aware of the Explorers' arrival on Craftworld Lu'Nasad, the scouting parties are also watching for them. Under these conditions, the Chaos units may set traps that target the player characters. Some such traps could be simple explosives, but others might be intended to draw the intention of the Craftworld's corrupted forces.

Ideal locations for these could be near the Titan Temple, either of the Aspect Warrior shrines, or near the Grav Dome. The Chaos designed traps might topple a delicate tower, set off a flashy explosive, or trigger a psychic howl of pain. Any of these could alert the corrupted Eldar to the Explorers' presence. In some cases, the Chaos forces might also lay in wait to attack both groups from ambush.

Game Masters are encouraged to use these forces as necessary to complicate the Explorers' journey through the Craftworld. At a minimum, they should have three encounters with the agents of Chaos prior to reaching the Infinity Circuit. Suggested encounters with the Chaos agents are described below. For some groups, additional encounters might be appropriate. Modify these scenes as appropriate to the types of player characters present, their physical conditions, and the group's preferred play style.

FIRST IMPRESSIONS

With the *Optimus Nemesis* in station above Craftworld Lu'Nasad, the Explorers likely expect to encounter Chaos forces on the massive craft's surface. The first meeting between the agents of the Dark Gods and the Explorers should occur shortly after landing. As the Explorers begin to move through the upper layers of the Craftworld, seeking an entrance to the interior, they may make a **Routine (+20) Awareness Test**. Success on the test indicates that the Explorers hear the faint sounds of chanting coming from the distance. With two or more degrees of success, the player characters can also tell that those are human voices chanting.

If the Explorers choose to investigate the source of the voices, they discover a Chaos scouting squad in one of the city's open, park-like spaces. The Sorcerer is in the midst of preparing a sacrifice to maintain the group's protective shield against the Craftworld's influence. Unless the Explorers make no efforts at stealth or fail a Shadowing Test by four or more degrees, they can safely avoid the Chaos unit without being observed. Alternatively, if the Explorers wish to eliminate the opposition, they may easily gain Surprise over the distracted Chaos agents.

Groups that deduce the nature of the Sorcerer's shield might choose to target him exclusively. If they do so and quickly eliminate him and the shield, this might give the Explorers a sense of overconfidence, even in the face of the overwhelming opposition on the Craftworld. Allow the Explorers to enjoy this small triumph, but take care to exploit their overconfidence in the scenes that follow.

SECOND CHANCE

The next time that the Explorers encounter a Chaos scouting unit, the situation should be reversed. In this instance, the scene begins with the Chaos force trailing the Explorers, preferably from a position of stealth. Make appropriate opposed Silent Move and Shadowing Tests for the Chaos forces against the Explorers' Awareness. For the sake of simplicity and convenience, just make a single Test using the Chaos Space Marine's skills. He actively directs the other members of his unit to the best positions to conduct an ambush.

This attack should occur before the Explorers enter the claustrophobic tunnels within Craftworld Lu'Nasad. The Chaos unit that has tracked the player characters scouts ahead along a likely path, then splits its forces. The group's leader and two cultists attempt to conceal themselves to the side of the Explorer's path. The Sorcerer and the remaining cultists ascend to the roof of a nearby structure—taking care to keep everyone within the twenty metre radius of the protective shield. Just as the Explorers enter the trap, have the lead characters make Awareness Tests to try to defeat the Shadowing of the Chaos unit. Then, any psykers may make a **Challenging (+0) Psyniscience Test** to detect the Sorcerer's shield. Explorers who failed to notice either the shield or the concealed attackers are subject to Surprise during the first round of combat.

With the Sorcerer under cover atop the roof and the Chaos Space Marine leader at short range or melee range, this combat may be substantially more challenging for the Explorers than the prior one. If the Explorers start to take serious wounds, have any NPCs—such as the Corsairs or Harlequins—step in to aggressively assist them in the battle. Consider this a good opportunity to reduce the number of support NPCs that are travelling with the Explorers. Some of the Corsairs, Harlequins, and even Derleth might die during this battle.

THIRD STRIKE

The final necessary combat with the Chaos scouting units occurs shortly before the Explorers reach the Infinity Circuit. These Chaos units have already identified the location and sent word to Karrad Vall. The good news for the Explorers is that the Chaos forces successfully eliminated the Wraithguard that were protecting the heart of the Craftworld. The bad news is that it required a more substantial Chaos presence to accomplish this task.

Four squads of Chaos forces converged on the site for that battle. The walls of the entrance are heavily scarred with blast scoring from wraithcannon, autogun, and bolter fire. Crumpled human bodies and the dismantled remnants of the corrupted Wraithguard litter the steps that lead into the sanctum. The entrance is guarded by four surviving Chaos Space Marines, three Sorcerers, and 3d10 Chaos Reavers. All are alertly watching for intruders and anxiously awaiting the arrival of their dark lord. The Sorcerers have no remaining slaves for their ritual or to use to distract the Explorers.

As there are three Sorcerers, only one should need to actively maintain the defensive

shield. The remaining Sorcerers use their abilities to aid the conflict. The Chaos forces have had some time to establish defences before the Explorers arrive. Various corrupted Eldar structures have been knocked over and moved to function as makeshift cover. The Chaos forces know that if they fail, Karrad Vall's punishment is far worse than death in combat. Consequently, they fight to the bitter end. If the battle swiftly becomes overwhelming for the Explorers, reduce the wounds remaining on the Chaos Space Marines—they did, after all, just battle a squad of Wraithguard.

THE INFINITY CIRCUIT

"The Eldar fear death in a manner unlike any other xenos. I believe it is because this ancient race is wise enough to recognise the might of the God-Emperor. They have discovered that as they lack his protection and guidance, death can bring them nothing but eternal torment."

—Inquisitor Enoch

When the Explorers reach the Infinity Circuit, they must first assist Farseer Anaris in his efforts to enter the network of Eldar souls. Once he has done so, the Farseer can only protect the Explorers from Craftworld Lu'Nasad's psychic influence as long as they remain within the Soul Shrine. The only way they could safely leave this location would be if they also have Aquairre's spirit stone. Unfortunately, he can only extend a protective field to a ten metre radius. Further, he is only capable of defending ten individuals from the psychic attack.

It takes Farseer Anaris two hours to transfer his consciousness from the spirit stone and begin his integration with the Infinity Circuit. During this time, Karrad Vall arrives on the scene. The Explorers must defend Anaris so that he can attempt to cleanse Craftworld Lu'Nasad from the corruption. If they fail to do so, Vall destroys the Farseer's spirit stone and then seizes control of the Craftworld for his own nefarious purposes.

EXORCISING THE CORRUPTION

Prior to the Explorers' arrival, the forces of Chaos had ample opportunity to damage the Soul Shrine. Fortunately, Karrad Vall had instructed them to protect it from harm. Unless the player characters made extensive use of blast weapons or explosives, the core has only suffered cosmetic damage. The necessary interfaces are present so that Farseer Anaris's spirit stone may be safely connected to the Craftworld's wraithbone core. From there, he can begin the process of cleansing the Infinity Circuit and recovering control of the corrupted Craftworld.

When the Explorers enter the core, the wraithbone walls glow with a light that constantly shimmers from pink to purple hues. The psychic presence of the corrupted minds is a palpable force. Even through the psychic shield maintained by the Farseer, all of the Explorers can feel the ire of the encroaching spirits. Ghostly visions flicker at the corner of their eyes. At times, the very walls and wraithbone structures seem to flow for a moment then resume their static shape. Not



even any psykers in the group can determine if this is a trick of the mind or a physical transformation.

Until Farseer Anaris recovers control of the Infinity Circuit, all characters who are not in the service of Chaos suffer a -10 penalty to Willpower Tests made within the Soul Shrine. Further, when each Explorer enters the Soul Shrine, he must make a **Terrifying** (-30) **Fear Test**. Direct exposure to the full force of Craftworld Lu'Nasad's Infinity Circuit is overwhelming to the psyche. Only an unprotected view of the warp or a Greater Daemon could compare to the potency of hundreds of thousands of damned souls crying out in agony and hunger.

Unless the Explorers have somehow damaged the Soul Shrine, integrating the Farseer's spirit stone is straightforward. He mentally directs one of the characters through the process involved. No test is required to complete this. However, if the Explorers managed to damage the area, they must first undertake repairs to the interfaces. This requires a total of five cumulative degrees of success on **Hard** (-20) **Tech-Use Tests**. The Explorers may make as many tests as necessary, accumulating degrees of success or losing degrees due to serious failures. Each test requires thirty minutes of time to complete.

Once the Farseer's spirit stone is successfully integrated, he requires an hour to successfully transfer his consciousness into the Infinity Circuit. If the Explorers use Inquisitor Aquairre's spirit stone to provide a psychic shield, this time may be reduced to thirty minutes. Once Farseer Anaris has completed the transfer, he begins to cleanse the closest portions of the wraithbone of its corruption.

After another hour of this effort, he calls for any surviving Eldar and Aquairre to bolster his efforts. When he makes this call for assistance, any living Eldar (with the exception of the Harlequins) willingly connects their spirit stones to the wraithbone interface. As they do so, they sacrifice their lives so that they may enter Craftworld Lu'Nasad's Infinity Circuit. Another ten hours are required to cleanse the wraithbone Soul Shrine enough that the vessel is diverted from its original path. This time is reduced by one hour for each spirit stone that is merged with the Craftworld's wraithbone.

Once the cleansing reaches a level of stability, Lu'Nasad's psychic attack is partially nullified. At this point, the Explorers can travel out of the Infinity Circuit Soul Shrine without worry of its influence. However, the remaining Aspect Warriors and Wraithguard may still attack, as cleansing the Infinity Circuit did not free them. Some portions of the Craftworld should remain under the influence of the corruption. At the Game Master's discretion, these might attack the Explorers as they flee.

THE FACELESS LORD

Fifteen minutes after the Explorers reach the Infinity Circuit Soul Shrine, Karrad Vall the Faceless Lord (see pages 59-60) arrives accompanied by a unit of Chaos Reavers. At this point, the Explorers may not have yet completed the process of reconnecting Farseer Anaris with the Infinity Circuit. Consequently, none of the Eldar should have yet offered their lives to purge the wraithbone. At this time, it is also important to consider the size of the protective field that is in place against the Craftworld's psychic assault. If the Explorers flee separately before the Chaos Lord, those separated from the protective spirit stones might face grave consequences.

The Faceless Lord is an unholy champion, who is well loved by the Ruinous Powers. His appearance and physical manifestation varies based upon the viewer's expectations and abilities. In the NPC Appendix, there are three different sets of game statistics listed for the character: Reaver, Legionnaire, and Destroyer. The Game Master should consider each Explorer's abilities and personality and then select one profile and fighting style (see below) for the Chaos Lord that best matches up with the player character.

Upon his arrival, describe Vall's appearance separately to each Explorer. The player's should quickly realise that none of them are seeing the same opponent. One profile for Vall engages each player character in combat simultaneously. This essentially breaks down to a number of separate combats equal to the number of Explorers present. There is one notable exception to this rule: All of the Faceless Lord's profiles share a single pool of Wounds. When an Explorer makes a killing blow, everyone sees the Chaos Lord collapse at the end of that combat round. Each player character should firmly believe that their actions were the ones that defeated the opponent.

An instant after the Faceless Lord falls, a small portal to the warp opens in the floor of the Craftworld and his body is pulled through by grasping tentacles. A mad psychic cackling is both heard and felt as it reverberates through the entire Furibundus system. Then, before the Explorers have an opportunity to act, the portal snaps shut with a resounding thud. Explorers should make a **Horrifying** (-20)

Fear Test.

Each of the Faceless Lord's profiles has two different appearances and fighting styles. These should be selected based upon the Explorers they oppose. Game Masters are encouraged to create alternative profiles as specifically appropriate to their campaign. Criteria for selecting an opposing profile are as follows:

Use Karrad Vall's Reaver profile for characters focused upon melee combat.

- If a melee-focused character has a theme appropriate for an Imperial noble, then Karrad Vall appears in a foppish frockcoat, a frilled shirt, and well tailored pants. He wears a monocle on one eye, and debates philosophy with his opponent as they battle. Only the hint of a red glow from his eyes suggests that he is anything but a mundane human. In this profile, Vall attempts to disarm his opponent and humiliate him with insults before striking a killing blow. He toys with his prey, like a cat playing with a mouse.
- For a melee character with a lesser lineage, Vall takes on the appearance of a hive gang enforcer. His clothes are ripped and torn leathers, accented by chains, spikes, and sigils of the Chaos Gods. He is a hulking bruiser, who closes swiftly, and relentlessly attacks with both his melee weapons. In this variant, Vall attempts to knock his opponent to the ground, and then makes repeated called shots to the head of his prone foe. There is no subtlety to this character. He is a brutal force of nature.

Use Karrad Vall's Legionnaire profile for characters focused upon ranged combat.

- For a ranged attacker who favours heavy weapons, Vall takes on the appearance of a Traitor Legionnaire. His power armour is the black of soot, trimmed with brass accents. No warband emblems are visible, though the star of chaos is emblazoned across his breastplate. Ram-like horns twist back from the temples of his helm. This visage uses his Storm Bolter to target his opponent from range, but attempts to close to reach melee, to remove his opponent's superior weapon from play. Vall makes extensive use of any cover as he advances, preferring not to rely heavily upon his armour.
- For other ranged combatants, Vall wears sleeker power armour than the Space Marine designs. His shoulder plate shows an Inquisition emblem, which has been defaced with Chaos iconography. The remainder of his armour shimmers through a spectrum of black to deep blue hues. When using this fighting style, Vall shouts out threats and prayers to his Dark Gods. He attempts to remain behind cover, taking called shots to his opponent's weapon arms and head.

Use Karrad Vall's Destroyer profile for characters focused upon psychic combat.

- If facing a Navigator, the Faceless Lord appears in the robes of a Chaos Sorcerer. He walks with a staff that bears a Chaos sigil atop it. His face is hideously scarred, leaving his solid black eyes bulging from a recessed brow and cheekbones. Vall calls for the Navigator to abandon the Imperium and to join forces with his fellow mutants so that they might together overcome the corpse emperor. He then uses his Death

**FIGHTING KARRAD VALL**

At the GM's discretion, he may wish to choose an alternate method of presenting the Faceless Lord for this climactic confrontation.

Option 1: Karrad Vall appears the same to all the characters at the same time, but his form changes each Round. The forms still share Wounds between them as normal. The changes can occur at the GM's discretion, but it is suggested that the Faceless Lord begin in his Reaver aspect at first, change to his Legionnaire aspect in the second Round, and assume his Destroyer aspect in the third Round.

Option 2: The GM may select one of the three aspects for Karrad Vall as the version that is most appropriate to the GM's individual campaign, and thus, Vall does not change aspects during the battle. The GM may also create his own aspect if he wishes. For example, if the GM finds Karrad Vall's Reaver aspect to be the most appropriate fit for his ongoing Rogue Trader campaign, then when the Faceless Lord appears in this adventure, it is as the Reaver.

Grip discipline as he closes to enter in melee combat.

- For other psykers, Karrad Vall appears as a possessed human. His torso and body is misshapen, with limbs jutting out at odd angles, while his head is sunken and merged into his shoulders. He wears only a breech cloth, while his uneven skin is branded and tattooed with symbols of the Ruinous Powers. This aspect of the Faceless Lord taunts the Explorer, calling him to join forces with the Dark Gods, so that they might receive the blessings of Chaos together. Vall uses Dominate or Puppet Master to attempt to turn the Explorer against his allies but resorts to Force Bolts if that fails.

Note that the Chaos Reavers are present specifically to engage any additional NPCs accompanying the Explorers. This is meant to be a climactic battle between the Explorers and the Chaos Lord. These other conflicts should be peripheral, at best. Unless the Explorers somehow overwhelm Karrad Vall within moments, have the battle between the Reavers and the NPC allies resolve during the round that follows the Vall's defeat. If the Explorers' allies are Eldar, who might later be used to assist Farseer Anaris, have one fall in every combat round after the first, taking a Chaos Reaver with him. The spirit stones of these fallen Eldar may still be integrated into the Craftworld's Infinity Circuit to assist Anaris. Any Harlequins that remain with the Explorers suggest that the spirit stones of the slain Eldar join the Infinity Circuit alongside Anaris in order to assist him with regaining control of the Craftworld.

At the GM's discretion, he may scale up Karrad Vall's number of Wounds by a number equal to the number of enemies facing him in this final battle.

NOTABLE PERSONS

The following NPC plays a crucial role as the Explorers defend the Soul Shrine. Full game statistics for this character are included in the NPC Appendix, beginning on page 58.

Karrad Vall, The Faceless Lord

This dread Chaos Reaver has harried Imperial forces within the Koronus Expanse for decades. Karrad Vall is one of the very few beings both bold and powerful enough to have led a successful strike against Footfall. Thousands whisper his name with dread across the breadth of the Expanse, but none living admit to ever having seen his face.

Karrad Vall may be a lunatic madman or a calculating genius. He might even be both. Ultimately, what is most important is that he is a being strongly favoured by the Ruinous Powers. He has successfully assembled and maintained a substantial fleet of Reavers capable of operating throughout the Expanse. Not only have they proven a potent force for Chaos, they have successfully tracked Craftworld Lu'Nasad and boarded it. A feat matched only by the Explorers.

Vall is devoted to destruction in the name of his masters. However, he is also constantly focused on recruiting new followers to his cause. Even as he attempts to defeat the Explorers, he offers them untold bounties and powers that he can provide to them for their service in the name of his unholy sponsors. His offers are even true, though accepting them means the damnation of their souls.

FLAMES OF DAMNATION

"Your duties to the God-Emperor are not complete. Do not surrender your lives today. There remain other worlds to cleanse in his name. The path of the martyr is only open to those who have failed."

—Archbishop Llewellyn Iseult, Order of St. Drusus

Though the Explorers have defeated Vall, his forces, and begun the cleansing of Craftworld Lu'Nasad, they have not yet lived to recount their tales. The psychic battle that continues to take place within the wraithbone has had repercussions in the physical world. Many of the Craftworld's spires have crumbled and collapsed. Fires have ignited as plasma lines began to vent. In some places, the Craftworld's gravity might even be compromised. Unless the Explorers deliberately triggered an explosion, the Craftworld is likely to survive the remaining conflict, but their path of escape may remain treacherous.

Further, though Karrad Vall has likely fallen, the *Optimus Nemesis* remains in station above the Craftworld. If the Explorers launch a shuttle, she gives chase and attempts to capture them for interrogation. That vessel's commanders are in the dark about Vall's fate, but are concerned that he is no longer answering their communications. The Chaos forces are devoted to the Faceless Lord and see the Explorers as a potential answer to their questions.

Throughout this scene, the Explorers must deal with the intermittent quakes emanating from the Craftworld's wraithbone Soul Shrine. Once every hour, roll 1d5, and consult **Table 2-3: Craftworld Instability**.

WHERE ARE THE ELДАР SENDING LU'NASAD?

If Farseer Anaris cleanses the Infinity Circuit without destroying the Craftworld, it raises the question of what then happens to the massive Eldar construct. Even though Anaris seizes control, that only stops the immediate threat. He refuses to state its final destination, but warns that the future remains unclear. It may yet fall back under the control of the Dark Gods, or it might be further cleansed. For now, the Craftworld must be isolated so that the battle may be completed.

This leaves the Explorers with their question unanswered. Any who choose to stay aboard the Craftworld face the surviving corrupted Eldar forces and the dangers that still lurk within its wraithbone Soul Shrine. The construct may not face its final fate for thousands of years, or it might emerge only to destroy some world that Farseer Anaris foresaw turning to the follow the path of the Ancient Enemy.

TABLE 2-3: CRAFTWORLD INSTABILITY

d5 Roll	Effect
1	Structural Collapse.
2	Corruption Resurgent
3-4	Quake
5	No effect this hour

- **Structural Collapse:** A nearby spire or the ceiling of the tunnel the Explorers are following collapses. All Explorers must make a **Challenging (+0) Acrobatics Test** to avoid falling debris. Characters who fail the test are subject to 1d10 Impact Damage. Those who fail by three or more degrees suffer 3d10 Impact Damage and are trapped in the rubble. This requires the cooperation of multiple Explorers and thirty minutes time to dig them free.
- **Corruption Resurgent:** Control of the wraithbone near the player characters reverts to the corrupt forces holding it. All Explorers come under attack by a reduced form of psychic corruption. Each character must make a single **Hard (-20) Willpower Test** to resist its effects. On failure, he suffers 1d10 Energy Damage that ignores armour and Toughness Bonus. They also suffer +1d5 Insanity Points and 1d10 Corruption Points if the Test is failed.
- **Quake:** Craftworld Lu'Nasad shudders and sways as Farseer Anaris battles with the corrupted Eldar spirits within the Infinity Circuit. All Explorers must make a **Difficult (-10) Agility Test** to avoid being hurled to the ground. Those who fail the test are subject to Falling Damage. Those who fail by three or more degrees fell through a rent in the Craftworld's surface. They take falling damage as though they fell 2d10 metres.



ESCAPING THE STATION

As the Explorers travel through the tunnels within the Craftworld's interior, they discover that many of the passages have collapsed. Their route is far more circuitous and takes 10+1d10 hours. A successful **Challenging (+0) Navigation (Surface) Test** can reduce this time by 1 hour per Degree of Success. The Explorers may choose to dig their way out, but this does not reduce the total travel time. During this time, the Explorers may face additional encounters with Wraithguard or Aspect Warriors; however, the opposition is rarer. Roll on **Table 2–2: Craftworld Lu'Nasad Random Defenders** once every three hours until they emerge from the tunnels.

Explorers who choose to ascend through the core spires do not encounter any collapsed structures. However, the station's violent shudders have disrupted the dust and sludge that caked the walls. Even though air constantly flows through, the passages are thickly clogged with dust, reducing visibility range to no more than twenty centimetres. The opaque wall of circulating murk incurs a –20 penalty to all actions.

When the Explorers reach the Craftworld's surface, they discover that it is even more of a wasteland than when they had landed. Spires have collapsed, howling, half-seen spirits soar through the air, and the surface of the Craftworld constantly trembles as if spasming in agony. This reduces visibility to twenty metres, and incurs a –10 penalty to all Ballistic Skill Tests. Aspect Shell patrols have increased in frequency—the Game Master should test for encounters every thirty minutes.

Surviving Chaos scouting parties are hurriedly searching for any evidence of the Faceless Lord. If they encounter the Explorers, then unless they have some obvious trophies from their battle with Karrad Vall, the Chaos units do not engage. Rather, they attempt to hurriedly break contact so that they can resume their search. Conversely, if the Explorers show obvious signs of their battle with the Faceless Lord, the Chaos scouts attack viciously. They do, however, attempt to leave one player character alive for questioning.

RETURNING HOME

The Explorers have a variety of options for escaping Craftworld Lu'Nasad. None of them are easy, and the player characters must select an option that is best suited to the skills they have available. Unless they swiftly establish a plan to escape, they may eventually be overpowered by the Craftworld's instabilities or by the increased Aspect Shell patrols. Further, Farseer Anaris wishes to take the Craftworld away from inhabited space soon. He attempts to wait for the Explorers to escape, but he cannot wait indefinitely.

For those groups that used the webway to reach the Craftworld, they may wish to return by a similar route. However, unless they have an Eldar with them who is versed in such matters, this is exceptionally difficult. A psyker could attempt to navigate from one of Craftworld Lu'Nasad's portals to the portal aboard the *Whisper of Anaris*—the only webway portal connected to the Craftworld. Activating a portal requires a psychic technique that is foreign to Imperial teachings. Any Explorer who attempts this must make a **Very**

LOOTING

If the Explorers wish, they may spend some time loading rare and valuable Eldar artefacts onto their vessel. Any Eldar technology or artefacts recovered from Lu'Nasad is quite precious, but also tainted by the touch of the Warp. The Explorers may gain 1 Profit Factor for every hour spent loading artefacts; however, the GM should also apply 1d5 Corruption Points for every hour spent loading artefacts to any Explorers who are directly involved or supervising.

Hard (-30) Psyniscience Test. On success, the portal is opened and the psyker suffers 1d5 Corruption Points. On failure, the Explorer is unable activate the webway portal and may not make a second attempt. With three or more degrees of failure, the Explorer fails to open the portal and gains 1d10+2 Corruption Points. During their return trip, the Explorers may once more encounter Daemonettes defending the passages. Their presence is subject to Game Master discretion, based upon the Explorers' conditions at this point in the scenario. Optionally, the Game Master can replace the Daemonettes here with a band of Harlequins guarding the webway portal. The Harlequins must then be dealt with via roleplaying and negotiation to allow the Explorers free passage (if the Explorers have any surviving Harlequins with them from having first landed on Lu'Nasad, this encounter should be very quick to resolve!).

If the Explorers have a vox communications system, they may establish contact with any surviving Imperial vessels to coordinate retrieval. As Lu'Nasad's psychic turbulence has largely ceased, an unprotected vessel could approach long enough to launch a shuttle and recover the Explorers. However, any surviving Chaos starships, including the *Optimus Nemesis* would move to intercept. After earlier conflicts with Vall's fleet, there may not be any vessels that remain capable of an extraction.

Some Explorers might have a vessel equipped with a Teleportarium. Such a vessel could potentially approach Craftworld Lu'Nasad while staying out of the effective range of *Optimus Nemesis*. This might be the most straightforward option, but it requires a **Difficult (-10) Navigation (Stellar) Test** for the vessel to successfully avoid a battle. Without the Explorers aboard, this test would rely upon the vessel's Crew Rating.

Many Explorers may plan to use their shuttlecraft to leave. If the ship was damaged by pulsar fire as they landed, that may not be a viable option. However, many of the Craftworld's shuttles remain operational, even after millennia without use (see Landing Platforms on page 9). As there are dozens of platforms spread throughout the Craftworld, the Explorers should have little difficulty finding one or more functional shuttles for this purpose. Since Farseer Anaris has attained some degree of control over the Craftworld, the pulsars do not fire on the shuttle as it leaves. However, if the platform used is within sight of *Optimus Nemesis*, the heavy cruiser sends attack craft in pursuit of their shuttle.

CONSEQUENCES OF FAILURE

If the Explorers fail to stop Karrad Vall, the Craftworld of Lu'Nasad becomes a weapon under the Chaos Lord's control. The Koronus Expanse is then plunged into a hellish state of war and conquest as Vall takes Lu'Nasad with him from one end of the Expanse to the other. Footfall is blown apart by pulsar lances, Calligos Winterscale's fleet is utterly wiped out and the famous Rogue Trader becomes one of Vall's galley slaves. After a savage battle with multiple warspheres, the Kroot of the Expanse are united as mercenaries in Vall's employ, and the Eldar are ruthlessly purged from the Serpent's Cradle and all other worlds where they have taken refuge in the Expanse. Only the Craftworld of Kaelor and the Mechanicus outpost of Altar-Templum-Calixis-Est 17 are able to hold out against the predations of the Faceless Lord. However, even these bastions are brought low, in time. It takes several decades for Vall to tighten his grip across the Expanse, but by 999.M41, the Koronus Expanse is no more... it is only the Fiefdom of the Faceless Lord, a realm of eternal misery, home to cackling daemons and insane pirate reavers.

If the Explorers still have a spirit stone with Kobras Aquairre's soul, he cannot leave Craftworld Lu'Nasad. If questioned, his spirit explains that his tenuous connection to the stone is only possible due to the psychic attenuation caused by the construct's massive wraithbone structures. If they insist on carrying the stone away from the Craftworld, it flickers and fades as the Inquisitor's soul separates from it, presumably to spend eternity with the God-Emperor.

RESOLUTION

Once the Explorers have safely left the Craftworld, it quickly leaves the Furibundus system via the webway. Moments later, surviving Chaos vessels regroup and head out-system as well. Unless the Explorers are aboard the *Whisper of Anaris*, it leaves the system and fades from existence. If they are aboard, the vessel docks with Footfall and then just vanishes the moment all of the Explorers have disembarked.

At this point, there are many NPCs who seek the Explorers' time for discussion. Lord-Captain Locke requests a meeting with the Explorers to debrief recent events so that she can file a report with the Administratum. The other Rogue Traders want a cut of any artefacts recovered from the Craftworld. Acolyte Derleth wishes to return to Scintilla to file a report with the Inquisition. Warlock Dhūn and Farseer Caille would both like to hear what happened on the Craftworld—especially if the Eldar who accompanied the Explorers are missing. Devotees of the Dark Gods who can identify the Explorers may be seeking them for vengeance. Footfall refugees may be grateful for the Explorers' heroics or might somehow blame them for the Craftworld's attack.

Resolving each of these issues could take many game sessions and each of these could involve one or more separate Endeavours. For the moment, the Craftworld's threat has

been nullified and the Koronus Expanse remains connected to the rest of the galaxy. The Explorers may be content to rest and recover from their wounds, or they may be anxious to fully exploit the gratitude of those they have saved.

PROFIT FACTOR

Explorers who successfully defeated the Craftworld and kept Footfall from coming under attack have substantially enhanced their reputation throughout the Expanse. Tales will be told of their glorious victory, and their names will be spread far and wide. This enhanced notoriety grants them +10 Profit Factor. Explorers who stopped the Craftworld but permitted the destruction of Footfall instead receive +2 Profit Factor. Those who were unable to stop Craftworld Lu'Nasad's rampage receive no Profit Factor bonus.

FATE POINTS

At the conclusion of the adventure, the GM should award 1 Fate Point to each of the surviving Explorers for facing such insurmountable odds. If they successfully stopped Craftworld Lu'Nasad and Karrad Vall's fleet, they gain an additional 1 Fate Point.

EXPERIENCE AWARDS

At this point, if he hasn't already done so, the GM should award the players experience points (XPs) for their efforts and actions. The GM should also feel free to reward the players with additional XPs for actions they may have done outside the adventure's framework. These rewards are explained more completely in the **ROGUE TRADER** rulebook. The GM should award, at a minimum, the following to the Explorers' players for their actions. These rewards are broken down by Act, and by event.

Act I

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

- Agreed to transport Acolyte Derleth: 75
- Stopped the Eldar Corsairs from seizing the Relic: 100
- Successfully interrogated Badb Ra: 75
- Defeated *Fate's End* in combat: 100
- Successfully negotiated with *Fate's End* to travel to the Serpent's Cradle, instead of fighting it: 175
- Recovered Farseer Anaris's spirit stone: 75
- Spoke telepathically with Anaris: 100
- Travelled to the Serpent's Cradle without incident: 150
- Met on the spire without incident: 150
- Boarded the *Whisper of Anaris*: 100
- Repaired the systems necessary to locate Craftworld Lu'Nasad: 150

OPEN ISSUES

- The Explorers may have recovered valuable Eldar artefacts while travelling the Craftworld. Deciding whether to sell or use these, as well as deciding to whom they might sell could be separate Endeavours. Both the Inquisition and the Adeptus Mechanicus could take a direct interest in the Explorers if they obtain word of these items. Alternatively, Rogue Traders Feckward or Amardi might believe that they deserve these artefacts.
- Craftworld Lu'Nasad's final destination remains unknown. The Explorers might encounter it again, or they might encounter stories of its travels, now that someone could see it and live to tell the tale.
- The Faceless Lord may yet live through the grace of his Unholy Gods. If so, he might seek vengeance against the Explorers.
- If Karrad Vall was irrevocably slain, then his followers might war with one another for positions of command. This could lead to increased Chaos Reaver activity throughout the Expanse.
- Kobras Aquairre's journal needs to be returned to Scintilla so that the Inquisition may study his notes and recordings.

Act II

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

- Successfully travelled to Furibundus: 100
- Coordinated with Lord-Captain Locke: 100
- Agreed to terms with Rogue Trader Feckward: 75
- Agreed to terms with Rogue Trader Amardi: 75
- Negotiated with Altar-Templum-Calixis-Ext-17: 75
- Travelled through the webway to Footfall: 50
- Overcame Karrad Vall's fleet without substantial losses: 150
- Travelled through the webway to Craftworld Lu'Nasad: 130
- Reached Craftworld Lu'Nasad: 150

Act III

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

- Landed their shuttle intact on the Craftworld: 50
- Recovered Kobras Aquairre's spirit stone: 150
- Recovered Eldar Titan schematics: 100
- Survived encounters with Aspect Warriors or Wraithguard: 150
- Survived encounters with Chaos scouting units: 150
- Introduced Farseer Anaris to the Infinity Circuit: 150
- Defeated Karrad Vall: 200
- Escaped Craftworld Lu'Nasad: 150



NPC APPENDIX

NAMED
CHARACTERS

•
FORCES OF CHAOS

•
THE ELDAR

•
STARSHIPS

NPC

APPENDIX

"Abide not the touch of Chaos. It is anathema to all we stand for and should be cleansed with faith and fire."

—Alquinus, Master at Arms for the Rogue Trader vessel *The Coming Storm*

This section contains the rules and characteristics 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.

ROGUE TRADER NAJ AMARDI

More information on Naj Amardi can be found on page 36.

Naj Amardi Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
38	46	35	47	50	48	42	40	45

Movement: 5/10/15/30

Wounds: 20

Skills: Acrobatics (Ag), Awareness (Per), Barter (Fel) +20, Charm (Fel), Ciphers (Rogue Trader), Command (Fel) +20, Commerce (Fel) +10, Common Lore (Administratum, Imperium, Imperial Navy, Koronus Expanse, Rogue Traders, War) (Int), Contortionist (Ag), Dodge (Ag) +10, Evaluate (Int), Forbidden Lore (Pirates, Xenos) (Int) +10, Inquiry (Fel) +10, Literacy (Int), Scholastic Lore (Astromancy, Cryptology, Imperial Warrants, Tactica Imperialis) (Int), Scrutiny (Per), Secret Tongue (Rogue Trader) (Int), Speak Language (High Gothic, Low Gothic) (Int), Tech-Use (Int).

Talents: Air of Authority, Ambidextrous, Armour of Contempt, Catfall, Crack Shot, Deadeye Shot, Fearless, Gunslinger, Hatred (Eldar, Orks), Jaded, Master and Commander, Pistol Weapon Training (Universal), Melee Weapon Training (Universal), Quick Draw, Rapid Reload, Step Aside, Two-Weapon Wielder (Ballistic).

Traits: Touched by the Fates (2).

Armour: Best Craftmanship Light Carapace (Arms 6; Body 6; Head 6; Legs 6).

Weapons: Two Best Craftmanship Bolt Pistols with Red-Dot Laser Sights (30m; S/2/-; 1d10+5 X; Pen 4; Clip 8; Rld Full; Tearing, +10 bonus to strike on single shots), Best Craftmanship Ryz-

pattern Wrath Plasma Pistol (40m; S/-/-; 1d10+8 E; Pen 6; Clip 8; Rld 3 Full; Overheat, Accurate), Best Craftmanship Mordian-pattern Power Sword (1d10+9 E; Pen 5; Power Field, Balanced, +15 to parry, +10 to attack).

Gear: Chrono, uniforms (dress, un-dress, and working), respirator, dataslate, void suit.

Special Rules

Suffer Not the Xenos to Live: Hatred of the vile xenos is ingrained into the very fabric of Imperial life. Naj Amardi, however, harbours such a deep, roiling, and passionate loathing of xenos, especially Orks and Eldar, that the mere thought of them drives him to paroxysms of rage. He suffers -20 to all Interaction Skills when dealing with other humans who use xenos technology or who employ sanctioned xenos, and -40 to all Interaction Skills when dealing with actual xenos by any other means than down the barrel of a gun.

GARVIN DERLETH

More information on Garvin Derleth can be found on page 20.

Garvin Derleth Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	32	28	30	32	40	30	35	35

Movement: 3/6/9/18

Wounds: 13

Skills: Awareness (Per), Blather (Fel) +10, Common Lore (Imperium) (Int), Dodge (Ag), Literacy (Int), Speak Language (High Gothic, Low Gothic) (Int), Trade (Copyist) (Int).

Talents: Light Sleeper, Paranoia, Pistol Weapon Training (Universal), Sprint, Unremarkable.

Traits: Touched by the Fates (3).

Armour: Good Craftmanship Flak Coat (Arms 3; Body 3; Legs 3).

Weapons: Good Craftmanship Laspistol (30m; S/-/-; 1d10+2 E; Pen 0; Clip 30; Rld Full; Reliable).

Gear: Administratum robes, auto-quill, chrono, dataslate, rebreather.



CAPTAIN SYLVIA LOCKE

More information on Sylvia Locke can be found on page 21 of **THE FROZEN REACHES**.



Sylvia 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

Skills: Awareness (Per) +10, Climb (S), Command (Fel) +20, Common Lore (Imperium, Void, Imperial Navy, Navis Nobilitie, War) (Int), Navigation (Stellar) (Int), Pilot (Flyers, Space Craft) (Ag) +20, Scholastic Lore (Astromancy, Bureaucracy, Imperial Warrants, Navis Nobilitie, Tactica Imperialis) (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 (Universal), Peer (Imperial Navy), Pistol Weapon Training (Universal), Void Tactician.

Traits: Touched by the Fates (3).

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

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

Special Rules

Fighting Captain: Lord-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).

ROGUE TRADER KRAWKIN FECKWARD

More information on Krawkin Feckward can be found on page 28 of **LURE OF THE EXPANSE**.



Krawkin Feckward Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
42	40	35	35	35	45	50	38	40

Movement: 3/6/9/18

Wounds: 25

Skills: Awareness (Per) +20, Barter (Fel) +10, Charm (Fel), Chem-Use (Int), Command (Fel) +10, Commerce (Fel), Common Lore (Adeptus Arbites, Imperium, Koronus Expanse, Rogue Traders) (Int), Deceive (Fel) +20, Evaluate (Int), Forbidden Lore (Archaeotech, The Inquisition, Pirates) (Int), Literacy (Int), Scholastic Lore (Beasts, Bureaucracy, Judgement) (Int), Scrutiny (Per) +20, Speak Language (High Gothic, Low Gothic, Trader's Cant) (Int) +10, Wrangling (Int).

Talents: Air of Authority, Basic Weapon Training (Universal), Blademaster, Decadence, Exotic Weapon Training (Digi Weapons), Melee Weapon Training (Universal), Paranoia, Peer (Nobility), Pistol Training (Universal).

Traits: Touched by the Fates (2).

Armour: Xenos-hide and flak-weave long coat (Arms 2; Body 3; Legs 2).

Weapons: Best Craftsmanship Bolt Pistol (30m, S/2/-; 1d10+5 X; Pen 4; Clip 8; Rld Full; Tearing; Never Jams), Best Craftsmanship Monosword (1d10+4 R; Pen 2; Balanced; +10 WS to Attack), Best Craftsmanship Digi-laser (3m; S/-/-; 1d10+4 E; Pen 7; Clip 1; Rld Full; Reliable; Never Jams).

Gear: 4 clips of Inferno Shells for bolt pistol, data-slate, micro-bead.

FORCES OF CHAOS

KARRAD VALL

More information on Karrad Vall can be found on page 356 of the **ROGUE TRADER** Rulebook.



Karrad Vall (Reaver) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
65	55	⁽¹²⁾ 60	50	⁽¹²⁾ 65	40	45	40	40

Movement: 6/12/18/36

Wounds: 40

Skills: Acrobatics (Ag) +20, Awareness (Per), Charm (Fel), Climb (S), Command (Fel) +20, Commerce (Fel), Common Lore (Administratum, Imperial Navy, Imperium, Koronus Expanse, Rogue Traders, Tech) (Int), Deceive (Fel) +20, Dodge (Ag) +20, Evaluate (Int), Forbidden Lore (Daemonology, Pirates, Psykers, The Warp) (Int), Intimidate (S) +20, Literacy (Int), Navigation (Stellar) (Int), Scrutiny (Per), Silent Move (Ag) +20, Speak Language (High Gothic, Low Gothic) (Int), Tech-Use (Int).

Talents: Ambidextrous, Assassin Strike, Basic Weapon Training (Universal), Blademaster, Catfall, Combat Master, Counter Attack, Crippling Strike, Die Hard, Disarm, Dual Strike, Exotic Weapon Training (Daemon Weapon), Fearless, Furious Assault, Iron Discipline, Leap Up, Lightning Reflexes, Master and Commander, Melee Weapon Training (Universal), Nerves of Steel, Pistol Weapon Training (Universal), Precise Blow, Quick Draw, Step Aside, Sure Strike, Swift Attack, True Grit, Two-Weapon Wielder (Melee), Two-Weapon Wielder (Ballistic), Wall of Steel.

Traits: Unnatural Strength (x2), Unnatural Agility (x2).

Armour: Best Craftsmanship Storm Trooper Carapace (Arms 7, Body 7, Legs 7).

Weapons: Bane (2d10+12 E; Pen 0; Balanced, Tearing, Special), 3 Best Craftsmanship Shotgun Pistols (10m; S/-/-; 1d10+4 I; Pen 0; Clip 1; Rld Full; Reliable, Scatter), Best Craftsmanship Fractal Blade (1d10+14 R; Pen 7; Power Field, Balanced).



Karrad Vall (Legionnaire) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
55	65	(12) 65	(10) 50	50	35	40	43	35

Movement: 6/12/18/36

Wounds: 40

Skills: Awareness (Per), Climb (S), Command (Fel) +20, Dodge (Ag) +20, Forbidden Lore (Daemons, Warp) (Int), Intimidate (S) +20, Literacy (Int), Scrutiny (Per), Speak Language (High Gothic, Low Gothic) (Int), Survival (Int), Swim (S).

Talents: Basic Weapon Training (Universal), Combat Master, Crack Shot, Deadeye Shot, Die Hard, Disturbing Voice, Double Team, Fearless, Hatred (Loyalist Space Marines), Heightened Senses (Sight, Hearing, Smell), Iron Discipline, Iron Jaw, Jaded, Melee Weapon Training (Universal), Mighty Shot, Pistol Weapon Training (Universal), Quick Draw, Rapid Reload, Sharpshooter, Swift Attack, True Grit.

Traits: Dark Sight, Fear (2), Size (Hulking), Unnatural Strength (x2), Unnatural Toughness (x2).

Armour: Corrupt Astartes Power Armour (Arms 8; Body 10; Head 8; Legs 8).

Weapons: Legion Plasma Pistol (30m; S/2/-; 1d10+12 E; Pen 10; Clip 24; Rld 5 Full; Maximal, Overheats), Vall's Lightning Claw (1d10+18 E; Pen 8; Power Field*), 2 Legion Krak Grenades (SBx3; S/-/-; 3d10+4 X; Pen 6).

*Vall's Lightning Claws do an additional point of Damage per Degree of Success on the Attack roll. All Damage rolls of less than 4 count as 4.



BANE

Karrad Vall's Reaver aspect carries a deadly and beautiful Daemon Weapon known as Bane. Little is known about this weapon other than its name and appearance. At first glance it appears as a relatively normal, if not ornate, cavalry sabre with a silver hilt inlaid with garnet and onyx. Once drawn, however, its heavy, rune-etched, single-edged blade bursts into blue-black flames that crackle and keen in an extremely disconcerting way. This weapon is extremely dangerous, and is inhabited by a particularly canny and bloody-minded daemon who dearly loves the taste of man-flesh. Bane has the following special abilities:

- **Sharp as Sin:** Grants the weapon the Tearing Quality.
- **Hungering:** When Bane deals Critical Damage, it deals 5 additional points of Damage.
- **Dark Fire:** On a successful attack, the victim must make an **Challenging (+0) Agility Test** or be set on fire. See Page 260 of **ROGUE TRADER** for more information on fire damage.
- **Aetheric Render:** Bane's lust for the flesh of mankind cannot be stopped by mundane technology or weak mortal psychic powers. Attacks from this weapon bypass all armour, psychic defences, and forcefields, and all living creatures struck must pass a **Challenging (+0) Toughness Test** or be immediately killed.
- **Uncanny Resilience:** Bane is not destroyed by a power field.

TAKING TROPHIES

Once Vall is defeated, anyone fighting the Reaver will see his daemon sword Bane clatter to the floor. Players may surely attempt to retrieve the weapon, but there's a steep cost. Whoever picks up the weapon will immediately be locked in a battle of wills with the daemon who inhabits it and must make an opposed Willpower Test versus the daemon's Willpower of 40. If the character fails the Willpower Test, the daemon will attempt to possess him. If he succeeds on the Willpower Test he is not possessed, but suffers 2d10 Corruption and 1d10 Insanity.



Karrad Vall (Destroyer) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	15	(10) 50	(12) 65	40	45	40	65	20

Movement: 6/12/18/36

Wounds: 40

Skills: Forbidden Lore (Daemonology, Psykers, The Warp, Xenos) (Int), Invocation (WP), Psyniscience (Per), Scholastic Lore (Occult) (Int), Speak Language (High Gothic, Low Gothic) (Int).

Talents: Awareness, Disturbing Voice, Heightened Senses (Sight, Sound, Smell), Psy Rating (10), Strong Minded, Warp Affinity, Warp Conduit, Warp Sense.

Traits: Brutal Charge, Daemonic, Dark Sight, Fear (3), Flyer (10), From Beyond, Natural Armour (5), Size (Enormous), Strange Physiology, The Stuff of Nightmares, Unnatural Strength (x2), Unnatural Toughness (x2).

Psychic Techniques: Chaos Mind, Compel, Death Grip, Dominate, Force Bolt, Force Shards, Mind Link, Mind Probe, Mind Scan, Psychic Scream, Psycho-Kinetic Mist, Puppet Master, Short Range Telepathy, Storm of Force, Telekinetic Crush, Terrify.

Armour: Tough, scaly hide (5 all).

Weapons: Claws (1d10+10 R).

CHAOS SPACE MARINE

More information on Chaos Space Marines can be found on page 356 of the **ROGUE TRADER** Rulebook.



Chaos Space Marine Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
50	50	⁽¹²⁾ 55	⁽⁸⁾ 45	40	35	40	45	20

Movement: 5/10/15/30

Wounds: 35

Skills: Awareness (Per), Climb (S), Command (Fel) +10, Dodge (Ag) +10, Forbidden Lore (Daemons, Warp) (Int), Intimidate (S) +20, Literacy (Int), Scrutiny (Per), Speak Language (High Gothic, Low Gothic) (Int), Survival (Int), Swim (S).

Talents: Basic Weapon Training (Universal), Crushing Blow, Crack Shot, Crippling Strike, Combat Master, Deadeye Shot, Die Hard, Double Team, Fearless, Hatred (Imperium, Loyalist Space Marines), Heavy Weapon Training (Universal), Heightened Senses (Sight, Smell, Sound), Jaded, Mighty Shot, Melee Weapon Training (Universal), Pistol Weapon Training (Universal), Quick Draw, Rapid Reload, Swift Attack, True Grit.

Traits: Dark Sight, Size (Hulking), Unnatural Strength (x2), Unnatural Toughness (x2).

Armour: Legion Power Armour (Arms 8, Body 10, Head 8, Legs 8).

Weapons: Legion Bolt Pistol (30m; S/2/-; 1d10+11 X; Pen 4; Clip 8; Reload Full; Reliable, Tearing), Legion Bolter (100m; S/3/-; 1d10+11 X; Pen 4; Clip 24; Reload Full; Reliable, Tearing), Legion Chain Sword (1d10+17 R; Pen 2; Balanced, Tearing), 3 Legion Frag Grenades (SBx3; S/-/-; 2d10 X; Pen 0; Blast [5]).

At the GM's discretion, a few of Vall's Traitor Legion colleagues can be outfitted as heavy gunners. Legion heavy gunners will be armed with Legion Bolt Pistols, Legion Combat Blades, and one of the following Heavy **Weapons**:

- Legion Heavy Bolter: (150m; -/-/6; 1d10+14 X; Pen 5; Clip 60; Reload Full; Tearing).
- Legion Plasma Cannon: (150m; S/-/-; 2d10+14 E; Pen 10, Clip 16; Reload 5 Full; Blast (3), Overheat).
- Legion Multi-Melta: (60m; S/-/-; 2d10+18 E; Pen 12; Clip 10; Reload 2 Full; Blast [1]).
- Legion Heavy Flamer: (30; S/-/-; 1d10+14 E; Pen 6; Clip 15; Reload 2 Full; Flame).

CHAOS REAVER

More information on Chaos Reravers can be found on pages 355-356 of the **ROGUE TRADER** Rulebook.



Chaos Reaver Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	25	30	30	30	20	30	40	20

Movement: 3/6/9/18

Wounds: 10

Skills: Awareness (Per), Climb (S), Common Lore (Imperium, Koronus Expanse) (Int), Forbidden Lore (Chaos, Mutants, The Warp, Xenos) (Int), Speak Language (Low Gothic) (Int), Swim (S), Survival (Int).

Talents: Basic Weapon Training (Universal), Berserk Charge, Decadence, Fearless, Furious Assault, Melee Weapon Training (Universal), Pistol Weapon Training (Universal).

Armour: Flak-weave robes (Arms 4; Body 4; Legs 4).

Weapons: Autogun (90m; S/3/10; 1d10+3 I; Pen 0; Clip 30; Rld 2 Full) or Good Craftsmanship Combat Shotgun (30m; S/3/-; 1d10+4 I; Pen 0; Clip 18; Rld Full; Scatter), Good Quality Monosword (1d10+3 R; Pen 2; Balanced).

Gear: Respirator, Chaos Charm, 4 extra clips for weapon.

CHAOS SORCERER PROFILE

More information on Chaos Sorcerers can be found on pages 355-356 of the **ROGUE TRADER** Rulebook.



Chaos Sorcerer Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	35	30	45	40	40	50	50	30

Movement: 4/8/12/24

Wounds: 15

Skills: Awareness (Per), Climb (S), Common Lore (Imperium, Koronus Expanse) (Int), Concealment (Ag) +10, Contortionist (Ag) +10, Deceive (Fel) +20, Dodge (Ag), Forbidden Lore (Chaos, Cults, Daemonology, Heresy, Sorcerers, The Warp) (Int) +10, Intimidate (S), Invocation (WP) +20, Psyniscience (Per) +10, Scrutiny (Per), Search (Per), Secret Tongue (Chaos Sorcerers) (Int), Silent Move (Ag) +10, Speak Language (High Gothic, Low Gothic) (Int).

Mutations and Malignancies: Witch Mark.

Talents: Blind Fighting, Catfall, Dark Soul, Decadence, Heightened Senses (Sight), Fearless, Jaded, Master Sorcerer[†], Melee Weapon Training (Universal), Pistol Training (Universal), Peer (Chaos Sorcerers), Resistance (Fear, Psychic Techniques), Sorcerer[†], Strong Minded, Swift Attack.

Sorcerous Powers: Agonising Grasp^{††}, Force Bolt, Force Shards, Psychic Scream, Telekinetic Crush, Telekinetic Shield, Terrify, Sensory Deprivation, Storm of Force, Warp Fire^{††}.

Armour: By sorcerous Power.

Weapons: Stub Automatic (30m; S/3/-; 1d10+3 I; Pen 0; Clip 9; Rld Full), Monosword (1d10+3 R; Pen 2; Balanced, Mono).

Gear: Chaos charm.

Special Rules

Xenos Ward: Every Chaos scouting party that Vall sends to the cursed Craftworld requires the services of a Sorcerer to ensure they survive. Sorcerers are responsible for maintaining a blood ritual that keeps the deadly psychic aura of Lu'Nasad at bay, protecting the heretics and allowing them to go about their business. The ritual itself requires the sacrifice of a slave (each party has many slaves in tow) roughly every hour, and constant chanting on the part of the Sorcerer. If the Sorcerer is incapacitated or killed, the party of heretics will be consumed by the Craftworld in short order.

†See the Sorcery section on pages 84-86 of **EDGE OF THE ABYSS**.

†† See the Psykana Malifica section on pages 82-84 of **EDGE OF THE ABYSS**.

ELDAR FORCES

BADB RA

More information on Badb Ra can be found on page 136 of **EDGE OF THE ABYSS**.



Badb Ra Profile



WS	BS	S	T	Ag	Int	Per	WP	Fel
52	55	33	35	55 ⁽¹⁰⁾	39	58	43	20

Movement: 5/10/15/30

Wounds: 15

Skills: Acrobatics (Ag) +20, Awareness (Per) +20, Concealment (Ag) +20, Deceive (Fel) +20, Dodge (Ag) +10, Evaluate (Int) +10, Forbidden Lore (The Black Library, Xenos, The Warp) (Int) +10, Gamble (Int), Navigation (Stellar) (Int), Pilot (Flyer) (Ag), Medicae (Int), Silent Move (Ag) +20, Speak Language (Eldar, Low Gothic, Void Cant) (Int) +10.

Talents: Basic Weapon Training (Las), Catfall, Exotic Weapon Training (Shuriken Catapult, Shuriken Pistol), Foresight, Hard Target, Leap Up, Melee Weapon Training (Power, Primitive), Pistol Weapon Training (Las), Quick Draw, Rapid Reaction, Resistance (Fear, Psychic Techniques), Sprint.

Traits: Unnatural Agility (x2).

Armour: Xeno mesh void armour (Arms 4; Body 5; Legs 4).

Weapons: Best Quality Shuriken Catapult (60m; S/3/10; 1d10+4 R; Pen 6; Clip 100; Rld 2 Full; Reliable), Eldar Laspistol (30m; S/-/-; 1d10+2 E; Pen 0; Clip 30; Rld Full; Reliable), xeno-crafted mono-sword (1d10+3 R; Pen 2; Balanced), 1 plasma grenade, 1 blind grenade.

Gear: Ragged outer garments adorned with a variety of bone fetishes, 3 spare clips of Shuriken catapult ammunition, waystone gem, xenos-crafted medkit, auspex.

FARSEER CAILLE

More information on Farseer Caille can be found on page 28.



Farseer Caille Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
50	45	35	40	57 ⁽¹⁰⁾	44	53	59 ⁽¹⁰⁾	35

Movement: 5/10/15/30

Wounds: 30

Skills: Acrobatics (Ag), Awareness (Per) +20, Climb (S), Concealment (Ag) +10, Common Lore (Koronus Expanse) (Int), Deceive (Fel), Dodge (Ag) +10, Forbidden Lore (The Black Library, Xenos, The Warp, The Webway, Psykers) (Int) +20, Inquiry (Fel) +10, Invocation (WP), Psyniscience (Per) +20, Scrutiny (Per), Search (Per), Silent Move (Ag), Speak Language (Eldar, Low Gothic) (Int).

Talents: Basic Weapon Training (Universal), Blademaster, Exotic Weapon Training (Shuriken Pistol, Witchblade), Favoured by the Warp, Foresight, Improved Warp Sense, Melee Weapon Training (Universal), Pistol Weapon Training (Universal), Psy Rating 6, Warp Conduit, Warp Sense.

Traits: Unnatural Agility (x2), Unnatural Willpower (x2).

Psychic Techniques: Augury, Compel, Delude, Divining the Future, Dominate, Foreshadow, In Harm's Way, Inspire, Mental Bond, Mind Link, Mind Probe, Mind Scan, Psychic Scream, Psycholocation, Psychometry, Puppet Master, Reprogram, Short Range Telepathy, Terrify, Walking the Path.

Armour: Eldar Rune Armour (Arms 6; Body 6; Head 6; Legs 6; Ignores all weapon penetration).

Weapons: Shuriken Pistol (30m; S/3/5; 1d10+2 R; Pen 4; Clip 40; Rld 2 Full; Reliable), Witchblade (1d10+14; Pen 6; Power Field, Balanced).

Gear: Spirit Stone, ghosthelm, runes of warding and witnessing.

ELDAR PSYCHIC POWERS

Farseers have a number of unique psychic abilities that assist them in protecting their people.

DOOM

Focus Time: Half Action

Sustain: Yes

Focus Power Test: Opposed Willpower

The Farseer chooses a target within a range of 5m x Psy Rating. Both the target and the Farseer make an opposed Willpower test. If the target wins, the power has no further effect. If the target fails, all attacks directed against him and any additional enemies within a number of metres equal to the Farseers psy rating gain a bonus amount of damage equal to the Farseer's Psy Rating.

GUIDE

Focus Time: Half Action

Sustain: Yes

Focus Power Test: Willpower

The Farseer and all allies within an area equal to 5m x the Farseer's Psy Rating may re-roll failed Weapon Skill and Ballistic Skill Tests for a number of rounds equal to the Farseer's Psy Rating. This power does not stack with re-rolls from other effects, and may be sustained normally.

MIND WAR

Focus Time: Half Action

Sustain: No

Focus Power Test: Opposed Willpower

The Farseer chooses one target within line of sight up to a range of 10m x Psy Rating. Both the target and the Farseer make an opposed Willpower test. If the target wins, the power has no additional effect. If the target fails, they suffer 1d10 points of Explosive damage plus and additional 1d10 damage for every degree by which the Farseer defeated them. This damage ignores armour, and is reduced by Willpower Bonus as opposed to Toughness Bonus. Critical effects from this power are always applied to the head.

WARLOCK BHAINÉ DHÛN

More information on Bhainé Dhûn can be found on page 28.

Bhainé Dhûn Profile



WS	BS	S	T	Ag	Int	Per	WP	Fel
55	48	36	34	⁽¹⁰⁾ 54	44	43	52	35

Movement: 5/10/15/30

Wounds: 15

Skills: Acrobatics (Ag), Awareness (Per) +20, Climb (S), Concealment (Ag) +10, Deceive (Fel), Dodge (Ag) +10, Forbidden Lore (The Black Library, Xenos, The Warp, The Webway, Psykers) (Int), Inquiry (Fel), Psyniscience (Per) +20, Scrutiny (Per), Search (Per), Silent Move (Ag), Speak Language (Eldar, Low Gothic) (Int), Survival (Int).



Talents: Basic Weapon Training (Universal), Blademaster, Exotic Weapon Training (Shuriken Pistol, Witchblade), Improved Warp Sense, Melee Weapon Training (Universal), Pistol Weapon Training (Universal), Psy Rating (6).

Traits: Unnatural Agility (x2).

Psychic Techniques: Beastmaster, Compel, Delude, Dominate, Force Bolt, Force Shards, Inspire, Mental Bond, Mind Link, Mind Probe, Mind Scan, Psychic Scream, Storm of Force, Telekinetic Crush, Telekinetic Shield, Telekinetic Weapon, Terrify.

Armour: Eldar Rune Armour (Arms 6; Body 6; Head 6; Legs 6; Ignores all weapon penetration).

Weapons: Shuriken Pistol (30m; S/3/5; 1d10+2 R; Pen 4; Clip 40; Rld 2 Full; Reliable), Witchblade (1d10+14; Pen 6; Power Field, Balanced).

Gear: Robes, runes of warding and witnessing.

Special Rule

Enhance: Dhûn can use his eldritch powers to energize himself and all allies within 20m, improving reflexes and reaction times. All those affected gain +2 to Initiative and +10 to Weapon Skill. Multiple uses of Enhance do not stack, and using the power does not trigger any psychic phenomena.

ELDAR ACCOUTREMENT

Spirit Stones: Farseers carry gems housing the souls of powerful Warlocks and Farseers so that they may call upon their psychic power in battle. Once per combat, the Farseer may employ his spirit stones to use one of his psychic powers as a Free Action.

Ghosthelm: Covered in spidery, arcane runes, a ghosthelm is a potent and ancient device worn by Farseers to protect them from the dangers of the Warp. While wearing a ghosthelm, the Farseer may make a Challenging (+0) Willpower Test to remain unaffected by Psychic Phenomena or Perils of the Warp. The effects of the result rolled on the table still occur and may affect others or the environment.

Runes of Warding and Witnessing: Farseers carry countless trinkets, esoteric devices, and runes, all designed to enhance their powers and diminish those of their adversaries. All enemy psykers within 20m must add an additional +10 to all rolls they make on both the Psychic Phenomena Table and the Perils of the Warp table. The Farseer subtracts -10 from rolls made on either table.

CROW SPIRIT ISTAURMEN

More information on the Istaурmen can be found on page 24.



Istaурmen Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	40	35	30	⁽¹⁰⁾ 50	45	50	45	45

Movement: 5/10/15/30

Wounds: 15

Skills: Acrobatics (Ag), Awareness (Per) +10, Climb (S), Blather (Fel) +10, Charm (Fel) +10, Concealment (Ag) +10, Common Lore (Imperium, Koronus Expanse, Rogue Traders) (Int), Deceive (Fel) +20, Dodge (Ag) +10, Forbidden Lore (The Black Library, Xenos, The Warp, The Webway, Psykers, Pirates) (Int), Inquiry (Fel) +10, Interrogation (WP), Scrutiny (Per), Search (Per), Silent Move (Ag), Speak Language (Eldar, Low Gothic) (Int), Survival (Int).

Talents: Basic Weapon Training (Universal), Exotic Weapon Training (Shuriken Pistol), Foresight, Master Orator, Melee Weapon Training (Universal), Pistol Weapon Training (Universal), Polyglot.

Traits: Unnatural Agility (x2).

Armour: Eldar void armour (Arms 4; Body 5; Head 5; Legs 4).

Weapons: Shuriken Pistol (30m; S/3/5; 1d10+2 R; Pen 4; Clip 40; Rld 2 Full; Reliable).

Gear: 3 spare clips for shuriken pistol, waystone gem, and Eldar void armour that provides full life support as well as long-range encrypted vox, auspex, and Dark Sight. The armour also has built-in void impellers that grant the wearer Flyer 12 in zero gravity.

ELDAR HARLEQUINS

Among the Eldar there exists a troupe of masked warrior-dancers called the Harlequins, devotees of their Laughing God and driven foes of Chaos. These mysterious entertainers travel the Webway, constantly moving among the Eldar people. They bring with them the epic tales of their race, passing them on to each dwindling generation with their exquisite dance and evocative mummery. Of these stories the greatest, though most rarely repeated, is the Dance Without End, the story of the Fall. In this dark morality tale, the Harlequins re-enact the Fall of the Eldar Empire and the creation of Slaanesh—the dark result of their own decadence. Few beings in the galaxy are as single-minded in their opposition to Chaos as the Harlequins. Fierce combatants all, their performances turn to death-dances on the field of battle, bringing terror and death to the servants of the Dark Powers.

Acting a variety of parts, troupers make up the bulk of a Harlequin troupe. While the most numerous, these performers are nevertheless potent combatants against the forces of Chaos. Their supernatural grace and skill on the battlefield surpasses that of all but the most highly-trained Imperial soldier or xenos menace. In addition to their own innate skill, all Harlequins make use of technology beyond even the rest of the Eldar people, including brightly-coloured holo-suits that mask their movements and anti-gravity “flip-belts.”



Harlequin Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
60	45	38	36	⁽¹⁰⁾ 57	42	54	59	36

Movement: 8/16/24/48

Wounds: 15

Skills: Acrobatics (Ag)+20, Awareness (Per) +20, Charm (Fel)+10, Command (Fel), Deceive (Fel)+20, Dodge (Ag)+20, Forbidden Lore (Daemonology) (Int), Scrutiny (Per), Sleight of Hand (Ag)+10, Speak Language (Eldar) (Int), Stealth (Ag)+20.

Talents: Ambidextrous, Combat Master, Hard Target, Leap Up, Lightning Attack, Lightning Reflexes, Step Aside, Swift Attack, Talented (Acrobatics), Two-Weapon Wielder (Ranged, Melee).

Traits: Unnatural Agility (x2).

Armour: Xenos Mesh (3 All)

Weapons: Harlequin’s Kiss (1d10+8 R; Pen 10; Tearing), Shuriken Pistol (Pistol; 30m; S/3/5; 1d10+2 R; Pen 4; Clip 40; Reload 2 Full; Reliable).

Flip Belt: The flip belt allows the user to manipulate gravity, moving with astounding grace. The user ignores penalties for Difficult Terrain and can re-roll failed Dodge Tests.

Holo-suit: The holo-suit generates multiple images of the user. This is treated as a Force Field with a field rating of 35 that cannot be overloaded.

ASPECT SHELLS

The long isolation of Lu'Nasad within the Rifts of Hecaton left it bathed in the corruptive energies of the warp. Over time, the rich spirit essence of the Eldar spirit stones and psycho-reactive materials composing the armour of their Aspect Warriors and Wraithguard drew the attention of predators within the warp. Daemons infested these constructs, inhabiting the spirit stones that once housed the ancient spirits of Eldar heroes. Little more than empty shells animated by the cruel and capricious whims of daemons and warpspawn, these warriors stalk the halls of Lu'Nasad, eager for slaughter and to claim new victims. When the Explorers land upon Lu'Nasad, they face these twisted creatures making a mockery of the Eldar's proud defenders.

WARP SPIDER ASPECT SHELL

These empty suits of armour are animated by malignant forces.

Warp Spider Aspect Shell Profile



WS	BS	S	T	Ag	Int	Per	WP	Fel
45	50	40	40	⁽¹⁰⁾ 55	35	40	50	25

Movement: 5/10/15/30

Wounds: 20

Skills: Acrobatics (Ag) +10, Awareness (Per), Climb (S), Contortionist (Ag), Demolition (Int), Dodge (Ag) +10, Forbidden Lore (The Black Library, Eldar Craftworlds, Xenos, The Warp, The Webway) (Int), Intimidate (S), Shadowing (Ag), Silent Move (Ag), Speak Language (Eldar, Low Gothic) (Int), Survival (Int), Tracking (Int).

Talents: Assassin Strike, Basic Weapon Training (Universal), Catfall, Combat Master, Crack Shot, Crushing Blow, Die Hard, Double Team, Exotic Weapon Training (Death Spinner, Shuriken Pistol, Shuriken Catapult), Fearless, Hard Target, Heightened Senses (Sight, Sound), Leap Up, Lightning Reflexes, Melee Weapon Training (Universal), Pistol Weapon Training (Universal), Quick Draw, Rapid Reload, Sprint, Step Aside.

Traits: Unnatural Agility (x2), From Beyond.

Armour: Aspect Armour (Arms 5; Body 6; Head 5; Legs 5).

Weapons: Death Spinner (40m; S/-/-; 4d10+5 R; Pen 2; Clip 30; Rld 2 Full; Blast (2), Reliable, Tearing).

Gear: Warp Jump Generator.

DIRE AVENGER ASPECT SHELL PROFILE

These empty suits of armour are animated by malignant forces.

Dire Avenger Aspect Shell Profile



WS	BS	S	T	Ag	Int	Per	WP	Fel
55	52	31	33	⁽¹⁰⁾ 51	35	40	50	25

Movement: 5/10/15/30

Wounds: 20

Skills: Acrobatics (Ag) +10, Awareness (Per), Climb (S), Demolition, Dodge (Ag) +10, Drive (Ground, Skimmer) (Ag), Intimidate (S), Speak Language (Eldar, Low Gothic), Survival

ASPECT SHELL EXARCHS

To use an Aspect Shell Exarch (for either Warp Spiders or Dire Avengers), use the appropriate Aspect Shell with the following bonuses:

- +5 Weapon Skill
- +5 Ballistic Skill
- +10 Agility
- +5 Wounds
- Add the Swift Attack Talent and a ghost sword (see page 130-131 in the ROGUE TRADER Rulebook)

(Int), Tracking (Int).

Talents: Basic Weapon Training (Universal), Blademaster, Catfall, Combat Master, Die Hard, Duty Unto Death, Exotic Weapon Training (Shuriken Pistol, Shuriken Catapult), Frenzy, Heightened Senses (Sight, Sound), Iron Jaw, Last Man Standing, Melee Weapon Training (Universal), Mighty Shot, Nerves of Steel, Pistol Weapon Training (Universal), Quick Draw, Rapid Reload, True Grit, Wall of Steel.

Traits: Unnatural Agility (x2), From Beyond.

Armour: Aspect Armour (Arms 5; Body 6; Head 5; Legs 5).

Weapons: Avenger Shuriken Catapult (80m; S/3/10; 1d10+6 R; Pen 6; Clip 100; Rld 2 Full; Reliable, Tearing).

CORRUPT WRAITHGUARD

These silent constructs are normally animated by Eldar spirits. However, the ones on Lu'Nasad are controlled by darker forces.

Corrupt Wraithguard Profile



WS	BS	S	T	Ag	Int	Per	WP	Fel
40	45	⁽¹⁰⁾ 50	⁽¹²⁾ 60	⁽⁶⁾ 30	15	25	40	—

ELDAR WRAITHCANNON

Wraithcannon use a form of warp inversion and cohesion technology unknown within the Imperium. They fire a bolt of unstable matter, creating a small warp anomaly wherever it hits. When a target is hit by a wraithcannon, it suffers 2d10 I damage with the Warp Weapon trait (see page 368 of ROGUE TRADER). In addition, if the damage result is a 19-20 then the target is destroyed outright, regardless of the number of wounds it possesses. If the damage is 2-10, the target takes damage as normal, then is teleported a number of metres equal to the result in a random direction (use the scatter diagram on page 248 of ROGUE TRADER). If the target is teleported into the same space as another object, move the target to the closest available space and the target takes an additional 1d5 damage that ignores Armour and Toughness. While the wraithcannon can be removed from the Wraithguard, its power supply is contained within the Wraithguard and it becomes completely unusable once separated.

ASPECT WARRIOR EQUIPMENT

- **Death Spinner:** The signature weapon of the Warp Spiders is the lethal death spinner. Death spinners are heavy, pistol class weapons, half again as big as the delicate shuriken pistols, and fire a writhing, fast expanding ball of monofilament known colloquially as a “spinner cloud”. Spinner clouds have a broad area of effect, and are particularly lethal against tightly packed formations of un-armoured and lightly armoured infantry.
- **Avenger Shuriken Catapult:** This weapon is a variant of the standard Eldar shuriken catapult designed specifically for the Dire Avengers aspect warriors. It has a longer barrel and an upgraded energy propulsion system that improves both range and accuracy, and has a built-in sight that combines the functions of a preysense sight, a red-dot laser sight, and a telescopic sight, much like the omni-sight found throughout the Imperium.
- **Warp Jump Generator:** In battle, the Warps Spiders flit about the battlefield in a cloud of monofilament and a flurry of blades. They appear suddenly in the midst of their enemies to mete out death with a flash of light, then disappear just as quickly, only to reappear elsewhere to engage other targets. To achieve this, they use ancient and arcane technologies that allow them to travel relatively safely through the Warp for short distances. Mounted in armoured backpacks, these Warp Jump Generators allow the Warps Spiders a flexibility and freedom of movement nearly unmatched by either their peers or their enemies. In game terms, the Warp Jump Generator allows a Warp Spider or Warp Spider Exarch to teleport up to 50 metres as a Move Action. Although it’s relatively safe, there is still an element of danger to travelling through the Warp this way. Whenever a Warp Spider teleports, make a percentile roll; on a result of 01-05, the Warp Spider is consumed by the Warp. Warp Jump Generators can also be used with the Assassin Strike Talent.
- **Aspect Armour:** Aspect armour is a lightweight, incredibly durable mesh and plate armour worn by Eldar Aspect Warriors. Made of a psycho-sensitive mesh that stiffens on impact and articulated wraithbone plates, it constantly moulds and reshapes itself, clinging to the wearer’s body and providing excellent protection while not compromising the wearer’s natural agility. The armour also has a number of onboard techno-arcanic systems that provide full life support, long-range encrypted vox, auspex, and Dark Sight.
- **Exarch Armour:** Exarch armour is an improved version of the Aspect armour worn by Eldar Aspect Warriors. Each of these ancient relics is inhabited by the spirits of its previous owners, and each carries a unique name that is taken by the Exarch when he first takes possession of the armour. The armour has the same systems as Aspect armour.

Movement: 4/8/12/24 **Wounds:** 20

Talents: Exotic Weapon Training (Wraithcannon).

Traits: Auto-stabilised, From Beyond, Machine (5), Natural Weapons, Size (Hulking), Strange Physiology, Unnatural Agility (x2), Unnatural Strength (x2), Unnatural Toughness (x2), Unnatural Senses.

Armour: Wraithbone Plating (All 5, total 10 with Machine Trait).

Weapons: Wraithcannon (50m; S/–/–; Dam Special; Pen Special; Clip Special; Rld Special), Fist (1d10+10 I).

DAEMONETTE

Slaanesh has many servants, but the most numerous of them are the Daemonettes. Created to fulfil the Prince of Pleasure’s every whim, Daemonettes are his courtiers and courtesans, his warriors and messengers.

In appearance, a daemonette is both alluring and repulsive, with slender, lithe bodies and an androgynous glamour that is heightened by the captivating musk that pervades the air around them. A daemonette’s skin is luminously pale and smooth, and the daemon’s hands are replaced by long, dextrous claws covered in iron-hard chitin. These claws can bestow a gentle caress or a fatal slash with equal skill. Daemonettes move swiftly upon languid, long legs and bird-like feet, able to dart across the battlefield with uncanny grace. Regardless of their appearance, daemonettes possess a powerful gift from their master, an aura that always makes them appear as an object of ultimate beauty and desire in the eyes of their enemies, no matter what

race, gender, or morality such a foe may possess.



Daemonette Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	—	43	⁽⁶⁾ 35	⁽¹⁰⁾ 50	30	30	30	50

Movement: 5/10/15/30

Wounds: 18

Skills: Acrobatics (Ag), Athletics (S), Awareness (Per), Dodge (Ag), Psyniscience (Per).

Talents: Heightened Senses (All), Swift Attack.

Traits: Daemonic (TB 8), Dark Sight, Fear 2, From Beyond, Improved Natural Weapons, Natural Weapon (Pincer Claw), Warp Instability.

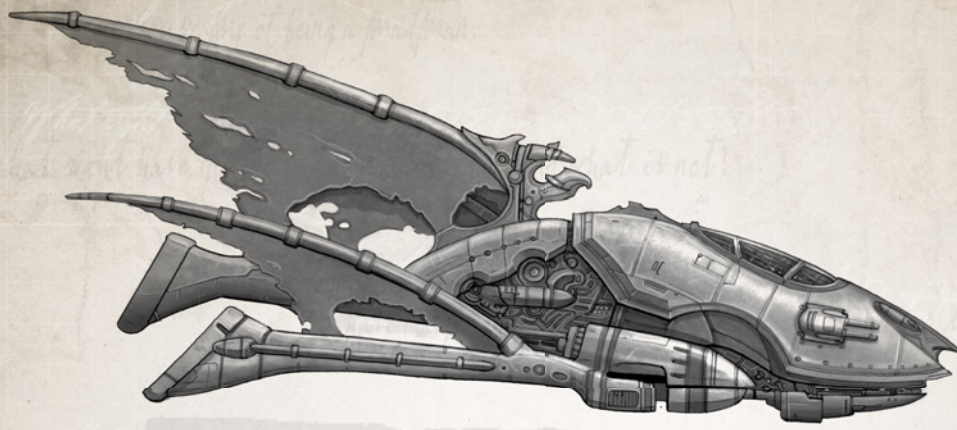
Weapons: †Pincer Claw (1d10+3 R, Pen 3, Tearing).

Special Rules

Soporific Musk: The tantalising allure of the Daemonette entrances and beguiles victims. Dodge Tests and Weapon Skill Tests to parry against attacks made by a Daemonette suffer a –10 penalty.

Daemonic Presence: All enemies within 10 metres of a Daemonette suffer –10 penalty to Willpower Tests.

†The claws of a Daemonette double their Penetration if the Daemonette’s Weapon Skill Test scores two or more Degrees of Success.



THE WHISPER OF ANARIS

Hull: Eldar Cruiser

Class: Unknown

Dimensions: 6.5 km long approx, .8 km abeam

Mass: 30 Megatonnes approx.

Crew: Unknown

Accel: 6.5 gravities max sustainable acceleration

Speed: 5

Manoeuvrability: +17

Detection: +20

Void Shields: –

Armour: 25

Hull Integrity: 75

Crew Morale: 0

Crew Population: 0

Crew Rating: Veteran (50)

Turret Rating: 2

Weapon Capacity: Prow 4; Keel 2

The *Whisper of Anaris* is an ancient Eldar Craftworld cruiser reminiscent of the Void Dragon-class, and the only surviving Eldar ship from the damned Craftworld Lu'Nasad. Carrying her sole passenger, the powerful Farseer Anaris, the *Whisper* wandered the Expanse for millennia. Eventually separated from Farseer Anaris and under command of the spirits of her long-dead crew, the old ship passed into legend. For the past 9,000 years she wandered at large throughout the Koronus Expanse, appearing here and there at random to either lend aid to or destroy ships of the Imperium and the various Rogue Trader houses.

Essential Components

Large Solar Sails, Warp-Plotter, Command Bridge, Eldar Life Sustainer, Eldar Crew Quarters, Sensor Array.

Supplemental Components

2 Prow Starcannon Cluster Batteries: (Macrobattery; Strength 4; Damage 1d10+2; Crit Rating 4; Range 4).

2 Prow Pulsar Lances: (Lance; Strength 1, Damage 1d10+3; Crit Rating 3; Range 3). These weapons may only fire in the forward arc.

Keel Missile Batteries: (Macrobattery; Strength 5; Damage 1d10+1; Crit Rating 4; Range 6).

HoloField: The *Whisper*, like all Eldar ships, is equipped with an ancient and complex holographic cloaking system called a HoloField. The effects of the HoloField are listed below under the Special Rules and Modifier Summary.

Stowage Bays: The *Whisper's* stowage bays have been empty for millennia, their stores used up or turned to dust with the passing of the years.

Special Rules and Modifier Summary

The *Whisper of Anaris* enjoys the following bonuses and modifiers:

- –1 Movement if heading toward the nearest star, +1 Movement if at a right angle, no effect if moving away.
- Add +1 to Crew Population loss suffered during combat.
- Subtract –1 to Crew Morale loss, to a minimum of 1.
- –40 on any Test made to hit the ship with lances, attack craft, or ramming. –20 to hit the ship with macrobatteries.
- –30 to any Extended Actions to detect the ship.
- +10 to all Ballistic Skill Tests to fire the Starcannon Cluster Batteries.
- On scoring a successful hit with the Pulsar Lances, roll to hit again and apply the same modifiers as the first shot. Pulsar lances can score up to three total hits when fired.



ALTERNATE ELДАР LOADOUT

If the Game Master has access to **BATTLEFLEET KORONUS**, he should feel free to swap out the *Whisper's* keel mounted missile batteries for a set of Eldar torpedo tubes and a Landing Bay with two squadrons of dusty, derelict Nightwing fighters. More information on Eldar ships, weapons, and components can be found on pages 84-86 of **BATTLEFLEET KORONUS**.

ANNIHILATOR—FLAGSHIP OF HOUSE AMARDI

Hull: Cruiser

Class: Kali-class

Dimensions: 4.8 km long, .7 km abeam

Mass: 26 megatonnes

Crew: 85000 approx.

Accel: 2.7 gravities max. sustainable acceleration

Speed: 10

Manoeuvrability: +20

Detection: +10

Void Shields: 2

Armour: 25

Hull Integrity: 65

Crew Morale: 104

Crew Population: 100

Crew Rating: Veteran (50)

Turret Rating: 2

Weapon Capacity: Prow 1; Port 2; Starboard 2

Laid down at Orestes at the beginning of the Angevin Crusade as *Kamala*, *Annihilator* is the last surviving ship of the short-lived and ill-fated Kali-class fast attack cruisers. Designed to close with larger ships and batter them from within the range of their heavier, longer-range armament, the Kalis were fitted out with outsized engines, heavy armour, and short-ranged, powerful macrobatteries. Once complete, *Kamala* and her sister ships were sent to the Calixis Sector to bolster Drusus' forces. During travel in the Warp, four of the ships were lost, including the class leader Kali, and once in service with the Crusade, each of the survivors save *Kamala* proved unlucky. One by one they were scuttled or destroyed in battle through mishap, careless navigation, or sheer folly. By the end of the Angevin Crusade, *Kamala* was the only remaining Kali-class cruiser of the original ten. Despite her honourable service and remarkably trouble-free record, she had gained a reputation as a cursed, unlucky vessel and even the most seasoned officers of the Imperial Navy refused to serve aboard her. She was decommissioned and towed to a navy yard where, due to a bureaucratic mistake, she was laid up in ordinary instead of being scrapped. After nearly two centuries in storage, she was purchased by the warlike House Amardi, renamed *Annihilator*, and refitted as a fast troop carrier and planetary assault ship. She now serves as Flagship for House Amardi, and Lady Amardi has used *Annihilator's* powerful engines and relative agility to great advantage in her endeavours to bring war to the God-Emperor's enemies among the Expanse.

Essential Components

Jovian-pattern "Warcruiser" Drive, Strelow 2 Warp Engine, Gellar Field, Multiple Void Shield Array, Command Bridge, Vitae Pattern Life Sustainer, Voidsmen Quarters, Deep Void Augur Array.

Supplemental Components

Port and Starboard Mars Pattern Macrocannon Broadside: (Macrobattery; Strength 6; Damage 1d10+3; Crit Rating 5; Range 6).

Port and Starboard Sunsear Las-broadside: (Macrobattery; Strength 6; 1d10+3; Crit Rating 4; Range 9).

Prow Stygies-pattern Bombardment Cannon: (Macrobattery; Strength 3; Damage 1d10+7; Crit Rating 2; Range 4).

Barracks: *Annihilator* earns an additional 100 Achievement Points when working toward a Military objective, and gains +20 to all Boarding and Hit and Run actions.

Drop Pod Launch Bays: Holds 20 Drop Pods (see page 182 of *INTO THE STORM*), and can deploy 10 pods every Strategic Turn. *Annihilator* gains an additional 50 Achievement Points when working toward a Military objective.

Storm Trooper Detachment: Storm Troopers double Hull Integrity damage dealt in a Hit and Run action, and add 1d5 damage to Crew Population on an opposed Command Test while defending against boarders.

Munitorium: *Annihilator* gains an additional 25 Achievement Points when working toward a Military objective. All of *Annihilator's* macrobatteries gain +1 to their damage. This is already included in the ship's profile.

Augmented Retro-thrusters: These enlarged thrusters grant +5 manoeuvrability, already included in the ship's profile.

Temple-shrine to the God-Emperor: *Annihilator* gains an additional 100 Achievement Points when working toward a Creed objective. Her crew morale is also permanently increased by +3. This is already included in the ship's profile.

Extended Supply Vaults: These vaults double the time *Annihilator* can stay at void without suffering Crew Population or Morale loss. All extended repairs restore 1 additional point of Hull Integrity, and the ship's morale is permanently improved by +1. This is already included in the ship's profile.

Special Rules and Modifier Summary

Emperor's Crusader: *Annihilator* gains a +10 bonus to all Ballistic Skill Tests to fire her weapons.

Righteous Arrogance: *Annihilator* suffers a -40 penalty to all Silent Running attempts.

Glorious Deeds: All of *Annihilator's* crew enjoy a +10 bonus to any Charm or Intimidate tests, provided that the target knows which ship they belong to and are in a position to understand her significance.

Stygies-pattern Bombardment Cannon: The Stygies-pattern Bombardment Cannon grants the following bonuses: +1 to all crit rolls, +20 to any Intimidate Tests against planetary based characters, an additional 50 Achievement Points toward any Military objectives, double affected area for planetary bombardments, +20 damage to large ground-based units, and +10 damage to individuals and vehicles.

FREEDOM'S PRICE— FLAGSHIP OF HOUSE FECKWARD



Hull: Light Cruiser

Class: Dauntless-class

Dimensions: 4.5 km long, .5 km abeam at fins

Mass: 20 megatonnes

Crew: 65000 approx.

Accel: 4.3 gravities max. sustainable acceleration

Speed: 7

Void Shields: 2

Crew Morale: 98

Turret Rating: 1

Manoeuvrability: +20

Armour: 18

Crew Population: 100

Weapon Capacity: Prow 1; Port 1; Starboard 1

Detection: +25

Hull Integrity: 60

Crew Rating: Competent (30)

Recently purchased by House Feckward, *Freedom's Price* is a Dauntless-class light cruiser that began life as *Liberator*. Initially laid down as a long-range scout and augur picket ship, *Liberator* served with distinction alongside her sister ship *Aegis* among the Drusus Marches at the end of the Angevin Crusade. She was sold out of the service hundreds of years ago, and disappeared from record until recently when she turned up at Port Wander in the fleet of a minor Rogue Trader from the Calixis sector sailing under the name *Freedom's Price*. A number of missteps and poor decisions on Port Wander broke the Rogue Trader, and he was taken into custody by the Arbites and his assets liquidated. Krawkin Feckward, recently set ashore and shipless after the disastrous events surrounding an ill-fated commercial venture in the far reaches of the Expanse, picked up *Freedom's Price* for a scandalously low price, and has been using her to great effect in rebuilding his fortunes. He was delighted to find that at some point in her long, mysterious absence she'd been fitted with numerous systems of obvious xenos origins. In the short time he's had her, he's fitted her with even more heretical xenos technology, much to the chagrin of his colleagues and business partners.

Essential Components

Jovian-pattern Class 2 Drive, Strelor 1 Warp Engines, Gellar Field, Multiple Void Shield Array, Command Bridge, M-1.r Life Sustainer, Voidsmen Quarters, M-201.b Augur Array

Supplemental Components

Prow Shard Cannon Battery: (Macrobattery; Strength 4; Damage 1d10+2; Crit Rating 3; Range 6).

Port Sunsear Las-broadside: (Macrobattery; Strength 6; 1d10+2; Crit Rating 4; Range 9).

Starboard Sunsear Las-broadside: (Macrobattery; Strength 6; 1d10+2; Crit Rating 4; Range 9).

Augmented Retro-thrusters: These enlarged thrusters grant +5 manoeuvrability, already included in the ship's profile.

Compartmentalised Cargo Hold: When *Freedom's Price* was converted to a slaver and commerce raider from her previous martial fit, Lord-Captain Krawkin swore he wouldn't repeat the mistakes he made in fitting out *Chains of Dusk*. To this end, he had smaller, more secure cargo holds placed strategically throughout the ship so as not to disrupt her delicate balance or sailing qualities. When working toward a Trade objective, *Freedom's Price* earns an additional 100 Achievement Points.

Xenos Habitats: Lord-Captain Krawkin isn't one to let something like the prohibition against mixing with xenos stand between him and a little profit. *Freedom's Price* has a number of specially designed holding pens that can be configured to mimic the environmental conditions of a number of alien worlds. All Charm and Inquiry Tests made with xenos aboard *Freedom's Choice* enjoy a +10 bonus. All Objectives or Endeavours involving non-hostile dealings with xenos gain an additional 50 Achievement Points. The downside to this is that no crewman who serves aboard can be truly comfortable with this arrangement, and her Crew Morale is permanently reduced by -2. This is already included in the ship's profile.

Special Rules and Modifier Summary

A Nose for Trouble: *Freedom's Price* loves a good battle, and she is forever forging ahead and probing the void in search of her next fight. +5 to Detection and -1 to Armour. This is already included in the ship's profile.

Xenophilous: Aside from her obviously heretical Shard Cannon Battery and her special xenos habitats, *Freedom's Choice* also possesses a number of smaller, less obvious sub-systems of dubious alien provenance. Any Tech-Use Tests made to repair her suffer a -30 penalty due to her strange and blasphemous nature. This penalty is reduced to -10 if the character attempting the repair also has Forbidden Lore (Xenos).

AEGIS

Hull: Light Cruiser

Class: Dauntless-class

Dimensions: 4.5 km long, .5 km abeam at fins.

Mass: 20 Megatonnes

Crew: 65000 approx.

Accel: 4.3 gravities max. sustainable acceleration

Speed: 7

Manoeuvrability: +15

Detection: +25

Void Shields: 1

Armour: 19

Hull Integrity: 60

Crew Morale: 100

Crew Population: 100

Crew Rating: Veteran (50)

Turret Rating: 1

Weapon Capacity: Prow 1, Port 1, Starboard 1

Recently recalled from her quasi-exile at Damaris after thwarting a full-scale Ork incursion, *Aegis* and her fiery commander Lord-Captain Sylvia Locke have arrived at Footfall for a new assignment. Despite disobeying a direct order, Lord-Captain Locke's quick thinking and great tactical skill smashed the Orks at Damaris, and the Admiralty at Scintilla have given her the supposedly easy task of patrolling the Furibundis system while they decide what to do with this opinionated officer. *Aegis* is a Dauntless-class light cruiser fitted out as a long-range reconnaissance ship. After more than a millennium of service to the Throne, and the recent savage events at Damaris, she is a scarred and battered old ship, but still clear-eyed and dangerous enough 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 210.b Augur Array.

Supplemental Components

Port and Starboard Mars Pattern Macrocannon Broadside: (Macrobattery; Strength 6; Damage 1d10+3; Crit Rating 5; Range 6).

Prow Titanforge Lance Battery: (Lance; Strength 2; Damage 1d10+5; Crit Rating 3; Range 6).

Augmented Retro-thrusters: These enlarged thrusters grant +5 manoeuvrability, already included in the ship's profile.

Munitorium: *Aegis* gains an additional 25 Achievement Points when working toward a Military objective. All of *Aegis'* macrobatteries gain +1 to their damage. This is already included in the ship's profile.

Special Rules and Modifier Summary

Duty Unto Death: When this ship is crippled, her 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.

OPTIMUS NEMESIS—KARRAD VALL'S FLAGSHIP

Hull: Heavy Cruiser

Class: Hades-class

Dimensions: 5.2 km long, .8 km abeam

Mass: 33.5 Megatonnes

Crew: 130,000 approx.

Accel: 2.4 Gravities max acceleration.

Speed: 7

Manoeuvrability: +10

Detection: +15

Void Shields: 2

Armour: 20

Hull Integrity: 78

Crew Morale: 100

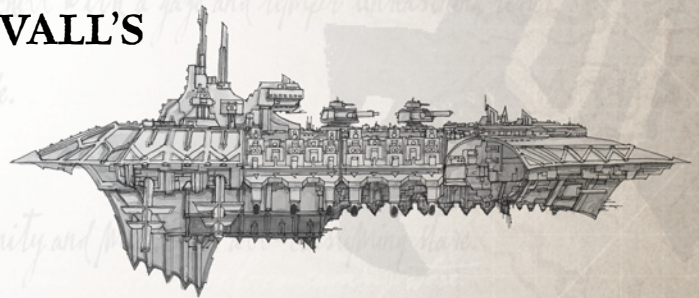
Crew Population: 100

Crew Rating: Elite (60)

Turret Rating: 4

Weapon Capacity: Dorsal 1; Prow 1; Port 2; Starboard 2

The origins of the legendary heavy cruiser *Optimus Nemesis* are shrouded in antiquity, although her known history starts with her service as the flagship of the Chaos warlord Karrad Vall. An ancient, ill-looking, and battle-scarred Hades-class heavy cruiser, the *Optimus Nemesis* has engaged dozens of ships in the Calixis Sector and the Expanse, including those of the Imperial Navy and of numerous Rogue Trader houses. Armed with powerful lance and missile batteries, she has emerged the victor in every engagement. *Optimus Nemesis* is rarely seen without her consort *Debaser*, and a varied battlegroup of smaller heretical Chaos ships. She's an incredibly dangerous ship commanded by a preternaturally cunning warlord, and the trail of broken voidships and frozen corpses she's left in her wake speak more about her than any number of official Navy reports.



Essential Components

Jovian Pattern Class 4 Drive, Stelov 2 Warp Engine, Gellar Field, Multiple Void Shield Array, Bridge of Antiquity, Vitae Pattern Life Sustainer, Pressed-crew Quarters, Auto-stabilised Logis-targeter.

Supplemental Components

Prow Balefire Lance Battery: (Lance; Strength 2; Damage 1d10+2; Crit Rating 3; Range 12).

Dorsal Balefire Lance Battery: (Lance; Strength 2; Damage 1d10+2; Crit Rating 3; Range 12).

Port Deathstrike Missile Broadside: (Macrobattery; Strength 6; Damage 1d10+3; Crit Rating 5; Range 9).

Starboard Deathstrike Missile Broadside: (Macrobattery; Strength 6; Damage 1d10+3; Crit Rating 5; Range 9).

Micro Laser Defence Grid: *Optimus Nemesis'* hull is studded with countless small laser defence turrets. While not particularly powerful individually, en masse these weapons are deadly against incoming ordnance and attack craft. Adds 2 to the ship's turret rating. This is already included in the ship's profile.

Pirate Holds: While certainly a formidable fighting ship, *Optimus Nemesis* is first and foremost a pirate vessel. Her interior is studded with hidden cargo holds, bolt holes, and all manner of trickery meant to keep her cargo safe from prying eyes. If this ship is captured while this Component is undamaged, it grants an additional 100 Achievement Points towards any one of the Explorers' current Objectives.

Reinforced Bulkheads: *Optimus Nemesis* is a tough ship and has withstood battles that would have scuttled lesser vessels. She is reinforced with additional adamantine bulkheads in strategic locations throughout her hull. These bulkheads add +3 to her Hull Integrity. This is already included in the ship's profile.

Tenebro-Maze: *Optimus Nemesis'* holds, compartments, and corridors are laid out in a baffling, counter-intuitive pattern to delay and befuddle those who dare to board her by force. All Command Tests made aboard *Optimus Nemesis* to repel boarders enjoy a +10 modifier. Also, thanks to her incomprehensible layout, when a component on the ship is affected by a critical hit, the location is chosen by the ship's controller, not the attacker.

Special Rules and Modifier Summary

Bizarre Geometries: *Optimus Nemesis'* construction includes mind-twisting patterns that render much of its crew irrevocably tied to the Ruinous Powers. This has a side effect of reducing the impact of battle-damage upon the crew's Morale. In combat, *Optimus Nemesis* subtracts 1 from all Morale Damage (to a minimum of 1).

Command Vessel: As the flagship of Vall's fleet, *Optimus Nemesis* is outfitted with advanced command and control systems that allow her commander to orchestrate the movements of his fleet with utmost precision. As long as she is serving as the flag, *Optimus Nemesis* grants all allied ships within 10 VU a +5 bonus to all Piloting and Navigation rolls.

The following modifiers also apply to *Optimus Nemesis*, and are granted by her ancient and arcane systems:

- +5 BS when firing the ship's weapons
- +10 to all Interaction Skill Tests made by the ship's commander.

INIQUITY REAVER SHIP

Hull: Raider

Class: Infidel-class

Dimensions: 1.5 km long, .25 km abeam

Mass: 6 Megatonnes

Crew: 24000 approx

Accel: 5 gravities max. sustainable acceleration

Speed: 10

Void Shields: 1

Crew Morale: 98

Turret Rating: 1

Manoeuvrability: +25

Armour: 17

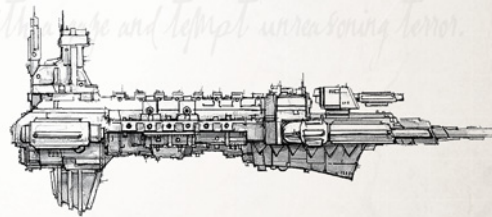
Crew Population: 100

Weapon Capacity: Dorsal 1, Prow 1

Detection: +10

Hull Integrity: 33

Crew Rating: Crack (40)



Infidel-class raiders are tough, speedy gunboats recently deployed among the Iniquity Chaos forces operating in the Koronus Expanse. Rumoured to be originally of Imperial design, a possible replacement for the venerable Cobra-class escort ships, Infidels are typically encountered in large numbers escorting the larger capital ships raiding among the Expanse.



ALTERNATE CHAOS LOADOUT

If the Game Master has access to **BATTLEFLEET KORONUS**, he should feel free to swap out the Infidel's prow mounted Starbreaker Lance for a set of torpedo tubes. More information on torpedoes and their effects can be found on pages 6-9 of **BATTLEFLEET KORONUS**.

Essential Components

Jovian Pattern Class 2 Drive, Stelov 1 Warp Engine, Gellar Field, Single Void Shield Array, Combat Bridge, L-12.b Life Sustainer, Pressed-crew Quarters, M-100 Augur Array.

Supplemental Components

Dorsal Macrocannon Battery: (Macrobattery; Strength 4; Damage 1d10+2; Crit Rating 5; Range 5).

Prow Starbreaker Lance: (Lance; Strength 1; Damage 1d10+2; Crit Rating 3; Range 5).

Reinforced Interior Bulkheads: Infidels are tough little ships, with additional adamantine bulkheads in strategic locations throughout their hulls. These bulkheads add +3 to their Hull Integrity. This is already included in the ship's profile.

Special Rules and Modifier Summary

Infidel-class raiders are +10 to all Tech-Use Tests for repairs due to their intuitive layout and simple construction.

CROW SPIRIT CRUISER

Hull: Eldar Cruiser

Class: Shadow-class

Dimensions: 4.7 km long, 1.4 km abeam at wings.

Mass: 16 Megatonnes approx.

Crew: Unknown

Accel: 8 gravities max sustainable acceleration

Speed: 9

Void Shields: –

Crew Morale: 100

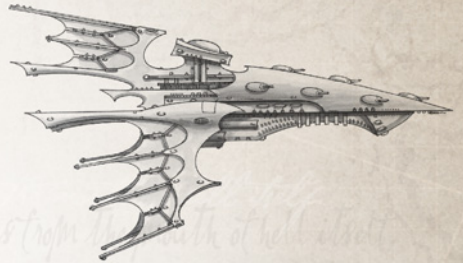
Turret Rating: 1

Manoeuvrability: +26

Armour: 15

Crew Population: 100

Weapon Capacity: Prow 3; Keel 1



Detection: +20

Hull Integrity: 60

Crew Rating: Crack (40)

The Crow Spirit Corsair band uses the powerful Shadow-class cruisers as the backbone of their operations in the Koronus Expanse. A dangerous and elegant combination of raw speed, manoeuvrability, and precision firepower, Shadow-class cruisers make up the core of each of the Crow Spirit's strike forces.

Essential Components

Large Solar Sails, Warp-Plotter, Command Bridge, Eldar Life Sustainer, Eldar Crew Quarters, Sensor Array.

Supplemental Components

3 Prow Starcannon Cluster Batteries: (Macrobattery; Strength 4; Damage 1d10+2; Crit Rating 4; Range 4). These weapons may only fire in the forward arc.

Keel Missile Batteries: (Macrobattery; Strength 5; Damage 1d10+1; Crit Rating 4; Range 6).

Holofield: The Shadow-class cruisers employed by the Crow Spirits, like all Eldar ships, are equipped with an ancient and complex holographic cloaking system called a Holofield. The effects of the Holofield are listed below under the Special Rules and Modifier Summary.

Stowage Bays: The Crow Spirits aren't particularly interested in trade, and store whatever cargo they acquire from a captured vessel in these smaller bays. If these ships are captured with this Component intact, the captors gain 25 Achievement Points.

Special Rules and Modifier Summary

The Shadow-class cruisers employed by the Crow Spirits enjoy the following modifiers:

- –1 Movement if heading towards the nearest sun, +1 Movement if at right angle, no effect if moving away.
- Add 1 to Crew Population loss suffered.
- Subtract 1 from Morale loss suffered. (to a minimum of 1).
- –40 on any Test to hit the ship with lances or by ramming. –20 to hit the ship with macrobatteries.
- –30 on any Extended Action involving Detection.
- +10 to all Ballistic Skill Tests involving the Starcannon Cluster Battery.

ALTERNATE ELДАР LOADOUT

If the Game Master has access to **BATTLEFLEET KORONUS**, he should feel free to swap out the Shadow-class ships' keel mounted missile batteries for a set of Eldar torpedo tubes or a minelayer. More information on Eldar ships, weapons, and components can be found on pages 84-86 of **BATTLEFLEET KORONUS**.

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