

THE ARASTUS AFFAIR

- A DARK HERESY ADVENTURE -



- PART III OF IV -





++ Do not doubt the orders of the Inquisition, or dare to speculate as to how you serve the Emperor. Turn your questions within and ask yourself how you can serve more diligently, how you can sacrifice with greater devotion, and how you can develop the humility to obey without hesitation. Only the answers to these questions matter, for they will lead you to become a true and perfect instrument of the Emperor's will. ++

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See disclaimer

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INTRODUCTION

GIM'S BRIEFING

Every newly formed cell of acolytes is often tested by their Inquisitor. The Inquisitor is interested in answers to simple questions like: "what is this cell capable of and how far will they go to get things done?" The Arastus Affair is such a test for the acolytes, to see if they are ready for a place at their Inquisitors' side.

ADVENTURE SYNOPSIS

The adventure requires that the acolytes travel to the Arastus Division of Hive Sibellus on the planet Scintilla. A weapons cache, with very exact specifications, must be set up by the acolytes. The acolytes are given very few resources and must rely on their own ingenuity and ruthlessness to get the job done.





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CHAPTER I

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THE ARASTUS DIVISION

The story starts when the acolytes receive a data-slate holding their next mission from their Inquisitor.

Give the players Handout 1

The acolytes travel to Thaen district should be uneventful. The building where Hab-Stack 12-423D is located is well maintained. The door of the Hab-Stack has a keypad which requires the access code given in the dataslate.

Upon entering the correct code read aloud the following:

With a soft click the door swing open to the inside of the room. The room is dark and the light of the hallway barely enters the room. At the end of the room a metal glint reveals the location of the cabinet that was mentioned in the dataslate.

It is very important that the acolytes say the password before entering the Hab-Stack, otherwise the two gun-servitors (see DH page 340) that guard the room will engage the acolytes as soon as they enter the room. If this happens roll for initiative, if the acolytes get to act before the servitors they may still shout out the password which will cause the servitors to back down, otherwise the servitors release a burst of full-auto fire to deal with the trespassers.

The drawer labelled "3HA-5454C" holds another dataslate for the acolytes.

Give the players Handout 2: Dataslate with actual mission and background information

THAEN TRANSIT STATION

Storage locker 87 on the Thaen Transit station holds the following (see the Edge of Darkness adventure for further information):

- 1 Arastus Pass Tokens per acolyte
- 1 Coblast Assay Cognomen per acolyte (false identity and weapons permit)
- 1 Hand Vox per acolyte
- 1 Low Hiver overcoat per acolyte
- 1 Chem lamp per acolyte
- 100 Throne Gelt

GM NOTE:

A Solution, not necessarily THE Solution

The Arastus Affair gives the acolytes a problem: setting up a weapons-cache. A solution to that problem is presented, but that doesn't mean that it is the only one! Your acolytes could come up with a perfectly valid alternative. Just be aware that it will of course impact events in 'Operation Cleansweep' and the GM will have to make modifications accordingly.

THE JOURNEY TO ARASTUS DIVISION

Read aloud or paraphrase the following to describe the journey to the Arastus Division:

"Travelling to the Arastus Division proves to be monotonous and lonely affair. Fewer and fewer people occupy the carriage as it travels down-hive. A servitor intones that the next stop is Arastus Division. Arastus Division is dark, even though an ancient chrono tells you that is only 12:00, the light that filters down from the blackened, Hive-filled sky makes it seem as if the division is held in eternal twilight."

SIGHTS AND SOUNDS OF THE ARASTUS DIVISION

The Emperor's benevolence has not reached the Arastus Division for quite some time. The Rienholt Blackouts and the decommissioning of the M-series plant were two mortal blows from which the Division may never recover. Now large parts of the Division's industrial zone are unused, and squatters (like the Blood Reavers) have moved in. Every citizen with the skills, ability or courage to relocate has left the Division. At night this abandonment is visible as less than half the Hab-Stacks in the habitation zone have their lights on.



ARASTUS INQUIRIES

Given their mission and the resources made available to them the acolytes are likely to inquire about two subjects while in the Arastus Division: weapons and money.

A routine inquiry (+20) test dealing with the weapon topic gives the following results:

Standard: "Weapons? Every Narco-ganger has a weapon, don't you know anything?"

1st degree: "Silas Roon sells weapons at his shop. Don't expect too much though, it's not like he sells bolters."

2nd degree: "We had a M-series plant here once, maybe you can find a few there?"

3rd degree: "The Blood Reavers, a local gang, have bought themselves quite an arsenal. Gearing up for a gangwar I reckon."

4th degree: "The Blood Reavers made their purchase at M-series through a weapons dealer by the name of Duron Fel."

Silas Roon can give all the above results if the acolytes pay him 10 Throne Gelt.

Common Lore Imperium: +10 ordinary, M-series is a weapons manufacturer. A routine inquiry (+20) test dealing with the money topic gives the following results:

Standard: "Narco-gangers have all the money. They're all leeches. Don't tell them that I said that, eh?"

1st degree: "The Blood Reavers own this division. They've got all the money in the world."

2nd degree: "Since the M-series factory closed, money is something people can only dream of."

ARASTUS ENCOUNTERS AND LOCATIONS

NARCO-GANGERS

There are many different gangs operating in the Division, chief amongst them are the Blood Reavers. Every streetcorner seems to have its own narco-ganger, selling his drugs, openly and without fear. Narco-gangers carry weapons and money which could lead to them being targeted by the acolytes. If the narco-gangers are targeted by the acolytes they will start to band together for protection. The number of narco-gangers encountered will progress in the following way: 1,1,2 and finally 5.

Stats for Narco-gangers: use scum stats as found on page 344 of the Dark Heresy core book.

SILAS ROON

Silas Roon's shop is dirty. In glass cabinets several weapons are on display: Hab-Stack protectors, shotguns, stub-revolver and stub-automatics. Another glass cabinet holds row upon row of shells for these guns. A bolter shell towers above the ammunition on display. A nearby card reads: not for sale. Silas Roon is a small grimy man with a very well maintained combat shotgun in his hands. Silas can provide the acolytes with information if they pay him 10 Throne Gelt. Silas should be played as a source of information, not as a potential source of weapons.

Stats for Silas Roon: use the stats of Sikes the Reclaimator as found in the adventure Edge of Darkness.



M-SERIES PLANT

This large, multi-level building has a 10 meter high wall but the main gate is wide open, providing easy access to the acolytes. A small fire rages near the eastern loading dock. If the acolytes investigate they will discover that mutants have made the plant their home. If the acolytes deal with them a search of the plant, which takes several hours, reveals that the R&D facility of the plant still has a functioning secure location.

It requires a security or tech-use (-10) test to open. The room holds several empty shelves, which could easily hold the cache's weapons and ammunition. Under a dust-covered sheet the acolytes can find a BM Reaver. The BM Reaver was acquired by R&D to investigate if it was possible to copy the design and produce a M-series variant. But before the research could be completed the plant was decommissioned and the BM Reaver, which wasn't part of the official R&D inventory, was never moved to another facility.

Stats for Mutants: 7 mutants lead by a mutant abomination live here. See page 342 and 343 of the Dark Heresy core book.

DURON FEL

Duron Fel is a very successful arms dealer and smuggler. The acolytes may have heard his name come up during their inquiries, or he was mentioned by Silas Roon.

Stats for Fel: use Recidivist stats, as found on page 343 of the DH core book. His bodyguards (4) all have kill squad trooper stats (page 341 of the DH book).

CONTACTING DURON FEL

Contacting Duron Fel requires three Tech-use tests to track him down. He will meet with the acolytes at a location as determined by him to discuss their needs. His bodyguards will be there to dissuade any adventurous thoughts on the part of the acolytes.

To reach a deal the acolytes need to succeed at five opposed barter checks. Every failed check increases the cost of the weapons by 1000 Throne Gelt.

Duron Fel requires a down payment of 10% or the BM Reaver before he will agree to the deal. Fel will need 4 weeks to get all the weapons and ammunition. He will deliver to any location the acolytes give him.

Sample weapons deal

100 poor flintlocks (5 Throne Gelt) = 500
 100 poor bows (5 Throne Gelt) = 500
 400 poor stub revolvers (20 Throne Gelt) = 8000
 300 poor shotguns (30 Throne Gelt) = 9000
 50 poor laspistols (25 Throne Gelt) = 1250
 50 poor lasguns (37,5 Throne Gelt) = 1875
 Total package = 21025 Throne Gelt

Ammunition

Primitive: $200 \times 12 = 2400 / 20 = 120$ throne
 SP: $700 \times 12 = 8400 / 20 = 420$ throne
 LAS pistol: $50 \times 2 \times 10 = 1000$ throne
 LAS basic: $50 \times 2 \times 15 = 1500$ throne
 Weapons and ammunition together will cost 24050 Throne Gelt.

BM REAVER WEAPON:

A six-barrelled monster, and comes with a backpack holding the vast amounts of ammo that the gun requires.

Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt	Cost	Availability
BM Reaver	Heavy	100m	-/-/20	1d10+3 I	2	500	2 Full	Tearing	40	1250	Scarce



CHAPTER II

INVESTIGATION

No doubt the acolytes will want to scope out the HQ before breaking and entering. Some likely venues of investigation are described below:

Surveillance

A pair of magnoculars or a rifle's scope can easily give the acolytes a good idea of the exterior layout of the warehouse. Long term surveillance reveals that the number of Blood Reavers occupying the warehouse always hovers around ten. Those Blood Reavers that leave the warehouse to peddle their wares are usually armed with autopistols.

You are not alone

While performing their surveillance let the acolytes test awareness and concealment against a nearby White Skull operative (use scum stats see DH 344 but the operative has the concealment skill). If they succeed at the awareness test they discover that they are not the only ones conducting surveillance if they fail at their concealment test the White Skull Operative is also aware of them. If confronted the White Skull operative will flee, if the acolytes fire upon him the Blood Reavers will investigate.

Interrogation

While abducting a Blood Reaver gives the acolytes an opportunity to gain valuable information, it also puts the Reavers on edge and will result that they will only leave the HQ in teams of at least two. A typical Blood Reaver uses the stats of a scum as found on page 344 of the Dark Heresy core book but is armed with an autopistol and wears heavy leather for protection. A Blood Reaver can inform the acolytes about the interior layout of the HQ and if pressed hard he or she can reveal the location of the obscura.

Gaining access to building plans

A tech-savvy acolyte can, with a challenging +0 Tech-use test, hack into Adeptus Ministorum archives and retrieve the original building plans of the warehouse. Another challenging +0 tech-use test is required to determine if the acolyte covers his digital trails well enough, if the acolyte fails requirement #2 will not be met. The Inquisitor will be most displeased! The building plans can also be requested at the Adeptus Ministorum. This will cost 10 Thrones and will require a Disguise test opposed by the adepts perception of 36. Failure means that requirement #2 is not met.

SECURING PAYMENT

After striking their deal with Duron Fel the acolytes should consider how they will pay for the ordered weapons. The 100 Throne Gelt they received at the start of the mission will not be enough. If they've met Duron Fel they should know about the Blood Reavers, the narco-gang that runs the Arastus Division. It should be clear that robbing the Blood Reavers is the wisest course of action, given that the delivery of the weapons will occur in four weeks and Duron Fel expects to be paid.

BLOOD REAVER HQ

After the M-series factory was decommissioned, the division suffered. It also meant that the warehouses that used to hold the weapons that the factory produced were abandoned. Not long after the Blood Reavers moved in and they never intend to leave.

Nowadays the former warehouse is the Blood Reavers bastion and source of entertainment. The upper level serves as the Reavers armoury and as storage for the drugs that they sell. The ground level serves as the Reavers bar, brothel and drug den. Whores, addicts, slumming nobles and all manner of scum are welcome to indulge themselves at the Blood Reavers HQ.



THE BEST LAID PLANS

After investigating the warehouse for a few days the acolytes will have made their plans and the time has come to act upon them. Sadly, the Emperor is not with the acolytes. The White Skulls, rivals of the Blood Reavers, have decided that attacking is the best defence. The White Skulls are aware of the Blood Reavers recent weapon purchases and they expect to be attacked at any moment, to prevent that they've chosen this moment to attack the Blood Reavers.

When the acolytes are within 500 metres of the warehouse describe or read aloud the following:

"The screech of tires, the low rumbling noise of engines reaches your ears and you see three vehicles, two sedans and a pick-up, swerve around the corner. The vehicles speed past you, all three vehicles spot a white grinning skull painted on the sides. As the pick-up roars past, you make out a pintle-mounted heavy stubber. The vehicles quickly reach the Blood Reavers HQ and screech to a halt. Many men exit the vehicles, someone grabs the heavy stubber and all hell breaks loose as the men rush inside and the heavy stubber starts firing!"

It is true that the White Skulls are now dealing with the Blood Reavers, but Duron Fel's payment is in jeopardy! Mission failure is imminent.

Please take a look at the map of the Blood Reavers HQ. Mission success will require that the acolytes survive three separate encounters: 1) dealing with the heavy stubber, 2) destroying the White Skulls and 3) mopping up the last of the Blood Reavers. The battle between the White Skulls and the Blood Reavers will occur in the background. But if the acolytes are not careful this fight can easily spill into the foreground.

ENCOUNTER 1:
THE HEAVY STUBBER

The White Skulls are very proud of the fact that they own a heavy stubber, one of the gangers used to be with the PDF and knows how to operate it. Currently that ganger is happily massacring Blood Reavers, whores and addicts as he sprays hot lead into the interior of the HQ. Another member of the White Skulls, armed with a pump-action shotgun, stayed behind to protect the vehicles.

White Skull Gunner:

WS	BS	S	T	Ag	Int	Per	WP	Fel
39	37	26	37	25	33	37	28	35

Wounds: 14

Armour: 4, all locations, Guard Flak Armour

Talents: Heavy Weapon SP, Pistol training (LAS, SP), Basic training (LAS, SP), Sound Constitution (2)

Skills: Speak Language, drive (ground vehicle)

Heavy Stubber, 120m, RoF -/-/10, 1d10+4 I, PEN 3, clip 200, reload 2 full

Laspistol, 30m, RoF 1/-/-, 1d10+2 E, PEN 0, clip 30, reload full, reliable

Knife, 1d5+2 R primitive

10 throne gelt

White Skull ganger with pump-action shotgun, use scum stats as found in DH page 344. The ganger has 16 shotgun shells and wears heavy leathers.

Tactics

If engaged the gunner will bring the heavy stubber around and will try to pin down the acolytes if he can. The ganger with the shotgun will take cover behind one of the vehicles and takes aimed shots at any acolyte he can see. The gunner will abandon his gun and head for cover if he cannot engage the acolytes successfully. He'll move back to the heavy stubber if the opportunity presents itself.

Firing at the vehicles

If the acolytes specifically target the White Skull vehicles and manage to do more than 10 damage to it roll 1d10. On a 10, the vehicle's fuel tank is hit and the vehicle explodes! Treat as a fire-bomb, page 137 of the DH book.

Boarding the pick-up

If one of the acolytes boards the pick-up and reaches the heavy stubber, this means that the White Skull gangers inside the HQ can see him or her. They will immediately unleash a hail of bullets if this occurs.





CHAPTER II



ENCOUNTER 2: WHITE SKULLS

At the start of encounter 2 describe or read aloud the following:

"As you carefully peer inside the Blood Reavers HQ you see unparalleled devastation. Every surface is riddled with bullets, bodies are piled upon bodies or are draped across destroyed furniture. Blood slowly seeps out of the door and into the street. The upper level is where the fight still rages, you see gangers armed with autopistols fire into a hallway. The booming rattle of a combat shotgun sounds in response."

Four White Skull gangers armed with autopistols and one armed with a pump-action shotgun are trying to reach the Blood Reavers armoury and storage. The last three Blood Reavers are fighting hard to prevent that.

4 White Skull gangers with autopistols, use scum stats as found in DH page 344. The gangers have 4 reloads for their autopistols and wear heavy leathers.

1 White Skull ganger with a pump-action shotgun, use scum stats as found in DH page 344. The ganger has 16 shotgun shells and wears heavy leathers.

Tactics

The remaining White Skulls will use the walkway to fire at the acolytes if confronted. From certain positions on the walkway the White Skulls can engage the pick-up. The last of the Blood Reavers won't press their luck and will remain in position, they cannot engage anyone outside of their narrow field of fire and cannot target the pick-up. The heavy stubber also cannot target them.

ENCOUNTER 3: BLOOD REAVERS

The last of the Blood Reavers are making their stand at the hallway. They are equipped with combat shotguns and have excellent fields of fire.

3 Blood Reaver gangers with combat shotguns, use scum stats as found in DH page 344. Each ganger has 1 full clip remaining and wears heavy leathers. The leader also has an extra handcannon with 10 rounds, +10 to BS and 12 wounds.

CONCLUSION

With the last narco-ganger dead at their feet the acolytes have won a great victory. In a nearby room they find just enough obscure to pay for the weapons they've ordered. If the pick-up survived it can be loaded with drugs and weapons, which can be transported to the secure storage that the acolytes found at the M-series plant.

A few weeks later, and right on time Duron Fel makes his delivery; the acolytes receive their weapons and Fel takes their drugs. If the acolytes attempt to renege on their deal and rob Fel, the GM should remember that Fel employs a crack team of bodyguards and hasn't survived this long by being stupid. Handled properly, Duron Fel could easily turn into a contact for one of the acolytes.

If the acolytes have managed to meet every requirement then their Inquisitor is very pleased with them, award them 400xp.

If the acolytes failed to meet every requirement, then the Inquisitor will evaluate their performance, and will most likely sent them on a suicide mission to redeem themselves.

This only leaves one question. Why does the Inquisition need a weapons-cache in the Arastus Division?

All will be revealed in 'Operation Cleansweep'...





CHAPTER I



++Transmission++DELTA LEVEL++

Acolytes,

Your next mission requires you to travel to Hive Sibellus on the planet Scintilla. In the upper-hive district of Thaen you will locate Hab-Stack 12-423D and gain access using the following code: 89431. The password for the security detail at that location is "Rosebud". Inside the stack, you will find a cabinet with several drawers; the drawer marked "3HA-5454C" holds further instructions, the access code for the drawer is cipher Delta.

++End Transmission++



1

2

3

4



Search:
Bulk Data
..
Designations:
Twilight
...
Pict Records
Ab256a
...
Searching
...
Clearance
Requested:
.....
...
Access
Granted

PS: FAA 23x2 4x3



DATA-SLATE. Model. 79. STEEL. 4.1K

This weapons-cache has the following requirements:

The origin of the weapons-cache CANNOT be linked to the Inquisition..

Your role in the creation of the weapons-cache must not lead back to the Inquisition. Functioning of the Adeptus Arbites and the PDF may not be impaired by the creation of this weapons-cache.

Quantity, NOT quality.

Every weapon that is part of the weapons-cache must have enough ammunition for 12 shots or 2 clip reloads, whichever is higher. The weapons-cache needs to be stored at a secure location.

You have 2 months to accomplish this mission. The weapons-cache should hold the following:

- a) 100 primitive basic ranged weapons
- b) 100 primitive pistol ranged weapons
- c) 400 SP pistol weapons
- d) 300 SP basic weapons
- e) 50 LAS pistol weapons
- f) 50 LAS basic weapons

To help you in this mission some equipment can be found in storage locker 87 of the Thaen Transit station; the access code is E123-654.

Addendum:

Name: Arastus Division

Designation: Worker Habitation Zone / Industrial

Location: Mustraven Zone / Lower Tier / Landward Quarter / Hive Sibellus

The Arastus Division is one of the divisions that was hit by the so-called Rienholt Blackouts and suffered badly in the wide-spread fires that followed. As a worker habitation / industrial zone the division was not very prosperous to begin with, and the fires have reduced the relative wealth of the division by an estimated 80%. Due to administrative backlogs no further information can be provided. Unverified data suggests 50% of the available locations, habitation or industrial, stand empty.

Reports from the Adeptus Arbites show that social cohesion has deteriorated and that levels of reported violence double each month.

Mutation: Due to industrial pollution, the division reports a greater amount of mutation compared to other divisions of the same type.

Past Inquisitorial missions: [Clearance not sufficient

Current Inquisitorial missions: [Clearance not sufficient]



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Search:
Bulk Data
..
Designation:
Twilight
...
Plot Records
AA225689
...
Searching
...
Clearance
Requested:
...
*****
...
Access
Granted

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DATA-SLATE, Model. 79, ST-EI.41K

ST-EI.41K

ALCO-SWITCH-67/44

TIME: 2:52 PM

I

L

L

L

Sedan

Door

Window

Column

Stairs

Bar

Pick-up

Ground level

TIME: 2:52 PM

ST-EI.41K

I

L

L

L

Windows

Walkway

Obscura

Door

Upper level

PS: FAA 23x2 087

1

2

3

4

Search:

.. Bulk Data

.. Designations

.. Twilight

.. Pick Records

.. AA23589

.. Searching

.. Clearance

.. Requested:

.. *****

.. Access

.. Granted

[illegible]



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[illegible]

