

OPERATION CLEANSWEEP

- A DARK HERESY ADVENTURE -



- PART IV OF IV -





++ The life of an Inquisitor is one of sacrifice and understanding. The Emperor himself stands as the ultimate example that there can be no resisting the horrors of heresy and corruption without being willing to surrender all in the name of the Imperium. This is one of the Inquisition's greatest gifts – to understand that men must die, for Mankind itself to endure. ++

“Men must die, so that Man endures.”

CREDITS

Created and written by:
Maurice de Mare

Acknowledgments
Chris Cotgrove for Editing

Special Thanks
Dark Reign and the many creators of fan supplements.

Re-design
Mauvia

Artwork and Warhammer 40k Universe
See disclaimer

DISCLAIMER

This document is completely unofficial and in no way endorsed by Games Workshop Limited or Fantasy Flight Games. Games Workshop, Warhammer, Warhammer 40,000, Dark Heresy, the Dark Heresy logo, Black Industries, the Black Industries logo, BL Publishing, the BL Publishing logo and all associated races and race insignia, marks, names, characters, illustrations and images from the Warhammer 40,000 universe are either ©, ™ and/or © Games Workshop Ltd 2000-2008, variably registered in the UK and other countries around the world.





OPERATION CLEANSWEEP

- A DARK HERESY ADVENTURE -





OPERATION CLEANSWEEP



INTRODUCTION	5	CHAPTER III:	12
GM's briefing.....	5	The passage of time	12
Adventure Background	5	06:00 Operation Cleansweep begins	12
Adventure Synopsis.....	5	The M-series plant	12
		Getting in	13
		Silent Killing	13
CHAPTER I:	6	The Stealth Approach	14
Gearing up for War	6	Blowing up the Weapons-Cache	14
		Getting Out	15
		Aftermath	15
CHAPTER II:	8	Future Investigations	15
Descent into Hell	8		
Encounter 1: The Gates of Hell	8		
Arastus Burns	9	APPENDIX:	16
Getting Around	9		
Arastus Encounters	9		
Encounter 2: Fleeting Knowledge	9		
Encounter 3: Headshot	9		
Encounter 4: Target Practice	10		
Encounter 5: Just Retribution	10		
Encounter 6: Street Games	11		



INTRODUCTION

acolytes and the Inquisitor pulled some strings that delayed naming a replacement. The ensuing power-vacuum was the catalyst that ensured the success of the Inquisitor's experiment. The Arastus Uprising is underway; heretics and mutants walk the streets, believing the Imperium has taken its gaze elsewhere. Operation Cleansweep is about to begin.

GIM'S BRIEFING

Actions have consequences; cause gives way to effect. These are natural laws and it is time to show the acolytes that what they've done has impacted the world in some, maybe unexpected, way.

The adventure assumes that the acolytes completed **The Arastus Affair** (see <http://www.darkreign40k.com/scenarios/the-arastus-affair-part-i-3.html>), if not then the adventure provides insight into the actions of the acolytes Inquisitor.

My Inquisitor isn't a Radical

The Inquisitor described in the adventure background is obviously a Radical, and your group's Inquisitor may not share that allegiance. With some slight modifications the adventure could answer the questions as to who provided the weapons, who assassinated Lionus Heeks, etc, but these modifications fall outside the scope of the adventure.

ADVENTURE BACKGROUND

Heresy. Corruption. Mutation. All three vie for a place in the soul of mankind; the hidden cancers eating away at the Imperium. The Inquisition is the scalpel that cuts away these imperfections, always vigilant, always reacting to the threat. The acolytes Inquisitor tires of his reactive role, and is conducting an experiment in active repression. The Inquisitor's goal is to goad the forces of Chaos into the open, where they cannot hide from the Emperors wrathful gaze and the purifying fires of the Inquisition.

To that end, the Inquisitor has woven a web of intrigue in order to snare the heretic, the corrupt and the mutant. Not willing to risk all with his little experiment, the Inquisitor has chosen Hive Sibellus on the world of Scintilla as the site where the clash between the Imperium and Chaos will take place. Scintilla is where the Imperium is strong and where the effects of the experiment can easily be contained if things go wrong. The Inquisitor determined that the Arastus Division is where little would be lost and where much could be gained by active intervention.

The Inquisitor has created a trail of bread crumbs to lead the rats of Chaos into the open. First, he sent the acolytes to set up a weapons cache in the division. After the cache had been established, other cells of acolytes spread various rumours about the existence of the cache. Arastus Division's corrupt director, Lionus Heeks, was removed from office by another team of

ADVENTURE SYNOPSIS

The adventure has three distinct parts. First, the acolytes will attend a briefing for PDF officers who are about to take part in Operation Cleansweep. Afterwards Captain Foller, an agent of the Inquisition, will brief them on their mission. The second part of the adventure deals with the acolytes travel to the suspected armoury of the Arastus Uprising leaders, the abandoned M-series plant. The acolytes may encounter heretics, mutants, cultists, gangers and refugees. The third part of the adventure unleashes the purifying flames on the subjects of Chaos.



CHAPTER I

GEARING UP FOR WAR

The story starts when the acolytes receive a data-slate holding their next mission from their Inquisitor. Read aloud or paraphrase the following:

"Many weeks have passed since your last mission, and you've spent the weeks maintaining your cover identity, keeping a low profile and you remained vigilant for any sign of heresy. An Alpha-level transmission breaks that routine."

At the required time, you wait for the looming gates that lead to the headquarters of Sibellus 103rd PDF Battalion. Exactly at 20:30, the gates open and a command vehicle roars out of the gate. It screeches to a halt before you, a door swings open and a voice orders you inside. When everyone is inside, you are face to face with a female captain of the PDF. She bangs on the roof and the vehicle lurches forward. The captain appears to be in her thirties, is dressed in full combat gear and her left cheek is marred by a vicious bite mark that appears to be several years old. "My name is Captain Foller", she says "we are going to attend a briefing together, you will not draw attention to yourselves and afterwards we'll talk in private."

Captain Foller won't discuss anything while in the vehicle and her hard stare should dissuade any acolyte who tries. Read aloud or paraphrase the following:

The vehicle speeds through Hive Sibellus. Captain Foller checks her chrono from time to time, the results apparently disappoint her because every time she chews on her lips and frowns. When the vehicle finally reaches its destination, you are rushed into a large room filled with officers. Captain Foller hisses "remember what I said" before you are seated.

"Good evening all." A sharp featured man with greying hair walks into the room and walks to stand before the gathering. "You know who I am".

A routine (+20) perception check reveals that the man bears the rank of Colonel.

"Sergeant, if you would be so kind?" The light in the room dims and a projector of some kind comes on-line. On the far wall the following is projected "OPERATION CLEANSWEEP".

"No doubt you've heard about the recent trouble in the Arastus Division, open rebellion in Lord Hax's own backyard, that will not do. I've been instructed to deal with the uprising and Lord Hax expects us to stomp on the heretics. Hard!"

"But first let me tell you something about the Arastus Division, Sergeant?"

The projection changes and displays handout 1
Give the players handout 1

Afterwards, continue with reading aloud or paraphrase the following:

"As you can see the scribes have been very helpful in getting the appropriate information for us" the officer mockingly adds. "I would like to point out that the last paragraph has been confirmed to be true, although the greater amount of mutation should be quantified to about 500% above normal."

"So far, so good. Nothing out of the ordinary. The cause of the recent uprising would be this man: Division Director Lionus Heeks" A fat, unimpressive man is projected on the wall. "Heeks got himself, and his security detail, killed while touring the Division." Multiple pics are projected on the wall showing the burning car of the Director, the bullet and laser-riddled bodies of his security detail, and lastly the severed head of Heeks lying in a pool of blood.

"As you can see, someone really wanted Director Heeks dead. For reasons unknown, Director Heeks could not be replaced at a moment's notice, which meant that command and control was muddled when the Division rose up. This brings us to our mission: crushing this rebellion."

"Our current estimate is that the core of the rebellion consists of around 2000 combatants. They are armed with a variety of weapons typically used in an uprising but most of them carry small arms. Undoubtedly the heretics have taken over the various enforcer and Arbites stations located in the Division and added those armouries to their inventory."

"The current plan is as follows: Tarsus 44th and Sibellus 103rd will enter the Arastus Division via the southern arteria exit and Sibellus 71st will act as the anvil to 44th and 103rd hammer. I know some of you have served on Tranch, you can pretty much expect the same here, just on a smaller scale. The attack commences at 06:00. That will be all." The officer leaves the room.



(continued from previous page)

As soon as the briefing is over Captain Foller takes the acolytes to a nearby, more private, room and lights a lho-stick. "Ah, yes. Your mission." Captain Foller exhales. "You are to infiltrate the Division; it is recommended that you try one of the transit tubes. Seek out the armoury of the insurgents and destroy it using promethium charges that will be made available to you. All of this has to be done before 06:00. Either someone has great faith in your abilities or you know more than I do, eh?"

Captain Foller really cannot tell the acolytes more than they've just learned. She can provide the identity of the briefing officer: Colonel Hahn. Captain Foller will take the acolytes back to her vehicle. The vehicles trunk holds their kit. The Captain will distribute the following amongst the acolytes. One 1kg brick of promethium based explosives per acolyte. One chem light per acolyte. The acolytes may distribute the following amongst themselves: 100 autogun rounds, 100 autopistol rounds, 50 shotgun shells and 50 stub-revolver or automatic rounds

Read aloud or paraphrase the following:

Captain Foller takes another look at her chrono, sighs and says: "It's 23:15, you'd better get going if you want to get there before I do, the transit station is that way," she points to the north. She gives the acolytes a salute and takes her leave.

Give the players handout 2

[DM info] Silence is Golden

Knowing when to be inquisitive and when to shut up can be a vital asset to any acolyte. If the acolytes disrupt Colonel Hahn's briefing in any way they are ushered out of the room, detained for 4 hours and then released in Captain Foller's custody. She'll give them their mission but will only provide the promethium explosives to the acolytes. The lights and ammo will not be provided to them. Starting time of the acolytes will now be 03:15.



CHAPTER II

ENCOUNTER 1: THE GATES OF HELL

90 minutes have passed since the acolytes began their journey. The leaders of the Arastus Uprising sent two mutant abominations into the transit tunnels to watch for any signs of intrusion. The mutants have been alerted by the acolytes' chem lights and are lining up aimed shots.

DESCENT INTO HELL

Read aloud or paraphrase the following:

"Following Captain Foller's directions you reached the transit station in good time. A powered-down transit carriage stood useless on its tracks, obviously the uprising at the Arastus Division prevented it from continuing. You moved passed it and climbed upon the tracks. After a few minutes, you reached the tunnel that connects the divisions and darkness consumed you."

[DM info] Alarming the Heretics

The acolytes should be concerned about not raising any alarms. However, encounters with mutants and worse will happen. Whenever a confrontation ends with one or more foes escaping, award one point of detection to the acolytes. When the acolytes have gained five detection points, the heretics are alerted to their presence and will dig in for a fight. This also nullifies any surprise that the PDF forces may have enjoyed at 06:00.

[DM info] Talented Enemies

Throughout the adventure, there are references to enemies described in the Dark Heresy rulebook. If these enemies are equipped with weapons that are not part of the enemies' description, then it is assumed that the foe has the necessary talent.



Two Mutant Abominations:

(Dark Heresy book page 343) Both mutants have at least the nightsider mutation. The mutants each carry a poor quality (unreliable) stub revolver with 6 bullets.

Tactics:

The mutants' first attack should be at a +50 bonus (+20 aiming and +30 surprise). They'll take full advantage of their dark sight, keeping the acolytes pinned down and squeezing off aimed shots at the acolytes. Depending on how the battle goes the mutants may decide to either charge the acolytes with their axes or alert the heretics when their bullets run out.

The transit tunnel is 6 meters wide and 10 meters high. Every 10 meters a support column on either side of the tunnel supports the tunnels roof.

ARASTUS BURNS

Read aloud or paraphrase the following:

"As you reach the transit tunnels exit, you can easily survey the entire division. The fire-leached husks of hab-stacks dot the horizon, several other buildings are still burning. Providing points of light in the blacked-out Division. Small bursts of light indicate fire fights, you see torch-bearing mobs run through streets chasing the God-Emperor knows what. War has come to the Arastus Division and it stands between you and your goal."

The acolytes know where they created their weapons-cache: the M-series plant. A routine (+20) Logic check determines that it is highly likely that the cache wasn't moved after discovery. It is however just as likely that the cache is now fuelling the uprising.

GETTING AROUND

Arastus Division is an active war-zone, which makes getting from A to B extremely hazardous. Travel should include using back-alleys, running from cover to cover and from building to building all the while staying alert for any threat. If the acolytes take a more direct approach, clearly establishing their presence, then let hordes of heretics and mutants descend upon them.

From the transit tunnel's exit, it will take the acolytes 4 hours to reach the M-series plant if they try to be stealthy. If they forego stealth, it will only take them 2 hours.

ARASTUS ENCOUNTERS

As they travel through the Arastus Division, the acolytes will have the following encounters. The acolytes' involvement is completely optional; it is up to them if they want to intervene or if they will let their mission come first.

ENCOUNTER 2: FLEETING KNOWLEDGE

Read aloud or paraphrase the following:

"The small, dark alley you've been using for the last few minutes connects to one of Arastus' main streets. Shouts and screams suddenly echo across the street. A man, wearing robes and an auto quill slung across his back, sprints past the alley. A few seconds later a mutant carrying a torch follows, and another one shortly after that. Then a dozen of the wretched mutants follow, shouting: Run, vermin! Run!"

14 mutants (DH page 342) are hunting down an unfortunate adept. Half of them hold torches which if used in combat deal 1D5+1 energy damage.

If the acolytes do not act then read or paraphrase the following:

"The man almost makes it to the end of the street, he stumbles and then screams as the first mutant reaches him. The mutant savagely beats him with his torch and the man's screams become louder. Then the rest of the mutants descend upon the poor soul and his screams give way to their howls and screams of triumph."

ENCOUNTER 3: HEADSHOT

Read aloud or paraphrase the following:

"The Hab-Stack you've been travelling through finally comes to an end. Peering through one of the broken windows you see a small courtyard with three alleys connecting to it. Six mutants armed with bows suddenly pour from one of the alleys. They head over to a pair of stone benches and sit down upon them. One of the mutants walks to a nearby pole and starts to urinate upon it. He's almost finished when his head explodes in a reddish mist. The other mutants scramble to use the benches as cover."



5 mutants (DH page 342) armed with poor quality bows and 10 arrows each.

If the acolytes do not act then read or paraphrase the following:

"Minutes pass, the remaining mutants are not targeted by the sniper. A mutant bolts away from his hiding place behind the stone bench into one of the alleys, he makes it and the rest of the mutants run to join him."

ENCOUNTER 4: TARGET PRACTICE

Read aloud or paraphrase the following:

"You've been following one of Arastus' main streets for a while now, darting from alcove to Hab-Stack entrance, using every shadow. The sound of laughter suddenly breaks the silence."

If the acolytes pursue the origin of the laughter, continue with:

"The laughter leads you to a templum, a place of worship. Eight men and women, wearing white robes that are stained with blood and gore, are taking turns throwing their wickedly curved blades at a cleric who has been nailed to the templum's doors. Every time they score a hit, the others cheer and award the lucky thrower with a severed head. The heads so gained are added to the thrower's pile."

Eight Khorne cult initiates (DH page 337) are enjoying their recent success in raiding the templum.

If the acolytes act and win then the poor cleric is beyond help, he'll offer a bloody smile and say: "Blessed are the true." The cleric's eyes will roll upwards soon after and he will die. The templum interior has been converted into the stuff of horrors. Many sought safety at the templum when the uprising started. Then the Khornites came and butchered all inside.

The pews hold the headless corpses of the faithful, blood is everywhere. This should trigger a non-combat Fear Test 1 (disturbing).

If the acolytes do not act the Khornites will play their game until either the cleric is dead or there are no more heads to distribute. The winner will be congratulated by the rest and they'll move on, leaving behind their pile of skulls.

ENCOUNTER 5: JUST RETRIBUTION

Read aloud or paraphrase the following:

"An armoured fighting vehicle guards an intersection up ahead. Around the vehicle, almost in a circular fashion, the dead lie where they fell. A couple of bodies slump against the vehicle, still clad in full riot gear."

The bodies around the vehicle have all been looted, but the vehicle itself looks to be in working order. The survivor of the skirmish that killed most of the vehicle's occupants was a demolitions expert. To safeguard her companions' remains, the demolition expert placed explosives; the same was done to the vehicle.

A hard Perception test (-20) or a challenging Demolitions (+0) test reveals that the enforcer remains are booby trapped. Defusing the booby trap requires a challenging Demolitions (+0) test. Failure means that the booby trap detonates, dealing 2d10 explosive damage. Success means that the acolytes gain one frag grenade. Two frag grenades can be retrieved this way.

A hard Demolitions (-20) test determines that the vehicle is booby trapped. Defusing that bomb requires a hard Demolitions (-20) test as well. Failure means that the vehicle explodes in a ball of flame dealing 4d10 explosive damage to anyone within 10 meters. Success means that the acolytes gain the use of the vehicle.

If the acolytes fail at any test, award them a detection point.

The vehicle uses the Enforcer "Scarab" Patrol Cruiser stats, it currently holds no weapons. See page 11 of the Apocrypha: Vehicles.



ENCOUNTER 6: STREET GAMES

Read aloud or paraphrase the following:

"The roar of engines, screams and laughter travel far in the underhive. The sounds appear to come from just around the corner."

If the acolytes investigate further, provide the following description:

"Two pick-up trucks travel up the street at great speed. Each truck is armed with some sort of harpoon. A dozen people have been chained to a railing further away in the distance. The trucks race towards them; both harpoon gunners fire at the prisoners. Both harpoons hit but only one of the prisoners is torn from the railing. That prisoner, screaming loudly and leaving a bloody trail on the concrete road is dragged back to a large crowd of mutants by the trucks. The poor soul appears to be dead before it reaches the crowd. The harpoon is yanked from the body. Then the body is dumped into a large metal barrel. Underneath the barrel a fire rages."

Comprehending what the mutants are up to triggers a non-combat Fear Test 1 (disturbing).

There are 25 mutants (DH page 342) surrounding the barrel. 3d5 of them carry poor quality stub revolvers with 1d5 rounds. Every truck carries two mutants, the driver and the gunner. Use the following statistics for the harpoons.

Harpoon (30m, S/-/-; 2d10 R; clip 1; Reload 2Full; primitive)

The trucks have armour 9 (hull).

If the acolytes act and win, they'll have to deal with the remaining shell-shocked prisoners (10). If the acolytes do not act, then the games will continue until the prisoners have all been added to the barrels.



CHAPTER III





CHAPTER III THE BRASS LORD'S TEMPLE



THE PASSAGE OF TIME

Please consult the table to determine when the acolytes arrive at the M-series plant and if the heretics at the plant are on alert or not. Even if the acolytes have been stealthy, they still could have racked up enough detection point to put the M-series plant on alert.

[DM info] Timetable

Start Time	Stealthy	Current time	Plant on alert?
23:15	No	02:45	Yes
23:15	Yes	04:45	No
		06:00	Yes
03:15	No	06:45	Yes
03:15	Yes	08:45	Yes

If the M-series plant is on alert, every guard position will be tripled in strength. As a result, the weapons-cache inventory will be diminished by half.

06:00 OPERATION CLEANSWEEP BEGINS

At 06:00, the PDF will launch its attack on the heretics, read aloud or paraphrase the following:

"Light blossoms on the southern horizon, near the arteria exit. Seconds pass and then the sound of the blast washes over you, a heavy continuous rumble. Operation Cleansweep is underway, scouring the heretics from Arastus Division."

THE M-SERIES PLANT

If the acolytes arrive at the plant before 06:00, they can take some time to conduct a little surveillance.

Read aloud or paraphrase the following:

"Since your last visit, much has changed at the M-series plant, no longer abandoned the plant buzzes with activity. Flickering light pours from the broken windows and all kinds of shapes and shadows move within the plants interior. You can easily spot multiple guard posts on the rooftops and the main gate is also well guarded."

A routine (+20) Psyniscience test will reveal that the plant oozes dread, hatred and all kinds of negative emotions.

The wall surrounding the M-series plant is 10 meters high. Use the DM Encountermap #3

M-SERIES PLANT LOCATIONS

The location descriptions below assume that the plant is not on alert.

1 MAIN GATE

The main gate stands wide open, wide enough to easily let a macro-hauler through. On either side of the gate, mutants and heretics have taken up positions.

Currently two groups of 5 dregs (DH page 338) are guarding the gate. Each dreg is armed with a poor quality shotgun and has 7 shotgun shells at his disposal.

2 WESTERN LOADING DOCK

The loading dock is only half as high as the main building but with its 25 meters, it is still quite imposing. Multiple fires rage inside the dock, revealing dozens of mutants chanting and singing.

50 mutants (DH page 342) dwell within the western loading dock. The chanting and singing is in preparation for another day of bloodshed.



3 EASTERN LOADING DOCK

Similar to location 2, this dock however is cloaked in darkness. Inside three recently constructed brass servitors await field-testing.

BRASS SERVITOR

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	15	40	40	20	15	25	30	03

Movement: 2/4/8/16

Wounds: 12

Skills: awareness (Per)

Talents: Melee Weapon Training (primitive)

Traits: Dark Sight, Machine 1

Armour: Brass Plate 4 (primitive)

Weapons: Mono Greataxe 2d10+4 R; +2 PEN; unwieldy

Gear: internal micro-bead

Description: Dressed in brass feudal plate, with eight interconnected eights stamped on their breasts, these servitors appear as knights hailing from an age long past. Their axes however, hail from the current age.

If the acolytes try to reach the weapon-cache by entering this dock the Brass Servitors combat trials will begin earlier than planned.

4 WEAPONS MANUFACTURE

Part of the main building, this section stands twice as tall as the loading docks. Inside machines that once created weapons for a thousand worlds now stand idle. Several two-man patrols make their rounds every so often.

Dreg Patrol, 2 dregs (DH page 338) armed with poor quality las-pistols.

Location 4 has 5 dreg patrols operating within.

5 RESEARCH AND DEVELOPMENT

Here is where the tech-priests of the M-series refined their methods, and developed some of the Calixis Sector's most famous designs. This is also where the acolytes set up the weapons-cache that is now fuelling the uprising. Deep inside the R&D section a functioning secure location was discovered. That location now holds the weapons-cache.

The architects behind the uprising were overjoyed when they discovered the cache, the rumours about its existence, spread by other acolytes, were true. Most of the caches content has already been distributed into the hands of heretics and mutant alike. However, most of the Las weapons and shotguns were kept on-site, as was most of the ammunition.

The cache currently holds:

3 poor quality flintlocks
13 poor quality bows
40 poor quality stub revolvers
125 poor quality shotguns
10 poor quality laspistols
5 poor quality lasguns
And at least 12 shots per weapon.

Research and Development is patrolled by 10 Dreg Patrols (see location 4 for specifics) and the entrance to the cache is guarded by two mutant abominations (DH page 343) armed with shotguns and have 12 shotgun shells each.

Rooftop guard positions

Each guard position on the rooftop hold 3 mutants (DH page 342) armed with poor quality lasguns.

GETTING IN

The M-series plant is a large place; it has several levels, kilometres of air-ducts and crawlspaces, all of which can be used by the acolytes to stealthily reach their objective. Or, the acolytes can choose to do it the hard way. For example, they can use a captured vehicle to breach the gate, storming through the loading docks and engaging in numerous running gun battles in order to reach the cache. While very exciting, the hard way will very likely get the acolytes killed just because the heretics have more guns and outnumber them with 10 to one. But in the end, it is the acolytes' call.

SILENT KILLING

Using any SP weapon without a silencer attached to it or any bolter within the M-series plant will alert the heretics and mutants that the plant is being invaded. All patrols and guard positions will be tripled. Silent killing is the key to the acolytes' success, as is hiding the bodies of those that have been slain.



THE STEALTH APPROACH

How the acolytes the map of the M-series plant and let them devise a plan to reach the weapons-cache. The route they come up with should fall into one of the following routes:

Route 1: Wall – 5

Route 2: Wall – 3 – 5

Route 3: Wall – 2 – 4 – 5

Route 4: Wall – 4 – 5

All concealment or silent move tests should only involve one acolyte versus one enemy, this ensures that the pace of the adventure is kept up and that every acolyte contributes to either the success or failure of the mission.

Route 1

The wall requires two challenging (+0) climb tests to overcome. Reaching the R&D section requires two concealment tests opposed by the mutants' perception of 30. Travelling to the cache requires two concealment tests opposed by the dregs perception of 25 and three silent move tests opposed by the dregs perception of 25.

Route 2

The wall requires two challenging (+0) climb tests to overcome. Reaching the Eastern loading docks requires two concealment tests opposed by the mutants' perception of 30. The acolytes have a +5 bonus to their rolls. At the Eastern loading dock, the acolytes will encounter the Brass Servitors. Travelling to the cache requires two concealment tests opposed by the dregs perception of 25 and three silent move tests opposed by the dregs perception of 25. The acolytes have a +5 bonus to their rolls.

Route 3

The wall requires two challenging (+0) climb tests to overcome. Reaching the Western loading docks requires two concealment tests opposed by the mutants' perception of 30. The acolytes have a +15 bonus to their rolls. Crossing the Western loading dock undetected requires two concealment tests opposed by the mutants' perception of 30. Traversing the weapons manufacture section requires four concealment tests opposed by the dregs perception of 25. The acolytes have a +10 bonus to their rolls. Travelling to the cache requires two concealment tests opposed by the dregs perception of 25 and one silent move test opposed by the dregs perception of 25. The acolytes have a +10 bonus to their rolls.

Route 4

The wall requires two challenging (+0) climb test to overcome. Reaching the Weapons manufacture section requires two concealment tests opposed by the mutants perception of 30. The acolytes have a +10 bonus to their rolls. Traversing the weapons

manufacture section requires four concealment tests opposed by the dregs perception of 25. The acolytes have a +15 bonus to their rolls. Travelling to the cache requires two concealment tests opposed by the dregs perception of 25 and two silent move tests opposed by the dregs perception of 25. The acolytes have a +10 bonus to their rolls.

DESCRIBING THE ACTION

The above skill challenges are pretty bland if they only consist of dice rolls. Describe every success as if the acolytes just made it to cover before a mutant or heretic discovered them. The skill challenge will not come alive in the minds of the players if no suitable description accompanies it.

FAILURE

Failure to overcome the wall could just mean a nasty fall, but being detected while in the plant is a serious problem for the acolytes. If a Dreg Patrol detects them, they have 2d5 rounds to deal with the situation before reinforcements arrive to investigate the ruckus. If the party that detected them has been neutralised then the acolytes can continue on, but there is a 10% chance that the bodies are found by another patrol that will raise the alert.

If parties larger than a Dreg Patrol detect them then the acolytes face the question to push on or retreat. If the acolytes decide to push on the Dreg Patrols will converge on their position or choose to strengthen the cache's guard.

BLOWING UP THE WEAPONS-CACHE

Once they've reached the weapons-cache and dealt with the two mutant abomination guards read aloud or paraphrase the following:

"It is obvious that most of the cache wasn't moved but in your recollection the room looked more 'full' the last time you peered inside. A quick scan reveals that most of the ammo is still there."

The cache can easily be destroyed using the promethium charges that Captain Foller provided to the acolytes. Setting the charges is an ordinary (+10) demolition test per charge. Ask the acolytes how much time they give themselves before the charges explode.



GETTING OUT

Once the charges have been set, the acolytes will want to leave. If the acolytes have been detected this might prove to be quite difficult, as the heretics and mutants will surely try to stop them. If the acolytes remain undetected then let them pick a route out of the plant in the same way as they've done for getting in. Getting out of the M-series plant proves to be a whole lot easier than getting in, give the acolytes a +10 bonus on every concealment or silent move test on top of any existing 'route' bonus.

Every concealment or silent move test occurs roughly every three minutes. Keep track of the time that has passed trying to get out and compare it to the time that the acolytes gave themselves before the promethium charges were set to explode.

If the acolytes are still inside when the charges go off read aloud or paraphrase the following:

"A strong wind rushes past you just before the charges explode, then the roar of promethium fuelled flames follows and then the entire building shakes as the cache explodes. A wave of dust rushes through the air towards you, covering you instantly."

In the confusion, the acolytes can easily exit the building, getting over the wall or out the gate undetected is another matter.

If the acolytes have made it past the wall before the charges explode, read aloud or paraphrase the following:

"It is as if the M-series plant inhales sharply before the charges explode, you can hear a harsh roar and a large booming explosion and then waves of dust explode out of the plant, exiting through any opening it can find. You can see mutant and heretics stumble out of the building, confused and covered in dust."

AFTERMATH

The PDF conducts Operation Cleansweep in a swift and brutal way; before 12:00, they reach the M-series plant and destroy all heretics that remain. In the days that follow, the few pockets of resistance that survived the initial PDF push are eliminated. Human survivors of Operation Cleansweep are detained in large camps and interrogated by the Inquisition to determine their allegiance or role in the Arastus Uprising. Mutants are killed on sight.

If the acolytes succeeded in destroying the cache, then their Inquisitor is very pleased with them. Smart acolytes may realize that with the destruction of the cache no evidence remains to connect the cache to the Inquisitor. This secret ties them to their Inquisitor.

If the acolytes failed to destroy the cache, then their Inquisitor is not at all pleased. The cache is connected to the acolytes and thus to the Inquisitor - the acolytes could face a mind cleansing or worse!

DM Suggestion: If the acolytes succeeded award them 600 experience points. If the acolytes survived but failed, award them 400 experience points.

FUTURE INVESTIGATIONS

The end of the Arastus Uprising offers many investigative opportunities: who lead the uprising? Who created the Brass Servitors? Is the Khorne-worshipping cult destroyed or have they gone into hiding? Are all human survivors free from taint? All these questions could be answered in future adventures.





DATA-SLATE, Model. 79, ST-E1.41K



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.

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

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



PS: FAA23x2

1

2

3

4

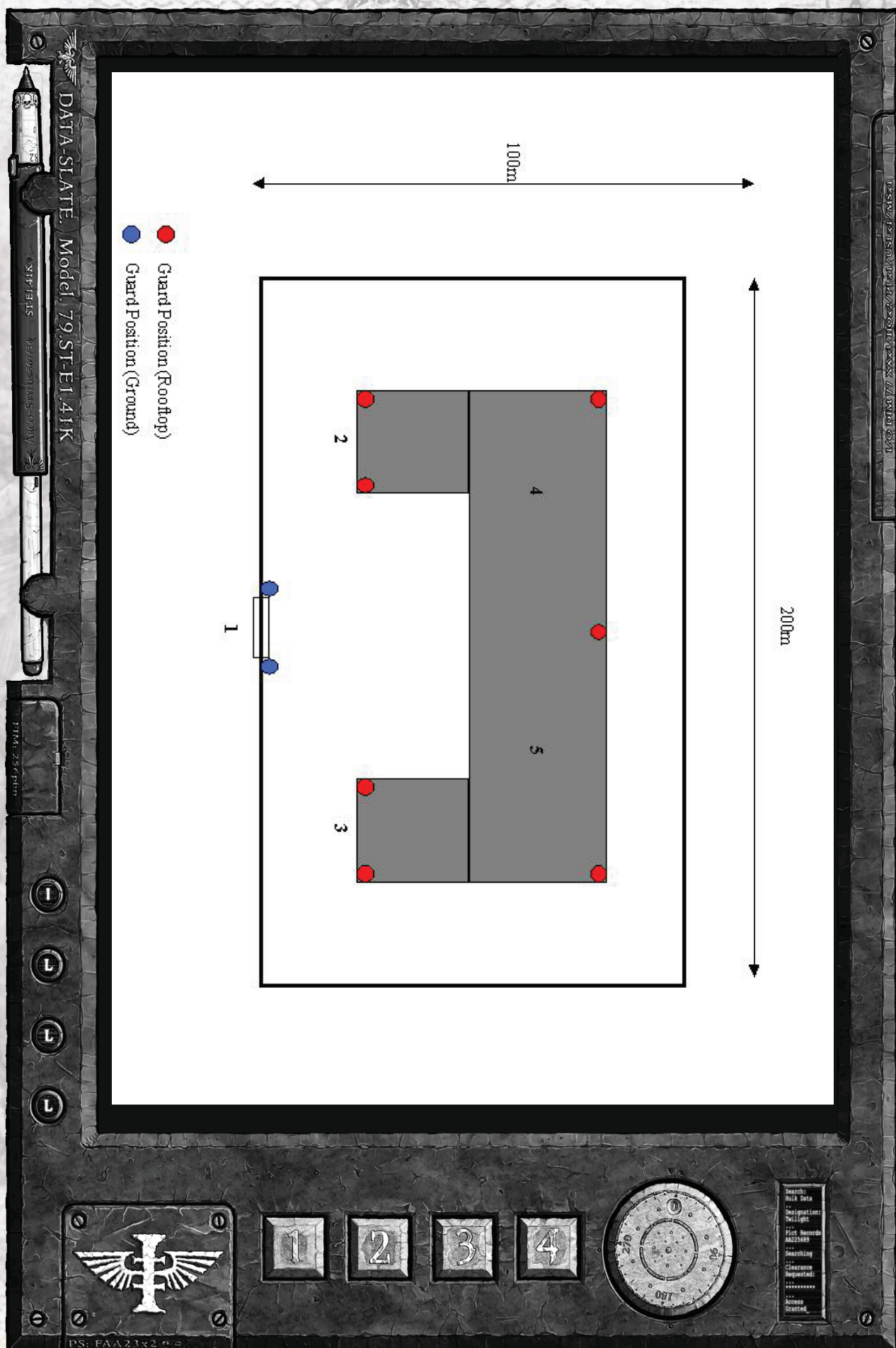


Search:
 Bulk Data
 ..
 Designation:
 Twilight
 ..
 File Records
 AA2589
 ..
 Searching
 ..
 Clearance
 Requested:
 ..
 Access
 Granted



OPERATION CLEANSWEEP

DM Encountermap #3



18



PERSONAL NOTES

✠ ✠ ✠

[illegible]

