TUSSLE ON JOOPBARG VI
or
How I Learned to Stop Worrying and Love the Jungle

A Scenario for the 3-D Roleplay Club's Summer Swap Meet
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ORK PLAYER BRIEFING

You are GHAR'GOIL LIVERSLICER, renowned Ork Warlord, known across 37 galaxies and feared by 38 (you completely obliterated one of them, remember?). You subjugate the meek, you takeover planets one by one, and you never give up or back down. Your most recent conquest - Joopbarg VI - seemed to fall into your hands easily. The occupants do not appear to have interstellar travel technology. The global leader surrendered immediately upon vid transmission contact (you are pretty terrifying, after all, and proud of it!). You and a select few bodyguards and troops are taking a shuttle to the spaceport to scout the region and to strut among the locals, to make sure they know who you are. You expect little opposition. So go on, then! Plant your feet on Joopbarg VI. Plant your flag there, too. In some really conspicuous spot where everyone can marvel at it. When you jam it into that nice dirt that you now own, you *must* **loudly** declare who you are, then defend the flag for as long as possible. And if the people don't like it, show 'em who's boss. This place was destined to be yours.

DEPLOYMENT

You deploy FIRST, unless the MERCENARY TEAM PLAYER is participating, in which case you deploy IMMEDIATELY AFTER THEM.

Your characters and squads start debarked from your shuttle, fully within 12" of its ramp.

BREAK

You must make a break test once your force is reduced to 7 or fewer models. If failed, your Orks will begin retreating to their shuttle. They may attempt to rally as usual.

ORK PLAYER ROSTER

GHAR'GOIL LIVERSLICER, ORK WARLORD

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
4	6	3+	4	5	3	3	9	7	8	9

Bolter, combat weapon, refractor field (5+ save), powered armor (4+ save)

GHAR'GOIL'S BODYGUARDS (x3 characters)

(name them below)

1:

2:

3:

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
4	4	4+	4	4	2	2	7	6	7	7

Powered armor (4+ save)

1 with plasma gun (S7, -2 save mod, recharge for two turns)

2 with bolter and power glove

DA HUNKEE PUNKZ (Two squads of 5, each activates as a unit)

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
4	3	4+	3	4	1	1	7	6	7	7

Bolters, combat weapons, flak armor (6+ save)

CATACHAN PLAYER BRIEFING

You are ARNOLD STALLONE. You have been deployed to Joopbarg VI with very little information. All that your superiors told you is that you are here to neutralize a potential threat to the Imperium. They were clear that this particular threat does not belong to the native population, but beyond that, they provided no real detail. You have been ordered to stake out the spaceport, to hold and control the comms tower nearby (no idea why), and to await this "threat." You've been told you'll know it when you see it. Your superiors put too much trust in you.

As you may start hidden and as BLIPS, you *do not* have to reveal any details of your identity or your forces to the other players until they are revealed on the table! No one even needs to know that you are Catachans. This is fun. If you keep this information to yourself, they may even believe your BLIPS are CREATURES in the jungles!

DEPLOYMENT
You always deploy VERY LAST (after the SLANN PLAYER).

Place any number of characters (of any type you choose) *or* a single squad of 5 inside the COMMS TOWER building. They start the game hidden. Do not mark their location with a BLIP. Do not place them on the table.

Additionally, you may start with some of your force hidden in the jungles. These hidden units are represented as BLIPS. You may not place a BLIP within line-of-sight of a non-Catachan character or squad. You may place up to two "dummy" blips. When a non-Catachan character or squad would gain line-of-sight to a BLIP, the model(s) it represents must be placed on the table. Alternatively, you may choose to convert the blips into models at any time. You may move blips as normal, but may NOT voluntarily move a blip into the line of sight of a non-Catachan model.

BREAK
You must make a break test once your force is reduced to 7 or fewer models. If failed, your soldiers will begin retreating to the closest table edge. They may attempt to rally as usual.
ARNOLD STALLONE never breaks.

CATACHAN PLAYER ROSTER

ARNOLD STALLONE

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
4	6	2+	4	4	3	3	9	9	9	100

Bolter, combat weapon, refractor field (5+ save), flak armor (6+ save)

SERGEANT HARKER

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
4	4	3+	4	4	2	2	8	8	8	8

Heavy bolter, combat weapon, flak+mesh armor (4+ save)

SNIPERS ALPHA & BETA

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
3.5	3	4+	3	3	1	1	7	8	8	7

Sniper (S3, can fire from hidden/as blip without revealing, -1 save mod), combat weapon,

flak+mesh armor (4+ save)

THE JUNGLE BOOGIES (Two squads of 5, each activates as a unit)

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
4	3	4+	3	3	1	1	7	7	7	7

Lasgun, combat weapon, flak armor (6+ save)

BLIP CHART

BLIP A: Arnold Stallone

BLIP B: Harker

BLIP C: Sniper Alpha

BLIP D: Sniper Beta

BLIP E: JUNGLE BOOGIES, Squad A

BLIP F: JUNGLE BOOGIES, Squad B

BLIP "1" (x2): DUMMY

SLANN PLAYER BRIEFING

You are SLIPDEW CROAKSWALLOW, Slann Warchief and trusted general of the global leader of Joopbarg VI (Supreme Chief Panthergrowl the Second). This planet is your home, and when some Ork Warlord contacted the Supreme Chief, he surrendered, but under false pretenses. It was, he said, a simple ruse to lure the foolhardy Ork to the planet's surface. Neither the Supreme Chief nor the planet's residents have any intention of giving up this planet. It's up to you how long you wish to keep up the charade of surrender! Use it to your advantage.

Defend your home, neutralize the Ork Warlord - either by capturing or killing him - and be cautious of what lurks in the forests. No outsiders are to be trusted! You should probably try to disable the Ork's shuttle and make sure they don't use the comms building to call for help too!

(If one of your figures reaches the ORK SHUTTLE and wishes to DISABLE IT, discreetly inform the GM of this action - no one else needs to know.)

DEPLOYMENT
You deploy AFTER the SCIENCE TEAM PLAYER. This is your planet, you can start anywhere on the table you want, EXCEPT within 12" of the ORK SHUTTLE.

BREAK
You must make a break test once your force is reduced to 7 models or less. If failed, the Slann will begin retreating to the closest table edge. They may attempt to rally as usual.

SLANN PLAYER ROSTER

SLIPDEW CROAKSWALLOW, SLANN WARCHIEF

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
4	6	3+	4	5	3	3	10	9	10	10

Lasgun with targeter (reroll 1s to hit), powered armor (4+ save), combat weapon

PIMBU ONO, SLANN MAGE (15PP) with LIZARDMAN CHILD

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
4	4	5+	3	4	2	1	8	7	9	9

PSYCHIC ABILITIES: TELEPORT within 24", costs 3PP. STEAL MIND within 12", costs 4PP.

Displacer field (4+ save)

SLANN WARRIORS IN DREADNOUGHT ARMOUR (x2 characters)

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
3	5	4+	4	5	2	2	8	7	9	9

Dreadnought armor (2+ save, never worse than 6+)

1 w/Heavy Flamer & Power Shield (Block - reroll one of your opponent's duel dice)

1 w/Storm Bolter & Power Glove

SLANN BRAVES (Two squads of 5, each activates as a unit)

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
4	3	5+	3	3	1	1	8	7	9	9

Blowguns

HEAVY FLAMER

One member of every Terminator Squad carries a special weapon of some kind in place of the storm bolter. This is usually a *heavy flamer*, a powerful version of the standard flamer with additional fuel capacity and improved range.

A target hit by a heavy flamer is set on fire, and suffers an additional automatic hit during every *combat phase* while the chemical burns - a target therefore receives two hits during the first turn: one from the original hit in the *shooting phase*, and one during the *combat phase*.

A burning model rolls a D6 at the start of its turn to determine if the fire goes out: a score of 6 indicates that the fire has gone out, otherwise it continues to burn as before.

A burning creature may do nothing (see below for exceptions). Friends in base-to-base contact can help to beat the flames out if they do nothing else during their turn. Add +1 to the test dice for every model helping.

Creatures in **frenzy** ignore the fact they are burning, and keep on fighting until they die. A model may also ignore the fact that it is burning if it has a *Toughness* score of 9 or more, because it is too tough for the flames to do it any harm!

Heavy Flamer

Range		Shooting to Hit				Save		Type					
Short	Long	Short	Long	STR	DAM	Mod	C	H	S	F	Area	T
0-6"	6-18"	+2	-1	5	1	-3		2"				1½"	6

POWER GLOVE

Marines in Terminator armour have *power gloves* as standard, and under most circumstances these are more than sufficient for their needs. A bulkhead or armoured suit will crumple like tin plate under the energised field of a power glove.

Power Glove

Range		Shooting to Hit				Save		Type					
Short	Long	Short	Long	STR	DAM	Mod	C	H	S	F	Area	T
Close Combat Only				8	1	-5	X						6

STORM BOLTER

The main armament of a Marine in Terminator armour is the *combination bolter*, more generally known as the *storm bolter*. A storm bolter is basically two bolters firing in unison. The power of the armour allows the Marines to carry these heavy weapons without penalty, giving them an offensive capability to match their defensive advantages.

Storm Bolter

Range		Shooting to Hit				Save		Type					
Short	Long	Short	Long	STR	DAM	Mod	C	H	S	F	Area	T
0-12"	12-24"	+1		4	1	-1		2"		X			6

SCIENCE TEAM PLAYER BRIEFING

You are DOCTOR NEDRY. You are doing important research to advance your dream goal: open a living museum of unusual and exotic creatures! No, it absolutely isn't a "zoo" - how dare they use such an insulting and childish word! It's far more important than that! Harrumph! You've heard rumors of the fantastic fauna on Joopbarg VI, so you and your SCIENCE TEAM - plus some necessary muscle and firepower - have stealthily transported down to the surface to collect samples. There are a few potential sites of interest right nearby the region's spaceport. Locate and collect at least one biological sample, and return to the transport site to get off the planet as quickly as possible. The GM will inform you where the samples are located (they should be marked with special tokens whose significance only YOU know).

SUPERIOR SPECIALIZED KNOWLEDGE:
In order for a character to *safely* collect a biological sample, it must first be positively identified by DOCTOR NEDRY. Therefore, the character must be accompanied by DOCTOR NEDRY, or at least told by DOCTOR NEDRY exactly where an already-positively-identified biological sample is located. ***In order to positively identify a prospective sample, DOCTOR NEDRY must make a successful INTELLIGENCE TEST (2D6) while in base contact with it.*** Only then may the informed character *safely* collect the biological sample. DOCTOR NEDRY may, of course, collect the sample all by himself if you so choose. He still must positively identify it first in order to collect it *safely*.

DEPLOYMENT
You deploy AFTER the ORK PLAYER.

Your entire SCIENCE TEAM starts the game on the TRANSPORT SITE.

BREAK
There are two break test triggers for the Science Team: 1) if all three *Bodyguards* are all killed, and 2) if HAL 9001's power field generator has been destroyed. If either of these tests is failed, the Science Team will retreat to the transport site. They may attempt to rally as usual.

SCIENCE TEAM PLAYER ROSTER

DOCTOR NEDRY

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
4	3	4+	3	3	2	2	8	8	7	8

Laspistol, combat weapon, refractor field (5+), bio-scanner, web solvent

ELLIE SATELLITE

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
4	3	4+	3	3	2	1	7	7	7	7

Laspistol, combat weapon, flak armor (6+), web solvent

RESEARCH ASST. HOAGIE HOWSER

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
4	3	4+	3	3	1	1	7	7	7	7

Laspistol, combat weapon, displacer field (4+), bio-scanner, web solvent

ROBOT HAL 9001

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
6	5	2+	5	5	5	2	10	8	10	10

Plasma Gun, Webber, Powerglove, Power Field Generator (6" diameter bubble, has a T6. Each successful hit shrinks the field by D3" radius. Regenerates between turns unless radius reduced to 0", in which case permanently destroyed.), 5+ save.

BODYGUARDS (x3 characters)

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
4	4	3+	4	4	2	2	8	8	8	8

Bolters, combat weapon, flak+powered armour (3+ save)

MERCENARY TEAM PLAYER BRIEFING (5th player option)

You are SLICK COBRA. Your ship is in shambles! Tough break! Contracts and private clients have dried up over the last month or two - you're not entirely sure why. Maybe the White Dwarf Syndicate blacklisted you, or that despicable pirate Slim Jim spread nasty rumors about the last job you did (you had every right to keep that precious jewel - your client breached the contract! Their loss!). In any case, only hours ago, you were forced to crash-land your junk heap of a space cruiser on this god-forsaken jungle planet. Now you and your posse of renegades and rogues are stuck here.

Scans of the surface show a functional space shuttle nearby - some good luck at last! Even better, your cruiser's computer database (thankfully it survived the crash) indicated that rare animals exist and breed on this planet (apparently called "Joopbarg VI"): Tigeraptors, Giga-frogs, and even Megarachnoids! To the right buyer, some intact eggs from any of these species could be worth a pretty penny - or at least enough to get a new space rig! Get some eggs if you can, and most importantly, hijack that space shuttle!

SECRET: Planted Memories, Secret Identity
The MERCENARY TEAM has discovered a SCIENCE TEAM on this planet that is also looking for biological samples of local fauna. One of your crew - the lovely Mary Memoranda - has already infiltrated the SCIENCE TEAM by utilizing her incomparable psychic abilities. The entire SCIENCE TEAM now believes Mary to be a colleague named ELLIE SATELLITE. This is good because Mary will need the guidance of DOCTOR NEDRY to identify the samples you're after! Also, it's probably best not to reveal Ellie's true identity to the SCIENCE TEAM, in case any of them decide to hold a grudge and file charges or pursue you themselves… ***At any time during the game, you may take control of ELLIE SATELLITE (MARY MEMORANDA). From that point on, she is yours to control for the rest of the game. Choose your timing carefully!***

DEPLOYMENT
You deploy VERY FIRST, before the ORK PLAYER.

BREAK
You must make a break test once your force is reduced to 4 models or less. If failed, they retreat toward the nearest table edge. They may attempt to rally as usual.

MERCENARY TEAM ROSTER

SLICK COBRA, HEAD HONCHO

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
3.5	5	3+	4	4	3	3	9	7	8	9

Laspistol, combat weapon, refractor field (5+ save), mesh armor (5+ save)

MARY MEMORANDA/ELLIE SATELLITE

(controlled by the SCIENCE TEAM PLAYER, until you decide otherwise)

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
4	3	4+	3	3	2	1	7	7	7	7

Laspistol, combat weapon, flak armor (6+), web solvent

BIGHORN JOE, PIRATE SCUM

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
4	3	4+	4	3	2	2	8	7	7	9

Laspistol, chainsword, refractor field (5+ save), plate armor (5+ save)

SCALY STEVE, PIRATE SCUM

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
4	2	3+	3	4	2	1	7	6	8	7

Plasma gun (S7, -2 save mod, must recharge for two turns), combat weapon, plate armor (5+ save)

A MOTLEY CREW (One squad of 5, activates as a unit)

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
4	3	4+	3	3	1	1	7	7	7	7

"Basic gun" (S3), combat weapon, flak armor (6+ save)

<u>**GAME MASTER'S BRIEFING**</u>

Part of the fun of Rogue Trader games is the ability to run them more like RPGs than most wargames. As you GM, try to keep in mind what details the players and characters would and would not know or be aware of based on the events unfolding on the table, and the information supplied both in their briefings and in the GM notes. Keep information close to your chest unless there's a good reason the player or their character(s) would feasibly know it.

A NOTE ON TERMINOLOGY

Regardless of the terminology/language used in the Rogue Trader rulebook, it is important to define that, in the context of these rules, *"turn"* refers to a single player completing an action with a model(s), *"phase"* refers to one of the "stages" of a round (Move, Shoot, Hand-to-Hand, etc.), and a *"round"* refers to the completion of all of the *phases*. Therefore, players will take *turns* within each *phase* until all *phases* have been completed, at which point the *round* ends and a new one begins*.*

IMPORTANT RULES CHANGES

This scenario is designed to support up to five (or more) players, each controlling a small number of models. There are some important rules changes we suggest in order to keep the game moving at a healthy pace.

1) **Use the alternate turn sequence suggested on page 236 of Rogue Trader, in which *everyone* moves, then *everyone* shoots, then *everyone* fights, etc.**
2) **Order of play within each phase will be determined using playing cards. Deal each player 5 cards at the start of the *round*, then flip the top card of the deck to determine the "trump suit." At the start of each *phase*, all players choose and simultaneously reveal one card from their hand. Resolve turns in order of descending card value (Aces are high). If the trump suit ever fails to resolve a tie, have the tied players play an additional card from their hand (be sure to give each of them a replacement card from the deck). Do not deal more cards between phases. The hand is only reset at the beginning of each *round.***
3) Make a simple "Round Chart" that consists of each phase (Move, Shoot, Hand-to-Hand, Reserves, Psionics, Rally), and use a token on it to track which phase is currently being completed.

4) "Ballistic Skill" values have been replaced with a fixed target value (4+, 5+, etc.) for ease of play.

5) **The typical sequence for resolving Hand-to-Hand combat is not used. Instead, all models in a combat roll a number of dice equal to their *Attacks* stat. The player whose model rolled the single highest value "hits." In case of a tie, the character with the higher WS (Weapon Skill) wins. The losing model(s) must all move away from the attacker 1". The winner then rolls a number of dice equal to their *Attacks* stat once again, and uses the typical "To Wound" chart to determine if the hit(s) cause(s) damage.**

6) **In the above Hand-to-Hand sequence, the "current player" (that is, the player who played the highest value card in the phase) decides how to "pair off" any combat in which they are engaged, and the order in which their combats are resolved.**
These rules are being adapted from Games Workshop's *Middle-earth Strategy Battle Game* rules. Consult them for further detail if required. If any confusion or ambiguity occurs during the game, use your authority as a GM to "make the call."

7) Unit coherency is fully ignored for all characters except for "squads." A squad activates as a group (the entire squad moves, shoots, fights, etc. together in the same turn); models in a squad must remain within 4" of another model in that squad whenever possible.

8) Each player receives 2 FATE POINTS, each of which can be spent at any time on any character or model to either *ignore all wounds caused by a hit,* or to *reroll any or all dice in a single roll made during the game.*

9) Break tests must be made once a force is reduced to 50% or less its starting size, unless otherwise noted. The model with the highest *Leadership* within 6" may be used.

OTHER IMPORTANT THINGS IN THIS SCENARIO

Familiarize yourself with the player's individual objectives, and be sure that you've read the sections on the *Location of Note: THREE (3) BIOLOGICAL SAMPLE SITES*, the rules regarding the SCIENCE TEAM identifying biological samples, and if playing with 5 players, the MERCENARY TEAM's special rule "SECRET: Planted Memories, Secret Identity."

If the the SLANN PLAYER disables the ORK SHUTTLE, do not announce it to the table. Keep the information secret until someone attempts to take off.

HANDOUT.

SLANN PLAYER - NEW SECONDARY OBJECTIVE:

*Supreme Chief Panthergrowl has a particular loathing for violent, barbaric humans. He enjoys collecting the heads of their strongest and most deadly warriors. SLIPDEW CROAKSWALLOW must kill any one of the humans that have attempted to attack him (either at range or in close combat), then either you or one of your soldiers must collect their skull and carry it out of the area (off the table). Chief Panthergrowl in his great and mystical wisdom will know if you bring him the skull of an innocent who did not wish you harm - and he will NOT be happy.***If the Slann player is given this objective, SLIPDEW CROAKSWALLOW will not break nor retreat for the remainder of the game until he has collected a trophy.***

WHEN DOES THE GAME END?

Choose a fixed number of rounds or "play it out" until it no longer makes sense to continue based on the impossibilities of players being able to achieve their goals.

INITIAL DEPLOYMENT

The teams below are listed in the order they should deploy to the table.

- The **MERCENARY TEAM PLAYER** starts at a random corner of the table, fully within 12" of each edge. The corner must not be the closest corner to the ORK SHUTTLE.
- The **ORK PLAYER** starts debarked from his shuttle, fully within 12" of its ramp.
- The **SCIENCE TEAM PLAYER** starts on the TRANSPORT SITE.
- The **SLANN PLAYER** starts wherever they choose!
- The **CATACHAN PLAYER** starts with any number of characters (of any type they choose) or a single squad hidden inside the COMMS TOWER building. Additionally, they may start with characters hidden in the jungles, which are represented as BLIPS. They may place two "dummy" blips. When another non-Catachan character would gain line-of-sight to a blip, the character(s) the blip(s) represent(s) must be placed on the table. Alternatively, the Catachan player may choose to convert the blips to models at any time. The Catachan player may move blips as normal, but may NOT voluntarily move a blip into the line of sight of a non-Catachan character.

LOCATIONS OF NOTE

SPACEPORT
- Represented by a large building (Imperial Firebase for example) in the center of the table.

ORK SHUTTLE
- The ORK SHUTTLE should be placed at one of the corners of the SPACEPORT.
- The shuttle is where the ORK PLAYER'S forces begin the game. There should be some areas of cover/cargo/etc. where they debark.

COMMS TOWER
- Represented by a small building with doors, and a tall antenna or similar structure beside or attached.
- It is held by Catachans at game start. They are hidden inside the building. The CATACHAN PLAYER chooses how many troops, and which ones, are inside it.
- This location may become a focal point of the game - the ORKS may attempt to use it to call for backup (if they think to do so), and the SLANN may attempt to defend it from the ORK PLAYER (the Slann may not even be aware of the Catachans inside… And to further complicate things, the Catachans still might not even know why they're holding the tower!).

TRANSPORT SITE
- This should be marked in some way - a 5" diameter round template will do fine.
- Ideally, it should be placed somewhere sort of in the open, to allow for the possibility of the CATACHAN player believing that the SCIENCE TEAM is the threat!
- The SCIENCE TEAM is attempting to return to this location once the BIOLOGICAL SAMPLE has been collected.

NATIVE STRUCTURES
- A few scattered buildings, short ziggurats/raised platforms etc. representing the Slann's architecture/shelters. These provide vital cover and obstacles.

THREE (3) BIOLOGICAL SAMPLE SITES

These are situated in the jungle, spread across the table. They are marked with objective tokens/markers of a suitable size. Ideally these are nondescript on the backside and depict the sample on the front. Start with the tokens nondescript-side-up and inform only the SCIENCE TEAM PLAYER of what they represent. Flip the token only once DOCTOR NEDRY has positively ID'ed the BIOLOGICAL SAMPLE. If a player makes base contact with the token before it is face-up, you may *secretly* tell the player that it is "an egg nest." (As an alternative to all of this, simply deploy the tokens to the table when the SCIENCE TEAM PLAYER uses their bio-scanner.) *Be sure to pay attention to the information below regarding what happens if a sample is collected without first being positively identified by DOCTOR NEDRY.*

> *…If your game includes a MERCENARY PLAYER:*
>
> *The SCIENCE TEAM player understands that DOCTOR NEDRY must spend a round IDENTIFYING the sample in order to safely collect it. The MERCENARY PLAYER (particularly the undercover Mary Memoranda) has not been told this, and unless the SCIENCE TEAM player tells Mary (known to them as "Ellie Satellite"), she will NOT wait for identification before collecting the sample - regardless of whether or not her true allegiance has yet been revealed! Results of premature collection are noted below.*

1) **EGG NEST.** The nest holds TIGERAPTOR EGGS. When collected, D3 TIGERAPTORS appear in random spots 3" outside of the TIGERAPTOR'S charge range.
   IF COLLECTED BEFORE ID: One of the eggs hatches in the collector's hands and the baby Tigeraptor bites! The character carrying the eggs suffers a single automatic S2 hit upon collection, and again at the start of every round they continue carrying the eggs. Hand the player the "BITING HATCHLINGS" rule card as a reminder (see the end of this document).

2) **SLANN MEMORY POOL.** This is a small body of water. The objective marker should be placed just inside the pool's edge. The biological sample is GIGA-FROG EGGS.
   IF COLLECTED BEFORE ID: a GIGA-FROG appears on the opposite side of the pool. It makes a single TONGUE ATTACK against a random target standing along the pool's edge. The attack inflicts an automatic S2 hit, and has a 1 in 3 chance (5+) of knocking the target into the SLANN MEMORY POOL.

In addition, any character that touches the SLANN MEMORY POOL (whether by reaching in to collect the GIGA-FROG EGGS or by entering the pool) also gains the following new objective (this is also provided on a sheet at the end of the document so you can hand it to the player):

NEW PERSONAL OBJECTIVE
<u>For ANY CHARACTER THAT MAKES CONTACT WITH THE POOL:</u>
This pond is a SLANN MEMORY POOL. Immediately upon touching the murky waters, your mind was filled with images of this planet and its people, and you understand the precious, complex relationship they have. Your heart swells and your mind is resolute: you must defend Joopbarg VI from outsiders, and you must do so RIGHT NOW!

This character immediately places the GIGA-FROG EGGS on the ground beside the pool (another character may pick them up if desired). The character must then attempt to repulse any and all non-SLANN and non-FRIENDLY characters in any way they believe fit, for the remainder of the game. They no longer care about anything else; any other goals or objectives are forgotten.

This may result in the SCIENCE TEAM splitting up. If the affected character is DR NEDRY, each other SCIENCE TEAM character must make a test against its own LEADERSHIP (excluding the hired muscle - they'll always follow and obey DR NEDRY). The effects of failure will be determined by the GM. Alternatively, consult the NPC MOTIVATION TABLE provided in the ROGUE TRADER PLAYING CARD DECK.

3) **MINE ENTRANCE.** This location contains MEGARACHNOID EGGS. To collect the eggs, one or more SCIENCE TEAM characters must enter the mine entrance. The character(s) is/(are) removed from the table for one full round, after which they re-emerge from the entrance. This may be done in tandem with "positively identifying" the biological sample (that is, the round spent "in the mine entrance" can be the same turn spent identifying the sample). ***There is a 50% chance that a MEGARACHNOID will follow them out.***
IF COLLECTED BEFORE ID: The eggs actually belong to an AMBULL! An Ambull follows the character out of the MINE ENTRANCE.

GAME MASTER'S REFERENCE: END-OF-GAME POINTS

ORK PLAYER

"We came, we dom'nated…"
- Each kill: X VP
- If GHAR'GOIL LIVERSLICER is alive at the end of the game: X VP
- Flag is still standing at game end?: X VP

"…an' we went."
- If any of the ORK PLAYER'S characters re-board the shuttle and leave the game: MINUS X VP

"Uh, I'd like to plaze a kollect kall?"
- If the ORK PLAYER thinks to use the COMMS TOWER to call for backup and succeeds in doing so: X VP

CATACHAN PLAYER

"Just following orders, sir!"
- Successfully holding the tower at the end of the game: X VP

THREAT NEUTRALIZED
- Incapacitating/killing the Ork Warlord: X VP
- Incapacitating/killing other ORK PLAYER characters: X VP each

"YOU'RE DEMOTED!!"
- If any of the CATACHAN PLAYER'S characters kills DR NEDRY: -X VP

SLANN PLAYER

"This is our home!"
- GHAR'GOIL LIVERSLICER is taken out of action: X VP
- For each of the ORK PLAYER'S other characters taken out of action: X VP
- ORK PLAYER'S ship is disabled: X VP
- Secret SECONDARY OBJECTIVE (Human Skull) achieved: X VP

SCIENTIST PLAYER

SAMPLES RETRIEVED
- If any of the SCIENCE TEAM transports off the planet w/ BIOLOGICAL SAMPLE: X VP
- Per additional BIOLOGICAL SAMPLE: +X VP

"One step closer to my dream!"
- If DR NEDRY transports off the planet with a BIOLOGICAL SAMPLE: X VP

MINIMAL CASUALTIES
- For each character alive at the end of the battle: X VP each
- For each character that transports off the planet: +X VP each

CONTINUES ON NEXT PAGE…

MERCENARY PLAYER

A new ride! Sweet!
- Successfully boarded the ORK PLAYER shuttle: X VP
  - …but it was sabotaged during the game: -X VP

Eggs for sale!
- Boarded the ORK PLAYER shuttle *with a biological sample:* X VP

Nice job covering your tracks…
- MARY MEMORANDA got away on the shuttle without revealing her true identity to the SCIENCE TEAM, OR successfully killed everyone that found out: X VP

Guess I'll start a new life. Fake it 'til ya make it!
- In the highly-unlikely but very-possible event that MARY MEMORANDA was the last surviving character of the MERCENARY TEAM, and never gave away her true identity to the SCIENCE TEAM, and *somehow* was smart enough to leave with them… I mean, the Mercenary Player pretty much wins the game.

For ANY TEAM that gained the "SLANN MEMORY POOL" objective:

Unexpected Freedom Fighter
- Gain X VP automatically. Also gain X VP for each non-FRIENDLY and non-SLANN character "neutralized."

CREATURE STAT BLOCKS

For all creatures, draw a card at the top of the each phase, after players have chosen their cards, to determine their place in the turn order.

TIGERAPTOR

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
2D4	6	0	5	5	2	D3	9	1	9	9

5+ save. Fight arc is all sides (stomp)
No reserve move, no charge bonus.

GIGA-FROG

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
3	2	0	3	3	2	1	8	3	10	7

No special rules beyond those outlined in the THREE (3) BIOLOGICAL SAMPLE SITES section under 2) SLANN MEMORY POOL.

MEGARACHNOID

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
5	3	3	6	5	2	2	10	2	10	10

No special rules beyond those outlined in the THREE (3) BIOLOGICAL SAMPLE SITES section under 3) MINE ENTRANCE.

AMBULL

M	WS	BS	S	T	W	A	Ld	Int	Cl	WP
6	5	0	5	5	3	3	8	4	8	8

No special rules beyond those outlined in the THREE (3) BIOLOGICAL SAMPLE SITES section under 3) MINE ENTRANCE.

CATACHAN BLIP CHART

BLIP A: Arnold Stallone

BLIP B: Harker

BLIP C: Sniper Alpha

BLIP D: Sniper Beta

BLIP E: JUNGLE BOOGIES, Squad A

BLIP F: JUNGLE BOOGIES, Squad B

BLIP "1" (x2): DUMMY

MAKE SURE TO TELL THE PLAYERS THAT LEADERSHIP IS 6" RANGE FOR TESTS

HANDOUT.

NEW PERSONAL OBJECTIVE
<u>For ANY CHARACTER THAT MAKES CONTACT WITH THE POOL:</u>
This pond is a SLANN MEMORY POOL. Immediately upon touching the murky waters, your mind was filled with images of this planet and its people, and you understand the precious, complex relationship they have. Your heart swells and your mind is resolute: you must defend Joopbarg VI from outsiders, and you must do so RIGHT NOW!

This character immediately places the GIGA-FROG EGGS on the ground beside the pool (another character may pick them up if desired). The character must then attempt to repulse any and all non-SLANN and non-FRIENDLY characters in any way they believe fit, for the remainder of the game. They no longer care about anything else; any other goals or objectives are forgotten.

This may result in the SCIENCE TEAM splitting up. If the affected character is DR NEDRY, each other SCIENCE TEAM character must make a test against its own LEADERSHIP (excluding the hired muscle - they'll always follow and obey DR NEDRY). The effects of failure will be determined by the GM. Alternatively, consult the NPC MOTIVATION TABLE provided in the ROGUE TRADER PLAYING CARD DECK.