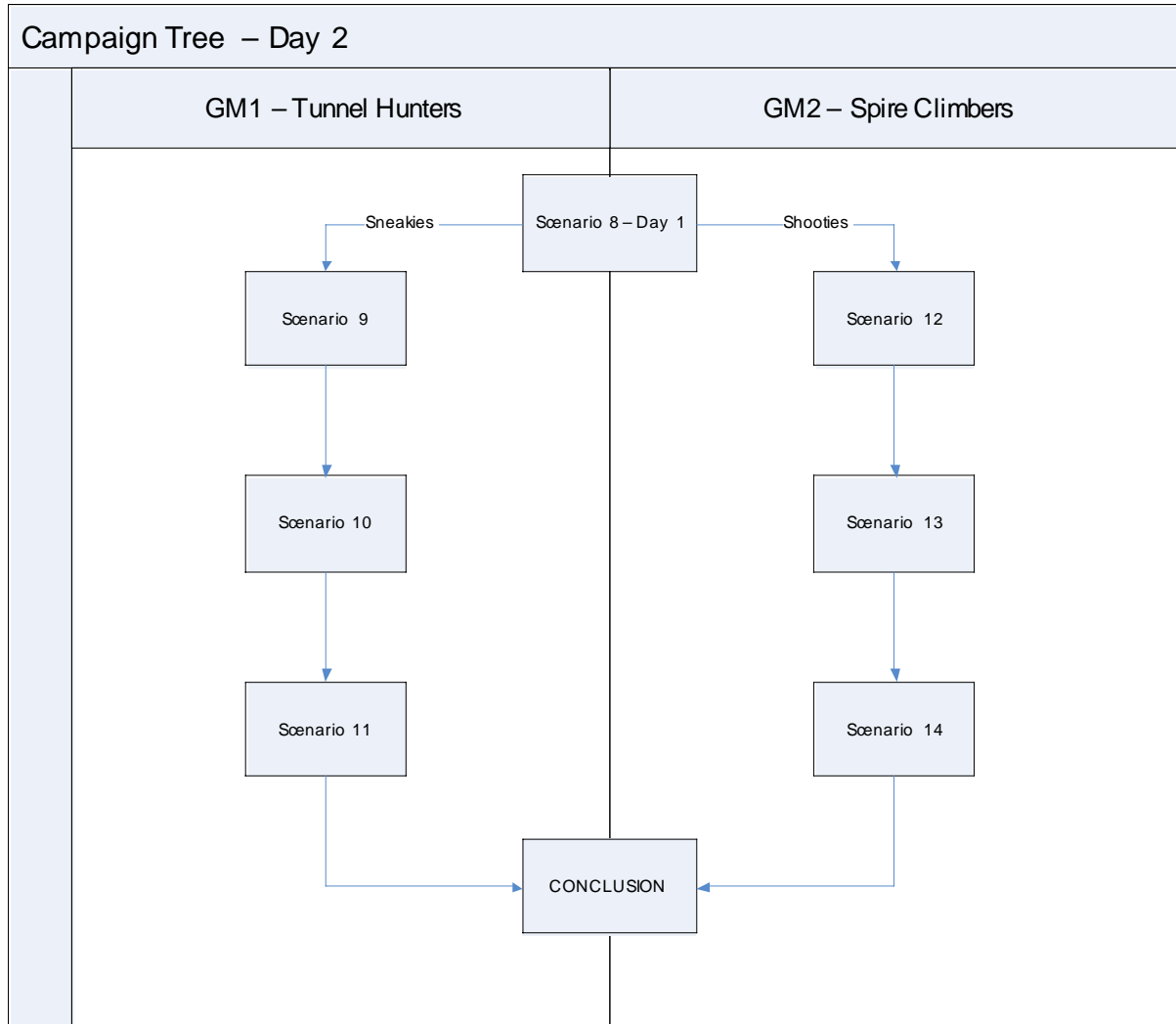


ARCHITECTURE OF HATE PART TWO

~ LEVIATHAN RISING ~



INTRODUCTION

Our players may have narrowly escaped with their lives from the swarming genestealer invasion, but the time has come for them to plunge back into the fray.

If you have already played Part One and players do not wish or are not available to participate in Part Two, then their characters slip away at the first opportunity. You may be sure that, should he survive the coming events, Inquisitor Lord Sorcobas may well have something to say about their disappearance, but they have chosen to take their chances on the infested streets of Sybilla Tertius.

Meanwhile, for those who choose to stick around, all questions of motivation are now moot. This is a matter of survival, not only for our heroes but also for Sybilla Tertius and the Imperial effort on Medusa V. If the manufactoria of Sybilla Tertius fall to the Tyranid threat then all may be lost before it has even begun! There is no longer, therefore, any need for *motivation points*. Whoever acquired the most in the course of Part One may consider him or herself the winner with appropriate bragging rights. But that won't help you now!

Of course, you can play Part Two as a standalone campaign without running Part One at all. This is a good idea if you need a shorter, punchier campaign with minimum fuss. You may want to play Scenario 8 from Part One as an introductory scenario.

Player Briefing:

Sorcobas slams the doors of the Valkyrie shut, just as a new and denser wave of 'stealers surge into the square. With a powerful roar of engines the flyer lifts into the air.

A crewman in the black and gold of Sorcobas's personal livery hands out intercom helmets to everyone and Sorcobas begins to speak:

"Before you thank me for rescuing you, let me tell you now that this is no reprieve. In the Emperor's name and with the authority of the Holy Orders, I bind you all to assist me to overcome this fresh menace to the Imperium's victory on this world.

"I have consulted with my sages and records and it is clear that this uprising has been timed by the cult in order to seize control for themselves of the massive psychic amplifier that has been concealed in the architecture of Sybilla Tertius.

"If they were to succeed in their plan then not only will the Hive Fleets be called to this benighted world, but the Hivemind would become a hundred times more powerful: able, perhaps to blot out the light of the Astronomican for thousands of light years in every direction. Our fleets would be directionless, our forces isolated. This whole sector would fall to the alien menace without a shot being fired!

"To head off the threat, we will divide into two teams. One, led by Abel Ardent, who knows the mines better than any, will infiltrate the tunnels where the genestealers have been hidden. Track down the Broodlord and destroy him, as he is the psychic focus for the cult.

"The other team will come with me, back to the Hub. We must locate the psychic zenith point in the city's architecture and destroy it before darkness falls across the whole sector!"

Divide the players into two teams, roughly divided along the lines of "sneaky" and "shooty", depending upon the characters. You may feel moved to allocate one player's followers to another player for this phase if appropriate. Naturally, this should only be done with a player's consent.

There are some fringe benefits to working under the auspices of an Inquisitor Lord of the stature of Sorcobas. The characters will be equipped by Sorcobas for the roles for which he has selected them.

Tunnel hunters

All tunnel hunters receive a set of tactical goggles that confer the *Nightsight* ability up to a limit of the character's Initiative divided by 5 and incorporate a Comm-link (see Major Jaxon for rules). Two team members will be given Bioscanners.

Spire Climbers

All spire climbers will be facing serious opposition, so Sorcobas has rescued as much of his armoury as he could before departing. Spire climbers may choose *either* a Mk 4 Bolter (sickle mag) *or* a Bolt pistol and Chainsword to augment their existing equipment. Players may assume that pistols and swords come with appropriate sheathes and scabbards and that bolters have a sling attached. All weapons come with ONE reload. Players who already have bolt weapons may choose to take only the reload if they wish.

SCENARIO 9

DARKNESS FALLS



Involves: Tunnel Hunters

GM's Brief:

This scenario is about ramping up the tension and getting the players used to the idea of sneaking about and using their new hardware rather than charging in and going “bang”.

You'll only need two NPCs for this scenario – but make sure your players are expecting hordes of 'stealers'!

Models required: Abel Ardent (A Civilian model would be ideal, but any guard veteran or other workaday type is fine), cultist.

Blips: The GM will need a number of counters to act as “blips” for the characters with bioscanners. The ones from Space Hulk or Battlefleet Gothic are ideal. All but one of these will represent various innocuous lifeforms. Only one is significant, and represents the cultist. You may decide which one it is at the start of the game, or simply declare it at an appropriately dramatic

moment. When a character with a bioscanner makes use of it, place a suitable number of blips on the table, out of line of sight of characters. Blips have Speed 1.

Player briefing:

Ardent is a silent, brooding man whose faith in the Emperor and in His representative, Sorcobas, is unwavering. He leads you down into the tunnels as much through expressive hand gestures, nods and grunts as he does using the new commlink. Soon the light fades – all power in the mine seems to have been cut – and you are all relying on your goggles to see anything.

Every creak and breath of cold, dead air elicits nervous twitches from the whole party and nerves are at a keen edge.

Terrain: The board should, ideally, be 4'x4' and comprise a network of narrow tunnels. Ardent knows which tunnel is the correct exit for their destination but, because the route is so complex and the area extremely dark, he cannot explain where it is to the players until they get there. The GM can nominate any exit on the board edge opposite the one the players enter as the exit and should not reveal where it is.

Set-up: The PCs begin in single file behind Ardent and in Initiative order.

Restrictions: The whole area is dark but not pitch black so the NVGs can be used. It is safe to assume that the PCs know where each other and Ardent are at the beginning of the game. Due to the dense tunnels, the Comm-links have a maximum range of 20 yards.

Special Rules: Eventually, the players will find the cultist. When the cultist spots the PCs, he will *evade* as fast as he can off the nearest board edge.

Ardent will do his best to encourage the players to continue to follow him. However, it should be pretty damn tempting for the players to follow the cultist. Characters who stick with Ardent will go to Scenario 11. If only one character follows the cultist then he is automatically removed from the campaign, either lost beyond escape or ambushed by overwhelming numbers in the dark. If more than one character follows the cultist, then they must play Scenario 10.

Post-game briefing:

Followed the Cultist:

You quickly lose your quarry in the labyrinth of tunnels and passages and before you know it you've lost track of your team mates as well. Realizing your danger, you stop immediately and attempt to retrace your steps, but all that comes from your comm-link is an ominous hiss...

Followed Ardent:

As you go deeper, the signs of recent activity become more pronounced. Scraps of clothing, discarded and broken equipment, empty food containers. It quickly becomes apparent that the deep mines had become home to a whole community... but a foul, alien community. Blasphemous oaths are carved in the stone walls, vile-smelling pools make the way slippery underfoot. The ways look recently occupied, and recently deserted.

SCENARIO 10

LOST...

Involves: Those who followed the cultist

GM's Brief:

The characters have let themselves be tricked into becoming lost in the mine. They aren't far from where they started but they don't know that and they don't know where their comrades are. Engineering some accidental shooting on friends is the main objective here.

Models required: Only the PCs.

Player briefing:

Like it or not, you're lost. Nothing looks familiar. But the darkness echoes with unidentified sounds and you know that at any moment you could meet your worst nightmare...



Terrain: Use the same board as you used in Scenario 9.

Set-up: Each character enters the table at a point nominated by the owning player in Initiative order. No character may begin within 10 yards of another character. If there is insufficient room on the edges for all the characters, then subsequent character begin the scenario already on the tabletop but, again, not within 10 yards of another character. If there are still characters who cannot fit on the tabletop, then they are lost forever in the mines of Medusa V.

Restrictions: As in Scenario 9.

Special Rules: When one character becomes Aware of another character, he must test to see if he instinctively opens fire. If the target is within a range equal to 100 yards, minus the spotter's Initiative,

take a Nerve test modified as described below. If the test is failed, the spotter fires on the target. This shot is treated just as if the spotter had been on *overwatch* and may interrupt other players' turns if appropriate.

Modifiers:

Target has already fired on spotter	-	-50%
Target is moving	-	-1% per yard moved that turn
Spotter is moving	-	-1% per yard moved that turn

The game ends when all characters are either dead or have identified all the other characters. Any character that leaves the board is lost for the remainder of the campaign.

Post-game briefing:

'Emperor's holy bones!' hisses one of you when you finally catch up with each other, 'we've been chasing shadows and shooting at ourselves for the last two hours! Where are all the stealers?'

You really should be careful what you wish for...

SCENARIO 11

LEVIATHAN REVEALED

Involves: Tunnel Hunters

GM's Brief:

The Tunnel Hunters have reached their objective. This game is going to be seriously deadly because our players have reached the point where they may actually influence the Medusa V campaign one way or another.

Don't start this scenario until the Spire Climbers have started Scenario 14 as the two scenarios will influence each other's success or failure.

The Genestealer Broodlord is waiting for his children to seize control of Sybilla Tertius. The players must destroy him before he can become a massive psychic beacon, calling dozens more branches of Hivefleet Leviathan to Medusa V and making the recovery of the Deathleaper genus almost certain.

Models required: As many genestealers as you can lay your hands on, plus a model to represent the Broodlord. A Hive Tyrant or Carnifex would be ideal. If you can find one without any ranged weapons, that would be even better. You'll need Ardent still, too.

Player briefing:

You have sneaked through miles of tunnels over the last few hours. You have just now started to spot the shapes of hunched creatures moving in the darkness and you know you are on the right track.

Ardent gestures towards a blocked off shaft and carefully, you all make your way onto a natural balcony that overlooks a large, manmade cavern. Once it was probably a junction for a number of shafts and tunnels, where the spoil could be dumped and carried to the surface. But it has been transformed into a hideous temple to the Alien. Many-armed idols bedeck every surface and blazing torches illuminate the space in flickering, dancing shadows.

And at the centre...

On his throne, the Broodlord slouches. He seems almost lazy, so bloated and ancient is his scarred and pitted carapace. But even as you watch you see [insert name of expendable character previously lost or "a member of the Sybilla Tertius Adeptus Arbites precinct"] being dragged towards the throne and hurled into the dust at the Broodlord's feet.

You scarcely see the creature move, but the prisoner's head explodes in a shower of blood and bone. The Broodlord needs no more children in its army, for its agents on the surface have nearly seized control of the city!

You know you must strike: strike now and strike fast, or it will be too late!

Terrain: Mark off a circular area about 3' in diameter and place the Broodlord at the centre. This represents the chamber. The remainder is up to the GM. If the player characters are pretty powerful types, you may want to just leave them to get on with it. Add enough cultists, hybrids and 'stealers to make it challenging. If they are less powerful, reduce the number of additional enemy NPCs and consider adding an obvious terrain feature – crane, rock tower, gantry – that the players might be able to bring down on top of the Broodlord if they can't bring him down with simple firepower.

Set-up: The players begin the game on the edge of the circle, in base-contact with at least one other person in the group. The Broodlord is at the centre. Other enemy NPCs are scattered around the circle at the GM's discretion.

Restrictions: Nil. There's enough light around that the players can see normally without their NVGs.

Special Rules: If the Magus initiates the Warp Focus in Scenario 14 before the Broodlord is killed then the following events occur:

- The Broodlord immediately recovers all injury.
- No character may use psychic powers
- All psykers must pass a Willpower test or take D6 damage to the head, unmodified by armour.

The game ends when either the Broodlord is dead or all the characters are dead. Any character who leaves the table counts as dead.

Post-game briefing:

Go to CONCLUSION.



SCENARIO 12

HARD CORE

Involves: Spire Climbers

GM's Brief:

This is a simple slug-fest. The Spire Climbers must fight their way to a given point.

The number of enemy NPCs should depend upon how tough their player characters are, but as they've all got bolt weapons now, you should feel relatively free to recycle dead NPCs to keep the pressure up.

Models required: Cultists and hybrids.

Player briefing:

Terrain: On a 4'x4' table, a terrain lay-out comprising buildings, streets, walkways and bridges is the ideal, but the GM should feel free to use his imagination.

Set-up: The Spire Climbers start the scenario on a table edge nominated by the GM, in base contact with at least one other team member. The GM may then place enemy NPCs wherever he wishes. Sorcobas will enter with the team.

Restrictions: Nil.

Special Rules: The objective is twofold: reach the far side of the table as quickly as possible, and kill as many enemy NPCs as possible. The GM must make a note of the following results, as they'll be important later: (1) How many enemy NPCs are killed in this scenario (2) How many turns it takes all of the players to cross the far table-edge. Any character who leaves the table by any other edge counts as killed for the purposes of the campaign.

Post-game briefing:

Wading through blood, you've tracked the cult Magus to the foot of the central tower: the domain of Lord Governor Norden himself.

As you enter his restricted zone, the broken corpses of his elite guard lie scattered about like discarded dolls and you cautiously sweep the area for signs of life.

But when the party reaches the centre of the lobby area, there is a hiss and a snarl and, from the high roof, many-armed shapes drop around you on all sides: this will be a fight to the death!

SCENARIO 13

PURE HAVOC

Involves: Spire Climbers

GM's Brief:

I hope our players have realized by now that this branch of the campaign is mostly about shooting things and not getting killed!

Models required: At least 4 genestealers or suitable equivalents. More if available and the characters can take it.

Player briefing:

The doors slam shut behind you and the way ahead is closed. If you're going to reach your objective, you'll need to deal with the immediate threat of the 'stealers first.

Terrain: A circle, 3' in diameter.

Set-up: The GM should place the genestealers on the edge of the circle. Players then place their characters down in Initiative order anywhere on the tabletop. Finally the GM places Sorcobas.

Restrictions: Nil.

Special Rules: Nil. The game ends when either all the 'stealers are dead or all the PCs.

Post-game briefing:

Assuming that some PCs have survived the scenario:

The coded locks on the blast doors are quickly over-ridden by Sorcobas's authority and they slide back to reveal darkened corridors. Suddenly, from a shadow, a ragged figure springs and every weapon snaps up in response.

But the figure falls at Sorcobas's feet.

'My Lord Inquisitor!' he cries.

Sorcobas recognizes Governor Norden's majordomo and the terrified man reveals that Norden has barricaded himself in a saferoom at the top of the spire. But that the cult Magus has taken to Norden's throne room and is said to be performing strange, sorcerous rites.

There is no time to lose!

SCENARIO 14

ENDGAME

Involves: Spire Climbers

GM's Brief:

Don't play this scenario until the Tunnel Hunters have started Scenario 11. The two games will influence each other, so some strong communication between the GMs will be important.

Models required: Magus (Eisenhorn will do in a pinch, but even better if you can get the actual Magus model) plus various cultists, hybrids and purestrains as available.

Player briefing:

After numerous adventures on your way, finally you reach the great, armoured door to the Governor's throne room. The mighty portal is far too large to break through by conventional means, but the majordomo – who has accompanied you this far – hesitates only briefly before showing you all to a side room where pressure on a complex combination of spots on the wall suddenly reveals a hidden door.

It takes you into the walls of the spire and, after just a short distance, the majordomo informs you that the door by which you now stand leads directly into the throne room. Through a tiny peephole, you each have a chance to assess the layout within.

Now you just have to decide who will go through first...

Terrain: Ideally, use a 4'x4' board. In one corner there should be a suitably impressive piece of terrain to represent the principle Warp focus of the city. Other terrain is at the GM's discretion.

Set-up: The Magus begins by the Warp focus. The players enter through the opposite corner in an order agreed in advance (they may act out of Initiative and Speed order). Other enemy NPCs should be placed about the tabletop at the GM's discretion.

Restrictions: Nil.

Special Rules: Before the game begins, refer back to the number of NPCs killed in Scenario 12. Divide the total by five (results of less than 1 count as zero, round all other results up). The PCs may select that many NPCs (excluding the Magus) to be removed from the table as casualties before the scenario begins.

The Magus needs three turns to initiate the Warp focus in which he can do nothing else. In the Recovery phase after the third turn and in every turn after that, roll a D6 and add the turn number. If the result is 9 or more, the Warp focus is activated – don't forget to tell the Tunnel Hunters!

Refer back to your notes from Scenario 12. The Magus must subtract -1 from the D6 result for every turn less than 7 that the players managed to get everyone off the table in Scenario 12 (so if they all got off the table by the end of Turn 5, they get to subtract -2).

If the Broodlord is killed by the Tunnel Hunters, the Magus will immediately cease attempting to initiate the Warp focus immediately. All enemy characters will immediately be subject to *Frenzy*.

The scenario ends when all enemy NPCs are dead, or all the PCs are dead.

Post-game briefing:

Go to CONCLUSION.

CONCLUSION

Depending on the outcome of the final scenarios, choose the relevant conclusion for all the players:

Broodlord killed/Warp Focus not activated:

Victory!

You have prevented a wholesale increase in the forces of the Tyranids being called to Medusa V. The cult is in disarray and, as you emerge back into the city, you can see the forces of the PDF and Adeptus Arbites beginning to mop up the remainder.

But the clouds of war are still gathering over Medusa V and the Emperor needs every man he can trust to fight on behalf of humanity...

Broodlord killed/Warp Focus activated:

You haven't won yet.

You emerge to a city in chaos. The cult has been stymied in its efforts, but the Warp energies pouring through Sybilla Tertius thanks to the Magus's interference are having obvious results: the weak-minded are going insane, latent psykers are having uncontrolled warp-powers poured into their minds, Sybilla Tertius stands on the cusp of destruction.

Eventually, the focus will be shut down, but not until thousands have died and many hundreds of rogue psykers have been created. And there remain questions over how, exactly, Governor Norden managed to shut down the Focus at all...

Broodlord not killed/Warp Focus not activated:

The Magus has been defeated and his plans disrupted, but there's no sign of the Tunnel Hunters returning and the city is still swarming with cultists and 'stealers.

You have a long fight ahead of you to reclaim the streets of Sybilla Tertius.

Broodlord not killed/Warp Focus activated:

Abject Failure!

The Inquisition has failed and the Tyranids have succeeded in their plans to bring even more of Hivefleet Leviathan to Medusa V.

Warp energies pouring through Sybilla Tertius thanks to the Magus's interference are having obvious results: the weak-minded are going insane, latent psykers are having uncontrolled warp-powers poured into their minds, Sybilla Tertius stands on the cusp of destruction.

Eventually, the focus will be shut down, but not until thousands have died and many hundreds of rogue psykers have been created. And there remain questions over how, exactly, Governor Norden managed to shut down the Focus at all...

But there are more pressing concerns to face now, as dozens more Leviathan sub-fleets have turned towards Sybilla Tertius!

NPCs IN PART TWO

DAY 2 SPECIAL NPCs

You can find the stats for the generic NPCs in Part Two in the NPCs section of Part One.

The following are special NPCs who play a more complex or unique role in the campaign. These profiles are given to keep these in-line with the rules for NPCs in Section Two. However, depending on the skill level and engagement of players, GMs may wish to expand these profiles into full, standard *Inquisitor* profiles. If so, use the lines below as a general guide to the strengths and weaknesses of the characters and produce an appropriate statline.

	WS	BS	Str	Speed
Abel Ardent	4	3	1	3

Weapons: Pistol & weak weapon.

Armour: Basic

	WS	BS	Str	Speed
Broodlord	2	-	6	4

Weapons: 4x Nasty weapons – count as implant weapons.

Armour: Basic

The Broodlord is a very, very tough NPC. It may use all 4 Nasty weapons per action in *combat*. In addition, it has 8 damage points. Count OOA results on the NPC damage chart as causing 1 point of damage, except OOA results to the head that cause 2 points. Once all the points are gone, the *next* OOA result will kill the Broodlord.*

The Broodlord never suffers from *Pinning* and counts as having the abilities *Nerves of Steel*, *Force of Will* and *Fearsome*.

	WS	BS	Str	Speed
Magus	4	3	1	3

Weapons:
Normal – Pistol & Nasty weapon

Armour:
Normal – Basic

The Magus counts as having the Wyrd abilities: *Gaze of Death*, *Storm of Lightning*, *Firestorm* and *Psychic Shield*.

* It is worth pointing out that the Broodlord has been toned down somewhat from his appearance in the original Dark Stars campaign, as he proved almost impossible to kill. If you want to replicate the Dark Stars experience, up his damage points to 10 and increase his Str to 8. Then stand back and wait for the screams...