

RISING SUN

- A DARK HERESY ADVENTURE -



- PART II OF IV -





“Mankind stands upon the brink: on one hand lies a realm of unimaginable power, on the other awaits darkness, death and utter Damnation. Only those that follow the guiding light of the Emperor may save their souls.”

- Inquisitor Damarn, Ordo Malleus

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See disclaimer

Sources

Cobra class imperial destroyer plans for Dark Heresy by Techdept Invivos.

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RISING SUN



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INTRODUCTION



Inquisitor Dison Birdhard will determine the fate of this hulk. Knowing that there could be survivors on the vessel, he commands the imperial destroyer "Invivos" to transport the cell members to the Space Hulk. He wants to know what happened to the hulk in that last 50 years, and if this hulk is a threat to the sector. The good ship "Invivos" was undergoing repairs and was being resupplied with food and new crew members. The Inquisitors order interrupts that process. The crew, unhappy about the order, will not welcome the acolytes.

The acolytes' cell is currently dormant but will soon be activated to investigate a resurfaced space hulk called "The Rising Sun". The hulk has been lost for about 50 years. The last contact was with the Anglius II, an imperial cobra class ship. It has recently been rediscovered by a deep space skull probe, and it is heading towards the Vaxanide system at an alarming rate. Instead of destroying the hulk, the Inquisitor who has been given that particular task orders the cell members to investigate the threat. And gives them the marching orders (See handout # 1).

You should adapt the encounters to your groups' skill level. I had only three starting Acolytes. The encounter with the rising dead should be scary and a running retreat! Try to suggest this.





MEETING COMMISSAR
BRAID AND CAPTAIN 1ST
CLASS AZECHIAL

† † †
CHAPTER I



BOARDING THE INVIVOS

The acolytes should make it to orbital station in one piece. Trying to board the ship, the Imperial Cobra class Destroyer Invivos, they will be stopped by a young Imperial guard named Tom. Read this to the players:

Your travel to the orbital station was a pleasant one, and you are making your way to the boarding platform. During the transit to the station you already spotted the Imperial Cobra class Destroyer Invivos, which you must board. The gigantic ship looks as if it has seen plenty of action. The orbital station smells of stale air and vapours escape from some pipes as you pass through the gloomy corridors. In a corner a Techpriest is mumbling with a wall mounted servitor. You feel a little excited as you approach the waiting guardsman.

"Halt. Identify you," says the guardsman.

Tom is a good soldier with instructions to let the acolytes through if they present the proper identification (as stated in the first mission profile). He will tell them to report to Captain Azechial on the Bridge.

This could get ugly. If the acolytes are a little too obnoxious, or if they pull a gun, let a broad shouldered Lieutenant pass them by showing the acolytes how to enter the ship. If something like this should happen the acolytes get a -10 on there Fellowship based checks for the remainder of their time on the "Invivos".

Tom knows nothing and will not leave his post. He will give directions to the acolytes how to reach the bridge. Read this to the players:

"Alright then, move straight through to the docking station. You will find the elevator at your left hand side. Go to deck primus. On that deck, a guard will bring you to the Bridge on your left hand side. Almost whispering.. First timer's great...."

Read this to the players:

You enter the Invivos. There is a constant humming sound and all sorts of cabling line the plasteel walls. With the guard's directions, you are able to find your way to the elevator. A crew member gets off as you step in. He looks somewhat distressed. As you leave the elevator on deck primus, you look into the dead eyes of a gun servitor. The mindless cyborg utters the words "Who goes there?" And aims his right arm, on which two drum fed combat shotguns are attached, at your chest.

The bridge is well guarded. Behind this servitor, another stands. If you must, use the profile of the gun servitor on page 340 of the main rulebook. Replace the weapons on the arm with two drum fed combat shotguns. The drums contain 24 shots each.

Showing the proper identification will make the servitor stand down, and let them pass. The acolytes are then free to enter the bridge.

Read this to the players:

You enter a room with green glowing data terminals and several wall-mounted servitors. There are only five people in the room.

"Welcome to the good ship Invivos" a woman says in a sugar sweet voice. "My name is Azechial and I am captain of this ship. You have arrived sooner than I hoped. I have been instructed to give you this encrypted data slate and assist you by any means possible. (she hands the first person the data slate). I await your request. (small silence) This is Commissar Braid, he is here to see to our well being. The blond man looks a little angry but composes himself".

This is a good time to hand out the data slate handout #2. Tell them that their badges decrypted the contents of the data slate. It should be clear to the characters that this is a secret mission. Telling the captain or the commissar anything is a bad idea.

The players should be given a little time to read the data slate. As soon as they start discussing the content, stop them, and make them aware of the fact that the captain and the commissar are present too.

You should inform the players at this point that the data slate did not only contain the information given



in the handout, but also included a course and an estimated travel time. This is about two days travel.

At this point, the players should ask the captain to leave the orbital station ASAP and give her the course. She will try to trick the characters into telling her where they are going. The commissar will also want to know.

For every player you should make an opposed willpower (inquiry) test. If one of them fails, the captain or the commissar will be a little wiser of the mission.

At this point, the commissar and the captain work together (+5 bonuses) to inquire into the nature of the mission. They will want to know things like:

- Why the rush?
- What can we expect so that I can prepare the men?
- Can't we wait here a week longer to fully resupply and repair the ship?
- Do we need any special supplies?

The captain will after their inquiry tests fail or succeed, immediately leave the orbital station and plot a course in the direction of The Rising Sun. She knows that defying an order at this point is inviting certain death. Failure on the player side should result in a silent treatment of the crew, and possibly some other problems later on.

CAPTAIN AZECHIAL

Azechial has fought hard to get where she is today. She is not at all happy with the fast departure and the arrival of the Inquisition. She sees them as a direct threat to herself and her ship. She has a skeletal crew and there has not been enough time to resupply and repair the ship properly. She will go out of her way to protect her ship and crew. She also does not like the interference of the ship's new commissar.

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

Move: 3/6/9/18

Wounds: 14

Weapons (hidden): Stub Automatic with manstopper bullets; mono-knife

Armor: Flack Jacker (Arms Body Legs 3)

Skills: Navigation, Lore (Imperium) and Speak language (low and high Gothic), Command Basic Melee weapon training, Pistol Training (SP), Fearless



COMMISSAR BRAID

A short slender man, with blue eyes and fair golden hair. His uniform is nicely pressed. This is his first assignment as a Commissar, and he is really excited to be on this ship. He takes his duty very seriously and he makes sure everything goes according to imperial law.

The commissar is armed with a chainsword and a nice looking bolt pistol with extended clip and red dot sight. And at the moment he, the captain(in secret) and the acolytes are the only ones armed.

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

Move: 3/6/9/18

Wounds: 14

Armor: Good old flak armor (arms, Body, Legs 4) (no helmet)

Skills: Lore (Imperial Law) Speak language (low and high Gothic), Inquiry

Talents: Melee weapon training, Pistol Training (Bolt), Fearless



RUMOURS ON THE SHIP



Read this to the players:

You spend the rest of the day in your quarters on deck level tertius. You are near the aft of the ship and the humming sounds of the ship are much louder here. You see surprisingly few people around and you wonder where the 600 men and women are. The bell rings to tell the crew that there is a meal for one of the shifts. Since you have not eaten anything this day, you decide to get some free food. As you enter the mess hall a fight has broken out over some pointless affair. The men look determined to kill each other and nobody is intent on stopping them, they seem to be cheering them on (softly) and even making bets!

Two things can happen:

No action (or betting), the commissar breaks up the fight with two officers and gives the players an angry look as he executes one of the troublemakers. The other fighter is sent to the brig. (He can be used later to "aid" the acolytes, if they are a little shorthanded.)

The acolytes earn a -10 penalty in fellowship tests concerning the crew or the commissar. If the acolytes do step in, they will have to make a test. Depending on their specific actions, it should be either command (-10) and/or intimidate. The two crew members are busy fighting; they are not interested in diplomacy. The moment the acolytes stop the fight the commissar steps in. This action spares the life of one of the crew members, but it does get them reassigned to the reactor crew. He gives them a small nod; the acolytes earn a +10 fellowship on further tests concerning the commissar.

If the players fail, they end up fighting the two crewmen to the death. The commissar will give them a look as if meaning to say: a little overdone. The acolytes earn a -10 fellowship in relation with the crew and a +10 fellowship in relation with the commissar.

While in the mess hall they all can make a perception test to hear a rumour. If they succeed:

Fail: The noises of spoons on the metal plates and the humming of the ship make it impossible for you to hear anything.

Success: You can hear people talking about the new commissar, and what a pain he is....

1 degree: He is not much worse than the last.....

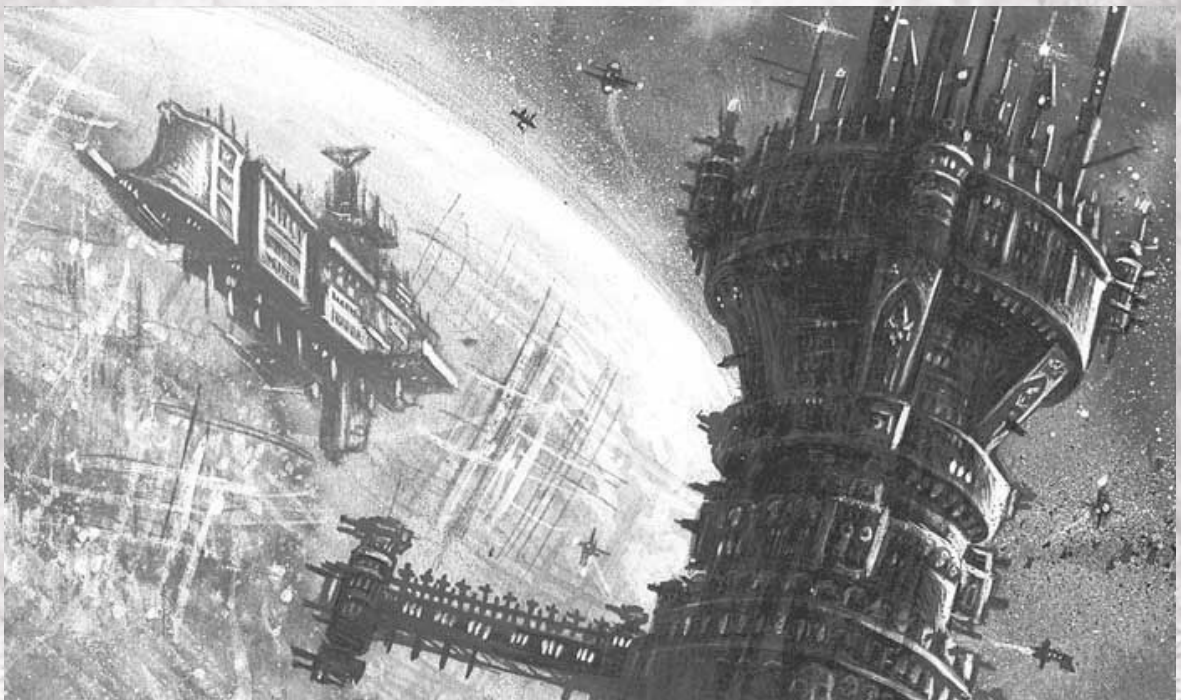
2 degrees: Yeah nobody really misses him anyway, the Leash.

3+ degrees: I wonder what the captain will do to this new guy.

When confronted with these rumours all crew will suddenly remember that they have something really important to do. Except for Maddox. They need to make an inquiry test. Maddox counts as crew.

If they succeed, read this to the players:

Maddox will repeat the rumours: "The crew thinks that the captain abandoned the previous commissar to the Dark Elf raiders. But that is half the truth. I was there, manning my twin linked heavy stubbers, blasting away. The commissar covered the retreat and he died a hero, detonating the ammo dump, preventing the xenos from getting their filthy hands on them (he spits). This stupid crew believes that the commissar let their friends die in the explosion, but in fact, he saved their souls from torture and worse at the hands of the xenos. I must agree" concludes Maddox "they went out with a big bang! I barely made it out with Daisy." He leaves.





† † †
CHAPTER II



Entering the Hulk
ENTERING THE HULK

This is a good time to hand out the data slate handout #3 and #4

Read this to the players:

A man in flight jumper and a worn flack jacket greets you. He is chewing on a Lho stick. He reeks of smoke sweat and something else. Hi, I am Maddox (or we meet again), or as my friends call me, Madd Ox or just Ox (he giggles.) Welcome aboard my ship. I will fly my trusty daisy (he points at the aguila lander) into your freakin' space hulk, and if you are back within two hours I will fly you back. I am ready for trouble (pointing at a twin linked belt fed heavy stubbers placed near the exit ramp), but if it gets too hot, you are on your own. You hear barking from the front of the ship. Ah, meet my co-pilot Bones. Yeah Yeah Bones, we are going Action, he jells to the dog. Ok lads strap in, we will be leaving soon.

Maddox is a great pilot and lands his craft without any effort in the abandoned bay of the "Anglius II" He turns round and opens the exit ramp by ramming the red button next to the exit . The green jump light gives an eerie light in the abandoned landing bay. He takes a seat behind the heavy stubber. Good luck he says. He sounds serious and a lot different then when you spoke to him on the Invivos. As the acolytes come off, an emergency machine spirit turns on some lights.

NOTE: There is no way the acolytes will fly daisy. Maddox (and bones) will not allow it he is captain of this ship.

State of the Ship
THE STATE OF THE SHIP

The state of the Angelus II is not so good. It has not been serviced for fifty years, but sustained heavy damage while ramming the Rising Sun. Machine spirits and interface units will be off line or none-functional. His only working terminals are in the captain's quarters.

Here and there will be signs of weapons fire, and drag marks. Feel free to add body parts and other gruesome things to empty rooms.

If the acolytes really want to, they are able to explore the rest of the ship, and even the space hulk if they want to. The Angelus II has been plundered, here and there an empty pump action shotgun or autogun can be found. Exploring the ship will of course lead to certain death.

Through the Airlock
THROUGH THE AIRLOCK

Read this to the players:

The airlock is dimly lit by an emergency machine spirit. The main power is off line here. As you pass through the airlock two dead crew members still hold there post. Then suddenly one of them stands up and staggers towards you. The other one does the same.

In the airlock two zombies wait for new arrivals. Make sure everyone makes their fear test. The zombies will fight to the death.

The Chapel
THE CHAPEL

Read this to the players:

The chapel has been defiled by worshippers of Nurgle. Here and there his symbol is painted in blood. Three diseased looking corpses are lying on the floor. These men are really dead. They were once priests for the emperor before being cursed by Nurgle. It seemed they ended their own lives before turning into monstrosities.

Although a big hint into what happened here, there is nothing of interest here.





OFFICERS' QUARTERS

Read this to the players:

The officer's quarters are a mess, clothing and stuff everywhere. Somebody really made a mess of things here. The half eaten corpse hanging from the ceiling in the bedroom makes the scene look awful. In one of the rooms an autogun can be found. There is one round left.

If they try to cut the corpse down it will attack. So try to let them come in close. In the mess they can find the corpse of a dog, and a note.

Read this to the players:

To the ones who find this. May the emperor have mercy upon my soul. I could not stand the thought of turning into one of them. I feel the disease crawling further and further. I must end the pain. Please take care of my dog.

CAPTAIN'S QUARTERS

Read this to the players:

These are the captain's quarters. The quarters once looked nice, but the rotting corpse makes way for a disturbing site. It seems that the man sitting there committed suicide. There is an old data slate on the desk.

The acolytes will of course try to pick up the data slate. The zombie grabs the one that does. A successful dodge check will evade the grab. The zombie has a flack jacket, stands up and attacks the acolytes, beginning with the one it gripped.

The data slate has been damaged and if the Acolytes pass a tech use check they will be able to play a recording. Only a highly skilled techpriest will be able to get more data from the data slate.

Read this to the players:

Contents of the log file: This is captain <static> of the Anglius II we have reached the long lost rising sun. <static> boarded <static> infested with heretical creatures. We have retreated with our wounded and are considering our options. <static> nurgle <long static> The dead come alive, it a fast spre<static> try to destroy rising sun. We will enter warp while ramming the rising sun. Sending it back through the rift. Team Alpha will simultaneous <static> mercy upon our souls. <gunfire> We have entered the warp and our shields are failing, they are all<more gunfire> <static> end....

The Angelus II also discovered the zombies, but they did not implement a quarantine. They tried to send the Rising Sun back in the warp. By ramming it while going into warp, and simultaneous activating several warp engines across the rising sun. It partially worked, the managed to push the Rising Sun into the rift.

RETURNING TO MADDOX AND DAISY

Returning to the "Daisy" will prove more difficult than retracing there steps. If the acolytes retrace their steps they will find that the machine spirits of the elevators on that side of the bridge have failed. They will have to move through the bridge to reach the other elevators.



THE BRIDGE

Read this to the players:

The machine spirit is still alive and well here. One of the control terminals is open and you can see the interior. The red lighting in the room makes the scene look disturbing.

It is possible to hear the two Heretekks working on the bridge. This a difficult perception check.

Read this to the players:

As you put your ears to the door, you can hear something being unscrewed. The sounds are weak, but you can make out two voices, but you cannot hear what they are saying.

As the acolytes open the door to the bridge, the door opens slowly giving the Heretekks time to hide behind one of the consoles. The Heretekks will open fire once the first acolyte walks through the door. They are armed with autopistols and have the stats of Heretekks on page 340 of the Dark Heresy main book.

It appears that the Heretekks were salvaging parts. This is a nice hook for other adventures aboard the Rising Sun. There will be nothing further in this room.

The Heretekks both wear a symbol of Nurgle.

ELEVATOR ROOM

Read this to the players:

The elevator room has been the scene of a bloody fire fight. The walls are riddled with bullet holes, flame scorches and dried blood. The light above the elevator blinks and with a ping the bullet-riddled doors open up. It seems the fighting in the room ended here. Three bodies are lying on the floor. When the doors are opened, they stand up.

Three zombies come out of the elevator. One of them has a flag jacket on (add to profile) This makes this particular one a little harder to kill. The elevator will take them down to the landing bay deck.

BACK ABOARD THE INVIVOS

Read this to the players:

Maddox displays another spectacular landing. As he powers down the engines he almost immediately goes about examining the host ship. As you get off, you notice several gun servitors in the bay that were not present there earlier. A voice sounds through the bay. " The emperor be praised. You returned... alive... you are now subject to a 24-hours observation and quarantine period. Do not attempt to leave the landing bay. Thank you <message ends>

A twenty four hour quarantine period will be enforced. They will be able to relay their report to the relay station. In characters are infected; they will be amongst the crew when they become really sick. History seems to repeat itself. Of course if the captain or the Commissar finds out that one or more of the acolytes are sick, they must remain on the landing bay deck. The inquisition will be informed....



MONSTERS: ZOMBIES

Zombies are horrible undead creatures whose only purpose now is to end all life in its path. The undead can be found in many dark places, forbidden worlds, cemetery worlds, or other dark places of death. How these beings came to exist is not exactly known. It could be viral environmental injected toxins, dark gods at work,, or a combination of one or more of these factors. Whatever drives them, or how they came to be does not really matter. They must be exterminated.

These zombies are intended to be the stuff off bad horror movies. Mindless killers who are almost unstoppable! You can easily outrun them, but for how long....

Zombies have no minds of there own whatever drives the living corpses has no intelligence. It has no sense of self preservation and will attack until destroyed. Being mindless it cannot be effected by mind influencing drugs or other effects. The only part of the brain still active is the central cortex. Some wander around, while others remain motionless until triggered by the presence of the living.

Although it has a ballistic skill entry it is unlikely that a zombie will ever pick up a gun. It is to stupid to do this. Zombies are clumsy staggering beings homing in on the life force of others. Being the way they are zombies can not run.

A typical zombie has the following properties:

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	05	40	40	20	-	10	-	01

Movement: 2/4/6/- **Wounds:** 7 (Special)

Skills: None

Talents: Dead

Traits: Unnatural scenes, Contagion, Zombie physiology, Fear (1), From Beyond

Weapons: None

Gear: Any (but cannot use it)

Threat Rating: Obscuro Minoris

Size: average

Optional Traits: Regeneration, Toxic.

All Traits not described here, work as described in the DH Core rule book.

Contagion: If a person gets damaged by a zombie in some way, the person hit must make a willpower save or become infected with whatever it was that created the zombie. If the willpower save is successful the player only gains 1d5 insanity point.

If the save is failed, the player will become infected. He will gain 1d10 + 5 insanity points. He will die and turn into a zombie in 1d10 +3 days. After 4 days the player will slip into a nightmare filled comatose

state, and begin to die. It is up to the GM if a cure can be found.

Zombie physiology: Being a zombie does have it perks. You have no vital parts except for one, your brain cortex. Because something is still making the primitive cortex fire its neurons the corpse still moves around. Therefore it is not effected by: Blood loss, Stunning, poison, disease, radiation etc. Hitting a zombie is worked out as normal, but taking damage is different than normal. Because of the lack of vital parts a zombie will survive loss of any limbs, or even if the torso becomes split in two.

How to handle this: Every extremity (arms legs head) has 1 hit point the body has two. If a any body part is hit it takes a maximum of 1 point of damage. Damaging different parts has different effects.

Head: This is a vital point. Wounds to the head will make it split open and brain and puss will splatter out. The zombie is destroyed.

Body: The body is slightly bigger and can take more damage: First time hit: The zombie falls to the ground, the spine column was damaged and the brain is separated from the legs. The zombie will drag itself further along with maximum move of 1 meter. Second hit. The body is now not more than a lump of bone muscle and intestines. The zombie is destroyed.

Arms: Hitting one of the arms will render it useless. The WS is reduces by 10. Lobbing off all two will reduce the WS by another 10 (it will now try to bite you!)

Legs: Damaging one leg will make the zombie fall, and reduces its speed to a maximum of 2 meters. Shooting it in the other leg will reduce the movement speed to 1 meter.

For inspiration of a description of the damage dealt, use the critical damage table. You can use these to describe what happens to the corpse, but remember, it is already dead! For further inspiration on zombies, there are several movies available: Night-, dawn- and day- of the living dead, Brain dead, Resident evil I &II, Bad taste. And probably many more.

Hitting a limb fore a second time probably will remove it completely, but is no further effect on the zombie.





DATA STATE Model 79 STEEL 41K
 ALICO-SAVILUS-667/24
 TIME: 25:6:14

```

++TRANSMISSION++GAMMA LEVEL++
+INQUISITOR DISON BIRDHARD
+++ACOLYTE CELL SCINTILLA 3HA-5454C+++

++DECRYPTING+++I28 DSA CYPHER++
++READING CONFIGURATION DATA /ETC/SSH/SSH_CONFIG
++CONNECTING TO INQUISITOR STATION [217.11497234] PORT 22
++CONNECTION ESTABLISHED
++REMOTE PROTOCOL VERSION 20, REMOTE SOFTWARE VERSION
++ENABLING COMPATIBILITY MODE FOR PROTOCOL 20
++ICM6 MSG KEXINIT SENT
++ICM6 MSG KEXINIT RECEIVED
++KEX_SERVER_CLIENT_AESI28-CBC HMAC-MD5 NONE
++KEX_CLIENT_SERVER_AESI28-CBC HMAC-MD5 NONE
++ICM6 MSG KEX_DH_GEX_REQUEST(1024,1024,8192) SENT
++EXPECTING ICM6 MSG KEX_DH_GEX_GROUP
++ICM6 MSG KEX_DH_GEX_INIT SENT
++EXPECTING ICM6 MSG KEX_DH_GEX_REPLY
++HOST "INQUISITOR STATION" IS KNOWN AND MATCHES THE DSA HOST KEY
++SSH_DSS_VERIFY: SIGNATURE CORRECT
++ICM6 MSG NEWKEYS SENT
++EXPECTING ICM6 MSG NEWKEYS
++ICM6 MSG NEWKEYS RECEIVED
++ICM6 MSG SERVICE REQUEST SENT
++ICM6 MSG SERVICE ACCEPT RECEIVED
GREETINGS ACOLYTE

YOU ARE HEREBY ORDERED TO RENDEZVOUS WITH THE IMPERIAL COBRA CLASS DESTROYER "INIVIVOS" AT
THE ORBITAL STATION OF FESTUS. THE SHIP WILL TAKE YOU TO YOUR DESTINATION NEAR VAXANIDE
FURTHER DETAILS WILL BE PROVIDED ONCE ABOARD THE INIVIVOS BY IMPERIAL COMMISSAR BRAID YOU
WILL NEED TO IDENTIFY YOURSELF PROPERLY, RISE NO ONE

GREETINGS

INQUISITOR DISON BIRDHARD

++CHANNEL 0; FREE CLIENT-SESSION CHANNELS 1
CONNECTION TO INQUISITOR STATION [217.11497234] CLOSED
++TRANSFERRED: STDIN 0, STDOUT 0, STDERR 37 BYTES IN 26 SECONDS
++BYTES PER SECOND: STDIN 0.0, STDOUT 0.0, STDERR 14.0
++EXIT STATUS 0

++END TRANSMISSION++
                
```

TIME: 25:6:14

1


2

3

4

Search:
 Bulk Data
 Designations:
 Twilight
 ...
 Pict Records
 Abstracts
 ...
 Searching
 ...
 Clearance
 Requests:
 ...
 Access
 Granted


PS: FAA 23x2



DATA-SLATE Model 79-ST-EI 4IK

ATCO-SYSTEMS-507/24

ATM: 256P/01



++ Space Hulk Codename: Rising Sun

++ I9-1/4/CH/P - 001/000-010/100-002

++ Drone: Malfan 99-48r Pict Record: 421948-a Ref:00:02:AC:12:DE

++ Broad Spectrum Scan Alpha-01/a128

++ GAMMA Level

++ Mission Directives ++

+ YOU ARE TRAVELLING IN SECRET TO THE RISING SUN PROBEYD YOU MUST KNOW THAT THIS SPACE HULK HAS BEEN FOUND KNOWLEDGE OF ITS DISCOVERY WOULD LEAD TO WIDESPREAD PANIC ON NEARBY PLANETS FOR 50 YEARS THE RISING SUN HAS REMAINED IN DEEP SPACE UNSHIPPED TO EVEN THE IMPERIALS GAZE WE NEED TO KNOW WHAT HAPPENED TO HER AND TO THE DESTROYER 'ANGELUS II' WHICH WAS SENT TO INVESTIGATE 50 YEARS AGO.


+ THE SPACE HULK IS NOW TRAVELLING TO THE VAXAMIDE SYSTEM FEWS OF THE INCOMING SPACE HULK COULD LEAD TO RIOTS ON VAXAMIDE IT IS IMPERATIVE THAT FEWS OF ITS DISCOVERY REMAINS SECRET. TRUST NO ONE!

+ WE ONLY HAVE PICTS FROM A RECONNAISSANCE SKULL DRONE THE DRONE MALFUNCTIONED BUT SENT A FEW SCANS BEFORE FAILING. WE BELIEVE THAT THE SHARP IN THE AT SECTION IS THE MISSING DESTROYER 'ANGELUS II'. THE SCANS PROVE THAT THERE IS ACTIVITY IN THE HULK, EVEN THOUGH 50 YEARS HAVE PASSED YOUR MISSION IS TO EITHER WHAT REMAINS OF THE 'ANGELUS II' AND RECOVER THE CAPTAINS LOGS IF YOU ENCOUNTER SURVIVORS THEN THEY MUST REMAIN ON THE HULK UNTIL A MEDICAL SHIP CAN BE DIRECTED TO THE HULK.

+ YOU WILL BE GRANTED THE USE OF AN IMPERIAL LAMP AND HER CREW. THE CREW WILL NOT BE BOARDING THE SPACE HULK. AFTER YOU'VE COMPLETED YOUR RECONNAISSANCE REPORT DIRECTLY TO INQUISITORIAL RELAY STATION 44:FE:F-9A.

+ + END OF TRANSMISSION ++

++ MAY THE EMPEROR PROTECT YOUR SOULS ++




1

2

3

4



Search: Bulk Data


Designation: Twilight

Pict Records: 422589

Searching:

Clearance Requested:

Access Granted:







DATA STATE Model 79 STEEL 41K

STEEL 41K

ALCO-SMITHS-667/24

1705 1711 1717 2000 2110 2102 1710 1710 1710 1710 1710

ELEVATOR

AIR LOCK

LANDING BAY

KEEP CLEAR

AIR LOCK

ELEVATOR

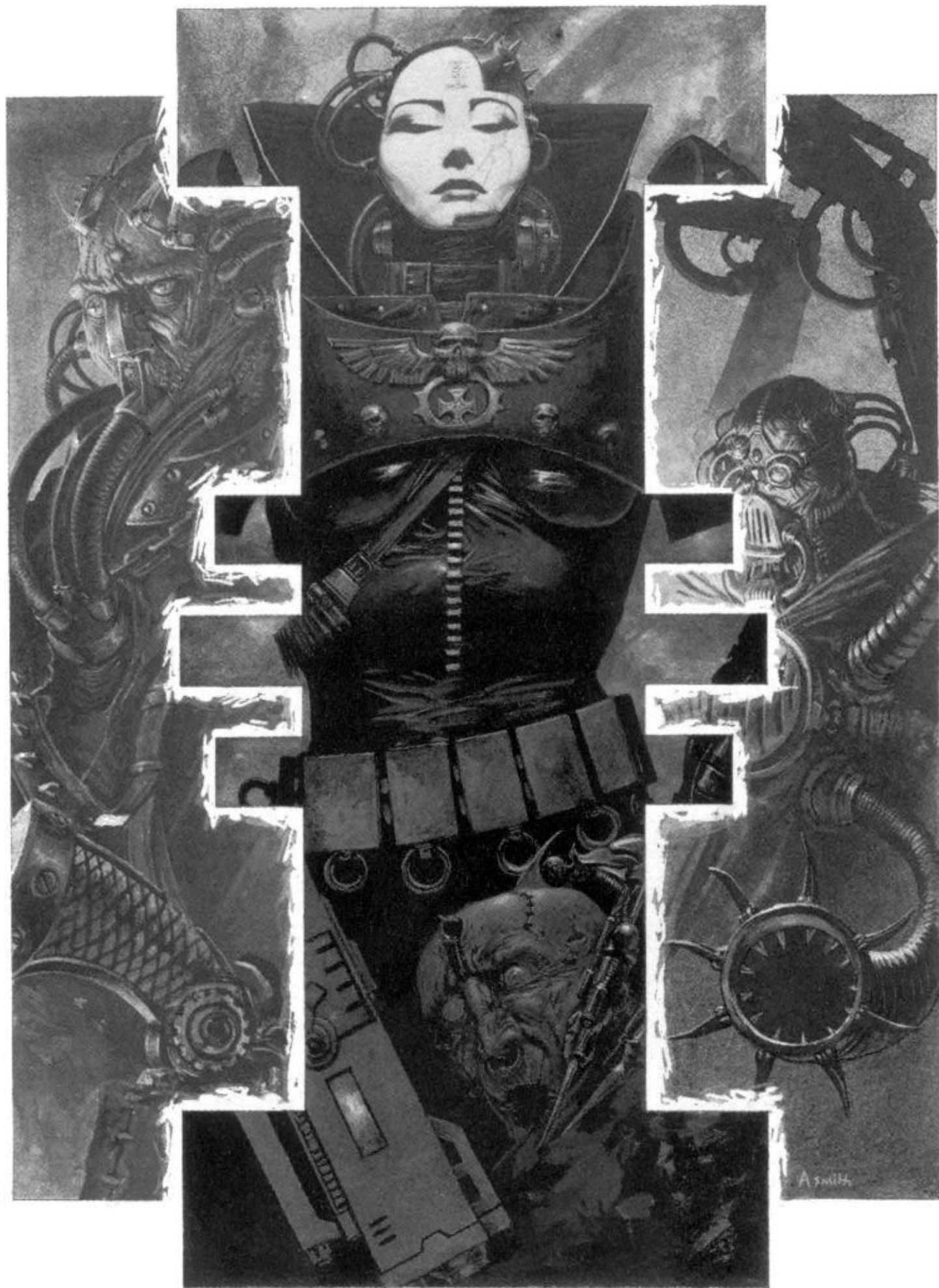
1 2 3 4

PS: FAA 23x2

Search:
Bulk Data
Designation:
Twilight
Pic Records
Access
Searching
Clearance
Requested:

Access
Granted





A Smith