

Campaign/Game: Rogue Trader: Wrath and Glory
Episode 3: Nekkyar
Campaign Date: [146.122.M42](#)

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Characters

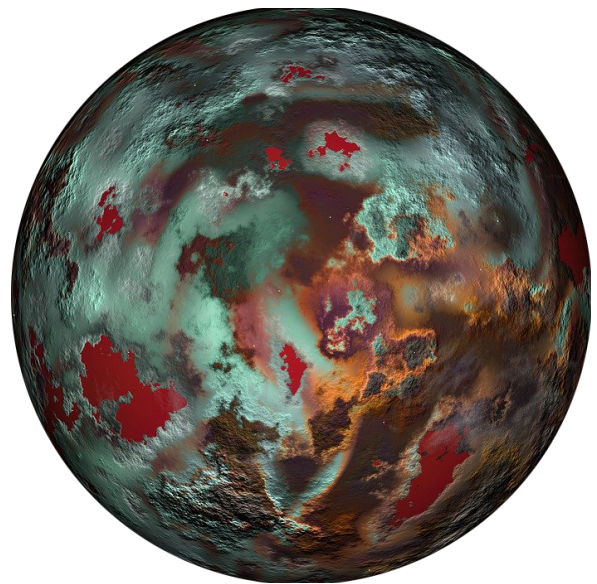
Candles, Human Tempestuous Scion , Tier 2 Rank 1 (Jesse)
Sergeant Favadol, Human Imperial Guardsman Tier 2 Rank 1 (Zach)
Pig aka “Choppy”, Ork Kommando, Tier 2 Rank 1 (Chris)
Sigma-Four-Epsilon-Zero-Zeta (Σ4ε0ζ) aka “Mamon”, Human Skitarius Tier 2 Rank 1 (Never)
Snazzgit, Ork Kommando, Tier 2 Rank 1 (Andy)

GM: Andrew

Nekkyar

Classification: Dead World
Population: < Five-Hundred Thousand
Geography: A barren wasteland caused by years of grim survival against an unending tide of chaos
Government: Separate enclaves
Tithe Grade: Aptus Non
Keywords: Imperium, Chaos
Equipment Rarity: Uncommon

Once a peaceful agricultural planet run by enterprising families of settlers, Nekkyar has been turned into a battlefield hellscape. Sometime in the past twenty years since the last voidships came through the Avernus subsector, the planet was invaded by the forces of chaos. The defenses of Nekkyar have been reduced to rubble. Several rotting space hulks circle the planet, a testament to the bloodletting and destruction wrought on this once-verdant backwater of a world. A warp storm threatens the star of the system, occasionally spewing out more forces of chaos. A few well-coded transmissions inform the crew of the Diamond in the Rough that there remains several vaults of human life and valuable resources still struggling against the maw of chaos that already commands the planetary surface battlespace. These humans continue to fight a guerrilla war against chaos from the extensive network of natural underground tunnels throughout the planet's crust.



Sergeant Favadol of the 13th HellDivers was left to advise and train the Imperial Guard local to Nekkyar. At one point, this grizzled veteran thought that he might have the opportunity to retire with honors on the tranquil, pastoral agricultural world, but once the forces of chaos made landfall he was forced back into service.

As Rogue Trader Zacchaeus sends the Away Force to the surface of Nekkyar to extract as much population and resources as rapidly as possible, Favadol is already back in service fighting off the agents of chaos. The Rogue Trader's gun cutter travels back and forth from the planet, rescuing survivors and transporting appropriate supplies as a demonic horde appears and attempts to overrun the position of the entrance to the secret vault of the Imperial Guardsmen. Luckily, the Away Force is there. They support the Sergeant as he rockets across the battlespace with his jump pack and targets demons with his plasma gun.

As the Away Team wraps up the demon attack, the gun cutter explodes as it heads toward orbit. One of the two space hulks circling the planet has unexpectedly roared back to life, and is trading munitions with the Rogue Trader ship the Diamond in the Rough. Zacchaeus calls the away team over vox immediately, telling the team that the Diamond in the Rough is moving off of orbit from Nekkyar, and will do their level best to swing back to the planet if they can confuse and escape the crippled space hulk voidcraft.

The Away Team is frustrated. They have some missions to do, but they must find their own way off the planet and meet the Rogue Trader voidship before it makes its way to the [Mandiville Point](#) and drops into the warp. The soldiers tell the Away Team that there is a firefight nearby as a unit of guard are pinned down nearby, unable to escape back underground. The Away Team roars off in their new ride, the Kustom Booma Blasta to the rescue. They encounter the pinned down force, and see it surrounded by marauding demons led by a pair of mouthy Noise Marines. Pig pulls the Blasta around the side, leaving the Away Force off as they go. Snazzgit, safely emplaced in the rivet gun turret on the Blasta, mows down several of the demonic horde. Candles approaches carefully, choosing his shots and relying on the other guardsmen for cover. Meanwhile, Sergeant Favadol and Mamon rocket and leap directly into the fray, spewing hot plasma and scattering the force. Pig runs down one of the Noise Marines, then fells the other in single combat but not before accidentally chopping a chunk out of his new ride.

As the Diamond in the Rough passed through void space into the system of Nekkyar, Snazzgit felt himself being pulled backwards through space and time. As a figment of Snazzgit remains on the ship, Snazz finds himself on the planet of Nekkyar. For the past year, he had witnessed the rise of a small band of orks on the planet as they fought against the humans for survival, only to have their world made even better by the chaos of the Noise Marines! This version of Snazzgit has even acquired a new weapon that fires depleted radiation-soaked rounds. However, Snazzgit knows that his "old self" is still out there and he needs to be dead. Only one Snazzgit, and that's the oldest one!





Following the rescue, the Away Force decides to take some time to scout out the strange vox transmissions coming from the badlands that are clearly ork in nature. They hear messages such as “Is dis fing on?” and “Oi? I dere anyonez named Mike Hunt out dere? Heh!” The Away Force rolls up on the transmission and realize it is a unit of ork boys who call themselves Snazzgob's Bandwaaagh. They are led by a grizzled and well-armed ork boss, as well as this older ACTUAL version of Snazzgit. The old Snazz viciously attacks the new Snazzgit, gunning him down with his new gun, the Raddblasta. Old Snazz slays new Snazz, takes his stuff, and joins the Away Force once again like nothing has happened. Pig “krumps” the leader of the Bandwaaagh, taking

control of the remainder of the boyz only to find that Sergeant Favadol had already grenaded most of them to death in all the chaos and confusion. The Away Force takes command of two last ork boyz, which they take to naming “Expendabob” and “Expendaboy.”

Candles once heard a story that there is a “fortune” buried in the naturally occurring underground tunnels throughout the planet of Nekkyar. It was left by Alderi space pirates before the planet was settled by humans. All he had heard is that it is in the “cold, dead heart” of the planet. Sergeant Favadol can confirm that there is just such a cavern deep within the natural tunnels of Nekkyar, and the Away Force heads that way.

The misfits of the Away Force locate an Alderi webway gate hidden within the tunnels of this planet. After some discussion, they pass through. There they find a glowing gem that they recognize as some sort of power source and see rows of Alderi sleeping in life-support sarcophagi through frosted transparent blast doors. The Away Force takes the power supply, but not before leaving a set of breaching charges for the space-elves carefully in the hands of one of the ork boyz and pulling the webway gate from its installation by chaining it to the Kustom Booma Blasta. As “Expendabob” counts down the timer to “free...two...one” a huge explosion rocks the caverns below Nekkyar. The Away Force believes they have secured this webway gate, but there could easily be more.

For the course of the last warp, the gretchin “Pribble Force” had been tinkering with plates of ceramite stolen from the bulkheads of the void ship and servos taken from the gun cutter to make Pig a suit of power armor ork-style! However, the Pribbles lacked an appropriate power supply that was mighty and awesome enough to make it go. It eventually occurs to the “amazing clever” Pig that perhaps this “treasure” could be that power source. He takes possession of it, passing it along to his Pribble friends for their next adventure.

Finally, the Away Force identifies that there is a drop ship located near waypoint “Unicorn” that could get them off Nekkyar. As the Diamond in the Rough prepares to make a fast-pass near the planet after shaking the space hulk, the Away Force travel toward their only hope of being saved from this world conquered by chaos.

They encounter a conclave of chaos, loudly putting on some sort of passion play to demonstrate their hellish qualities and their devotion to Khorne and Slaanesh. A Noise Marine appears before the joyous throng, and as the audience applauds and cheers he approaches a second Noise Marine wearing a voluminous shoulder-length blonde wig over his horned helmet.



“I want to get back together,” the first dark-haired Noise Marine mopes.

“No Ross, we can’t! Not after what happened. We’re done!” the second snaps, shaking his head back and forth idiosyncratically.

“WE WERE ON A BREAK, RACHEL!” the first shouts back.



A third Noise Marine appears. This one has a goofy smile pasted on his rebreather beneath a long, straw-blond wig. His chest hair pokes out from behind an apron. "Hey guys! Anyone want this orkburger? I ordered it before I remembered that I'm actually vegan. Waitaminute. Are orks meat or plants? I totally forget!"

Both of the first two Noise Marines shout back in unison, "Not now Phoebe!"

Two more Noise Marine players join the pageant. The first has a short, dark wig perched awkwardly on top of a bloodstained closed helmet. "Orks are not animals, they are plants. They are great in a salad or a firefight. Hello!"

The other with eyes that drip rivulets of black, brackish blood responds with a wry smile, "I know Monica! Like could they *be* more annoying!" The first dismisses this with a wave, "Not now, Chandler! This isn't funny!"

The bickering continues, growing in volume, intensity, and bloodlust until there is mention of a final character. "Guys, we have to clean this all up before Joey arrives!"



All the chaos players freeze as a demon from the bowels of the warp appears out of nowhere. It immediately fixes on the previously hidden Away Team. It snarls, "Joey is dumb and hungry..."

No amount of [sitcom parody](#) will stop the Away Force from escaping this hellish planet of nonsensical chaos and sound! Pig urges the Kustom Booma Blasta forward, running down Noise Marines and burning others with his exhausts. Snazzgit continues to pour rivets down the throats of the traitors of the Emperor, until the Booma Blasta is destroyed by a swipe from "Joey" the titanic warp-demon. Sergeant Favadol takes a bolt of plasma right in the chest, and nearly succumbs but continues to fight, pouring his own plasma rounds into Noise Marines, supercharging his weapon at every shot to burn Chandler to the ground.

Candles lines up the forces of chaos with his flamer, putting the Ross and Rachel Noise Marines to flame, where they burn to a crisp spurning one another's advances while secretly in love. Mamon wraps his

grappling hook hand around Phoebe, bringing the Noise Marine close to punch through its wet, ceramite armor with a well-placed plasma round.

The fight is won, but not without some casualties for the Away Team. The Booma Blasta is crippled by "Joey" and Candles takes a hit that staggers him. Sergeant Favadol makes a heroic sacrifice, taking on the final attack from the forces of chaos long enough for the rest of the Away Force to destroy "Joey" the demon, find and board the chaos gun cutter, and make it into space just as the Diamond in the Rough prepares to drop into the warp and escape Nekkyar.

