

Campaign/Game: Rogue Trader: Wrath and Glory
Episode 4: Ubgaim 229
Campaign Date: [202.122.M42](#)

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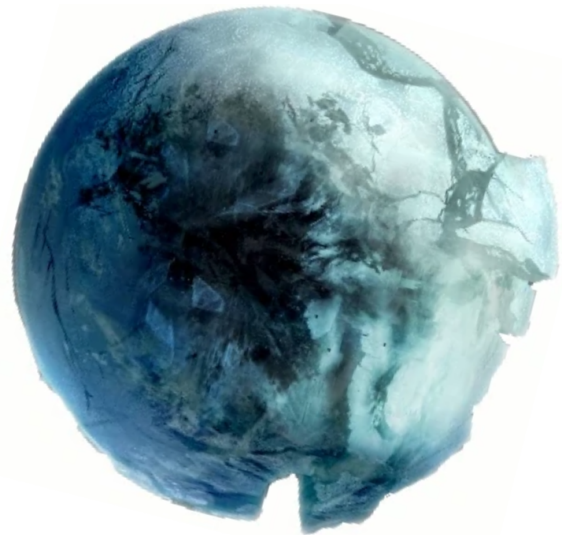
Characters

Candles, Human Tempestuous Scion , Tier 2 Rank 2 (Jesse)
Pig aka "Choppy", Ork Kommando, Tier 2 Rank 2 (Chris)
Snazzgit, Ork Kommando, Tier 2 Rank 2 (Andy)

GM: Andrew

Ubgaim 229

Classification: Hive / Mining World
Population: Five billion
Geography: Arid tundra and ammonia flats
Government: Plutocracy of the Board of Directors of the Ingot Corporation
Tithe Grade: Solutio Secundus
Keywords: Imperium, Scum, Adeptus Ministorum, Adeptus Mechanicus



Arid ammonia tundra punctuated by unnaturally steep elevations. The crust of this moon settlement has been irrevocably compromised and terraformed to make it easier to access mineral deposits deep within this moon circling a prominent gas giant. Life outside of the artificial atmospheres of the enclosed cities is unpleasant and short. As the structural integrity of the moon fails, it becomes more dangerous to mine it.

This moon is ruled by the Ingot Corporation. Each and every recognized citizen is an employee of this institution, dedicated to the goal of providing quality ore for the furnaces of other systems in the Avernus subsector such as Ozitan. The Ingot Corporation famously trains spies and assassins to hold their employees in check and quell any threats of insurrection. Elements of the 91st Legion of forge world Metalica are stationed here to oversee the mining operations and aid the Astra Militarum in defenses using a titanic planetary mass-driver to destroy any marauding void ships.

The Ingot Corporation immediately sends up a shuttle filled with a perfectly appropriate tribute to the Rogue Trader. Immediately Zacchaeus is troubled and skeptical. He suspects that the mining world is "holding out" on him, and could perhaps pay more taxes. Zacchaeus' normal methods of obtaining an appropriate payout are useless here, however. He did not dare move the Diamond in the Rough to a position to bombard Ubgaim 229 for fear of the planetary mass

driver which could return fire. Instead, Zacchaeus requests permission for his Away Force to enjoy some brief “shore leave.”



As the Away Force lands, they are introduced to their handler who will be in charge of showing them around the dome cities of Upgaim. However, that handler is immediately shot to death by three Imperial Assassins as they move in to slay Snazzgit and Pig! The fight starts badly, but a second Snazzgit appears firing his Snazzplaz at both ninjas and the other Snazzgit. “There can be only one!” cries one Snazzgit to the other! Candles arrives, and begins to torch the Imperial ninja assassins mercilessly. With all three dead, the heroes move on toward the offices of Mag Darbusto to perhaps learn more.

Mag Darbusto is an executive within the Ingot Corporation who fears for his life. Another C-Suite employee wants his job, and is ready to stop at nothing to get it. Using the resources of the Temple Chariot, one of a half-dozen lesser temples of Imperial Assassins who are trained on this mining moon, Mag wants nothing more than for the killers who have his contract to themselves be destroyed.

Toward that end, the Away Force decide to dress Pig as the Darbusto, as well as paint the industrialist green in hopes of going about Darbusto’s day waiting for the hit to show up and then counter-attack. After a single, hilarious day in which Pig made sure to leverage synergies enough to boost the KPI of Darbusto’s unit within Ingot by 3%, the Away Force along with Darbusto arrive at the dark and depressing Industrialists’ Club. There, two other industrialist diners are already enjoying a repast of corpse-starch and Nafar Biscuits. The Away Force identifies one as a potential rival just as Candles identifies three ninjas sneaking in the front door. He and Snazzgit shoot and burn them to death just as another flies through the window at Pig, delivering a telling blow that would have killed Mag Darbusto. Of course, Pig is no simple pencil-pusher and tears the ninja apart limb from limb. Mag Darbusto is pleased with this outcome and pays the Away Force for their efforts, promising any help he could give in the future.

Next, the Away Force heads to dome city C to requisition a new gun-cutter. They end up taking all three models that were for sale, along with basic servitors to pilot them. Candles, newly pumped up from all his derring-do, takes a shopping trip to dome city W to buy a bigger flamer.

After some more prodding on the Vox by Zacchaeus, the Away Force finally decide to do what they are supposed to do and infiltrate the Ingot Corporation HQ for clues about why they are holding out. Mag Darbusto offers them a way past the initial gates of the HQ building in a pest-control truck along with full-length bunny suits to cover the orks. Next the Away Force returns to the club to take the fingers and eyes of one of the Ingot Corporation executives to get

past the first biometric door. Finally, they arrive in the bowels of the HQ and begin to search the lab. There they find strange Necron artifacts which the Adeptus Mechanicus have been keeping secret as they pour over schematics of gauss flayers and the ability for necrons to re-animate. There are several items with strange glyphs and writings on unique materials in this area. The heroes locate a digital map of a mine branch that is the source of these artifacts and flee the Ingot Corporation HQ.

Now that they know more about what the elites of this mining world are hiding, the Away Force is directed by Zacchaeus to investigate and put an end to whatever it is. There are threats from beyond time and space in this system, and if the Rogue Trader feels he has been slighted there must be a reason.

The heroes venture deeper into the center of the mines of Upgaim. They are opposed at several turns by the Adeptus Mechanicus of the 91st Legion of Metalica. There is most certainly something down there that they do not want found or destroyed. Sure enough, the heroes open out into a room lousy with Skitarii, a war robot, as well as a small force of genestealers all defending a strange, blackened metallic tomb from a forgotten age. The away force destroy the combined might of the corrupted Skitarii and their genestealer cult, and set charges to try and destroy a necron tomb as they take off in their new fleet of gun-cutters.



