

Campaign/Game: Rogue Trader: Wrath and Glory
Episode 5: Verdan
Campaign Date: [202.194.M42](#)

Date: March 3rd, 2022

Characters

Candles, Human Tempestuous Scion , Tier 2 Rank 3 (Jesse)
Pig aka "Choppy", Ork Kommando, Tier 2 Rank 3 (Chris)
Snazzgit, Ork Kommando, Tier 2 Rank 3 (Andy)

GM: Andrew

Verdan

Classification: Forest World

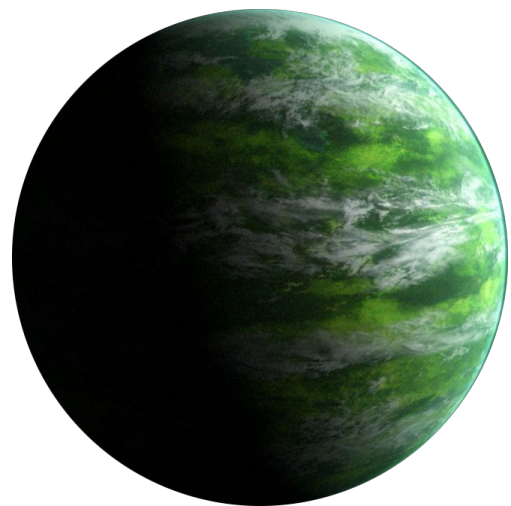
Population: One Billion

Geography: Three continents separated by vast fresh-water seas, each featuring hot and wet jungle forests filled with all manner of plants and beasts

Government: The Revelry - A leading council of sorts that rule the communes on the largest continent; Marshall Coburn - Leader of the Imperial Guard on the planet; Various ork tribes

Tithe Grade: Solutio Secundus

Keywords: Imperium, Orks, Chaos Cults



Verdan was once identified as a possible pleasure world, but in the intervening time this planet has devolved into something a little less than "comfortable." As the planet was settled, the Verdianians realized that orks had also arrived. Luckily the planet is big enough for both peoples to thrive, separated on two continents by a great ocean. The orks war amongst themselves on their own continent of Grank. The humans on Serenitea have been able to stave off ork attacks simply by staying out of the way of the mobs and selling trinkets and snacks to the different warring factions. This delicate balance has allowed Verdan to thrive for the time being. However, there have recently been whispers of heresy within the halls of The Revelry. An inquisitor has arrived on the planet, and is asking questions. Is there trouble in paradise?

Following landfall, the Away Force and Zaccheaus arrive at the palace of The Revelry. Zaccheaus is visibly annoyed that he has to deal with a quorum of these drug-addled dimwits rather than directly with a single planetary governor. Just then, the Away Force is informed that an atomic forge used to power the continent of Serenitea has been sabotaged and that they must escort Imperial Technicians to the reactor to cool the overload and keep the radioactive explosion from polluting the entire continent.

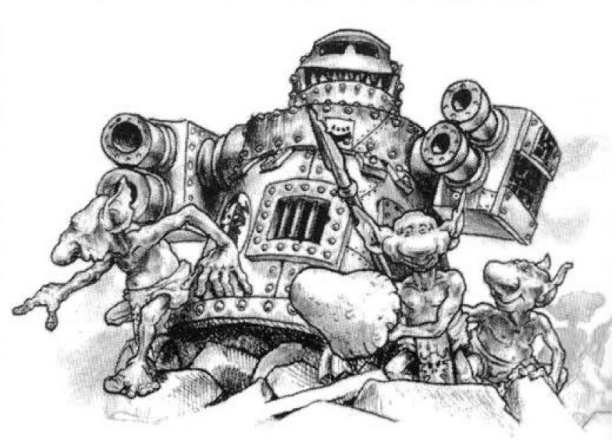


Blocking the way of the Away Force are a contingent of curious human cultists of chaos. They sacrificed their lives in hopes that they could stop the technicians from achieving their goals. However, the Away Force plunges headlong into this cadre of heretics, scattering their remains to the surrounding dust. The technicians arrive at the reactor and manage to prevent catastrophe.

The Away Force learn about how the planet is divided into two separate continents by a great ocean. They decide to take on the task set forth by the powers that be on Verdan to destroy “all orks” on the planet who have gotten the grand idea to build a boat to cross that ocean.

The Away Force sneaks up on the orcs building the boat. There are two huts, along with a gigantic craft which resembles a large sailing ship, but is made of black ferro-concrete. Several goblins work on this vessel. A smattering of guards stand outside the two huts looking menacingly. Other orcs who work as day laborers are relaxing within the two huts.

As Snazzgit sneaks forward into position, he steps on an unexploded land mine! Snazz manages to disable the device successfully before losing a limb. Candles follows closely and torches one of the huts burning all the orcs inside to death. Pig charges the other hut, engaging the ork shipwrights in close combat. Every so often, one of the orks would step on a hidden mine and explode themselves. A series of charges were located behind the boat. Snazzgit lit the fuse on these charges, causing the black stone boat to start sliding down the hill toward the ocean. As it picked up speed it bounced twice tossing Grots everywhere. As it hit the water it surged forward only to quickly sink to the bottom of the bay.



With the actual shipbuilders dead, the Away Force took a look around and realized that a nearby ork colony also knew about the ship. Surely these Orks have seen the boat as well. If so, they must be destroyed. A quick bit of recon confirms that they have all seen the wonder of the floating “butt.” While they are not entirely clear about the concept of the boat, the ork boyz know enough to be dangerous and must be destroyed to help the Imperium keep the green tide from crossing the seas.

An ork dreadnought appears, and challenges Snazzgit. The Away Force realizes that this kan is piloted by another Snazzgit from the past looking to destroy the other Snazzgit from the Away Force. “There can be only one!” the Snazzgit yells as they fight. Pig is challenged by the big

orky boss. The two of them are locked in a fight as Snazz and his counterpart in ork Dreadnaught armor clash. Candles has a moment of clarity, turning his flamers on the Snazz NOT armed with an invulnerable killing machine who had been his friend moments before. Other orks struggle to take out the Away Force as well, but are unable to make much headway against their might. Snazzgit is slain, and the Snazzgit in the Dreadnaught (now named Dread-Snazz) takes his place in the Away Force.

Next the Away Force decided to take up Inquisitor Morkevæ's mission to explore the abandoned sanitarium. There had been reports of strange chaotic goings on, and the Away Force believed that they could tackle such a menace. As they explored the abandoned institution, they found strange phenomenon that indicated hauntings. They heard ghosts, Snazzgit touched a live electric cable shocking himself, and they found a dead body floating in a murky hydrotherapy pool. They came upon an office which indicated that all the patients were tortured to death, not at all cured of their madness. Ultimately the Away Force realized that it wasn't the sanitarium that was haunted. Instead the Inquisitor himself was looking to attack them in an attempt to take their place and escape off world. The Away Force reacted with horror as they realized The Inquisitor was in fact a Genestealer Patriarch! The Patriarch put up a fight, tearing up Pig's armor and killing Snazzgit through his dreadnought armor. Luckily Candles' flames won the day, burning the xeno down. At the very end, yet another Snazzgit from the past appeared to finish off the Genestealer and put one final bullet through Dread-Snazz's head.

