

Cobalt Mercs

Player Briefing

Here you are on Colony Planet LV426, affectionately named Jigoku by the indigs, hot on the trail of the intergalactic pirate and smuggler, nevermind your life-long nemesis, Abdul Goldberg. Your sources indicate that Abdul is here to obtain a shipment of thionite, aka The Purple Death, the most dangerous drug in the universe, a mere whiff of which is enough to render even the most resolute into helpless addicts!

Such a dangerous substance cannot be allowed to be sold in the known universe without paying the proper taxes and tariffs!

Mission Objective: Stop thionite trade. Confiscate all thionite.

Secondary Objective: Identify source of thionite. Apprehend Abdul Goldberg alive for questioning.

Cobalt Mercs

Common equipment: Power armor, laspistol, knife

Captain Crunch w/GL (frag, gas, blind)

Name	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP	Save
Captain Crunch	4	5	5	4	4	2	5	2	9	9	9	9	4+

1 Trooper w/Lascannon

1 Trooper w/Missile Launcher (krak, frag)

6 Troopers w/Bolter

Name	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP	Save
Cobalt Trooper	4	4	4	4	3	1	4	1	8	8	8	8	4+

Mishima Security Squad

Player Briefing

Damn those meddling Cobalt Mercs! Here you had a sweet deal going, mining thionite and selling it to highest bidder. A notorious smuggler Abdul Goldberg ran the operation for you, providing plausible deniability. But now the boys in blue are onto Abdul, and he must go.

You've managed to make this a joint operation, taking a squad of your most loyal troopers with you. You must destroy all evidence of your involvement in thionite smuggling and mislead the Cobalts.

Mission Objective: Kill Abdul Goldberg and his men (dead men tell no tales).

Secondary Objective: Destroy thionite, blame someone else for thionite trade.

Common equipment: Mesh armor, gas mask, photochromatic visor

Lord Onikage (Bolt pistol, power sword, conversion field, 3 melta grenades w/timer)

Name	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP	Save
Lord Onikage	4	5	5	4	4	2	5	2	8	8	8	8	5+/4+

1 Trooper w/Heavy Stub Gun

8 Troopers w/Lasgun

Name	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP	Save
Mishima Trooper	4	3	3	3	3	1	3	1	7	7	7	7	5+

Piratesmuggleraiders

Player Briefing

You've been making a tidy profit running thionite obtained from the local head honcho to various buyers. But this is your biggest deal yet – these alien guys seem to just eat the stuff up and they don't care what it costs!

The aliens are coming to pick up a big shipment and you are nervous. Nothing must go wrong. Ah, a dust cloud! Perhaps it's the skinnies... but should things go wrong, you always have the jetbike stashed away for speedy exits...

Primary Objective: Stay alive (Dead men don't wear plaid)

Secondary Objective: Get the money

Common equipment: Flak armor, knife

Abdul Goldberg w/Bolt Pistol, laspistol, blind grenades, displacer field
(Chainsword and jetbike stashed away)

Name	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP	Save
Abdul Goldberg	4	6	6	4	4	3	6	3	9	9	9	9	6+/4+

- 1 Smuggler w/Bolt Pistol, Chainsword
- 1 Smuggler w/Heavy Bolter, stub gun
- 1 Smuggler w/Missile Launcher (frag), stub gun
- 3 Smugglers w/Lasgun

Name	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP	Save
Smuggler	4	3	3	3	3	1	3	1	7	7	7	7	6+

Palansi

Player Briefing

The h'm'n have found a source of the Revered Star-Father's ashes they call thionite. It appears they have developed a strange fondness for inhaling the ashes. The Revered Star-Father's Holy Remains in some lower life form's snotty nostril! The mere thought makes you switch colors!

Luckily the h'm'n are greedy, and easily distracted by a handful of carbon crystals you scooped up from the ground on the way to the ship.

Mission Objective: Return Revered Star-Father's ashes to the wild.

Secondary Objective: Kill all h'm'n involved (you can't tell them apart anyway).

Common equipment: Refraction field, claw

The Orange One w/Power Axe

Name	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP	Save
The Orange One	4	6	6	4	4	2	8	2	9	10	10	9	-/5+

1 Pinkie w/Grenade Launcher (frag, 1 stasis, 1 melta), sword

1 Pinkie w/Tentacle thing (Melee +2" range, 4 A, S4, -1 save)

6 Pinkies w/Lasgun

Name	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP	Save
Pinkie	4	4	4	3	3	1	6	1	8	9	9	8	-/5+

The Green One w/Plasma Gun

Name	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP	Save
The Green One	4	5	5	4	3	1	7	1	8	9	9	8	-/5+

1 Pinkie w/Grenade Launcher (frag, 1 stasis, 1 melta), sword

6 Pinkies w/Lasgun

Name	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP	Save
Pinkie	4	4	4	3	3	1	6	1	8	9	9	8	-/5+