



Hivequake at Newpitt

version 1.2

an
INQUISITOR
THE BATTLE FOR THE EMPEROR'S SOUL
supplement

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Introduction

Originally we intended this to be played in the Underhive, near The Sump of Hive Primus on Necromunda. However, it could readily be applied to any number of settings. This is a way of transforming your games of Inquisitor into a competitive campaign, much like the systems of Mordheim and Necroumda, but with extra detail for your characters.

Newpitt was a frontier settlement on the edge of civilization. Bordering a ruined wasteland of decrepit machinery, looted long ago by the Adeptus Mechanicus and others, the settlers went about their violent lives without much interference from outsiders. Now a hivequake has shaken the foundations of the wasteland, bringing previously buried treasures to the surface. The news of this has spread throughout the hive and Dustville is filling up with prospectors who plan to make it away with a chunk of archeotech.

You begin play in Newpitt with a single character, designated as your leader. This represents you and it's up to your leader to gain fame and recruit followers to his cause. A GM isn't even entirely necessary if players can make decisions amongst themselves.

Map

This represents the area of Newpitt. To the north is a vast wasteland known as The Hole, broken into the 8 sectors of the compass (N, NE, E, SE, S, SW, W, NW).

Key

- | | | | | | |
|---|----------|---|-------------------------|---|-----------------------------|
| 1 | The Hole | 4 | Niberium Group Compound | 7 | The Emperor's Grace Camp |
| 2 | Glowtown | 5 | West Dustville | 8 | Adeptus Mechanicus Facility |
| 3 | The Drip | 6 | East Dustville | 9 | Adeptus Arbites Outpost |



Fame

Fame represents how respected and popular you are in Newpitt. As you help out a Faction you will gain fame points that will allow your leader to recruit followers. Your leader will always have a number of fame points equal to his leadership divided by 25, and these can never be lost.

To gain more fame points your leader will have to help out the members of Factions. This will be in the form of scenarios, and fame will be awarded to the leader if he completes the objectives of the scenario.

If you don't gain any fame from a scenario, you will lose some of the hard-won respect you've gained. If you have 6 or less fame points, deduct d3 from your total. If you have 7 to 12 deduct d6, if you have 13-18 deduct 2d6 and so on. So if your leader has 23 fame points and fights in a scenario where he doesn't gain a single fame point, he will have to deduct 3d6. If this reduces his total points significantly, he will have to lose some of his followers. They leave the warrior band to join a more respectable leader.

The wet sound of webber fire alerted Malthus to the shot. Diving to the ground, he lined up the Arbite and concentrated. In his mind's eye, Malthus made out the quick pace of the Arbite's blood flow, flushed with adrenaline from the fight. Malthus raised the pace with his powers, the Arbite powerless to stop the rapid overload of his life fluid. The Arbite then collapsed in the dust.

Looking behind him, Malthus saw his new followers guarding the suspected criminal the Arbites had come after. He sat up and leaned his back against the wall of some shanty. He knew there would be more Arbites, he only had to wait them out. He motioned Morgue to come forward into the street, he hesitated at first, but the look on Malthus' face made him reconsider. Pokeye huddled with the suspect behind a pile of barrels filled with stinking rubbish.

As Malthus waited, he thought about why he had gotten himself into this. There had to be an easier ways of making a name for himself in West Dustville. He cursed as he saw Morgue digging through the pockets of the fallen Arbite, "Eye's forward, Fool," Malthus growled. Morgue began to rise when a spark of blue zipped through the air, piercing through his black leather jacket and into his arm. He fell behind the prone body of the Arbite with a cry of pain.

Idiots, thought Malthus. He realized that if he can save this suspect from the Arbites, then he might be able to use the rescue as leverage. This hardened ganger could introduce him to some experienced fighters in West Dustville. At the moment, only the drunks would talk to Malthus. By killing an Arbite, he might even gain some real respect from the tough guys who frequented the Pleasure Palace. Malthus drew his chipped blade.

Scenarios

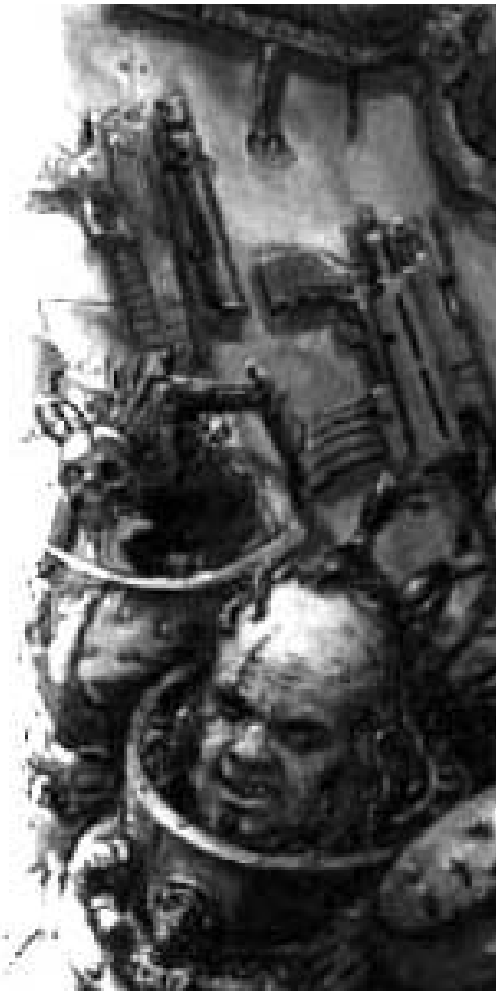
Alternate between players to decide who gets to choose which scenario their leader will be involved in. He may venture into The Hole, or represent a Faction in Newpitt. You can make up a scenario for your warrior band or use the following as guidelines. You may not fight a scenario for a Faction if your warrior band contains any followers from its rivals (see the Factions section for clarification). If the adversaries described in the scenario description are from Factions that one of your opponent has followers from, then play out the scenario between each other's warrior bands. If none of your opponents have any followers from the enemy Faction, then make up a warrior band consisting of adversary characters and have your opponents play them.

You can choose whether to have your leader fight in the scenario and how many of your followers will make up the warrior band. However, followers can't gain fame, so if your leader isn't present in a scenario then he will miss out on gaining fame, though he won't lose any.

If you are using the supplemental campaign rules your followers will gain experience, advance and acquire injuries just like your leader.

What follows are some ideas for scenarios and the fame that may be given out for completing the various objectives. These are just guidelines and the GM should fill in any details.

We add a house rule where a leader must make a Leadership test in the recovery phase if any of his warrior band are taken out of action. If he fails he orders a retreat and his warrior band are removed from the table.



Wanted Criminal

The Arbites want to bring in a suspect from Glowtown or West Dustville for questioning.

Fame: Capture suspect 2, Take Out (TO) suspect 1, Wound Arbite 1, TO Arbite 2, Escape from Arbites 1

Street Race

The gangers from Glowtown have started a street race around East Dustville. Either the Arbites or the Dusters will have to put a stop to it.

Fame: Destroy vehicle 1, Capture/TO ganger 1, Ram Duster/Arbite 1, Win race 2, Finish race 1

The Trap

During a chase through Dustville, an Arbite ends up in dangerous territory (The Drip, Glowtown or West Dustville). He must now escape.

Fame: Escape 2, Capture Arbite 2, TO Arbite 1.

Round Up

The Adeptus Mechanicus needs manpower. They've sent some of their members into East Dustville to press-gang some civilians into service. This could also be played with the Niberium Group and The Drip as adversaries to each other.

Fame: Capture civilian 1, TO press-ganger 1, Defend Civilians 2

Pump Sabotage

The vast factory under Adeptus Mechanicus control has come under attack, probably from disgruntled East Dusters annoyed at the pollution of their water.

Fame: TO Saboteur 1, TO Guard 1, Destroy Pump 2

Archeotech Ambush

A heavily defended team has come under attack just as they leave The Hole with an archeotech haul. Both sides are willing to kill to return with the cargo.

Fame: TO ambusher 1, Take cargo 2

Revolt

The Pit Slaves of the Niberium Group have thrown off their shackles and attempt to escape. It's going to be a viscous display of power from both sides.

Fame: TO ringleader 2, TO escapee 1, TO guard 1, Escape 1

The Escape

A Pit Slave has managed to escape from the Niberium Group's Compound. He's managed to get to West Dustville, and he'll be free if he can make it to The Drip.

Fame: Re-capture slave 2, Evade capture 2

Kidnap

The Medics of East Dustville are the best in Newpitt. Because of this, they're often the victims of kidnappings by the gangers from Glowtown or Drippers. The Medic will either be ransomed back or sold to a commune in The Drip. The Dusters are prepared this time.

Fame: TO kidnapper 1, Save Medic 1, Kidnap Medic 2

Bar Room Brawl

A shoot-out has started in a Dustville bar. Making it out without getting shot will be a hard task.

Fame: Flee bar with minimal injuries 1, Flee bar with no injuries 2, Last man standing 3

Purge

The Light of His Holy Grace has declared a pogrom on The Drip. The smell of flamer fuel will mix with the stench of Dripper corpses tonight.

Fame: TO Dripper 1, TO Commune leader 2, TO Fire Bug 1, TO Preacher 2

Shut 'im Up

A rousing speaker from The Light of His Holy Grace has urged his followers to attack the vested interests of another member of Newpitt. He must be silenced, preferably with a bullet in the middle of a speech.

Fame: Protect Speaker 2, TO assassin 1, TO Speaker 2, Escape vengeful mob 1

Flames of Redemption

While the mob of The Light of His Holy Grace charge through an area (West Dustville, Glowtown, or The Adeptus Mechanicus Outpost – generally), denouncing sin and lighting fires, some concerned Faction members plan to put a stop to it.

Fame: Burn building 1, Burn sinner 1, TO Fire Bug 1

Smuggler's Run

Trying to make it past the Archeotech checkpoints (some official, some not) are always a gamble for a smuggler, but with sharp eyes and quick wits, a smuggler can get through anything.

Fame: Escape checkpoint 1, TO Smuggler 1, Take cargo 1

Mutie Attack

The filth from The Drip has started a raid on the Niberium Group's stores again. They won't get away without a fight though.

Fame: TO Dripper 1, TO Dripper leader 2, Take food barrel/loot 2

Gang Fight

A turf war has started, and only the strong survive in Glowtown.

Fame: TO Ganger 1, Take turf 2

Hidden Horror

A viscous, mutated creature has risen from the bowels of a glowing swamp and you must protect the commune from its attack.

Fame: Make Horror flee 2, TO Horror 3.

Into The Hole

Your leader's warband journeys into one of the sectors of The Hole. You're planning on fighting off those who have already claimed the sector for themselves and find some archeotech.

Fame: Securing sector 1, TO adversary 1



Followers

When you engage in scenarios, you will eventually gain fame. You can use this to recruit followers to your cause. Each Faction has a list of Backgrounds that their citizens possess. You can use your leader's fame points to recruit more experienced followers.

The maximum number of fighters in a warrior band equals your leader's leadership value divided by 20. So if your leader has a leadership of 55, you could have 3 in your warrior band (including your leader). If your leader's background matches a follower's in the Faction you're recruiting from, then add an extra point to your fame Total. You may not recruit anyone from a rival Faction of a current follower.

To create a follower, use the process detailed below. The more of your leader's fame a follower uses, the more experienced he will be. See the table below to see how you need to modify your follower's profile and equipment during character creation.

Fame Cost	Modification
1	Deduct a d10 from each roll in Characteristic Generation, no Traits, no Bonuses and no Final Touches
2	No Traits, Bonuses or Final Touches
3	One Bonus, no Final Touches
4	No Final Touches
5	No modification
6	Rare item or extra Bonus
7	As above with Final Touch
8	As above with additional Rare Item
9	As above with additional Bonus, Exotic Item or Psychic Power
10	As above with +10 to a characteristic value (max 100), or additional Physic Power or Exotic Ability.

Characteristic Generation

The process below will create an average Imperial Citizen as described in the Inquisitor rulebook. To generate each characteristic see the chart below and add the amount of d10's specified. After you have determined each value, you may call upon the Emperor's Blessing. You may re-roll two of your results.

Keep in mind that these rolls are for creating new characters that will eventually advance to veterans. We also found this a good way to create our new leaders who have ventured to Newpitt.

Characteristic	Base	d10's
Weapon Skill	30	3
Ballistic Skill	30	2
Strength	30	3
Toughness	30	2
Initiative	25	3
Willpower	30	2
Sagacity	30	4
Nerve	15	3
leadership	40	3

Traits

Your follower may have some additional bonuses to his profile in the form of Traits. Roll twice on the following table to determine what additional Traits your character possesses. If you roll the same trait twice, you may accept the additional bonus or re-roll.

d100	Trait	Result
1-11	Born Warrior	+5 WS
12-22	Eagle Eyes	+5 BS
23-33	Muscle Bound	+5 S
34-44	Rock-Hard	+5 T
45-55	Keen Senses	+5 I
56-66	Strong Mind	+5 Wp
67-77	Gifted	+5 Sg
78-88	Cool Head	+5 Nv
89-100	Commanding	+5 Ld

Backgrounds

Most Imperial citizens are constrained by birth and social norms, but not your characters. They've left behind the life of those they grew up with or have passed their apprenticeships in the trades of the Imperium. However, their backgrounds still form part of who they are before they involved themselves with your leader.

Look up the Background for your follower, choose 3 of the bonuses detailed in its description and apply the results to your character. If you choose a mutation, roll on the table following this section.

You may equip your character with up to three common weapons as detailed in the Equipment Availability section of the Inquisitor rulebook. It's up to you and your GM to decide how you want to go about tracking ammunition. You can trade in a common weapon for an open helmet or flak armour on a single location. So you could arm a starting follower with 2 Autopistols and a Lasgun, or give him a Lasgun and helmet with flak armour on his chest.



Agitator

Agitators speak for their cause, no matter what the risk. They also have a knack for getting others to join them in their struggles

Bonuses

+10 Ld, +5 Nv, Heroic, Force of Will, Leader, Word of the Emperor, Mutation

Brawler

These cover gangers, fighters or bodyguards, common on every world. When the fight gets up close and personal, that's when you want a Brawler on your side.

Bonuses

+10 S, +5 WS, +5 T, Dodge, First Strike, Heroic, Mutation

Entertainer

Entertainers can be acrobats, knife throwers, actors or dancers. They use their skills to take their audiences minds off the drudgery of their existence.

Bonuses

+10 I, +5 BS, +5 WS, Acrobat, Ambidextrous, Catfall, Dodge, Blademaster

Gunslinger

There's always need for someone handy with a gun on most worlds. This covers anyone who can make a living with a trigger finger.

Bonuses

+10 BS, +5 Nv, Deadeye Shot, Fast Draw, Rock-Steady Aim, Gunfighter, Hipshooting, Quickload, Mutation

Noble

The restricted life of a Noble in the old families of the Imperium can breed discontentment amongst the youth. They will often run away, seeking the excitement of living on their wits.

Bonuses

+10 Ld, +5 WS, +5 BS, Feint, First Strike, Dodge, Acrobat, Leader

Patrolman

There is always a need for order, and Patrolmen belong to one of the organizations that enforce it across the Imperium. Being steady under fire and learning how to detain suspects are important skills common to any Patrolman.

Bonuses

+10 Nv, +5 BS, Nerves of Steel, True Grit, Rock-Steady Aim

Pit Slave

Industry needs man power, and quite often, it will be indentured workers. Occasionally the slaves will rebel and escape, seeking a way to a better life.

Bonuses

+10 S, +5 T, Ambidextrous, Furious Assault, True Grit, Fearsome, Mutation

Psyker

A psyker is a powerful force. Whether rogue or sanctioned, they can offer an edge in any combat.

Bonuses

+10 Wp, +5 Sg, Familiar, Mutation
Special: Psychic Power – You may select more than one Psychic Power with your 3 bonus choices, but they must be from the same discipline.

Scavvy

The dregs of society struggle through their existence in the bowels of hive worlds. They need to be tough to survive the constant battle for the bare necessities of life.

Bonuses

+10 T, +5 WS, Furious Assault, True Grit,
Special: Mutation – Weak mutations tend to be filtered out of the scavvy population through natural selection. You may add or deduct up to 10 from your roll on the Mutations table.

Smuggler

Sharp wits and luck keep Smugglers a step ahead of the authorities. Knowing when to run is also another common trait to these shift individuals.

Bonuses

+10 I, +5 BS, +5 Sg, Dodge, Fast Draw, Heroic, Mutation

Tech

Educated humans are few and far between in the Imperium. Tech's are important for the knowledge they possess, far above that of the average citizen.

Bonuses

+10 Sg, +5 Nv, +5 I, Dodge, Medic

Trader

Traders run private businesses throughout the Imperium. They have the contacts and funds to gain access to many rare pieces of equipment.

Bonuses

+10 Sg, +5 Ld, Dodge, Fast Draw, Leader, Mutation

Zealot

Throughout the Imperium there are those prone to mob mentality and violent application of their beliefs.

Bonuses

+10 Nv, +5 WS, +5 S, Ferocious Assault, Force of Will, Word of the Emperor

Mutation

d100	Mutation
1-5	Rotting Flesh: Injuries are always moved up one level
6-10	Swollen Joints: -10 to I
11-15	Spines: Free additional attack, counts as a knife
16-20	Weak Organs: -10 to T
21-25	Foul Stench: -10 Ld, enemies with a sense of smell suffer -10 WS in close combat
26-30	Cyclops: Double range modifiers
31-35	Fearsome
36-40	Atrophied Muscle: -10 to S
41-45	Grossly Fat: -10 I, +10 T
46-50	Bestial: +15 S, Frenzy, -10 Sg
51-55	Leathery Skin: +10 to T
56-60	Extra Arm
61-65	Regeneration
66-70	Bulging Muscles: +10 to S
71-75	Reptilian: Armour 2 to all locations, -10 I if in cold location (30% chance each game)
76-80	Spit Acid
81-85	Animal Instincts: +10 to I
86-90	Slow Witted: -10 to I, Sg and Ld
91-95	Vampirism
96-100	Wyrd Power (random discipline and random power) or choose a mutation

Final Touches

When you have completed all of the above processes, you may add 2 Final Touches. These are +5 to a characteristic values. For a beginning character these must be used on separate values.

All you need to do now is come up with a name and a bit of history and you have a new completed character!

**Character Creation Example**

My leader has 4 fame points and recruits a follower using all of them, so I can go through the character creation process without any modifications. I begin by rolling for Characteristic Values and my new character ends up with the following profile...

WS	BS	S	T	I	Wp	Sg	Nv	Ld
48	33	48	42	35	36	58	34	56

I now call upon the Emperor's Blessing to re-roll 2 of my choices. I choose I and Nv, getting new values of 48 and 26 respectively (which I now have to take). My character's new profile is...

WS	BS	S	T	I	Wp	Sg	Nv	Ld
48	33	48	42	48	36	58	26	56

I now roll for my character's traits. I get Rock Hard and Gifted. The updated profile is now

WS	BS	S	T	I	Wp	Sg	Nv	Ld
48	33	48	47	48	36	63	26	56

The next thing to do is apply the character's background. He'll be coming from The Drip, so I'll make him a psyker. I'll now choose 3 of the Bonuses available to Psyker's to add to my character; the +10 to Wp, a power from the Biomancy discipline, Blood Boil, and a mutation. I'll add his equipment also; a sword, revolver and an open helmet.

I roll Grossly Fat for his mutation, not too bad, but not too great either. His updated stats are below...

WS	BS	S	T	I	Wp	Sg	Nv	Ld
48	33	48	57	38	46	63	26	56

Now the final touches. I'll add +5 to my character's toughness and willpower, resulting in the final profile below...

WS	BS	S	T	I	Wp	Sg	Nv	Ld
48	33	48	62	38	51	63	26	56

I'll name him Malthus Spine, a Nurgle worshipper from The Drip. A simple, quick process has now formed a rounded character with his own strengths and weaknesses (he's exceptionally cowardly, look at that Nerve value!).

Factions

Adeptus Arbites

Although Newpitt is a settlement on the frontiers of the Underhive, the Adeptus Arbites still need to have a presence to ensure a minimum of order. It's the last place a new Arbite wants to go and rather than risk a large group of officers with low morale, Glaython Smik, the Outpost leader, relies on locals to help him out. He's a hard man, and hopes he'll leave behind the legacy of cleaning up Newpitt, an almost impossible task. He is also a competent telepath, and he relishes any chance to interrogate prisoners.

Followers

Brawler, Gunslinger, Tech, Patrolman

Rivals

Glowtown, West Dustville, The Drip

Adeptus Mechanicus Explorators

Once word got to the Adeptus Mechanicus about a possible archeotech bounty in Newpitt, they began sending Explorator Teams to investigate. Vast pumps send toxic gases throughout the atmosphere as their machinery is put to work on constructing a permanent facility that they can operate from. Once any archeotech is brought to the facility, Techpriests and other hirelings (such as Imperial Antique Collectors and Students of History) study the objects before they are packed away and sent to a larger Adeptus Mechanicus Compound up-hive. Servitors perform most menial tasks, however indentured workers also make up a large portion of the workforce.

The Explorator Teams are constantly under attack when carrying their precious cargo and an air of suspicion clouds their dealings with most of the other areas of Newpitt. Magos Alexia Brim has ordered the waste from the facility to be pumped into a river, the same one that East Dustville uses for its water stills. The conflict has almost resulted in violence as the Duster's claim that the waste is too strong for their stills to filter completely.

Followers

Patrolman, Trader, Pit Slave, Tech

Rivals

Niberium Group, East Dustville, West Dustville



The Light of His Holy Grace

An original settler of East Dustville, Akton Skoll, now known as The Humble Flame of the God-Emperor's Mercy (or The Humble One for short), began preaching against sin in Dustville many years ago. He was shocked to find the Pleasure Palace of West Dustville employing scavvies (first-hand) and turned to Imperial authorities and the Ecclesiarchy to shut the place down. However, due to the shifty dealings of the owner, the corrupt authorities wouldn't shut the sinful place down and it continues to corrupt the weak minds of Dusters to this day.

The Humble One gains many members for his cause from East Dustville and Glowtown who take heed to his preaching. The Light of His Holy Grace has formed a formidable mob and has adopted many creeds of The Redemptionist Crusade.

At one time or another The Light of His Holy Grace has targeted every Faction in Newpitt. Those seeking to belittle the 'Graceful' call them 'Fire Bugs'. The Arbites know they have to keep them onside as they are constantly offering leads on illegal activities and the Niberium Group has offered many funds to The Humble One to continue his cause (as long as he directs it away from Niberium's company).

Followers

Brawler, Zealot, Agitator, Noble

Rivals

Adeptus Mechanicus Explorators, West Dustville, The Drip

East Dustville

East Dustville is a relatively safe place where travelers can find a place to stay and fill their bellies. Annoyed by the term 'Dusters' which they believe should only be applied to the riff-raff of West Dustville, the East Dustvillians carry on their existence as quietly as possible. Aunty Borghan, the old Mayor and brilliant surgeon, has notified the Arbites about the pollution of their river by the Adeptus Mechanicus. Nothing has been done however, as the Mechanicus seems to be above Imperial law. The gangers from Glowtown also make quite a nuisance of themselves in East Dustville and, after a few violent robberies, anyone wearing gang colours and clothing is automatically barred from entering.

Followers

Entertainer, Gunslinger, Tech, Zealot

Rivals

Adeptus Mechanicus Explorators, Glowtown, West Dustville.

West Dustville

This is the seedy area of Dustville where shifty deals and illicit activities go on without (much) fear of Imperial interference. Madame Queljane, rumoured to be an escapee from a Black Ship and a powerful psyker, runs the Pleasure Palace. There are also rumours about her concealing a mutation that causes her to feed on the living. There is an intense hatred between her and Auntie Borghan of East Dustville, and they try to make life as difficult as possible for each other.

Followers

Brawler, Entertainer, Smuggler, Psyker

Rivals

Adeptus Arbite's, East Dustville,
The Light of His Holy Grace

Niberium Group

Operating under Guild Aten, Maxilla Niberium has brought his enterprise to Newpitt hoping to secure the riches that await anyone who can gain a piece of archeotech. Less well equipped than the Explorator Teams, and considered trespassers on the Adeptus Mechanica claim, Niberium's hirelings have come under frequent ambushes when carrying valuables away from The Hole. Niberium believes the Adeptus is behind the sabotage, hiring Glowtown gangers to interfere in his business. To counter this, Niberium has begun construction of an armoured bridge that runs through The Drip and straight into The Hole, affording his followers (and cargo) with much more protection. However, the manpower that is needed is immense, and Niberium has begun to rely on slave labour to complete his objectives.

The Drip has a deep hatred and fear of anyone bearing the corporate logo of the Niberium Group. This is because they are often the targets of slavers as no one will miss them amongst the wider population of Newpitt. The filthy, sub-human Drippers often launch raids into the compound, looting storehouses for food. This further increases the hatred between the two factions.

Followers

Pit Slave, Tech, Trader, Noble

Rivals

Adeptus Mechanicus Explorators, Glowtown,
The Drip



The Drip

Scavvy communes once survived in the vast metal wasteland of The Hole, though the hivequake forced many of them to relocate closer to the centre of Newpitt. The Drip is named because the constant falling of waste from the Hive above collects here, resulting in a swampy cesspool that covers the ground. Those who live here are known as Drippers. The hivequake also ruined most of their fungus farms and has destroyed their trade and food sources. Some have turned to raids and looting, but the Scavvy King, Gorgeous Jorge, has ordered his followers to try to keep violence to a minimum and concentrate on re-building the farms.

Many times has the Light of His Holy Grace come into The Drip with their misguided beliefs and burning flames. Gorgeous Jorge has welcomed any escaped Pit Slaves into The Drip as long as they help protect the communes. His message of sanctuary has reached the ears of the slaves in the Niberium Group, and has given them a ray of hope in their drudgery.

Followers

Scavvy, Pit Slave, Psyker, Agitator

Rivals

Adeptus Arbite's, The Light of His Holy Grace,
Niberium Group

Glowtown

Glowtown was originally part of Dustville, but a large part of it eroded and sunk into a glowing chem-pit, hence the name. Most of the inhabitants re-settled in Dustville, but those who stayed put their shelters on stilts and continued living above the toxic ooze. The gangs have moved into the now lawless area. The Arbites resist venturing into the place, as trapped supports and ambushes can send them into the chem-pit in an instant. No one controls Glowtown, and chaotic anarchy reigns amongst the vast suspension bridges.

A sort of trade has built up over time with the inhabitants of The Drip, mainly revolving around stolen goods that the Gangers steal for the food that's produced on Dripper fungus farms. Races between old vehicles are the main form of entertainment going on in Glowtown, but there isn't much room for a decent track. Racing on the suspension bridges over the chem-pit are reserved for important (and dangerous) events, so for practice the gangers test their skills by racing through East Dustville. Part of the challenge is evading the Arbites and Dusters who try to stop them (though running through as many as possible can be the main goal of the more violent gangs).

Followers

Brawler, Agitator, Gunslinger, Smuggler

Rivals

Adeptus Arbite Outpost, Niberium Group,
East Dustville

The Hole

The Hole is broken into 8 sectors, as described on the Newpitt Map. The Hole is said to contain vast amounts of lost archeotech, extremely valuable for a number of reasons. Every prospector hopes to find some and become rich enough to escape their weary lives. By controlling a sector and exploring it, a leader will have the possibility of finding some precious archeotech.

To control a sector, a leader will have to force its present owners off. In the beginning stages of the campaign the owners will be mutie creatures or barbaric scavvy tribes, but your fellow players and members of other Factions will soon start taking over.

If you select a sector that isn't controlled by a fellow player's warrior band, roll on the table below to determine who has moved in. See Appendix 1 for the adversary's details. The resulting Adversary's will remain in that sector until they are removed by a player's warrior band.

d10 Adversary

1	3d3 Giant Rats
2	2d6 Ripper Jacks
3	2d6 Millipedes
4	d6 Prospectors
5	d3 Explorators
6	Scavvy Pack (2d3 Scavvies)
7	2d3 Mutie Dogs
8	2d3 Mutie Spiders
9	3d3 Plague Zombies
10	d3 Horrors

Note: The GM could roll for each sector before the players begin and work out the type of unwelcome guests inhabiting each sector.

After clearing the area (by winning the scenario), the warrior band may begin to explore for archeotech. If your warrior band wins the game, roll a d100 on the table below. You may add 1 to the roll for each follower you have. This represents the extra eyes and ears watching your leader's back. You may also add or deduct an amount equal to your leader's Sagacity divided by 20. This represents his knowledge in knowing what to look for.

For any results that require a Sagacity test, you may use your leader's or the value of one of your followers.

Exploration Table

d10	Result														
1-10	No Luck <i>You don't find anything</i>														
11-15	Sink Hole <i>d3 of your followers must pass Initiative tests, or they fall into the hole and are never seen again.</i>														
16-20	Rad Field <i>Randomise a member of your warrior band to make a T test. If he fails then he develops a random mutation. Roll on the mutations table.</i>														
21-25	Dead Explorer <i>Roll a d6 to see what you can loot:</i>														
	<table> <tr> <th>d6</th><th>Loot</th></tr> <tr><td>1</td><td>Infra scope</td></tr> <tr><td>2</td><td>Data Slate (add or deduct up to 5 on next roll on Exploration Table)</td></tr> <tr><td>3</td><td>Medi-pak</td></tr> <tr><td>4</td><td>Filtration Plugs</td></tr> <tr><td>5</td><td>d3 Haywire Grenades</td></tr> <tr><td>6</td><td>Explorer Suit (Full suit of mesh armour with Gas Mask)</td></tr> </table>	d6	Loot	1	Infra scope	2	Data Slate (add or deduct up to 5 on next roll on Exploration Table)	3	Medi-pak	4	Filtration Plugs	5	d3 Haywire Grenades	6	Explorer Suit (Full suit of mesh armour with Gas Mask)
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2	Data Slate (add or deduct up to 5 on next roll on Exploration Table)														
3	Medi-pak														
4	Filtration Plugs														
5	d3 Haywire Grenades														
6	Explorer Suit (Full suit of mesh armour with Gas Mask)														
26-30	Broken Close Combat Weapon <i>You find an old malfunctioning weapon, roll on the table below. To get it working pass a Sg test with a -10 modifier.</i>														
	<table> <tr> <th>d6</th><th>Loot</th></tr> <tr><td>1</td><td>Chainblade</td></tr> <tr><td>2</td><td>Chainweapon (randomize)</td></tr> <tr><td>3</td><td>Shock Maul</td></tr> <tr><td>4</td><td>Electro-Flail</td></tr> <tr><td>5</td><td>Power Sword or Axe (randomize)</td></tr> <tr><td>6</td><td>Power Fist</td></tr> </table>	d6	Loot	1	Chainblade	2	Chainweapon (randomize)	3	Shock Maul	4	Electro-Flail	5	Power Sword or Axe (randomize)	6	Power Fist
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2	Chainweapon (randomize)														
3	Shock Maul														
4	Electro-Flail														
5	Power Sword or Axe (randomize)														
6	Power Fist														
31-35	Spore Cave <i>Make a T test for everyone in your warrior band. If they fail then in the next scenario they must pass a T test at the beginning of each their turns. If they fail they suffer the effects of Choke as the spores haven't quite left their system.</i>														
36-40	Broken Gun <i>You find an old malfunctioning gun, roll on the table below. To get it working pass a Sg test with a -15 modifier.</i>														
	<table> <tr> <th>d6</th><th>Loot</th></tr> <tr><td>1</td><td>Needle Rifle</td></tr> <tr><td>2</td><td>Bolter</td></tr> <tr><td>3</td><td>Flamer</td></tr> <tr><td>4</td><td>Assault Cannon</td></tr> <tr><td>5</td><td>Heavy Bolter</td></tr> <tr><td>6</td><td>Lascannon</td></tr> </table>	d6	Loot	1	Needle Rifle	2	Bolter	3	Flamer	4	Assault Cannon	5	Heavy Bolter	6	Lascannon
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2	Bolter														
3	Flamer														
4	Assault Cannon														
5	Heavy Bolter														
6	Lascannon														
41-45	Ruined Supports <i>While searching a ruined structure one of the supports gives way and debris falls around your heads. Randomise d3 members of your warrior band. They will need to take a T test or miss the next game due to injuries.</i>														



46-55 Creatures

You disturb some creatures and decide to run, rather than waste ammo. Each character in your warrior band must pass an I test or they can't escape them. Roll on the following table and in the next scenario the creatures come on from your table edge in the second turn.

d6	Creatures
1	d6 Giant Rats
2	d6 Ripper Jacks
3	d3 Mutie Dogs
4	d3 Mutie Spiders
5	d3 Plague Zombies
6	Horror

56-60 Rogue Psyker's Hideout

You find an old abandoned camp. Roll on the table below to see what you find. To realize you have a stumbled upon such rare equipment make a Sg test with a -20 modifier. If you fail then you pass the object over, not realizing its worth. A character with psychic powers will automatically pass the test.

d6	Loot
1	Pentagrammic Wards
2	d3 Doses of Spook
3	Force Weapon (randomise)
4	Daemon Weapon (Daemoniac Servant-randomise power)
5	Daemon Weapon (Lesser Daemon-randomize powers)
6	Hexagrammic Wards

61-65 Smuggler's Body

Roll a d6 to see what you can loot:

d6	Loot
1	d3 Blind Grenades
2	Web Solvent
3	d3 doses of Spur
4	d3 doses of Spook
5	Refractor Field
6	Needle Pistol

66-70 Toxic Cloud

A green fog envelops you warrior band. Make a T test for each one. If they fail then in the next scenario they must pass a T test at the beginning of each turn. If they fail they must roll on the Hallucinogen Effects Table.

71-75 Broken Armour

You find an old piece of Armour, roll on the table below. To get it working pass a Sg test with a -20 modifier.

d6	Loot
1	Suppression Shield
2	Mirror Shield
3	Storm Shield
4	Refractor Field
5	Conversion Field
6	Power Armour

76-80 Ambush

D3 of your followers have been caught in an ambush. Randomise which ones. They may not participate in the next game as they heal their injuries.

81-85 Beast's Lair

Make a Ld test at -20 to force your followers to enter the stinking hole. It's only bats and you might find something valuable in the debris.

d6	Loot
1	Motion Tracker
2	Gas Mask
3	Closed Helmet with built-in Infrascop
4	Flamer
5	Chainsword
6	Mesh Armour for chest and abdomen.

86-90 Slaughtered Explorers

Roll d3 times on the following table to see what you can loot:

d6	Loot
1	Heavy Stubber
2	Closed helmet
3	Long Rifle
4	Data Slate (add or deduct up to 5 on next roll on Exploration Table)
5	Refractor Field
6	Full Suit of Carapace Armour (not including helmet)

91-95 Data Storage Compound

You find some old equipment that might give details about the areas past, if you can find a way to get it working. Make Sg test. If you pass then you can add or deduct the difference from your next roll on the Exploration Table

96-100 Archeotech Stash

Add d3 pieces of archeotech to your leader's treasury.



Archeotech

For each piece of archeotech your leader has he gains 2 fame points which can never be lost whilst he has the archeotech in his possession.

Archeotech is advanced or alien technology, far beyond the understanding of the average citizen. Therefore, although it looks fancy, it's generally better to sell it. Archeotech can be traded in to the Adeptus Mechanicus, The Niberium Group, Smugglers or any other dealers for quality items. Roll a d6 and add the amount of archeotech you plan to trade. Consult the following chart to determine what is available to you. You can also accept any result below what you roll. So if you end up with 6, you may gain a piece of equipment from any results from 2 to 6.

Result	Equipment
2	D3 Rare Grenades, Combat Stims or Other Equipment
3	Rare Ranged Weapon or Armour
4	Rare Close Combat Weapon or Bionics
5	D3 Exotic Grenades, Bionics or Combat Stim
6	Exotic Force Field or Other Equipment
7	Exotic Close Combat Weapon
8	Exotic Ranged Weapon
9	D3 Legendary Grenades, Force Field or Bionics
10	Legendary Ranged, Close Combat Weapon or Power Armour

See the Ready Reckoner section of the Inquisitor rules for definitions of what is a Rare, Exotic etc piece of equipment

Character Advancement

In each scenario designate how many experience points your characters will get for completing specific goals. Guidelines for giving out experience and advancing characteristics can be found in the 'Additional Rules' section of the Inquisitor rulebook. Note that your followers will gain experience just like your leader, but will never gain fame. If your leader dies, you may make one of his followers the new leader and retain the other members of the warrior band. The new leader will now gain fame as if he had just started in Newpitt (including the fame from his leadership statistic).

Wargear and equipment can be found in The Hole or can be bought with Archeotech. We also use a system whereby you can purchase a piece of common equipment or flak armour at a cost of 2 experience points each. We rule that a leader can use his experience on his followers (eg buying them flak armour), but followers can only spend it on themselves.

Carbine watched the dancer in front of him with a bored look on his face. Malthus was meeting some smuggler here, but neither had shown up yet. As Carbine raised the glass to his mouth, it slipped and hit the bar, the brown liquid splashing over his pants. Carbine cursed and ordered another drink.

He flexed his new metal fingers, they'd take a bit of getting used to he figured. He wasn't sure of Malthus to begin with. The fat, flaky skinned outsider had unnerved him the first time he blew into West Dustville. However, Malthus could definitely handle himself in a fight, taking care of two Arbites that had tried to bring Carbine's pal in for questioning. So he owed Malthus and went with him into The Hole, where the damn mutie spider bit off his arm.

Carbine thought Malthus was a good guy though, someone he could rely on in when things got messy. Malthus even paid for his new arm, though they didn't find anything in The Hole. They will soon though. Carbine assured himself that if he stuck with Malthus, they'd get some real loot to sell off, and Carbine could afford to live in one of those nice places Up-Hive.



Injuries

Your character will no doubt come across many combats over time and ongoing injuries will plague your warrior eventually.

During the course of a game note if your character gets an Acute or Crippling injury. After the game roll a d10 on the following applicable tables to determine any ongoing injuries your character will suffer. Add an extra 1 to the roll if the location was Crippled.

Head

d10	Injury
1	Full Recovery <i>No ongoing injuries</i>
2	Horrible Scars <i>Your character now causes fear</i>
3	Smashed Mouth <i>Your character gains a speech impediment. -15 to leadership.</i>
4	Ear Severed <i>Randomise which ear. Detection tests using listening are at -30. A bionic ear will cure this.</i>
5	Nervous System Damaged <i>-10 to Initiative and -15 to Nerve. A bionic brain will cure this.</i>
6	Screw Loose <i>Roll a d10 at the beginning of each of the character's turns. 1-5: Roll on the Hallucinogen Effects Table and apply the results; 6-10: Frenzied for that turn. A bionic brain will cure this</i>
7	Blinded <i>Randomise which eye. Range modifiers are doubled. A bionic eye will cure this. If a character has both eyes blinded he can't participate in games unless he comes up with a good excuse (has the Detect psychic power...).</i>
8	Brain Damage <i>-20 to BS, I, Wp, Sg and Ld. A bionic brain will cure this.</i>
9	Severe Brain Damage <i>-30 to WS, BS, I, Wp, Sg and Ld. A bionic brain will cure this</i>
10	Paralyzed <i>Your character is paralyzed from the neck down. Consult your GM about what is necessary should you want to continue with your character.</i>
11	Dead <i>Your character was already dead! Why are you rolling?</i>

Abdomen

d10	Injury
1-2	Full Recovery <i>No ongoing injuries</i>
3-4	Infected Wound <i>Fluids have escaped from damaged organs and slosh through your character's body. Roll 2d10 and deduct that amount from S, T and I for the next d3 games as your character recovers.</i>
5-6	Intestines and Stomach Rupture <i>Your character counts as having the Foul Stench mutation. A bionic digestive tract will cure this.</i>
7	Damaged Digestive System <i>Your character can't process food properly. Reduce S and T by 10. An average bionic digestive tract will cure this.</i>
8	Damaged Liver <i>You character can't process toxins in the bloodstream. When testing to overcome gas, toxins or viruses, toughness is reduced by 30. An average bionic liver will cure this.</i>
9	Ruptured Spleen <i>Sever pain affects your character until a surgery can be performed by a competent physician (-20 to I, GM to determine how to find a competent physician). After the surgery, some of the spleen will be removed and affect your character's immune system. When testing to overcome gas, toxins or viruses, toughness is reduced by 40. An average bionic spleen will cure this.</i>
10	Spine Damage <i>Your character is paralyzed from the waist down. A pair of advanced bionic legs will cure this.</i>
11	Dead <i>Your character dies painfully with her guts across her knees and strewn across the hard, cold ground.</i>



Groin**d10 Injury**

- 1** Full Recovery
No ongoing injuries
- 2-4** Embarrassing Injury
Your character suffers -10 to his leadership as the news of his humorous wound circulates.
- 5-6** Infected Wound
The wound turns black from infection. Roll 2d10 and deduct that amount from T and I for the next d3 games as your character recovers.
- 7-8** Recurring Pain
Before your character makes an attack in close combat, make a toughness test. If he fails, he aggravates his injury and may not attack. This lasts for d10 games while he heals.
- 9** Intense Pain
Your character's Weapon Skill and movement is reduced by half until he undergoes surgery requiring advanced bionics.
- 10** Broken Hip
Your character cannot run, evade or sprint until he receives surgery involving advanced bionics.
- 11** Dead
Passed out from pain, his last breath wheezes from his body as the dust settles around the corpse.

Chest**d10 Injury**

- 1-2** Full Recovery
No ongoing injuries
- 3-4** Broken Ribs
Deduct 2d10 from your character's toughness for the next d3 games as your character heals
- 5-6** Infected Wound
The wound turns black from infection. Roll 2d10 and deduct that amount from T and I for the next d3 games as your character recovers.
- 7** Cracked Collar Bone
Deduct 3d10 from your character's toughness for the next d6 games while your character heals.
- 8** Damaged Lungs
Whenever your character evades, runs, sprints, or makes an attack in close combat, take a Toughness Test. If she fails she must spend his next 2 actions recovering her breath and may only walk or crawl. Bionic lungs will cure this.
- 9** Weak Heart
Whenever your character engages in an activity that increases her heart rate, she may suffer from an attack. Make a Toughness test whenever the character is attacked in close combat or takes a Nerve test. If she fails she suffers System Shock. A bionic heart will cure this.
- 10** Spine Damaged
Your character is paralyzed from the waist down. A pair of advanced bionic legs will cure this.
- 11** Dead
Your character drops to her knees, a trickle of blood escaping from her mouth. She then slumps forward, dead.



Arm

Randomly determine which arm

d10 Injury

- 1-2 **Full Recovery**
No ongoing injuries
- 3-4 **Infected Wound**
An infection has crept into the wound. Roll a d10 and deduct that amount from S for the next d3 games as your character recovers.
A bionic arm will be lightly damaged, pass a Sagacity test to repair it.
- 5-6 **Bloody Ruin**
The muscles or bone have been severely damaged. Deduct d6x5 Strength. A bionic arm will cure this.
A bionic arm will be damaged, pass a Sagacity test with -10 modifier to repair it.
- 7-8 **Severed Fingers**
Roll a d5 (d10 divided by 2) and deduct that amount of fingers from the hand. Deduct d10 WS and re-loading a gun takes an additional action. A bionic arm will cure this.
A bionic arm will be severely damaged, pass a Sagacity test with -15 modifier to repair it.
- 9 **Severed Hand**
The arm has been severed across the forearm. You may strap a Reach 1 or 2 weapon to it. A bionic hand will cure this.
- 10 **Severed Arm**
The arm has been severed above the elbow. A bionic arm will cure this
- 11 **Dead**
Your character's arm is ripped from his body. A torrent of blood spurts from the wound and he dies in a deep, red puddle.

Leg

Randomly determine which leg

d10 Injury

- 1-2 **Full Recovery**
No ongoing injuries
- 3-4 **Infected Wound**
An infection has crept into the wound. Roll a d10 and deduct that amount from T and I for the next d3 games as your character recovers.
A bionic leg will be lightly damaged. Movement is reduced by 1. Pass a Sagacity test to repair it.
- 5-6 **Bloody Ruin**
The muscles or bone have been severely damaged. Movement is reduced by d3 yards (your character will always be able to move at least 1 yard), and the character may never sprint.
A bionic leg will cure this.
A bionic leg will be damaged. Movement is reduced by half. Pass a Sagacity test with -5 modifier to repair it.
- 7-8 **Smashed Knee**
Character's movement is reduced by half. A bionic leg will cure this.
A bionic leg will be severely damaged. Leg doesn't function properly, character can move max d10 yards per action. Pass a Sagacity test with -10 modifier to repair it.
- 9 **Severed Shin**
The leg has been severed across the shin. A peg-leg may be attached, resulting in movement being reduced to half. A bionic leg will cure this.
A bionic leg will be destroyed.
- 10 **Severed Leg**
The leg has been severed above the knee. Character can only walk and needs one arm free for a crutch. A bionic leg will cure this.
A bionic leg will be destroyed.
- 11 **Dead**
Your character's leg is ripped from her body. A torrent of blood spurts from the wound and she dies in a deep, red puddle.



Appendix 1 **Newpitt Bestiary****Beast Special Abilities****Flyer**

The creature ignores terrain when moving and never takes falling damage

Poisonous

If you kill a poisonous creature then you may spend 2 actions removing its venom glands. You now have one dose of toxin, described in the creature's description.

Wall Walker

The creature can move up and down walls as if they were horizontal.

Small Beasts

The small beasts detailed below should be treated in a similar way to Cyber Mastiffs and always dodge rather than parry. They only have one location to injure (use chest injury chart) and are dead if it becomes crippled.

Giant Rat

Normal rats are common enough amongst the refuse of Newpitt. It's the large, mutated varieties that are dangerous.

Equipment: Teeth (count as knife)

Special Abilities: Dodge

WS	BS	S	T	I	Wp	Sg	Nv	Ld
42	0	28	32	63	7	2	14	18
Speed	Base Injury	System Shock	Consciousness					
4	3	6	16					

Ripper Jack

Gliding through the dark, Ripper Jacks can entangle warriors in their leathery wings as they suck their blood.

Equipment: Wings and fangs (count as knives coated in Choke)

Special Abilities: Vampirism, Flyer

WS	BS	S	T	I	Wp	Sg	Nv	Ld
48	0	12	28	92	13	3	23	31
Speed	Base Injury	System Shock	Consciousness					
6	3	6	14					

Millipede

These creatures infest ruins, feeding on carrion and they can become very aggressive when their nests are disturbed.

Equipment: Poisonous Fangs (knives coated in Stun) Bony Carapace (armour 2 on all locations).

Special Abilities: Poisonous (Stun), Wall Walker

WS	BS	S	T	I	Wp	Sg	Nv	Ld
42	33	38	39	36	18	1	34	56
Speed	Base Injury	System Shock	Consciousness					
3	4	8	20					

Mutie Dog

Canines with slaver jaws run in packs through the wasteland, attacking when they outnumber their prey.

Equipment: Powerful jaws (count as Short Sword)

Special Abilities: Furious Assault

WS	BS	S	T	I	Wp	Sg	Nv	Ld
53	0	56	51	61	19	2	38	33
Speed	Base Injury	System Shock	Consciousness					
4	5	10	26					

Mutie Spider

Creatures of nightmare, chittering hordes of giant spiders lurk in webs or hunt across the dust, searching for prey.

Equipment: Web gland (web pistol), Spider fangs (knife coated in Stun toxin), Thick carapace (Armour 4 on all locations).

Special Abilities: Fearsome, Poisonous (Stun), Wall Walker

WS	BS	S	T	I	Wp	Sg	Nv	Ld
48	36	48	62	78	24	1	41	34
Speed	Base Injury	System Shock	Consciousness					
5	6	12	31					

Humanoids

The following are treated just like characters in terms of applying injuries. If they have equipment then they can be looted. We use a system where unconscious or dead characters remain on the table until the recovery phase and any piece of their equipment can be looted by a character in base to base contact. It generally will take 1 action to take a piece of equipment.

Prospectors

Citizens flock to Newpitt from all corners of the Underhive, you're one of them. When you're in The Hole it's generally best to shoot first then ask them what they were doing on your claim later.

Equipment: Stubber, Necromunda pattern lasgun and club

Special Abilities: None

WS	BS	S	T	I	Wp	Sg	Nv	Ld
47	42	48	38	37	36	47	49	41
Speed	Base Injury	System Shock	Consciousness					
3	4	8	19					

Adeptus Mechanicus Explorator Team

The Adeptus Mechanicus sends out well trained Explorator Teams into the depths to investigate areas of interest. They don't tolerate interference with their studies.

Equipment: Webber, Laspistol, Chainsword, Closed helmet with Infrascopes, Carapace armour on Chest, Mesh armour on all other locations, MediPak.

Special Abilities: Medic

WS	BS	S	T	I	Wp	Sg	Nv	Ld
52	67	48	52	41	46	73	53	67
Speed	Base Injury	System Shock	Consciousness					
3	5	10	26					

Scavvy Pack

Scavvies are the dregs of society, foraging in the refuse of the Underhive. A spot of cannibalism isn't above them so any prospector must be constantly on their guard in scavvy territory.

Equipment: Revolver, Club

Special Abilities: Random mutation

WS	BS	S	T	I	Wp	Sg	Nv	Ld
59	36	48	62	46	46	63	34	56
Speed	Base Injury	System Shock	Consciousness					
3	6	12	31					

Plague Zombie

Brainless victims of a mysterious neurone plague shamble through the darkness of The Hole. The real danger is that a zombie's tearing nails and teeth can pass on the disease.

Equipment: Rending teeth (count as knife)

Special Abilities: Fearsome, Zombie Shuffle (Plague Zombies may never evade or sprint and never dodge or parry), Brain-Dead (Counts as having the 'Invulnerable' deamonic power), Plague Carrier (every time a character is wounded by a Zombie make a toughness test. If he fails roll on the table below after the game)

d6	Result							
1	Zombie! The character is infected and becomes a plague zombie, roll a d6: 1-3: The character succumbs to the plague in the middle of the next scenario if he rolls a 1 in any of his action rolls. It moves and attacks the closest living creature. 4-6: The character shambles off into the wastes.							
2-5	Sickness: The character feels ill and weak for days and must miss the next scenario.							
6	Clear: No symptoms, the character is clear							
WS	BS	S	T	I	Wp	Sg	Nv	Ld
41	0	62	43	23	0	0	150	0
Speed	Base Injury	System Shock	Consciousness					
2	4	Never	Never					

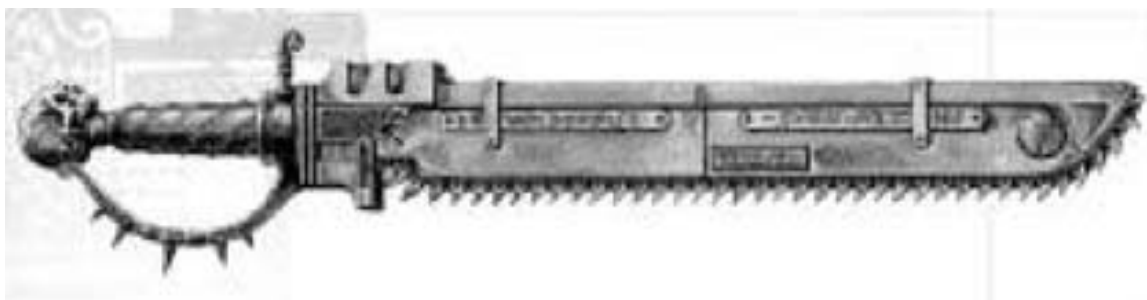
Horror

Some creatures in The Hole are so mutated that they defy explanation. After a period of time, certain mutant strains stabilise into a recognisable species. One of these is known as the Horror, and it's attacks against Dropper communes are frequent and bloody. No one knows what they originally mutated from, but one thing is for certain, they are always hungry.

Equipment: Scaly carapace (armour 6 on all locations), Electrifying tentacles (Neural whip)

Special Abilities: Large target, Terrifying, Random mutation, Cowardly (Surprisingly, Horrors will retreat if they suffer too much pain. After their first test for System Shock, a Horror must take a leadership test in the Recovery phase. If it fails then it will attempt to move off the table edge for that turn).

WS	BS	S	T	I	Wp	Sg	Nv	Ld
69	33	138	189	63	33	2	43	48
Speed	Base Injury	System Shock	Consciousness					
4	19	38	95					



Appendix 2 Campaign Example

Malthus Spine arrives in Newpitt. His leadership is 56, so he starts with 2 fame points ($56/25=2.24$). The Pleasure Palace in West Dustville is to his liking so he decides to visit that area first. Malthus' leadership is 56, so he can recruit an additional 2 followers (56 divided by 20 is 3, which will be his warrior band limit until he raises his leadership). He is also a psyker, so he gets an extra fame point while recruiting from West Dustville.

Malthus has to decide whether to use his 3 fame points to get 2 novice thugs, or a single thug that's only slightly better. Malthus gets the 2 novices (as he's a steadfast believer in superior numbers carrying victory). After working out the details for Morgue and Pokeye (being characters at fame Cost 1 and 2, he consults the Fame Cost-Modification table on pg4 and generates their stats). When choosing equipment for them Malthus can only select from common items. He chooses short swords for both of them and gives Morgue an autopistol and Pokeye a Necromunda Pattern Lasgun. He gives up their third weapon choice to cover their chests with flak armour. With his warrior band sorted, Malthus must decide whether to gain some fame, or risk venturing into The Hole with his inexperienced thugs. He decides to help out West Dustville to increase his fame.

The Adeptus Arbites have decided to take in a Duster for questioning and Malthus sees this as an opportunity to gain some recognition for himself. Malthus cuts down an Arbite personally, while Pokeye covers him and Morgue protects the wanted criminal, resulting in the Arbites retreating from West Dustville. Malthus' warrior band killed one Arbite and saved the criminal, so Malthus is rewarded with 3 fame Points and 3 Experience Points (xp's) from the GM. Malthus now has 6 fame Points, and he decides to keep his XP. He gains an entertainer for 3 points, Sasha, and rolls her stats. Malthus' maximum warrior band size is 3 though, so he must drop one of his thugs. He decides to drop both and gain a smuggler at a fame Cost of 3, Carbine. Sasha and Carbine's combined fame Cost is 6, which equals Malthus fame total. Malthus sets off to The Hole to find some artefacts that might grant him a bargaining chip to gain esoteric knowledge of his patron god.

Arriving at the South-Western Sector, they find no sign of intelligent life. As they begin to dig through the metal junk piles, Sasha hears a strange clicking sound on the steel pylons above them. The 3 mutie spiders then attack (Malthus had rolled an 8 for his adversary). Using his psychic powers, Malthus manages to keep the spiders off him, and Sasha evades them with her agility, however Carbine isn't so lucky. The spider's crawl back to the holes they came from... with Carbine's arm. Malthus retreats back to West Dustville.

As Malthus' warrior band didn't take control of the sector, they don't get to roll on the exploration table. Malthus also didn't gain any fame, which means he must lose some. His current fame level is at 6, which

means he loses d3 fame points. He rolls a 2, so Sasha (fame Cost 3) leaves him to join someone who's not stupid enough to be ambushed by mutie spiders. Carbine's arm is gone (he rolled badly on the Injuries table) and he got 1 experience point for fighting a round of close combat, but nothing else. Malthus has built up enough experience (3 in the first scenario, 2 for the last) to afford a common piece of equipment which only costs 2. He decides to spend it on Carbine, getting him a crude bionic arm.

Malthus has heard The Light of His Holy Grace preaching through the streets of Dustville and he doesn't like it. He decides to win some favour from the Madame by assassinating this loud mouth. Malthus sets out with Carbine to East Dustville and Carbine takes aim at the preacher on his soapbox. It's a headshot and Malthus and Carbine run from the enraged mob, managing to escape back to West Dustville. It's an extra 3 fame Points for Malthus (1 for injuring the preacher, 1 for killing him and 1 for escaping from the mob unharmed).

Malthus feels he needs a tough guy when things get close. He approaches the Niberium Group to recruit a Pit Slave. His fame has reached the ears of the Niberium Group, and Malthus passes the interview to join the corporation (on one condition; the Fire Bugs don't see him working for them). He's granted a Pit Slave (3 fame cost) to explore The Hole and return with any important information.

Malthus journeys with Carbine and M-126 (his new Pit Slave) back to the South-Western Sector. He finds the spiders rooting around and gives the order to attack. After the bloody battle, Malthus comes out the victor. He gains a fame point for clearing the sector as well as some xp's. Now he can explore the sector at his leisure. He rolls a 34 on the Exploration Table, resulting in a Spore Cave. Not wanting to risk this, he adds the extra 2 from his two followers and an extra 3 for his Sagacity bonus for a result of 39: Broken Gun. He rolls on the loot table and gets a 1, Needle Rifle! He'll now see if he can get it working. His Sagacity is the highest in the warrior band so he makes a sagacity test on his own profile, deducting the 15 points from his sagacity. The dice come up 54, not enough with the reduced sagacity. However, it's better than an injury from a spore cave.

Malthus goes back to the Niberium Group Compound to decide what his next course of action will be.

Note that throughout this, Malthus may have been forced to participate in scenarios chosen by opponents. If other players in the campaign chose to fight against factions such as West Dustville or the Niberium Group, then Malthus' warrior band would be the adversary's.

