



Lucretia Bravus

The world of Gabrydon has been torn apart by brutal and bloody civil war for nearly seven hundred years. Throughout the reigns of over one hundred Imperial Commanders, dissident guerrilla forces have waged a constant terrorist war against the Emperor's servants. The original reasons for the insurrection have been long forgotten but the bitter fighting continues unabated.

Gabrydon is a cold world, with polar ice caps that extend two thirds of the way to the equator. Mineral-rich rivers flow beneath the ice, and harvesters traverse the cold wastes grinding through the permafrost and leeching out this wealth. Several hive worlds and the forge world of Strathrax Fort require regular supplies of the minerals provided by Gabrydon to produce weapons and machinery for the Imperial Guard and other organisations. The Brotherhood of Deliverance guerrillas, offspring of centuries of anti-Imperial hatred, regularly attack these harvesters from their fastnesses in caves deep within the expanse of snow. These attacks are merciless. Centuries of war mean that no quarter is asked and none given. Traditionally, the Imperial Commander's forces have responded in kind, slaying any they find breaking the planet-wide curfew and defending the harvester convoys to the last man.

This changed roughly ten years ago, when Imperial Commander Vasten, descended from the original settlers of Gabrydon, was ousted

and executed by the Adeptus Terra for incompetence (along with his immediate family). This followed an Inquisitorial review of the Gabrydon situation, and a new Imperial Commander, an off-worlder approved by the Inquisition, was put in place to deal with the problem. The new ruler, Imperial Commander Astilles, was given an ultimatum: he had twenty years to put down the rebellion or face a similar fate to his predecessor.

After spending some time with Inquisitorial and planetary defence advisors, Astilles realised that much of the problem was the endemic bitterness between the two sides. The policy of 'no prisoners' meant that, far from rooting out the terrorists, his forces were merely reacting to attacks. Astilles wanted to take the offensive, but to do this he required intelligence about the enemy. Thus hunt-teams were formed to capture Brothers of Deliverance for interrogation. All but a few native Gabrydons were incapable of even grasping the concept of capturing such detested foes, and Antilles looked further afield. He originally brought in five hundred Royal Guard from his home world of Karox, and this has subsequently swelled to a force of nearly three thousand hunt-team members.

Lucretia Bravus came to Gabrydon in the second draft of enforcers, some eight years ago. In that time she has risen from hunt-team trooper to leader. It was her job to locate enemy encampments, capture

prisoners for interrogation and, when necessary, detain Gabrydon commanders who impeded the hunt-teams in their duties.

That was until a year ago, at which point she was brought to the attention of Inquisitor Hammenstein after receiving a commendation for acting above the call of duty. Hammenstein was making an impromptu visit to assess the ongoing anti-guerrilla measures. Out in the wastes, Hunt-Team Leader Bravus had fallen prey to an ambush by the Brothers of Deliverance. She and her team had been following them after an ice-harvester assault, when they turned and attacked. Seriously outnumbered, the hunt-team put up a brave fight and drove the rebels off, but Lucretia was the only one to survive. Rather than heading for base, she went after the enemy survivors. For two hundred and fifty miles she tracked them across the tundra until she caught them during a blizzard. There were eight of them but this did not stop her, and using the cover of the snowstorm managed to capture three and kill the other five. She then escorted her prisoners a further one hundred and twenty miles to the nearest Gabrydon forces base and handed them over.

Impressed by this resilience, Hammenstein ordered Bravus to be seconded to his entourage when he left Gabrydon, and since then her skills have aided him in every investigation and battle he has participated in.

Hunt Team Leader Lucretia Bravus

Equipment: Pump action combat shotgun with 8 normal rounds and 5 scatter shells; shock maul; stubber loaded with dum-dum bullets; carapace armour on legs, chest and arms; full enclosed helm with re-breather and advanced auto-senses including bio-scanner; cyber-mastiff.

Special Abilities: Hipshooting; Subdue (see this month's Exterminatus); True Grit.

Left Handed: Bravus is left-handed.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Bravus	74	68	59	61	65	77	79	75	78

