

A vicious killer from the mean streets of Hive Primus on Necromunda, Damian Bloodhound fell from being one of the Emperor's loyal servants to a fugitive from Imperial justice...

The Schola Progenium is a vast, galactic-wide organisation that schools the offspring of loyal Imperial servants in preparation for the day that they will take their place in serving the Emperor. Many of these children grow to become officers in the Imperial Navy or Commissariat, while others rise to become the Princes of the mighty god-machines in the Titan Legions. But others have talents that would best serve the Emperor by enforcing His laws upon its citizens, and join the ranks of the Adeptus Arbites, the Judges.

The Judges are the ultimate enforcers of the Emperor's law, faceless, incorruptible and utterly without mercy. They are the first line of defence against rebellious planetary governors and their very presence is often enough to quell any disloyal thoughts among a truculent population. Members of the Adeptus Arbites never serve on their home world or even worlds within a dozen light years of their home. Such detachment from the citizens they police is an integral part of their

authority. None dare flaunt their power, and only the strongest, most dedicated and ruthless individuals will survive the training to become fully-fledged Arbitrators.

The son of a colonel in the 96th Connacht Rangers, Damian was placed at an early age in the Schola Progenium to be trained in the ways of an Imperial officer. His tutors quickly discovered that the boy had a natural flair for firearms and excelled in all matters martial. He seemed an ideal candidate for the Adeptus Arbites, though few amongst his childhood tutors could have guessed the path his life would ultimately take. A leader in all his classes and regularly the most proficient in every area of training, Damian was in all respects a model student. Eventually he was to take his place amongst the ranks of the Adeptus Arbites on the hive world of Necromunda, displaying a talent for the hunting of criminals that bordered on the uncanny. From the scene of a crime, Damian could divine things about the perpetrator that other investigators could not, getting inside their mindset and predicting their behavioural patterns. This talent did not go unnoticed and he soon earned himself the nickname 'Bloodhound' when he achieved a hunt and capture rate of 93%. That most cases were closed by the

perpetrator's death was seen as a necessary adjunct to the Arbitrator's duty and though some said that Damian's methods were too heavy handed, they were ignored.

As the years passed, Damian became a feared man in the Badzones, though his constant immersion in the stinking underbelly of the hive was taking its toll on his physical and mental health. He became addicted to an illegal drug known locally as Crash, a cocktail of Spur, 'Slaught and dozens of other impurities. For a while this remained undetected, until his growing dependence on the drug forced him into an ill-advised pact with an underhive gang leader named Jerzek Fallon. Damian would secretly hunt down criminals with a bounty on their head and allow Fallon to claim the reward in return for a regular supply of Crash. Fallon ruthlessly exploited Damian's addiction to further the growth of his burgeoning drugs empire, forcing the Enforcer to turn a blind eye to Fallon's illegal activities.

This state of affairs could not continue for long and, thanks to Fallon, Damian's superiors soon discovered his addiction and lawbreaking. There is nobody the Arbites hate more than one of their own who falls from grace and there would be no mercy for Damian. A



# Damian Bloodhound

combat team came for him, but he fought his way clear of the trap, killing three of his former comrades in a bloody gunfight. There was no going back for Damian and he was forced to flee into the depths of the hive, taking only his combat shotgun and auto pistols. The Precinct Judge despatched execution squads to hunt down and kill the rogue Arbitrator, but Damian evaded them all, hunting the hunters, and only a handful returned to the Court House alive. Time was running out for Damian. He knew he could not remain on Necromunda much longer, so he secured passage on a smuggling ship leaving the system. Before he left the hive world, he had one last task to take care of and, next morning, the beaten corpse of Jerzek Fallon was discovered outside Damian's former precinct house, a dozen Crash injectors stabbed through his neck.

Damian found refuge in the wilderness zones between Imperial worlds, earning his passage by working as a bodyguard to various unscrupulous mercenary traders and

smugglers. His skill as a hunter became a valuable commodity on the frontier worlds, where those with guns and the will to use them were a law unto themselves. With an Imperial death warrant issued on his head, Damian knew he was walking a fine line himself. How long would it be before someone came looking for him?

His reputation for brutality and always bringing in his prey spread amongst the lawless worlds of the Imperium and soon his talents were much in demand. He brought in the notorious renegade Monglor Ogryns, shot 'Mad' Kelman Bauer of Shannon's Reach in a gunfight and successfully captured the seductive Barbaris twins. His methods were brutal and uncompromising. The ruthlessness and skill at hunting fugitives, once used to serve the Emperor, was now employed to line Damian's pockets. Unwilling to relinquish his Arbites shotgun, he was forced to manufacture specially designed 'hand loads', ammunition so lethal it was outlawed on many

civilised worlds; hydraulic shock shells, expanders and amputators.

It was certainly true that where a criminal was wanted dead or alive, Damian would nearly always bring in his prey dead, but that didn't seem to matter to any of his employers. The news that Damian had been given the job of hunting them has caused more than one miscreant to give himself up rather than suffer at the hands of the renegade Enforcer. His reputation soon became as much of a hindrance as a help, and many times in the following years, Damian has fought off bounty hunters tasked with bringing him in. Despite this, Damian has continued to live the life of the bounty hunter, never staying in one system too long, always on the move and always sought by employers and killers alike. On several occasions, Inquisitors have employed his hunting skills, but Damian never remains with one employer for long, as it is only a matter of time until his true identity would be revealed.

## Damian Bloodhound

**Equipment:** Two auto pistols with 3 reloads each (these weapons have been extensively tooled by Damian, giving them an accuracy modifier of +10%); flak armour on all locations except head; 3 stun grenades; Inhaler with 5 doses of Crash (see below); Arbites pump action combat shotgun with laser sight – as well as ordinary ammunition, Damian has the following ammunition types for his shotgun:

12 Scatter shells

6 Expanders – these shells are manufactured from a highly compacted alloy that expands rapidly upon impact, blasting huge exit wounds in the target (Expanders do 2d6+2 points of damage and combine the effects of dumdums and man stoppers);

3 Hydraulic Shock shells – these bullets are fired at far higher speeds than normal and are designed to cause hydraulic shock to the target, dragging the blood from the heart (as well as normal damage, any location hit by a Hydraulic Shock shell will immediately start bleeding, but at the increased rate of D6 damage points per turn);

2 Amputators – designed to explode on impact, these shells are lethal when used against unarmoured targets (if an Amputator hits an unarmoured limb or head location and causes maximum damage on the dice roll, that limb or head is destroyed, causing an instant Crippled result to the location hit: increase the character's injury total to the minimum amount of damage to achieve this).

**Special Abilities:** Ambidextrous, Fearsome, Force of Will, Gunfighter, Quickload, Subdue.

**Hunter:** Damian's preternatural skill in hunting down lawbreakers gives him a +20% to his Initiative when taking any checks for Awareness.

**Crash:** A cocktail of 'Slaughter and Spur, this drug produces a short-lived burst of energy, combining the beneficial effects of both, but with correspondingly nasty results if over-used. Each dose only lasts for the turn it was activated. In the Recovery phase, Damian must pass a Toughness test or suffer D6 damage points. In addition, if Damian fails the test by 40% or more, he must cross off an injury box on his chest location. Every time Damian uses Crash after the first time, his Toughness is reduced by 10% for the purpose of this test.



|                          | WS | BS | S  | T  | I  | Wp | Sg | Nv | Ld |
|--------------------------|----|----|----|----|----|----|----|----|----|
| <b>Damian Bloodhound</b> | 52 | 71 | 56 | 59 | 66 | 74 | 62 | 76 | 70 |