



# Hot-Shots and Head-Shots

*A Tourists Guide to Glavia*

By Benjamin Dell

In this article Ben Dell examines the world of Glavia to better understand why it produces the finest pilots in the Imperium and why they can be useful members of any Inquisitor's Warband.

Inquisitor is, at its heart, a science-fiction war game in the cinematic style. Epic and BFG are much more grandiose but no other GW game has such a story-driven, character-centred, daredevil style of play.

Why am I telling you this?

Because nothing is more evocative of high-action, cinematic science fiction than a brash, young star-fighter pilot, from Buck Rogers to Starbuck and Luke Skywalker, star-fighter pilots ARE the stuff of sci-fi. There's just something cool about these cocky hotshots, which is why this article presents them to you in their full jump-suit wearing, risk-taking glory.

## A BREED APART

*'What's the point; doesn't the Rogue Trader class cover the same concept?'*

Well, maybe. But I think really the brash pilot is a different breed of space-farer. Rogue Traders are more (for lack of a better word) 'roguish'; they are the Han Solo to the fighter-pilot's Luke. For example, Rogue-Traders are motivated primarily by personal gain, fighter-pilots by thrills or an idealistic cause. Rogue Traders are explorers, merchants and smugglers, going on long journeys and relying on their crew's skills. Whereas, fighter pilots fly short-range 'missions' and rely only on their own reflexes.

Oh, and Rogue Traders have much larger ships than fighter-pilots.

Besides, a new class gives an excuse for some interesting new gadgets!

## A FEW GOOD MEN (& WOMEN)

The Imperium needs millions of pilots for small military-ships throughout its forces, from Aerial Planetary Defence Forces to Imperial Guard Drop-Ship pilots and untold squadrons of fighter, bomber and interceptor pilots for the Imperial Fleet. To train this many pilots is a mammoth job and there are naval bases and training academies scattered throughout the Imperium employed in just this task.

*...Medea Betancore looked in a few minutes later. Like her father, Midas, she was clad in the red-piped black suit of a Glavian pilot, and she proudly wore his old cerise, embroidered jacket. Her skin, like Midas's, like all that of all Glavians, was dark. She grinned at me...*

*...Medea had never known her father. She'd been born a month after his death, raised by her mother on Glavia, and had come into my ser-vice by chance. I was her godfather, a promise to Midas. Duty bound, I had visited Glavia for her ascension to adulthood, and watched her drive a Glavia long-prow through the vortex rapids of the Stilt Hills during the Rites of Majority. One glimpse of her skills had convinced me...*

**Extract From the Eisenborn Trilogy,  
By Dan Abnett**

There is intense rivalry between these different schools, with all competing on and off the field of battle to be seen as the best. But when someone asks 'who's the best of the best'; invariably the answer is 'the Glavians'.

## PRECEDED BY THEIR REPUTATION

Glavian pilots are sought after across the Imperium for their unrivalled skill behind the stick of any small craft. Glavians are legendary; legendary pilots and legendary risk-takers but despite their reputation as thrill-junkies, many Inquisitors recruit Glavians to both pilot their ships and stand shoulder-to-shoulder with them in battle.

Most notable of the Inquisitors to employ Glavian talent is Gregor Eisenhorn who has employed two Glavian pilots during his long career, a father and daughter, Midas and Medea Betancore. Both were typically Glavian; self-confident, headstrong and deadly.

However, Glavian Pilots are very much a product of their home planet's environment and culture. Were things different on Glavia it's unlikely that their pilot's would be the envy of the Imperium.



## Adeptus Administratum Planetary Survey Commission Report:

**Author:** Procurator Morrissal

**Thought for the Day:** Ignorance is Purity.

**Subject:** Synopsis on Glavia for Administrative Lord Trevill

My most noble Lord Trevill,

My team and I have recently returned from our decade long surveyance of the Helican sub-sector. The most unexpectedly prominent of the reports I have compiled for your attention, that of a Fleet world named Glavia, appears below. As might be expected with a task of this scale, the full report and appendices for this world alone will take several months to catalogue and encode before I can send them to you. In the meantime, I hope you find this synopsis useful.

Your servant,  
Procurator Morrissal

### Star System Data:

Glavia is the only M class planetoid in it's system and is considered to be the second of eight planets, even though the actual position of the planet wavers from first to second due to Glavia's highly elliptical orbit. Glavia has one natural satellite, a small moon (Galath) that is home to a Mechanicus Cult and Forge colony. Additionally, Glavia has an orbiting Imperial Navy Training Academy space station.

### Meteorological Data:

The elliptical orbit and close proximity to the system's star during certain periods of this orbit gives Glavia two rather extreme periods of heat and two cooler periods each orbital year, the short transition aspects between heat and cooling bring extremely unpredictable weather.

#### *The Monsoons:*

Of particular interest are the monsoons at the end of each heat season where the parched landscape briefly bursts into a riot of colour as dormant flora runs the course of it's life cycle in a matter of weeks. Other noteworthy occurrences are the frequent sand storms and huge air-stream currents that criss-cross the globe.

#### *The Vortex Rapids:*

The points at which these air-currents cross and whirl about violently are known locally as vortex rapids, and they prove extremely hazardous to air traffic, acting like unpredictable whirlwinds. Some of these points are fixed phenomena and are considered local landmarks that are often distinctly coloured by the dust of that area which is picked up by the vortex rapids; others move and jump unpredictably with shifting air currents, making encountering them a constant threat. Some brave pilots will even seek out these dangerous vortex rapids to slipstream and slingshot them to their destination, drastically cutting travel time.

### Geological Data:

The weather conditions have left most of the planet as jutting cracked rock cliffs, hills and desert scrubland for much of the year. However, Glavia has a high pure silicon content, this is unusual in itself as silicon is almost never found un-combined in a natural state, this is found primarily in large dark grey crystalline structures which are dotted throughout the planet and often extend miles below the surface of the planet as well. The silicon is mined and used in vast amounts by the Mechanicus forges.

### Demographic Data:

Most of the population live in one of three conurbations on the cooler southern continent. A number of independent mining settlements are dotted over the remainder of the planet. All Glavians are dark skinned, though the exact skin tone varies by region.

#### *The Old Clans:*

There are some ancient nomadic tribes living in the vast desert that forms the majority of the northern continent, though their number appears to be dwindling due to the attraction of city life. Once the entire population separated itself along the lines of these nomadic clans, but now, little more than lip service is paid to the old traditions by most Glavians.

### Cultural Data:

Fully a third of the population are involved directly with the silicon mining industries and it is worth mentioning that one in ten Glavians suffer from the lung-disease Silicosis as a result. Another third make livings as pilots in one form or another; in fact air travel is almost universal in Glavia, as no-one travels the harsh landscape more than necessary.

#### *The Piloting Phenomena:*

There are Pilots to fly hover-buses around the conurbations, pilots to transport mined materials to the Mechanicus moon base, 'floating retail-outlet' pilots that trawl the tower blocks selling food and wares and even professional race-pilots. There are, in fact, pilots for just about everything in Glavia.

Almost every family in Glavia will own at least one Glavian Long Prow, an atmospheric craft that is essentially the largest engine available strapped to a tiny cockpit, an aerodynamic nose cone and two short stubby wings. Most owners build their Long Prows from scratch and some are held together by little more than prayers to the craft's machine-spirit, although professional artisans create some truly spectacular models to order. Obviously this means that the quality varies quite significantly, but regardless, every Glavian is proud of their Long Prow. It is a fact that Glavian's prize the ability to fly above almost everything else. Many areas and clans that do still have a loose connection will hold 'rites of passage', where young people from the region will compete in aeronautic displays of daring-do, some young pilots will even make a living by regularly contending in them.

#### *The Rites of Majority:*

These competitions or races, known as the Rites of Majority, will often have a course set that means flying through local geographical features at high speeds, such as through tightly packed high-rise buildings, around cracked stone mazes, silicon structures or through local Vortex Rapids.

The survey team collected details of more than a dozen of these Rites of Majority during our stay, which seem to play a large part in local festivities and each had some religious significance, (other entertainment on the day often comes from the playing of the extremely versatile, traditional instrument called the Glavian lyre). The Rites of Majority are often also tied to different aspects of the seasons. The worse the weather, the more kudos is given to those pilots taking part. Despite the dangers involved there are very few reported fatalities from these events, a testament to both the Glavian risk-taking mind-set and the outstanding ability of their pilots.

#### *Bio-Circuitry:*

Winners of the Rites of Majority contests are held in high regard and the most common reward is known as 'the silver'. This is cybernetic bio-circuitry augmentation conducted in a ritual by the local Tech Priests, and is usually paid for by the clan or in more urbanised locations by a contribution from the winnings of any wagers made on the event, a practice which the local Ecclesiarchy seem to tolerate as long as generous donations are made and penance sought the following day. Other common prizes include custom-made Long-Prows.

The bio-circuitry significantly enhances the reflexes and co-ordination of a pilot as well as allowing direct interface with any ship via a modified MIU. These have the effect of drastically increasing the pilot's skills and winners of 'the silver' are highly sought after and often able to select any profession they please. Accordingly many are offered places at the Glavian Imperial Navy Pilot Academy on the orbital space-station.

#### *The Glavian Imperial Navy Pilot Academy:*

The Glavian Training Academy is possibly the most highly regarded flight school in the Imperium, and training is hard and unforgiving of failure. Around three-quarters of the pilots stationed there are Glavian born with competition for the remaining spaces incredibly fierce. This is possibly one of the few Academies where ability is the only criteria for entry and many influential-born but mediocre pilots have been rejected from its program. However this policy is more easily justified when you consider that the Academy has held the title of Dog-Fight Champion (a competition held every decade across the Imperium's major Flight Schools), for over 150 years. Pilots from the academy are often seen strutting about Glavia on shore leave in their distinctive black jumpsuits with red piping of which they are immensely proud.

#### *The Cult of The Micro-Omnisiah:*

The Adeptus Mechanicus outpost on Glavia's moon Galath, plays an important part in the reputation of Glavia. It is the hub of a sub cult within the Mechanicus called the Cult of the Micro-Omnisiah.

Though they are, like all Tech-Priests extremely secretive, after extensive discussions and unprecedented access to one of the Magos, we were able to glean the following. The Cult believe that the Machine-God Omnisiah resides within the spirit of all machines, and so the smaller the machine, the closer you can come to the final resting place of the Omnisiah and the more perfect the machine is.

To this end, the Tech Priests work with micro-forges to create some of the finest and smallest machines in the Imperium. In particular, their crowning achievement is the creation of nano-genic machines so small that they are invisible to the naked eye! It is because of this obsession with small technology that the Cult requires such large amounts of silicon from Glavian mines, which they use to create these tiny machines. It is also with the help of nano-genic technology that the Tech-Priests can weave a pilot's body full of the Glavian bio-circuitry for which the planet is renowned.

Despite it's fame, it appears that the Cult doesn't install that many bio-circuitry systems. The Tech Priests of the Micro-Omnisiah primarily seem to work on ship's internal control systems for the Imperial Navy. However, thanks to their micro-forges they also have a reputation as the finest manufacturers of needle-weapon technology in the Imperium and, it is rumoured, the contract to produce needle weaponry for the Officio Assassinorum.

**Equipment:** Piloting Suit; Pilot's Helmet; Knife, and Sidearm Pistol.

**Special Abilities:** Hot Shot; \*Silicosis (1/10 chance of Lung Blight, see Inquisitor Annual 1, P.28).

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Glavian Pilot	55	75	55	55	75	60	60	80	50
Random									
Random	50+1D10	65+2D10	50+2D6	50+2D6	70+1D10	55+1D10	55+2D6	75+2D6	45+1D10

## PROFILE

As you can see pilots have a lot of skill both with vehicle weapon systems and personal weaponry, though they are rarely armed with more than a pistol sidearm (BS). They are very quick witted (I), and have extremely strong nerves (NV); for their job, they have to.

On the other hand, they don't often get into scraps so aren't strong street-fighters (WS, S, T). They can resist anything; except temptation (WP), don't plan things out and fly by the seat of their pants rather than follow orders (SG, LD).

## ABILITIES

All Glavian Pilot's have the New Ability; 'Hot Shot'. In addition, Pilots are likely to have one or more of the following;

*Ambidextrous; Dead-Eye Shot; Dodge; Fast-Draw; Hip-Shooting; Leader; Lightning Reflexes; Medic and Nerves of Steel.*

### New Ability: Hot Shot

Fortune favours the brave but Glavian Pilots are brave, brash, vain and headstrong, a dangerous combination. The character has the advantages of both the *Heroic Ability* and the *Plain Dumb Luck* Ability (see Exterminatus Issue 2, P.13).

However, the character must pass a Ld check **each** turn or ignore instructions (from the Inquisitor/Player) and follow their own Personal Agenda. The Player may choose to fail this Ld roll at any time.

The Personal Agenda should be something that is not related to the group's objectives. Because Hot Shot's can waver between their orders and their own agenda it's probably not a good idea to give a Hot Shot a vital mission. However cunning Inquisitors will look for ways to have the 2 roughly coincide.

If a Personal Agenda is completed during the game, the GM may assign a new one or allow the Hot Shot to act unhindered.

The GM should determine a Personal Agenda with the player before the game starts, either create one or pick/roll from the list below.

### Personal Agendas

**1. Vigilante** The Hot Shot has a vendetta against a certain person on the battlefield, for some real or imagined reason. All actions must be spent trying to get at and kill this person.

**2. Glory Hunter** The Hot Shot wants a duel/quick-draw showdown with a character on the battlefield and must challenge the person rather than just try to kill them. He will even try to stop anyone else from attacking the enemy until the duel is over.

**3. Protector** The Hot-Shot must rescue the fair-maiden/innocent bystanders/cute animal and get them to safety. The Hot Shot gains the Bodyguard Ability (see Inquisitor Annual 2) for the duration.

**4. Fop** The Hot Shot can continue with his mission but must do all he can to avoid getting his stylish new pilot suit dirty in the mud/oil/rain etc. If the GM rules he gets dirty, he is distracted and is at half WS/BS for the remainder of the game.

**5. Show-Off** The Hot Shot is only interested in pulling off impressive looking, but wasteful stunt moves in combat. The character must attempt trick shots, acrobatic combined actions, and cool looking but unnecessarily showy hand-to-hand moves, which should be described. Unless other rules supersede, the Hot Shot is at -50 to any To Hit rolls.

**6. The Seeker** The Hot Shot believes someone on the battlefield has information he needs about a personal quest (such as: what happened to his father/wing-man/packet of Rolos, etc). The Hot Shot will spend all his actions attempting to track-down, subdue and question this person. The character gains the Subdue Ability (see Inquisitor Annual 2) for the duration.

## NEW EQUIPMENT

### Armour

**Piloting Suit** The piloting suit is a full body, figure hugging jumpsuit with the following properties:

- It contains a re-breather system with a small canister in the back panel of the suit. If a helmet is worn, the suit becomes vacuum resistant for 10 turns.
- Tear-resistant fabric providing 2 AP's (all locations except head).
- Pressure retaining bands all over the suit prevent High-G blackouts by keeping the blood moving to the brain (+5 to Consciousness value) and constrict to stop pressure loss if ripped (any wound covered by the suit that starts to bleed only loses a max of 1 pt of damage extra per turn).

**Pilot's Helmet** This is a full arma-plas helm (AP 6), with inbuilt Comm Link (see Inquisitor Annual 2, P.93). It has Average Auto-Senses and a Range Finder.

### Weapons

**Glavian Needle Weapons** Needle weapons produced by the Cult of the Micro-Omnisiah have an additional +10 Acc more than normal needle weapons of that type.

**Explosive Needle Rounds** This special ammunition for Needlers has been designed by the Cult of the Micro-Omnisiah to act like a miniature form of Bolt Round. It is designed to explode after impact but because of the size of needle ammunition it cannot deliver as much damage as a bolt round.

Explosive Needle rounds add +1D6 to damage (and can still use Toxins), but explosive rounds glow when fired, eliminating the stealth advantage of needle weapons using them.





## CYBERNETICS

**Glavian Bio-Circuitry** This silver in-laid bio-circuitry is laced throughout the pilot's skin and nervous system. Tiny nano-genic machines re-wire nerves and lay bio-circuits, which is incredibly painful. Bio-Circuitry is a *Legendary* item and only available in Glavia. It has the following properties:

- The pilot gains +20 to any rolls involving piloting skills and +2 Speed when in control of a vehicle.
- Overall reaction time is also improved. In game terms, the pilot gains +1 Speed (when not controlling Vehicles), and the *Lightning Reflexes* Ability.
- The circuitry is sensitive to electrical hits which do double damage to the pilot (e.g. *xenarch death-arc*, *storm of lightning psychics*, *stun weapons* etc). Any hit doing more than 10 pts damage will cause the bio-circuitry to shut down and the Pilot to be stunned for 1 turn (this is in addition to any turns spent stunned due to other injury effects).
- Because the bio-circuitry is riddled through the pilot's system, the character can be affected by Machine Empathy and may be controlled by it as if it was *Puppet Master*.

**Internal Gyroscope** This implanted gyroscope and compass means the pilot is never disoriented by spins, g-forces, or falls, which can be essential for a high-speed pilot. In game terms the pilot gains the Ability Cat-Fall. Additionally, the character has a 75% chance of never becoming disoriented no matter what the cause.

**Nano-Genus Mehadendrites** These are a *Legendary* Item available only to Adeptus Mechanicus characters that follow the Cult of the Micro-Omnisiah.

The Tech Priest is implanted with a Micro-Factory in their chest (this requires the re-arrangement of some internal organs) that manufactures swarms of nanobot machines. They are also fitted with specialised dispenser mehadendrites that feed into the micro-factory.

The nanobots are tools used in a number of roles, including in the ritual used to implant bio-circuitry and in the construction of ship's internal systems.

In game terms the Nano-Genus Mehadendrites have the following effects:

- The delicate Micro-Factory in the chest cavity can be easily damaged, so any chest hits do +1D6 damage, if it penetrates armour.
- The nano-mechadendrites work as a ranged weapon with the following profile:

Type	Rng	Mode	Acc	Dam	Sht	Rld
Spcl	Max 8yds	Sngl	-20	Spcl	1	D3

- Like a pistol the mehadendrites can be used in close combat at arms length.
- The tech-priest **MUST** spend one action before activation tailoring his nanobots to his target (effectively aiming). This +20 for aiming negates the -20 Acc.

- A tech-priest can only be fitted with ONE of the 3 following nanobot types:

1. **Constructors:** sample the target's cellular structure and use passing unbound atoms to knit any breaches or tears. In game terms they replicate the Regenerate Psychic Power, (but using the Tech-Priest's SG, as per the Archeotech rules in Fanatic Issue 7).

The nanobots also repair machinery & inorganic materials (so damaged armour & structural materials regain D6 APs). The effects of technical repairs are left to the GM (the Tech-Priest must understand the workings of the machine to attempt to fix it though).

2. **Deconstructors:** These nanobots strip atoms away from the target area, effectively destroying it at the molecular level.

In game terms, use the rules for a Necrontyr Gauss Flayer. Damage is D6, (the Necrontyr technology is much more advanced) other stats as above.

3. **Linkers:** These nanobots make temporary connections in a target's nervous system where none existed before.

In game terms, the Tech-Priest may choose to swap any two of the Target's stat-line. To complete the link a target must be hit with three separate bursts of nanobots, each burst is described below:

- a. **Burrowers:** dig into the target, they are so small they ignore all armour (including fields and shields) and replicate the effects of *Bloodfire Toxin*.
- b. **Controllers:** follow the paths of the burrowers, attach themselves onto nerve-endings and test their connection with small electrical jolts. This is a disorienting experience that replicates the *Hallucinogen Toxin*.

NB – The target can make a Resistance test against the nanobot side-effects that replicate these toxin-like symptoms, (as if they were normal toxins). But even if the target is successful in suppressing the side-effects, the nanobots complete their work and prepare the way for the final burst of nanobots.

- c. **Connectors:** attach themselves to the Controllers and form artificial chains linking nerve endings that would not originally have had any connection to each other. This enhances some neural pathways and baffles others meaning any 2 of the Target's stats may now be swapped. These chains will biodegrade and by the next game the Target's stat-line will have returned to normal.

## THOSE MAGNIFICENT MEN...

Well, that gives you just about everything you need for a Glavian Pilot (not to mention Tech-Priests of the Cult of the Micro-Omnisiah) and it's not difficult to see how a tweak or two could create any other sort of pilot you care to think of.

So get creating, and you too could have a strutting, brash, egocentric star-fighter pilot in your Inquisitor Warband. Betcha can't wait!

## ABOUT THE AUTHOR

Ben Dell has now written quite a few articles for Inquisitor. He now informs me that he will be turing his attention to Necromunda shortly, you gangers better watch out!