



Hivequake at Newpitt

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.

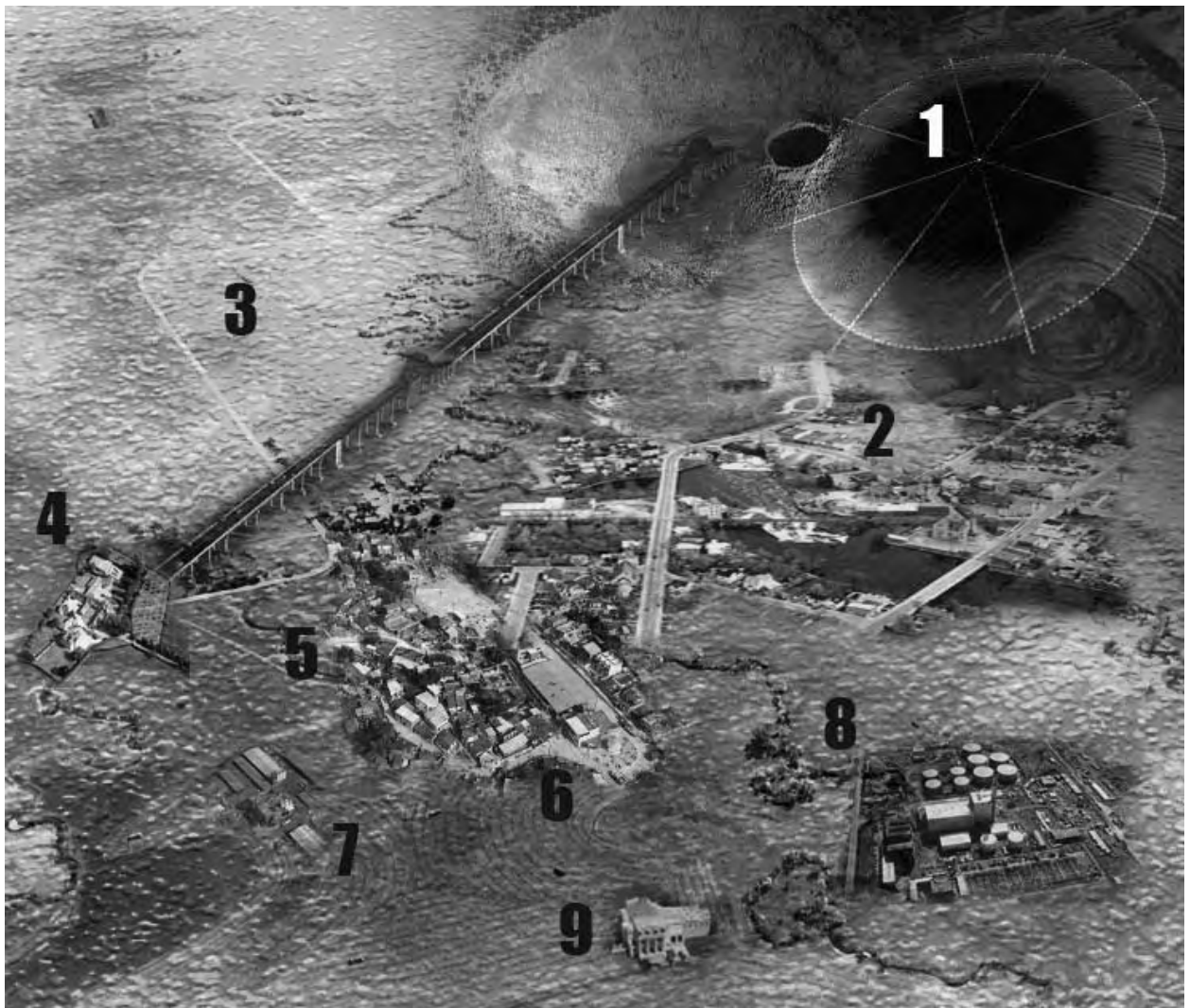
You begin play in Newpitt with a single character, designated as your Leader. This represents you and it's up to your Leader to gain Fame and recruit followers to his cause. The campaign is open to interpretation and some of the details won't make sense if you haven't read the [Character Creation and Advance System](#). 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 vast wasteland known as The Hole, broken into the 8 sectors (N, NE, E, SE, S, SW, W, NW) that borders Glowtown and The Drip. This is to give you a visual representation of the where the campaign will take place.

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 much respect and how well liked 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 begins play with d3 Fame Points.

To gain 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 10 deduct d6, if you have 11-20 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 he'd surely know. 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 weeping, green blade.

Scenarios

Alternate between players to decide who gets to choose which scenario their Leader will be involved in, and which Faction he'll represent. You may not fight a scenario for a Faction if your warrior band contains any Followers from its rival Factions (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 characters from that Faction 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.

If you are using the supplemental rules detailed in the Character Creation and Advance supplement, then your Followers will gain experience, advance and acquire injuries just like your Leader.

What follows are some ideas for scenarios and the Fate points that may be given out for completing the various objectives. These are just guidelines and the GM should fill in any details. Some example scenarios are detailed below.





Wanted Criminal

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

Fame: Capture suspect 2, Kill suspect 1, Kill 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/kill ganger 1, Win race 1, Finish race 1

The Trap

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

Fame: Escape from criminals-2, Capture Arbite 2, Kill 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, Kill press-ganger 1

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: Kill Saboteur 1, Kill 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 to their Faction with the cargo.

Fame: Kill ambusher 1, Take cargo 1

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: Kill ringleader 2, Kill 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: 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 Citizens are prepared this time.

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

Robbery

A shoot-out has started in an East 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 The Drip tonight.

Fame: Kill Dripper 1, Kill Commune Leader 2, Kill Fire Bug 1, Kill 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, Kill assassin 1, Kill Speaker 2, Escape mob 1

Flames of Redemption

While the mob of The Light of His Holy Grace charge through the Faction (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, Kill 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 2, Kill Smuggler 1, Take cargo 1

Mutie Attack

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

Fame: Kill Dripper 1, Kill Dripper Leader 2, Take food barrel 2

Gang Fight

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

Fame: Kill Ganger 1, Take turf 2

Hidden Horror

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

Fame: Make Horror flee 2, Kill 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, Finding Archeotech 2



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 (see the 'Character Creation and Advance System') that Followers within the Faction possess. There is also a Fame Cost that your Leader will have to equal to add them to your warrior band.

The maximum fighters in a warrior band is 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. If your Leader's background matches the highest level of Follower in a Faction (at Fame Cost 10), then add an extra point to your Fame Total when dealing with that Faction. You may not recruit any followers from a rival Faction of a current follower.

When you gain a follower, determine his stats like you would a new character using the Character Creation and Advance System, though his background will already be determined. The more a Follower costs in Fame, 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 Final Touches and only common equipment.
2	No Traits or Final Touches and only common equipment
3	No Final Touches and only common equipment
4	Only common equipment
5	No modifications
6	Additional Bonus or piece of equipment
7	As above with 2 extra Traits
8	As above with additional Rare Item
9	As above with additional Exotic Item or Psychic Power
10	As above with +10 to a characteristic value (max 100), additional Physic Power or Exotic Ability.



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 is 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	Fame Cost
Hired Gun	1-4
Bounty Hunter	4-7
Psyker	8-9
Patrolman	5-10

Rivals

Glowlow, 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 off-world. Servitors perform most menial tasks, however Ratings from the ships that wait for the cargo in the upper Hive 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	Fame Cost
Rating	1-4
Trader	3-7
Combat Servitor (Cyber Mastiff)	6
Tech	4-10

Rivals

Niberium Group, East Dustville, Glowlow



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	Fame Cost
Thug	2-3
Zealot	2-5
Initiate	4-10
Agitator	7-10

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	Fame Cost
Thug	1-3
Hired Gun	2-5
Bounty Hunter	3-7
Medic	6-10

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 Aunty Borghan of East Dustville, and they try to make life as difficult as possible for each other.

West Dustville borders The Drip and sometimes the filthy, sub-human Drippers launch raids into the town. They loot the storehouses of various bars that provide shelter for those looking to keep a low profile. Because of this, the gangers of Glowtown are regularly seen patrolling the border, and are given discounts at the Pleasure Palace as reward.

Followers	Fame Cost
Thug	1-5
Entertainer	3-10
Smuggler	4-10
Rogue Psyker	7-10

Rivals

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

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 Explorer Teams, Niberium's hirelings have come under frequent ambushes when carrying valuables away from The Hole. 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 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.

Followers	Fame Cost
Pit Slave	1-5
Tech	2-6
Trader	4-10
Noble	6-10

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. 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 said to 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	Fame Cost
Scavvy	1-10
Feral	1-10
Pit Slave	5-10
Wyrd	6-10

Rivals

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



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 the fungal farms of the Drippers. 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	Fame Cost
Thug	1-7
Agitator	3-8
Hired Gun	4-10
Smuggler	5-10

Rivals

Adeptus Arbite Outpost, Adeptus Mechanicus Explorator Facility, Niberium Group, East Dustville



The Hole

The Hole is broken into 8 sectors, as detailed on the Newpitt Map. The Hole is said to contain vast amounts of lost archeotech, extremely valuable for a number of reasons, but mostly because they can make their possessors rich enough to escape their weary lives. By controlling a sector and exploring it, a Leader will have the possibility of finding 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.

d10 Adversary

1	3d3 Giant Rats
2	2d6 Ripper Jacks
3	2d6 Millipedes
4	A prospecting warrior band
5	Explorator Team
6	Scavvies led by a Wyrd
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 make-up of the unwelcome guests.

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 for each follower you have. This represents the extra eyes and ears watching your Leader's back.

For any instances that require a Sagacity test, you may use 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 take 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 in the Character Creation and Advance System.</i>
21-25	Explorator <i>Roll a d6 to see what you can loot:</i>
	d6 Loot
	1 Nothing
	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 and +10 to I)
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>
	d6 Loot
	1 Chainblade
	2 Chainweapon (randomize)
	3 Shock Maul
	4 Electro-Flail
	5 Power Weapon (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.</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>
	d6 Loot
	1 Needle Rifle
	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 finally gives way and 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 mutant 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 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	3 Doses of Spook
3	Force Weapon (randomize)
4	Daemon Weapon (Daemoniac Servant)
5	Daemon Weapon (Lesser Daemon)
6	Hexagrammic Wards

61-65 Smuggler's Body

Roll a d6 to see what you can loot:

d6	Loot
1	Nothing
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. 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

D6 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	Nothing
2	Gas Mask
3	Closed Helmet with built-in Infrascopes
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 with a -25 modifier. 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

Archeotech can be traded in to the Adeptus Mechanicus, The Niberium Group, Smugglers or any other dealers for quality items. This takes the form of expensive equipment that you can barter the archeotech for. Roll a d6 and add the amount of archeotech you plan to barter. Consult the following chart to determine what is available to you.

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

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

For each piece of archeotech your Leader keeps, he gains 2 Fame points, which can never be lost whilst he has the archeotech in his possession.

Carbine watched the dancer in front of him with a bored look on his face. Malthus was meeting some smuggler in the Pleasure Palace, 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 had visited West Dustville. However, Malthus could definitely handle himself in a fight, taking care of two Arbites that had tried to bring Carbine's pal, Tonray, 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 hair. He even paid for Carbine's 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 on one of those nice places Up-Hive.

Beast Special Abilities

Flyer

The creature ignores terrain when moving and never takes falling damage

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. They only have one location to injure and are dead if it becomes crippled.

Giant Rats

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

Equipment: Unarmed

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 Jacks

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

Equipment: Unarmed coated in Choke (only test for choke when Ripper jack is in base-to-base contact)

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					

Millipedes

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

Equipment: Improvised weapon coated in Stun, Carapace (armour 2 on all locations)

Special Abilities: Wall Walker

WS	BS	S	T	I	Wp	Sg	Nv	Ld
48	33	38	39	36	18	1	34	56
Speed	Base Injury	System Shock	Consciousness					
3	4	8	20					

Mutie Dog

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

Equipment: Unarmed

Special Abilities: Furious Assault

WS	BS	S	T	I	Wp	Sg	Nv	Ld
53	0	56	51	61	19	2	28	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 (short sword coated in Stun toxin), Carapace (Armour 4 on all locations).

Special Abilities: Fearsome, 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					

Other Beasts

The following beasts are treated just like characters in terms of applying injuries.

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: Unarmed

Special Abilities: Fearsome, Zombie Shuffle (Plague Zombies may never Sprint), Plague Carrier (if a character is wounded by 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	57	52	33	0	0	150	0
Speed	Base Injury	System Shock	Consciousness					
3	5	Never	Never					

Horrors

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 Dripper communes are frequent and bloody. No one knows what they originally mutated from, but one thing is for certain, they are always hungry.

Equipment: Thickened carapace (armour 6 on all locations), Acid coated tentacles (Neural whip)

Special Abilities: Spit acid, Regenerate, Terrifying, Wyrd-Biomancy (randomise power)

WS	BS	S	T	I	Wp	Sg	Nv	Ld
69	33	138	126	63	7	2	14	18
Speed	Base Injury	System Shock	Consciousness					
4	13	26	63					

Appendix 2 Campaign Example

Malthus Spine (the sample character from The Character Creation and Advance System) arrives in Newpitt. He rolls a d3 for his current Fame and scores a 2. Malthus' background is that of a psyker, and no Factions have psykers as their highest-ranking backgrounds (so he's got no chance of getting an additional Fame point if recruiting followers from one). Malthus doesn't want anything to do with the Arbites though; the Pleasure Palace in West Dustville is more to his liking. 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).

West Dustville has Thugs available as followers with Fame Costs between 1 and 5. Malthus has to decide whether to use his 2 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 carry victory). After working out the stats for Morgue and Pokeye (as characters at Fame Cost 1, they deduct a d10 from each characteristic and don't roll for Traits or add Final Touches). He gives them both the WS and BS bonus from their backgrounds. They also wear their thick jackets. When choosing equipment for them Malthus can only select from those listed as common. He chooses short swords for both of them and gives Morgue an autopistol and Pokeye a Necromunda Pattern Lasgun.

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 5 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 another thug at a Fame Cost of 2, Carbine. Sasha and Carbine's total Fame Cost is 5, which equals Malthus Fame total of 5. Malthus sets off to The Hole to find some artefacts that might grant him a bargaining chip to gaining 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 5, 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, but Malthus has built up enough experience (3 in the first scenario, 2 for the last) to afford an average bionic arm for him (average bionics are rare, costing 5 xp - see the advancement section of the Character Creation and Advance System).

Malthus has heard The Light of His Holy Grace preaching through the streets of Dustville and he doesn't like it. Malthus 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 up (on one condition, that the Fire Bugs don't see him working for them). He's granted a Pit Slave (3 Fame Points) 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 some humans 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 for a result of 36: 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.

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 they chose to fight against factions such as West Dustville or the Niberium Group, then if Malthus had any followers from those factions at the time the scenario is chosen, then Malthus' warrior band would be the adversary's.