



Crone World

an

INQUISITOR

THE BATTLE FOR THE EMPEROR'S SOUL

supplement

Written by

the Accursed Knowledge
Gaming Group

www.accursedknowledge.0catch.com

Additional thanks to the posters of The Conclave
www.specialist-games.com/inquisitor/forum_b/default.asp

Contents

Introduction	1
The Crone World	2
Warrior Bands	3
Injuries	7
Advancement and Trading	10
Scenarios	12
Your Ship and Crew	15
Crone World Bestiary	18
Additional Equipment	20
<i>Appendix 1</i> Ship and Crew Chart	21
<i>Appendix 2</i> Campaign Example	22
<i>Appendix 3</i> Additional Ideas	23

Interior art by Matthew. J. Alishah

Introduction

This campaign setting describes a Crone World on the outskirts of the Eye of Terror; though it could be readily applied to anywhere that has a chaotic influence. It could also be played as an interlude for your characters in the middle of some grand adventure or it may also be the focus of a long campaign. A GM isn't even entirely necessary if players can make decisions amongst themselves.

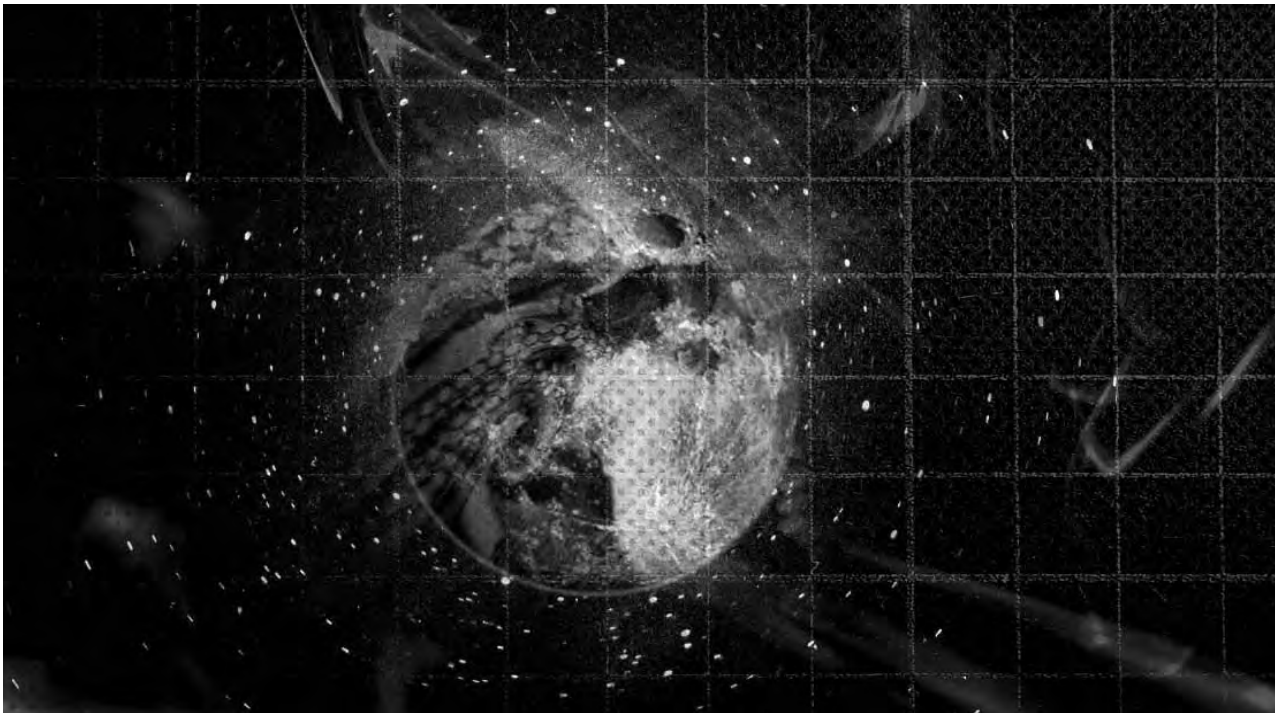
A GM may also use this without the players' knowledge. By using it as a source book and making rolls behind the scenes, a GM will be able to produce a storyline without much effort if he wishes.

Throughout the supplement there will be references to other publications, available from the Specialist Games website. The key for them is below.

SoK	The Sons of Khaine	SM	Using Space Marines
G	Genestealer	CP	Chaos Powers
Thor	The Thorians: Faction Source book		

You begin play on the Crone World with a single character, designated as your leader. This represents you and it's up to your leader to help his fellow survivors escape from the tentacles of the daemon prince, Thlezzlaoth. A Crone World is a deamon world that was once inhabited by the Eldar before their Fall. It exists in an area where the Eye of Terror overlaps real space. The only way to break the grip of Thlezzlaoth is to collect powerful Eldar artifacts that are scattered across the planet. These *Lyths* interfere with the warp and can create an area of normality around an ensnared ship, breaking the hold of any warp creature, such as Thlezzlaoth. Your leader has been entrusted to journey into the wastelands of the Crone World to collect enough Lyths to loosen the tendrils of Thlezzlaoth.

The Reaching Tendrils of Thlezzlaoth



A terrifying shudder ripples through the darkness outside the ship you are traveling on. The displays show a point of light in front of the prow, gradually increasing in size and brightness until the screens show nothing but white. Suddenly a gaping wound rips through the centre of the brightness, sending multi-coloured flares dancing across the ship. As the crew gaze at this strange phenomenon, you feel a strange sense of unease. A shout breaks through the hypnosis, and you feel the ship buck backwards. Those in charge have felt the same dread and are attempting to put some distance between themselves and the hole. As the crew mans their stations, a translucent tendril reaches from this crack in reality and reaches for your craft. It is soon joined by another, then another. The ship is pulled towards the hole as its engines scream in protest. Before long you are hurtling through a dark tunnel in the warp, surrounded by demented entities that hunger for your soul. It lasts only for an instant. The spherical form of an obscene planet now fills the working view screens, and then you shudder to a halt, just above its surface.

"If, for one moment, I believe that your true heart is allied with chaos, then mine shall be the hand that slays you. I trust this is clear?" - Inquisitor Hand

The Crone World

Crone Worlds

When the Eldar worlds were overwhelmed by the rift in time and space known as the Eye of Terror they were not destroyed. They were drawn into the warp and horribly altered, so that they became abodes of daemons and other foul Chaos entities. These worlds still exist in this timeless limbo today, half real and half part of the warp. In this environment both daemons and mortals can survive, and the physical laws of the material universe intermix with the endless possibilities of Chaos to produce hellish nightmare-planets. It is impossible to imagine more vile or outlandish places, where the skies burn with fire, rivers run with blood, and mortals are driven to torment by their daemonic masters. Every world is a hell whose form is a creation of a mighty Daemon Prince, the most favoured servants of the Chaos Gods.

To the Eldar these planets are known as the Crone Worlds. According to tradition, Crone Worlds still preserve some of the Eldar's greatest treasures despite the changes that Chaos has wrought upon them. It is said that there are worlds where Eldar still live, the descendents of Chaos worshipping Eldar of ancient times, spared or re-created by Slaanesh to serve his evil purpose. Sometime adventurous Eldar Outcasts visit these worlds, searching for a lost treasure or friend. They rarely return and those that do are often so badly wounded in mind and spirit that they soon seek the peace of the Infinity Circuits.

Thlezzlaoth

The malevolent force that holds sway over the Crone World is a Daemon Prince by the name of Thlezzlaoth. Confined to a Crone World on the edge of the Eye of Terror, It plots and schemes to increase Its power. Thlezzlaoth cares only for worship so It can gain strength and eventually usurp the positions of the greater daemon princes.

Its Crone World can't be fully controlled by It, as it is on the very edge of the area where the Warp overlaps real space. Ever since It was granted the planet, just after the Fall of the Eldar, It has plotted to draw another, more malleable world under Its control. Thlezzlaoth has enhanced Its powers over the many years It has sat and dreamt of feasting on the souls of the stronger Daemon Princes. Its tendrils can now reach into real space for limited periods of time and drag ships into the warp. It will try not to harm Its victims as It only wants them to worship It as their savior. Once they are on Its world Thlezzlaoth will begin their conversion.

Thlezzlaoth has many names amongst Its worshippers; The Kraken is one of them, Charybdis is another. It will try to force the shipwrecked crews that It draws to Its world to abandon all hope of escape and to worship It, and It alone. With each new soul that commits to Thlezzlaoth, a new tentacle will erupt from Its body and Its power will grow. Soon It hopes to attack one of the Daemon Princes close by, and send Its essence to a new world that it can completely make over in Its image. The problem that exists on the Crone World are the ancient artifacts that the Eldar of eons past left behind. These crystals of varying shades are inscribed with runes of power and were known by the old Eldar as Lyths. They disrupt Thlezzlaoth's power and can create parts of the Crone World where It can't send Its tentacles. Lyths have a strange ability to function in a similar way to a Geller Field, the bubbles of reality that protect Imperial vessels from the worst horrors of the warp. They must be carefully arranged to be fully utilised. Constructions that lift them off the surface of the Crone World and place them in various positions are necessary to completely release Thlezzlaoth's grasp of an area. The Daemon Prince sends Its minions throughout the Crone World to seek out and destroy the Lyths. When this task is fully completed, none of Thlezzlaoth's prisoners will ever escape Its planet, and they will turn to the Tendriled Schemer for deliverance.

The harsh realities of the Crone World will often force crews to gain unlikely allies. Thlezzlaoth enjoys seeing this as it breaks down cultural barriers, forcing Its prisoners to be more open-minded in accepting new ways of life. It views this as the first step for shipwrecked crews to accept Thlezzlaoth as their new lord.

The Kraken

*Beyond the silence of the black deep;
Far far away in that abysmal sea,
It's ancient, watching, uninvaded sleep
The Kraken lurketh: faintest sunlights flee
About It's shadowy sides; above It swell
Huge sponges of millennial growth and height;
And far away into the sickly light,
From many a wondrous grot and secret cell
Unnumber'd and enormous polypi
Winnow with giant arms the slumbering green.
Thlezzlaoth schemes for ages, and will lie
Battening upon huge warp-spawn in It's sleep,
Until It's searching tendrils start to creep;
Then once by man and angels to be seen,
In roaring It shall rise and the Imperium defile.*

by Admiral Tennlyethson
Lost with his crew and ship,
8 days after writing the poem.

"Fear not the creatures of the jungle but those that lurk within your head." - Catachan proverb

Warrior Bands

Exiting the ship is a perilous venture. However there are many advantages to scouting out the surrounding area. Your leader realises this, but he must convince others to accompany him to have a fighting chance exploring the Crone World.

What follows are some guidelines if you want to start a new campaign on the Crone World and create a new warrior band. This will also ensure that all players start on a reasonably level playing field.

The maximum number of fighters in a warrior band equals your leader's leadership value divided by 25. So if your leader has a leadership of 63, you could have 3 in your warrior band, including your leader. Unless there is a special reason (explained in other sections) your leader can only recruit followers from their own race. You may only recruit a new follower when you reach your ship, ie after Scavenging.

Use the tables below to create your warrior band. The more charismatic your leader, the better able he is to convince experienced crew to explore with him. The table below shows the maximum number that the added ranks of all your followers can equal, excluding your leaders. This is your Team Rank. Due to the combat-power of Orks, each one in your warrior band will count an additional 2 to his Rank when using the table below. Eldar will add 1. For example if my Leadership was 63, I could have two Human or Tau followers at Rank 2; one at Rank 4; or one Ork at Rank 1 and a human at Rank 1.

Leadership Value	Team Rank	Leadership Value	Team Rank
0-45	1	76-80	8
46-50	2	81-85	10
51-60	3	86-90	12
61-70	4	91-95	14
71-75	6	96-100	15

See the table below to see how you need to modify your follower's profile and equipment during character creation due to his Rank.

Rank	Character Modifications
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	Two Bonuses, one Final Touch
5	No modification
6	Rare item or extra Bonus
7	As above with additional Talent
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.

Note that a follower will gain experience and advance, but his Rank will always remain the same.

Races

The process below will create a starting character for the race you choose. To generate each characteristic see the chart below and add the amount of d10's to the Base number. After you have determined each value, you may call upon the Emperor's Blessing and re-roll two of your results.

In our campaign we used this system to create our Leaders as well (at Rank 5). If you want to ensure a level playing field at the beginning of the campaign, we recommend that every player start with a Leader from the same race.

A GM should modify the following if any official rules are published or his ideas vary from ours.

Human

The greatest survival feature of a human is the ability to adapt to any environments, like a rat. Of the greatest heroes and the most diabolical villains in the galaxy, you can count on the majority being human.

Characteristic	Base	d10's
Weapon Skill	30	3
Ballistic Skill	30	2
Strength	30	3
Toughness	30	2
Initiative	30	3
Willpower	30	2
Sagacity	30	4
Nerve	10	4
Leadership	30	3

Backgrounds: All

Ork

The Orks are the most barbaric of alien races. The stronger an Ork, the more respect he will receive from his tribe. Orks can become accustomed to the never-ending battle on the Crone World and often find life here quite enjoyable

Characteristic	Base	d10's
Weapon Skill	40	3
Ballistic Skill	10	3
Strength	50	3
Toughness	70	3
Initiative	20	2
Willpower	30	2
Sagacity	20	3
Nerve	30	3
Leadership	20	3

Backgrounds: Boy (Grunt or Combat Master), Nob (Officer), Mekboy or Painboy (Tech), Weirdboy (Psyker), Freebooter (Rogue)

Equipment: Chopper, Shoota, Slugger, d10 teef

Talents: True Grit, Ferocious Assault

Special

Strong: Orks may choose from 'Space Marine Skills'SM when allowed a Talent.

Bigga is Betta: An Ork adds his Strength divided by 10 to his Leadership value.

Eldar

The Eldar are an incredibly ancient race that once ruled a vast empire across the stars. Though they are now few in number, the Eldar are one of the most technologically advanced races in the galaxy.

The cruel, twisted Dark Eldar are piratical raiders who strike without warning, killing or enslaving all who stand in their way.

Characteristic	Base	d10's
Weapon Skill	30	3
Ballistic Skill	30	2
Strength	20	4
Toughness	20	3
Initiative	40	4
Willpower	30	4
Sagacity	40	4
Nerve	10	3
Leadership	30	4

Backgrounds: Path of the Warrior (Martial Artist or Combat Master), Path of the Seer (Psyker or Diplomat), Path of the Outcast (Ranger or Rogue)

Equipment: Tuelean (Shuriken Catapult), Murehk (Shuriken Pistol), Ranger Long Rifle.

An Eldar character that chooses the Path of the Seer as a background may have Rune Armour (Conversion Field) instead of the normal armour choice.

Dark Eldar only: Agoniser, 6 doses of toxin

Talents: Catfall, Lightning Reflexes, and Nightvision^{SoK}.

Though I have seen within the Black Library and spoken to its most terrible guardian, I can never reveal what happened there. I can only say that a time of inconceivable horror is about to begin. A time when mankind, with all the might of the Imperium, cannot endure when the strength of the Eldar fails. Even now, our doom stalks us across the stars.

Inquisitor Czevak at the Conclave of Har from The Har Transcription

Tau

On the Eastern Fringe of the galaxy, a new race has emerged to challenge the might of the Imperium of Man and the other established races in the 41st millennium. They are the Tau, a surprisingly advanced race that has organised itself around a single guiding principle known as "The Greater Good."

Characteristic	Base	d10's
Weapon Skill	10	3
Ballistic Skill	30	3
Strength	30	3
Toughness	30	2
Initiative	20	3
Willpower	30	2
Sagacity	30	5
Nerve	10	4
Leadership	30	4

Backgrounds: Por (Diplomat), Kor (Rogue), Aun (Officer), Shas (Grunt or Ranger), Fio (Tech)

Equipment: Pulse Rifle, Drone

Special: Tau can never have Psychic Powers

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

A character will always come from a specific background before embarking on the campaign. Under the Race of your follower you will find a list of backgrounds that you may choose from. Look up the Background, choose 3 separate bonuses detailed in its description and apply the results to your character. If you choose a mutation, roll on the table following this section.

Chaos Worshipper

The lure of power that chaos offers can be very tempting. A Chaos Worshipper's new master will grant him many boons, but it may come at a price.

Bonuses (Choose a Mark of Chaos)

Undivided: +10 Ld, +5 WS, Word of Chaos (Word of the Emperor), Mutation, Undivided Psychic Power^{CP}

Slaanesh: +10 Nv, +5 Wp, +5 Ld, Acrobatic, Leader, Nerves of Steel, Mutation, Slaanesh Psychic Power^{CP}

Tzeentch: +10 Wp, +5 Sg, Familiar (Psyber Eagle equivalent), d3 Mutations, Tzeentch Psychic Power^{CP}

Nurgle: +10 T, +5 Nv, Rock Steady Aim, True Grit, Mutation, Nurgle Psychic Power^{CP}

Khorne: +10 S, +5 WS, Dodge, Furious Assault, Space Marine skillSM, Mutation

Combat Master

Trained to deal with viscous opponents a Combat Master is fearless in a frontal assault.

Bonuses

+10 WS, +5 S, +5 Nv, Force of Will, Furious Assault, Gun Fighter, Nerves of Steel, First Strike, True Grit, Space Marine skillSM

Diplomat

A Diplomat practices the noble arts of negotiation and deal making. They can be traders or leaders who's voice can rally their followers to defend what they hold dear.

Bonuses

+10 Ld, +5 Sg, Dodge, Leader, Faith Overcomes All^{Thor}, Telepathy Power

Fanatic

Fanatics adhere to a particular belief and violently oppose anyone from a different creed

Bonuses

+10 Nv, +5 WS, +5 S, Word of the Emperor, Catechism of Hate^{Thor}, Force of Will, Nerves of Steel, Theosophamy Power^{Thor}

Grunt

Grunts are generally trained soldiers or guards. Their best weapons are courage under fire and an unstoppable advance.

Bonuses

+10 T, +5 BS, +5 S, Hip Shooting, Nerves of Steel, Rock Steady Aim, Space Marine skillSM

Martial Artist

A Martial Artist specialises in acrobatic feats and accuracy over brute force, becoming a whirlwind of pain to their enemies.

Bonuses

+10 I, +5 S, +5 WS, Acrobat, Ambidextrous, Catfall, Dodge, Blademaster, Lightning Reflexes, Feint

Officer

An Officer can motivate his followers to pull together as a team and leads by example. An Officer will also have experience in combat strategy.

Bonuses

+10 Ld, +5 Nv, Heroic, Force of Will, Leader, Nerves of Steel, Word of the Emperor^{Thor}

Psyker

By tapping into the powers of the Warp, a Psyker can be a powerful force. However, controlling the raging energy inside his mind is necessary for his survival

Bonuses

+10 Wp, +5 Sg, Mutation, Psychic Power

Special:

Psychic Power: You may select more than one Psychic Power with your three bonus choices, but they must be from the same discipline.

Ork Weirdboys: Weirdboy's differ greatly from your average psyker. For each Ork on the table, increase the Weirdboy's Wp by 5 and add an additional 5 if it's in close combat. If his Wp exceeds 99 at the start of a turn, he must roll on the Hallucinogen table. If he rolls a 1 then he receives an Acute injury to the head as his brain busts. Every model on the table will also be hit by a Psychic Shriek as if the Weirdboy cast it.

Ranger

Sharp eyes and proficiency with long ranged weaponry are the hallmarks of a Ranger.

Bonuses

+10 BS, +5 Nv, +5 Sg, Crack Shot^{SoK}, Deadeye Shot, Quickload, Camouflage^{SoK}

Rogue

Sharp wits and luck keep Rogues a step ahead of their enemies. This also covers pilots and smugglers.

Bonuses

+10 I, +5 BS, +5 Sg, Dodge, Fast Draw, Heroic, Lightning Reflexes

Tech

This background covers engineers, surgeons and scholars of the various races.

Bonuses

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

Special:

Academic: A character with the Tech background may re-roll any failed Sagacity test.

Mutation

d100	Mutation
1-3	Curse of Thlezzlaoth: Character becomes a Blob but retains mental attributes.
4-7	Swollen Joints: -10 to I
8-11	Spines: Free additional attack in close combat, counts as a knife
12-15	Weak Organs: -10 to T
16-19	Stench: -10 Ld, enemies with a sense of smell suffer -10 WS in close combat
20-23	Third Eye: +20 to detection tests
24-27	Fearsome
28-31	Atrophied Muscle: -10 to S
32-35	Bloated Body: -10 I, +10 T
36-39	Bestial: +15 S, Frenzy, -10 Sg
40-43	Animal Instincts: +10 to I
44-47	Extra Arm
48-51	Warp Gills: Count as Filtration Plugs
52-55	Suckers: Treats all surfaces as if they were horizontal.
56-59	Rotting Flesh: Injuries are always moved up one level
60-63	Cyclops: Doubles range modifiers
64-67	Claw: Replaces hand and does 2D6 damage
68-71	Regeneration
72-77	Massive Build: +10 to S
78-81	Tentacle: Replaces an arm. Attacks using it are at Reach 4.
82-85	Spit Acid
86-89	Thick Skin: +10 to T
90-93	Devolver: -10 to I and Sg; +5 to S and T
94-97	Vampirism
98-100	Wyrd Power (random discipline and random power) or choose a mutation

Final Touches

A Final Touch is an additional d10 to a characteristic value chosen by the player. When you have completed all of the above processes to create a character, you may add 2 Final Touches. These must be used on separate values.

Equipment

After working out your statistics you may equip your character with up to three common items as detailed in the Equipment Availability section of the Inquisitor rulebook. Every character will also begin with an additional knife. You may also choose from equipment listed in the Race entry for the character, regardless of Rank constraints. It's up to you and your GM to decide how you want to go about tracking ammunition. You can trade in a common item for an open helmet or flak armour on a single location. An Eldar character can replace flak with mesh armour.

For example you could arm a starting character with a lasgun, open helmet and flak armour on his chest. An Eldar character could be armed with a shuriken pistol, sword and mesh armour for his chest. Or if he was a psyker I could equip him with a shuriken catapult, a spear and rune armour (conversion field). All of the above examples would also have a knife. Any piece of equipment that a character doesn't want to carry can be added to your ship's cargo.

Character Creation Example

I need a Rank 5 human that I will use as my leader. At this rank I can go through the character creation process without any modifications. I begin by rolling for Characteristic Values and end up with the following profile...

WS	BS	S	T	I	Wp	Sg	Nv	Ld
49	40	47	44	35	41	56	34	51

I now call upon the Emperor's Blessing to re-roll 2 of my choices. I choose I and Wp, getting new values of 48 and 36 respectively (which I now have to take). My character's new profile is...

WS	BS	S	T	I	Wp	Sg	Nv	Ld
49	40	47	44	48	36	56	34	51

I now roll for my character's traits. I get Born Warrior and Keen Senses. The updated profile is now

WS	BS	S	T	I	Wp	Sg	Nv	Ld
54	40	47	44	53	36	56	34	51

The next thing to do is apply the character's background. I've decided to make him a criminal-type character that has experience leading small gangs of ruffians. I'll choose the Officer background, grant him the Bonus to Leadership then give him the Heroic and Leader abilities.

His updated stats are now...

WS	BS	S	T	I	Wp	Sg	Nv	Ld
54	40	47	44	53	36	56	34	61

Now the Final Touches. I'll add them to my character's Sagacity and Leadership, rolling 3 and 8 respectively...

WS	BS	S	T	I	Wp	Sg	Nv	Ld
54	40	47	44	53	36	59	34	69

I'll equip my character with an autogun, a las-pistol and flak armour for his chest. I'll also give him his free knife.

I'll name him Phaniel Jrum, and add a bit of history about how he was incarcerated on a prison-ship for smuggling when Thlezzlaoth ensnared the craft he was traveling on. Phaniel's a natural leader with a crazy streak so he's the obvious choice to lead the crew's exploration party.

I'll cross-reference his Leadership value with the tables on page 3 to determine the number and experience of his followers. 69 divided by 25 is 2.76, so his warrior band will have 3 characters (including himself) and his Team Rank is 4. I'll give him one follower at Rank 3 and another at Rank 1.

Injuries

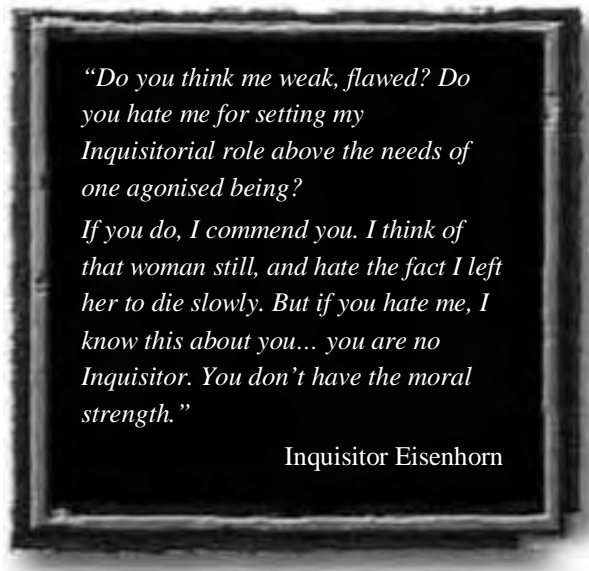
Your character will come across many combats over time and ongoing injuries will plague him eventually.

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.

If you require bionics, there is a chance that you might find what you need on your own ship. Your Techs will then be able to patch you up. The chances of your ship having the required bionics are the same as the Inquisitor guidelines for finding wargear – 80% for common, 50% for rare and 15% for exotic. You only get one roll each time your character requires a bionic. If it's not on your ship, you'll have to find another option (insane Ork Mekboyz or Junkdealers are some options).

Head

d10	Injury
1	Full Recovery <i>No ongoing injuries</i>
2	Horrible Scars <i>Your character now causes fear</i>
3-4	Smashed Mouth <i>Your character gains a speech impediment. -10 to leadership.</i>
5-6	Screw Loose <i>Roll a d10 at the beginning of each of the character's turns. 1-4: Roll on the Hallucinogen Effects Table and apply the results; 6-8: Frenzied for that turn; 9-10: No problems. 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 etc)</i>
8	Chaos Infection <i>The wound festers and black veins of chaos invade your brain. Randomise a daemonic attribute for him and a daemonic property for his unarmed close combat attacks. From now on if he rolls a 1 on an action roll he must spend the turn as if affected by Hallucinogen Toxin as he battles with the evil force inside his mind.</i>
9	Brain Damage <i>-2d10 to 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>

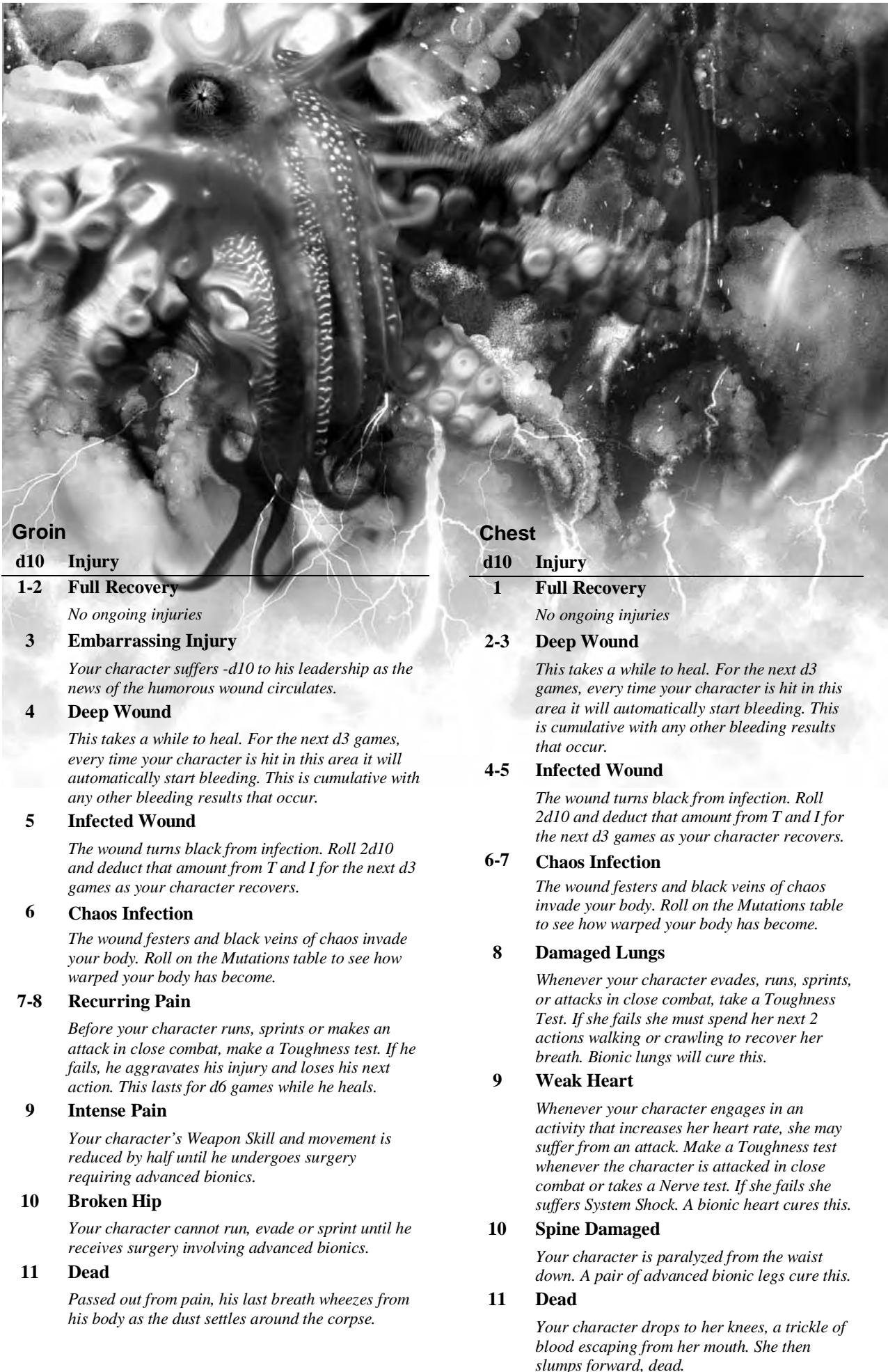


Abdomen

d10	Injury
1-2	Full Recovery <i>No ongoing injuries</i>
3-4	Deep Wound <i>This takes a while to heal. For the next d3 games, every time your character is hit in this area it will automatically start bleeding. This is cumulative with any other bleeding results that occur.</i>
5	Intestines and Stomach Rupture <i>Your character counts as having the Stench mutation. A bionic digestive tract will cure this.</i>
6	Chaos Infection <i>The wound festers and black veins of chaos invade your body. Roll on the Mutations table to see how warped your body has become.</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 25. An average bionic liver will cure this.</i>
9	Ruptured Spleen <i>Severe pain affects your character until surgery can be performed by 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 the hard, cold ground.</i>

“Prayer may cleanse the soul, but pain cleanses the body. Both are necessary for the survival of humanity.”

Confessor Ganinimus



Groin		Chest	
d10	Injury	d10	Injury
1-2	Full Recovery <i>No ongoing injuries</i>	1	Full Recovery <i>No ongoing injuries</i>
3	Embarrassing Injury <i>Your character suffers -d10 to his leadership as the news of the humorous wound circulates.</i>	2-3	Deep Wound <i>This takes a while to heal. For the next d3 games, every time your character is hit in this area it will automatically start bleeding. This is cumulative with any other bleeding results that occur.</i>
4	Deep Wound <i>This takes a while to heal. For the next d3 games, every time your character is hit in this area it will automatically start bleeding. This is cumulative with any other bleeding results that occur.</i>	4-5	Infected Wound <i>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.</i>
5	Infected Wound <i>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.</i>	6-7	Chaos Infection <i>The wound festers and black veins of chaos invade your body. Roll on the Mutations table to see how warped your body has become.</i>
6	Chaos Infection <i>The wound festers and black veins of chaos invade your body. Roll on the Mutations table to see how warped your body has become.</i>	8	Damaged Lungs <i>Whenever your character evades, runs, sprints, or attacks in close combat, take a Toughness Test. If she fails she must spend her next 2 actions walking or crawling to recover her breath. Bionic lungs will cure this.</i>
7-8	Recurring Pain <i>Before your character runs, sprints or makes an attack in close combat, make a Toughness test. If he fails, he aggravates his injury and loses his next action. This lasts for d6 games while he heals.</i>	9	Weak Heart <i>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 cures this.</i>
9	Intense Pain <i>Your character's Weapon Skill and movement is reduced by half until he undergoes surgery requiring advanced bionics.</i>	10	Spine Damaged <i>Your character is paralyzed from the waist down. A pair of advanced bionic legs cure this.</i>
10	Broken Hip <i>Your character cannot run, evade or sprint until he receives surgery involving advanced bionics.</i>	11	Dead <i>Your character drops to her knees, a trickle of blood escaping from her mouth. She then slumps forward, dead.</i>
11	Dead <i>Passed out from pain, his last breath wheezes from his body as the dust settles around the corpse.</i>		

Arm

Randomly determine which arm. Replacing an injured arm with a new bionic will cure any injury.

d10 Injury**1-2 Full Recovery**

No ongoing injuries

3-4 Deep Wound

This takes a while to heal. For the next d3 games, every time your character is hit in this area it will automatically start bleeding. This is cumulative with any other bleeding results that occur.

A bionic arm will be unaffected.

5-6 Severed Fingers

Roll a d5 (d10 divided by 2) and deduct that amount of fingers. Deduct d10 WS and re-loading a gun will now take an additional action. A bionic arm will cure this. If a character ends up without any fingers, treat this as a Severed Hand.

A bionic arm will be lightly damaged, pass a Sagacity test to repair it.

7 Chaos Infection

The wound festers and black veins of chaos invade your body. Roll on the Mutations table to see how warped your body has become.

8 Bloody Ruin

The muscles or bone have been severely damaged. Deduct 3d10 Strength from this arm. A bionic arm will cure this.

A bionic arm will be damaged, pass a Sagacity test with -10 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 arm will be destroyed.

10 Severed Arm

The arm has been severed above the elbow.

A bionic arm will be destroyed

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. Replacing an injured leg with a new bionic will cure any injury.

d10 Injury**1-2 Full Recovery**

No ongoing injuries

3-4 Deep Wound

This takes a while to heal. For the next d3 games, every time your character is hit in this area it will automatically start bleeding. This is cumulative with any other bleeding results that occur.

A bionic leg will be unaffected.

5-6 Bloody Ruin

Muscles and bone have been severely damaged. Movement is reduced by d3 yards, and the character may never sprint.

A bionic leg will be damaged. Movement is reduced by half. Pass a Sagacity test to repair it.

7 Chaos Infection

The wound festers and black veins of chaos invade your body. Roll on the Mutations table to see how warped your body has become.

8 Smashed Knee

Character's movement is halved. You may not evade, run or sprint.

A bionic leg will be severely damaged. Max movement is 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, halving movement. You may not evade or sprint.

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 be destroyed.

11 Dead

Your character's leg is ripped from her body and she dies in a deep, red puddle.

"Look, the filth approaches. I can barely stay conscious from their stench!" Alshar's accent when he spoke Gothic added even more drama to his tantrum.

"Hush, they may stink, but I don't want to stay here forever. Those starving Tau said these guys have information and we need some more of these Lyths, or whatever you call them." Phaniel's patience was wearing thin with the lithe Eldar that shared his company. He caught Alshar muttering something under his breath, and it sounded like 'mon-keigh'. Phaniel swore that the next time the Eldar called him that he'd snap. He also suspected that in places like this, an Eldar should have better control of their emotions.

They'd been trying to find some Nomads for weeks, and now they had finally tracked some down. A hooded figure in black broke away from the main group and shuffled towards them. "Greetings children" the thing hissed, it's black forked tongue flicking from under the hood.

"Child?! The impudence! Oh the pain of enduring this place; why were we not just shredded upon this forsaken rock?" Alshar held his head in his hands and walked away.

"You are the lucky onesss. You have been chosen by the Master. The Master would not harm you, the Master only guides you to worship what you should. The Master will only discipline you if you stray..."

Phaniel interrupts, "...hey, we've got what you asked for, tell us where we can find a Lyth."

"Oh, you don't want one of those. That will displease the Master. Though, if your goods are of a nice quality, I may help you. Bring them to uss."

Advancement and Trading

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. If your leader dies, you may make one of his followers the new leader and retain the other members of the warrior band.

If your Leadership decreases then you will have to lose any members of your warrior band who are of a higher rank than your new Leadership permits. If you lose a follower in this way, then he may never re-join your warrior band.

Wargear and equipment can be found by scavenging or bartering. If your character ends up without a weapon for whatever reason, he may try to create a new one from the piles of debris that litter the plains. He may craft a primitive or standard weapon instead of Scavenging. Choose a weapon you plan to build and roll its damage. Deduct the result from your character's Sagacity. Now make a Sagacity test and if it's successful he's crafted the new weapon!

Traders

Traders have generally given up all hope of escaping from the Crone World and now seek to make a living from it. Occasionally you will come across a traveller in the wasteland who will offer to barter. You can also actively go looking for them, but they may be difficult to track down. You must be able to use your knowledge of the land, tracking ability and interrogation skills to point you in the right direction. You may begin to track a Trader after your second week on the Crone World.

After rolling on the Events Table you may declare that you are searching for a Trader. The Trader will take a while to find, so you may see if you locate one d3 weeks after declaring your search. You must roll under your Manhunt value to find the Trader, after applying any modifiers. If you fail you may try again next week.

Your Manhunt value is the average of your warrior band's highest Sg and Ld. For example I have 2 members in my warrior band, one with Sg 37, Ld 68, and the other with Sg 72, Ld 44. I use the Sg of one and the Ld of the other to calculate the Manhunt value of my warrior band. It equals 70 (72+68 divided by 2=70). This represents one of my characters doing all the tracking and the other one getting information through conversation and interrogations.

If you fail the roll then you may end up chasing the wrong type of Trader. If you roll under your base Manhunt value, but fail due to other conditions (Manhunt Modifier etc) then randomise which Trader you find by rolling a d6.

Traders have been attacked by more fearsome foes than your warrior band, so have all sorts of tricks in their arsenal. They have also given their souls to

Thlezzlaoth and have It's protection. Unless the GM decides to let you, it's impossible to attack a Trader.

The type of things they will trade are detailed in their descriptions, as well as any modifiers that will apply to your Manhunt roll when trying to locate them.

1. Chaos Smuggler

Making a deal with Chaos, the Smuggler is only here temporarily. Rare items can be produced with ingredients from Chaos worlds, so he can become very wealthy if he finds the right buyer when he gets back to the Imperium.

Buy	Sell
Wildlife	Toxin, Drug or Common Item
Rare Item	Dark Eldar Catalyst (6 doses)
Exotic Item	Trained Scuttler
Prisoner	Random Daemonic (servant) weapon

Manhunt Modifiers: Smugglers have the protection of one or more daemon princes, so aren't afraid to let people know that they're around. No Modifier.

2. Big Mek's Retinue

Orks are tough enough to survive on the Crone World and getting back to Ork society doesn't worry them too much. A tough Mekboy can live like a Boss and will also have Painboyz and other skilled Orks in his retinue.

Buy	Sell
2d10 teef	Lyth
D6 teef	Crude Bionics
Rare Item	Rare Item
Exotic Item	Exotic Item

Manhunt Modifiers: If a Big Mek is close by you'll hear about it. Add +10 to your Manhunt roll.

Special: A Big Mek with so much power demands potential customers to grovel before his might. Before a deal is made, make a Sg or Ld (whichever is higher) test to see how sensitive you are to Ork customs. If you fail then his boyz chase you out of his pagoda, fight an immediate Blockade scenario against an attacking Ork Warrior band. Ignore the grovel test if there is an Ork in your warrior band.

3. Sorcerer Cabal

Sorcerers of the dark arts wander through the wastelands, conducting blasphemous rituals during the long night hours. They offer their wares to like-minded individuals.

Buy	Sell
Spirit Stone	Hexagrammic Wards
Prisoner	D3 doses of Spook
2d3 Prisoners	Daemon (lesser) Weapon
Rank 6 Prisoner	Chaos Psychic Power

Manhunt Modifiers: Sorcerers are secretive by nature and try to keep away from others. Because of this they're difficult to track down. Deduct 25 from your Manhunt roll. Those familiar with Chaos ritual (bearing a Mark of Chaos) will be far better at following the signs of Sorcerers. Only deduct 10 from their Manhunt value.

4. Junk Dealer

Generally the only survivor of their crews and giving up all hope of escape, Junk Dealers turn to trade. They may be watched over by a Chaos power or just plain lucky, but many seem to have a knack for survival in the harsh environment. Skinny and mutated by the Crone World, a Junk Dealer will always be searching for his next meal.

Buy	Sell
Rations	Armour (1 ration = 2 armour points. You could spend 8 rations for two pieces of armour; 4 for your chest and 4 for your groin.)
Exotic Item	Technical Scholarship (+1 to your Ship's Tech Skill)
Common Item	Scope or Auspex

Manhunt Modifiers: A Junk Dealer will try to keep a low profile unless he knows it's safe to deal with a customer. Deduct 10 from your Manhunt value.

Special: A Junk Dealer may have anything available in the equipment section of the Inquisitor Rulebook or detailed in this supplement (but not legendary items). He will trade a common item for a common item, a rare item for a rare item etc. However, he may not always have what you're looking for. There is an 80% chance of him having a common item request, a 50% chance for a rare item, and a 15% chance for an exotic item.

5. Tau Bureaucrats

Occasionally a ship will crash and no survivors will be able to defend themselves from the Crone World. They'll hide away until a friendly group passes by and offer what they can for the chance to find a way home.

Buy	Sell
Sanctuary	Lyth, Rare or Exotic item

Manhunt Modifiers: The diplomats will hide away from anyone who they think is a threat. If you don't have any Tau in your warrior band, deduct 40 from your Manhunt value.

Special: There are d10 starving diplomats who aren't cut out for life on the Crone World. If you offer them sanctuary, you must give them an additional 3d3 rations before they tell you where to find your requested item. There is also a 15% chance that they lied about having an item to get food.

The Tau are terrible workers and aren't much help to your Techs, so every 3 Tau Bureaucrats equal one Worker that counts towards your Escape Roll. However, they may be used individually as prisoners.

"Eh, oo's next den? Anuvva filfy Umie?! I told ya's I neva likes da looks of Umie's. Anyways, whaddaya want, you? Uh, speak up, I can't 'ear ya wif Guffnakh chompin' away ova dere. Now listen up Umie. You look like a sneak, are ya? Hey, I said open ya ear-holes, not flap ya filfly Umie lips around. Da more ya stand around 'ere da more I fink yoor sneaky, filfy Umie. Get outta me sight before I sick Guffnakh onta ya!"

6. Crone World Nomads

Long time shipwreck victims, or perhaps the world's original inhabitants, the Nomads tread through the Crone World without fear. The most vital thing they trade is their knowledge of the land.

Buy	Sell
Common Item	2d6 Rations
D6 Rations	Prisoner
d10+1 Prisoners	Guidance (add or deduct up to 20 on your next scavenger roll)
Exotic Item	Pentagrammic Wards

Manhunt Modifiers

Crone World Nomads don't fear any warrior band, as they have witnessed horrifying sights for many years now. However they don't dwell close to ensnared ships so deduct 15 from your Manhunt roll.



Scenarios

Players roll on the scenario table to decide what type of game they will play. The randomness adds to the unpredictable nature of your Magos or Navigator's requests and the problems that arise on the Crone World. One week you may require some more Lyths, the next week you may need some more workers to construct a circle of power. We also recommend you use the Environmental Conditions supplement when playing a scenario to represent the general craziness of the Crone World.

What follows are some ideas for scenarios and any extra experience points and equipment that may be given out for completing the objectives. We recommend that the maximum amount of experience given out per game be about 3. The Player that rolls is always the Attacker and always places his miniatures after his opponent. These are just guidelines and the GM should fill in any details.

D10 Scenario

1 Blockade

You've laid siege to another crew. If you can maintain the blockade then your victims must obey your requests.

If the attackers win then they can demand a Lyth, d3 workers, or take a rare or exotic item from the defenders. The defenders will lose the item that the attacker demands.

2 Defend the Wreck

You've found an untouched shipwreck and need to keep trespassers away. It may even have some working weapons to aid in the defense.

Character on Ship at end of game: +1xp.

Roll a d3: 1-rare item, 2-exotic item, 3-Lyth

3 Liberate or Slave Raid

You need man-power. There is an area close by where you can gain some extra muscle, but it's well defended.

Winning attackers will gain d6 Workers

4 Ambush

A small group wanders close to your ship. It's probably worth ambushing them to get your hands on any valuables they may have.

If you win then roll a dice to see what you've looted: 1-2: d3 common weapons, 3: 2d10 rations, 4: rare Item, 5: exotic item, 6: Lyth

5 Scour the Junkyard

You've encountered a massive pile of debris that litters the plains for miles. Others have their eyes on this treasure too, but it's not big enough for more than one warrior band.

Winners have a 50% chance of finding a Lyth

6 Rescue

A follower or some of your high level crew have been kidnapped and you must save them.

Successful rescuer: +1xp.

If you're successful then you'll regain your comrade or tech. If you fail then your fellow warrior is lost or deduct 1 from your ship's Tech Skill.

7 The Hunt

You're hungry and you need to gather some rations for your crew. The only way is to go on a hunt.

5 rations: +1xp, over 10 rations: +2xp

8 Cleanse

An old shipwreck is full of vermin that must be eradicated before it can be explored fully.

Exterminate all pests: +2xp.

If you win then roll a dice to see what you've found.

1-2: d3 common weapons, 3: d10 rations,

4: rare item, 5: exotic item, 6: Lyth

9 The Appeal

Everyone needs allies to survive on the Crone World. Choose a race you'd like to be allied with.

You've been charged to approach them and explain the benefits of working together.

If you can convince the other shipwrecked crew to ally with you, you may choose from their race when adding recruits to your warrior band.

10 Bad Neighbor

You've had enough of your neighbor's constant attacks, loud repair work or something similar.

You've decided to raid them.

If the Attackers win they will steal d3 Lyths as they rampage around. The defenders will lose the Lyths that the attackers steal.

After fighting out the scenario add any experience and items, then roll on the Scavenging Table to see what else you find in the wastelands. You may add or deduct an amount equal to the number of characters in your warrior band from your d100 roll, though don't include characters that are looking for Traders (ie those that contribute to your Manhunt Value when you are actively tracking a Trader).

Phaniel stood up straight and took a deep breath. Stripped to a loin-cloth, it was hard to look tough in front of the two lines of burley Orks. The Trial of Gork and Mork was about to commence.

He wondered why he had volunteered for this, but knew it was because he was the only crewmember who had any chance of completing it. They were the victims of constant raids and needed some muscle. And there isn't a creature with more muscle than an Ork. In the past Phaniel had often brokered alliances with unsavory characters, but this was perhaps the most risky one he'd attempted.

As explained by the Ork Yeller, to gain respect from the tribe he must complete The Trial of Gork and Mork. Unarmed, he must pass through the middle of two lines of Orks who will do their best to stop him from reaching the Boss who stands at the far end. The Ork's feet can't tread onto his path, but their clubs sure could (thankfully, Phaniel had negotiated that only improvised weapons could be used by the Orks). He could act like Gork and fight back at the Orks to defend himself, or he could choose the path of Mork and dodge and weave his way through the forest of clubs waiting for him.

When the Yeller started the Trial he'd have to choose his tactics. Judging from the size of the beasts in the line-ups, he was definitely leaning towards Mork's mentality.

Scavenging Table

d100	Result														
1-5	<p>Daemonic Possession</p> <p>Randomise a follower (you may include your leader if you wish). He must pass a Wp test or become Possessed. Add +10 to his Wp if he has any Word of the Emperor abilities and deduct 15 if he has a Mark of Chaos or is Psychic.</p> <p>If he fails and becomes possessed randomise a daemonic attribute for him and a daemonic property for his unarmed close combat attacks. From now on if any of his action dice come up as a 1 he must spend the turn as if affected by Hallucinogen Toxin as he battles with the evil force inside his mind (any effects from a failed Risky Action will also apply).</p>														
6	<p>Possessed Piete</p> <p>You stumble upon Possessed Piete, fully under the control of his daemonic masters. If no one in your warrior bands has a Chaos power, ability or a Mark of Chaos he will attack you. Randomise a follower and roll a d6 to find his injury location: 1: Abdomen, 2: Groin, 3-4: Arms, 5-6: Legs; then roll a d6 on the Injury Table for that area. If he doesn't attack he will join your Leader for d3 games (and requires no rations).</p>														
7-10	<p>Hitch Hikers</p> <p>You've attracted a swarm of Hitch-Hikers. D6 of them buzz around your characters until the end of the next game.</p>														
11	<p>Mouth of Chaos</p> <p>A gaping maw opens up under your feet! D3 of your followers must pass Initiative tests, or they fall into the hole and are never seen again.</p>														
12-20	<p>Warping Wind</p> <p>Randomise a member of your warrior band to make a T test (treat as a toxin attack). If she fails then roll a mutation for her.</p>														
21-25	<p>Eldar Outcast Body</p> <p>Roll a d6 to see what you can loot:</p> <table border="1"> <thead> <tr> <th>d6</th> <th>Loot</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>D6 Smoke Grenades</td> </tr> <tr> <td>2</td> <td>Laser Sight Scope</td> </tr> <tr> <td>3</td> <td>Shuriken Pistol^{Thor}</td> </tr> <tr> <td>4</td> <td>Spirit Stone</td> </tr> <tr> <td>5</td> <td>Ranger Long Rifles^{SoK}</td> </tr> <tr> <td>6</td> <td>Medi-Pak</td> </tr> </tbody> </table>	d6	Loot	1	D6 Smoke Grenades	2	Laser Sight Scope	3	Shuriken Pistol ^{Thor}	4	Spirit Stone	5	Ranger Long Rifles ^{SoK}	6	Medi-Pak
d6	Loot														
1	D6 Smoke Grenades														
2	Laser Sight Scope														
3	Shuriken Pistol ^{Thor}														
4	Spirit Stone														
5	Ranger Long Rifles ^{SoK}														
6	Medi-Pak														
26-30	<p>Broken Close Combat Weapon</p> <p>You find an old malfunctioning weapon, roll on the table below. To get it working pass a Sg test with a -5 modifier.</p> <table border="1"> <thead> <tr> <th>d6</th> <th>Loot</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Chainsword or Axe (randomise)</td> </tr> <tr> <td>2</td> <td>Eviscerator</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 (randomise)</td> </tr> <tr> <td>6</td> <td>Force Sword or Staff (randomise)</td> </tr> </tbody> </table>	d6	Loot	1	Chainsword or Axe (randomise)	2	Eviscerator	3	Shock Maul	4	Electro-Flail	5	Power Sword or Axe (randomise)	6	Force Sword or Staff (randomise)
d6	Loot														
1	Chainsword or Axe (randomise)														
2	Eviscerator														
3	Shock Maul														
4	Electro-Flail														
5	Power Sword or Axe (randomise)														
6	Force Sword or Staff (randomise)														

31-33 Spore Plant

Make a T test for everyone in your warrior band (treat as a toxin attack). Failure will result in them needing to pass a T test at the beginning of each turn during the next game. If they fail they suffer from Choke toxin as the spores haven't left their system.

34-35 Nomads

The unmistakable sight of Crone World Nomads appears over a ridge. If you do not offer to trade with them they will attack and d3 of your followers will have to miss the next game to heal.

36-40 Broken Gun

You find an old malfunctioning gun, roll on the table below. To get it working pass a Sg test with a -10 modifier.

d6	Loot
1	Webber
2	Flamer
3	Bolter (sickle mag)
4	Needle Rifle (stun toxin)
5	Melta Gun
6	Plasma Gun

41-45 Decrepit Shipwreck

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.

46-47 Genestealer^G

Thlezzlaoth may ensnare Tyranid vessels, more out of a morbid curiosity than anything else. However, the only creatures likely to survive so far away from the Hive mind are Genestealers. This creature follows you until you are occupied before striking. During your next game it appears 2d6 away from a random character in your second turn. It will attack the closest miniature.

48-53 Rations

You find something edible; you gain 2d10 rations.

54-56 Tau Bureaucrats

You hear a sobbing sound from a totally destroyed ship. When you approach you see the disheveled Tau huddling in the wreckage.

57-59 Sorcerer's Lair

You stumble upon 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	D6 Doses of Spook
3	Force Weapon (randomise)
4	Daemon Weapon (Daemonic Servant-randomise power)
5	Spirit Stone
6	Hexagrammic Wards

"...And press my night robes, I don't plan on being out here too long." - Sir Laquar, the Earl of Hyron Prime

60-64 Dead Ork

Roll a d6 twice to see what you can loot (you can also cut out his 5 teef):

d6	Loot
1	D10 teef
2	Choppa
3	Carapace armour for chest
4	Open Helmet
5	Shoota
6	D10 rations

65-66 Big Mek's Retinue

You see the signs of a Big Mek Trader close by. You may decide whether to trade with him or not.

67-70 Insane Architecture

You encounter some disturbing ruins. Make a Wp test for each character. If they fail then in the next scenario they must pass a Nv test at the beginning of each turn. If they fail then roll on the Hallucinogen Effects Table to see how the flashbacks affect them for that turn.

71-74 River of Blood

A shallow river of blood flows lazily past, with a corpse appearing every now and then. Make a Ld test to force your followers to enter the horrible mess. It's only a bit of blood! If you pass then roll on the following table to see what you find on one of the bodies.

d6	Loot
1	Closed Helmet with built-in Gas Mask
2	Chainsword
3	Medi-pak
4	Bolter (straight mag)
5	Spirit Stone
6	Lyth

75-78 Broken Armour

You find a malfunctioning piece of armour; roll on the table below. To get it working pass a Sg test with a -15 modifier.

d6	Loot
1	Suppression Shield
2	Mirror Shield
3	Storm Shield
4	Refractor Field
5	Conversion Field
6	Full suit of Power Armour (not including helmet)

79-82 Eldar Outcast

If there are any Eldar in your warrior band the Outcast will give you information willingly. You can add or deduct up to 10 from your results on the Scavenging table after your next game.

Otherwise you may interrogate him with a successful Strength test to get the information. If you fail the test the Outcast will injure you in his escape. Roll a d6 to see where the injury occurs:

1: Abdomen, 2:Groin, 3-4: Arms, 5-6: Legs; then roll a d6 on the Injury Table for that area.

83-84 Broken Heavy Weapon

You find an old, malfunctioning gun. Roll on the table below. To get it working pass a Sg test with a -20 modifier.

d6	Loot
1	Heavy Stubber
2	Storm Bolter
3	Rocket Launcher (Krak missiles)
4	Assault Cannon
5	Heavy Bolter
6	Lascannon

84-85 Sorcerers Cabal

The chanting of a chaos ritual splits apart the silence of the wasteland. You may not trade with the Sorcerers unless your warrior band includes a psyker or a character with a Mark of Chaos.

86-89 Slaughtered Explorers

Roll 3 times on the following table to see what you can loot:

d10	Loot
1	D3 Average Bionic Parts (choose)
2	Flamer
3	Closed Helmet with Re-Breather
4	Bolter (drum mag)
5	Heavy Stubber
6	Power Sword
7	Long Rifle
8	Full suit of Carapace Armour (not including helmet)
9	D6 Gas Grenades (randomise)
10	Lyth

90-94 Ship Wreck

You find an old wreck with what could be some Lyths among the remains. Make a Sg test. If you pass add a Lyth to your Cargo.

95 Inquisitor Vaughst

You find Inquisitor Vaughst face down on the dusty surface of the Crone World. If someone in your warrior band has a Chaos power, ability or a Mark of Chaos he will attack. Roll a d6 to see where the injury occurs:

1: Abdomen, 2:Groin, 3-4: Arms, 5-6: Legs; then roll a d6 on the Injury Table for that area. If he doesn't attack he will join your Leader for d3 games (and requires no rations).

96-99 Abandoned Ship

You find a fairly intact ship with no surviving crew. Add d3 Lyths to your Cargo. You will also find some old servitors where you can harvest d6 advanced bionic parts of your choice.

100 Lyth Tablet

Roll a Sagacity test with a -20 modifier. If you fail you may try again next week. When you pass you have deciphered a Lyth Tablet. It will allow you to better understand how to increase the power of Lyths. During your Escape roll, add 1 for each Lyth in your possession.

"It's not broken, just needs a bit of a tap and a prayer to it's machine spirit. See, good as new!"

Your Ship and Crew

Your Ship has been bound to the Crone World and you must break the hold of Thlezzlaoth. You will have to rely on your techs to decipher how to fully utilize the power of Lyths.

Over time, your crew will face many difficulties from spending time on a chaos-infested planet. At the beginning of every week roll on the Events table. Every 4 games your warrior band participates in is a good way of measuring a week, but it is ultimately up to the GM. A 4 game week would include your warrior band rolling twice on the scenario table and being the attackers, then being the defenders for the other two.

Rations

You will eventually run out of food. When you first become ensnared, your ship will have d3 weeks of rations in its stores. Note this in your ship's cargo. After these run out you will need to find another way of feeding yourselves.

Each member of your warrior band will need to use up one ration before each game. If he can't then he will lose d10 to his S, T, I and Wp, and counts as Starving. Any Starving character that doesn't take a ration before a game will suffer a further d10 loss to S, T, I and Wp. If the character can find some rations, then each one he uses will add d10 to his lost characteristics, but he can't exceed his original values in this way.

The Crone World is a barren planet and food is hard to come by. You can hope to find some while scavenging, though there is another way – eating your kills. You can pick up a dead creature during a game (an unconscious creature counts as dead, unless it's another player's character). You can also eat your prisoners. Divide your meal's Toughness by 10 to see how many rations you'll get from it.

You may make your warrior band eat something that repulses them, though you must accept the consequences. If you eat carrion (a dead creature on the Scavenging Table) or an intelligent humanoid (those described under 'Race's' in the Warrior Bands section) then you might be regarded as a bad leader by your followers. For every un-palatable creature your warriors eat add 1 to each of their ranks (for the purposes of Team Rank, nothing else). Eldar increase this to 2. This addition is cumulative and will last until you feed them something palatable. If their new rank exceeds your Team Rank value, then you will have to lose some of your followers as they aren't as open minded as you when it comes to dinner time. Chaotic Humans, Dark Eldar and Orks aren't effected by this and you can feed them anything you like.

The Ship's Workforce

You start the campaign with a Tech Skill of 3. This represents the high level engineers and academics skilled enough enhance a Lyth's power, such as Navigators, Tech Priests, Mekboys or Bonesingers. Every 3 weeks your Tech Skill will increase by 1 to represent the intimacy your Techs will develop with Lyth technology. You also begin with d6 Workers.

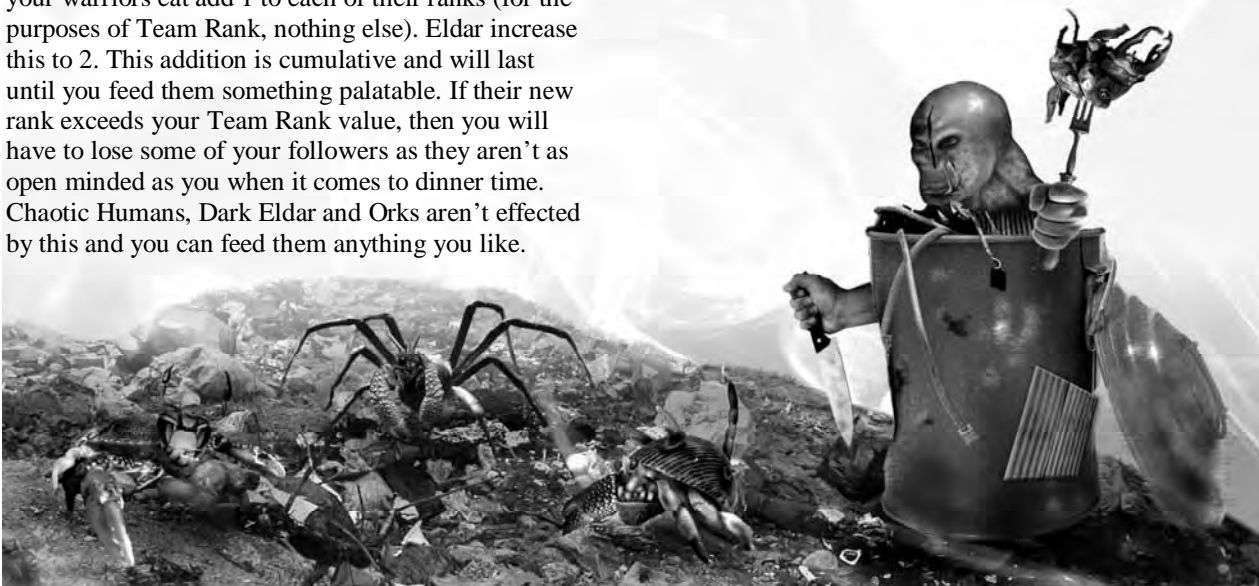
You can attempt to capture a stunned or unconscious character in the hope of gaining a prisoner. Chains and locks to do this can be found amongst your cargo. Your warrior must spend actions binding his target and keep in contact with him for the rest of the game. If a bound enemy regains his senses he may make a Strength or Initiative test to escape, with a negative modifier equal to the binder's Sagacity divided by 5, plus 10 per binding action. A bound character is controlled by the captor's player and counts as stunned if attacked. He will become a prisoner if his captors win the scenario when they can then add him to their cargo. An imprisoned character's warrior band may play the Rescue scenario instead of rolling on the Scenario Table.

Before your Escape Roll, you must see if you've broken your prisoners' spirits and can force them to work. The captor's player and the prisoner's player each roll a d100 and add the Leadership of their respective characters. If the captor wins then his prisoner becomes a worker, if not, he can test again next week. You may also make a worker a prisoner.

The Escape

At the beginning of every week roll on the Events Table below to determine if anything affects your crew or ship. Make a note of what occurs so that you don't forget what has happened when you make your Escape Roll.

At the end of every week you will need to check how well your work has gone. This is the Escape Roll and there are a few steps involved. Roll an amount of d10's that equal your ship's Tech Skill and the amount of Lyths you possess. Then add a d6 for each worker you have. It's up to your GM to determine what you need to roll over to escape. If you exceed this roll, then congratulations, you're one of the lucky ones to escape from the Crone World!



Events Table

d100	Result
1	<p>Theft</p> <p><i>One of your Workers is under the influence of Thlezzlaoth and has been sabotaging your work. He steals some Lyths and runs into the wasteland. You lose d10 Lyths and one Worker.</i></p>
2-4	<p>Attack</p> <p><i>Your Ship comes under attack from possessed Crone World Nomads. Roll a d10; these are how many Lyths are targeted. Make a Sagacity or Leadership test and for each 10 you pass the test by, deduct one from the targeted Lyths. This represents your character's skillful defense of his crew and ship. The number of Lyths remaining are destroyed in the attack.</i></p>
5-10	<p>Deal with the Daemon</p> <p><i>A presence whispers into the dreams of the Crew. They work extra hard this week, but it is just a cover so that they can escape to be with their new master. Workers roll d10's instead of d6's for repairs, but then 2d6 of them desert the crew.</i></p>
11	<p>Plague</p> <p><i>A plague spreads among your crew. D10 of your Workers die. For this week your Tech Skill is also reduced by d3 as your techs recover.</i></p>
12-15	<p>Electrical Storm</p> <p><i>A high ranking engineer electrocutes himself and is injured. The storm also attracts Hitch-Hikers. Reduce your Ship's Tech Skill by 1 and include d6 Hitch-Hikers in every game for this week.</i></p>
16-20	<p>Murderer</p> <p><i>The taint of chaos has finally entered the soul of one of your crew. He begins a killing spree that lasts for d6 weeks. D3 workers die per week and he kills himself in the end. You may attempt to stop him by passing a Sg test with a -20 modifier at the start of each week. Your Ld will increase by d6 if you stop the killer before his spree ends.</i></p>
21	<p>Accident</p> <p><i>A girder gives way, crushing all in its path as it rolls through construction work. Lose d6 Lyths.</i></p>
22-25	<p>Engineer's Familiar</p> <p><i>You notice a strange creature that is accompanying a head Engineer. Every week your Tech Skill will increase by 1, but some crew will not like what is happening.</i></p> <p><i>Each week there is a 20% chance of a crew member killing the familiar (unless one of your characters does it voluntarily), resulting in the engineer leaving. Deduct d3 from your Tech Skill.</i></p> <p><i>The Familiar is actually a daemon (of course) and will consume the Engineer's soul if it survives for d6 weeks. Your Engineer dies and ceases to increase the ship's Tech Skill. If this happens then you must fight against a random aspect of Possessed Piete (ignore a result of 1!) in your next game.</i></p>
26-30	<p>Drug Addict</p> <p><i>Your follower with the lowest Willpower can't stand the horror of the Crone World and becomes addicted to Spook. He must have 2 doses of Spook per week (which he can take during games) or he loses d10 Wp per week (it'll return to normal if he takes a dose of Spook). If his Wp gets to 0 he dies.</i></p>
31	<p>Blobs in the Pantry</p> <p><i>A slimy surprise awaits anyone visiting the food stores this week. You lose all your rations.</i></p>
32-35	<p>Scuttler Infestation</p> <p><i>The Scuttler's are swarming your area. Include d6 Scuttlers in every game for this week.</i></p>
36-40	<p>Food Poisoning</p> <p><i>Your crew has eaten some spoiled rations. D6 of your workers fall sick and don't count towards the escape roll this week. Also deduct d6 rations.</i></p>
41	<p>Possessed Piete</p> <p><i>An insane gabbling sound approaches your ship. No traders will offer to barter with you while Piete is this close. He lingers for d3 weeks (if a Trader approaches while Piete is close by, the Trader will turn away). Instead of rolling scenarios this week you may attack him.</i></p>



42-45 Blood Rain

The clouds have turned a deep, blood red and disgorge their load throughout the week. Due to the danger of working in the wet weather, roll a d3 for each worker instead of a d6.

46-50 Arrival of Un-Koof

Un-Koof arrives in your vicinity and begins to attack anyone he passes. He will move on in d3 weeks (if a Trader approaches while Un-Koof is close by, the Trader will turn away). Instead of rolling scenarios this week you may attack him.

51 Lyth Eater

A member of the crew has been drugging and carving Marks of Chaos onto sleeping workers. This summons a daemon through him that now lurks somewhere on the ship. It will consume d3 Lyths every week it is allowed to survive

Each time you can roll on the Scenario Table you may instead decide to hunt it down by passing a Sg test and fighting against a random aspect of Possessed Piete (ignore a result of 1!). If you fail the Sg test then roll on the Scenario Table, but you'll be the defender.

52-55 Junk Dealer

The clanking sound of metal on metal sounds out across the wasteland. You're lucky enough to have a Junk Dealer close by for this week.

56-60 Lost Beast

A giant creature lumbers past your ship. You can attack it, but there is a 20% chance it will injure one of your warrior band (they'll have to miss the next game). Add 3d10 rations to your Cargo.

61 Rampaging Blob

A giant Blob attacks your ship. Lose d6 Workers as it devours them in a feeding frenzy.

62-64 Daemonic Possession

A random follower becomes possessed for this week. Give him a Daemonic Attribute or Psychic Power, and give his unarmed attacks a Daemonic Property. During future games he must pass a Wp test in every recovery phase or he can't control his raging desires and attacks his allies. When in this state he is unable to use any equipment.

The daemon leaves him at the end of the week. He is shaken by the encounter and must deduct 2d10 from his Nv due to the horrifying experience.

65-70 Straggler

A lonely figure staggers towards your ship. You may add the wanderer to your warrior band. Roll a d10, that's what rank he is. He will inevitably be wracked by mutation from his weeks of travel so will have 2d3 mutations. Randomise the race and background of your new character (all this may be done before deciding to recruit him). If his rank is too high for your leader you can add him as a worker until your leadership increases.

71 Construction Problems

Some Lyths have been arranged incorrectly and lose power. D6 Lyths will not contribute to your Escape roll this week.

72-75 Forbidden Knowledge

One of your top engineers has been granted insight far beyond what a mere mortal should possess. Your Tech Skill will increase by 1 each week for d3 weeks. However, this has come at a price. He must make sacrifices (prisoners) to his new master, d3 a week from now on. If the crew finds out (a 20% chance per week) or there are no prisoners to sacrifice, he will die in a horrific manner. Reduce your Tech Skill by d3.

76-80 Strong Winds

The winds have uncovered a lot of previously buried trails and objects. You may add or deduct up to 5 from your Scavenging rolls this week.

81 Critter Storm

Small, fanged creatures burst from the dark clouds and gnaw away on anything they land upon. Workers will not venture outside so they will not contribute to the Escape roll this week.

82-86 Flesh Storm

Chunks of meat fall from the sky. Although it will make construction difficult, it will increase moral because of all the food you're getting. You don't use any rations this week.

87-90 Blasphemous Rites

Your crew starts participating in rituals to increase their productivity. However they are on the borderline of making a pact with Chaos. For d3 weeks roll a d10 for each worker instead of a d6. During this time you may try to uncover their activities by trying to pass a Sg test at the end of every week. If it is successful, D6 workers are killed in the resulting purge.

If they are allowed to continue with their rituals for the full d3 weeks, they summon a being from the Warp. Lose d10 Lyths as it obeys its master's commands and consumes the hated relics.

91 Apparition of Thlezzlaoth

Thlezzlaoth appears in nightmares to your crew and their lack of sleep reduces their ability to work. Use d3's instead of d6's for your Workers when rolling to escape for this week.

92-94 Refugees

A stream of dispossessed wanderers approaches your ship, begging for sanctuary. Add d10 workers to your crew.

95-99 Breakthrough

Your Techs have discovered a more powerful way of utilising Lyths. Increase your Tech Skill by 1.

100 Productive Week

Nothing much happens, but it's a good thing. Your techs, engineers and workers can focus without disruption. When you make your Escape Roll, increase every die result by 1.

Special Characters: If a Special Character is killed you can make it permanent and re-roll any Event where a Special Character would be resurrected from the dead. Or you can accept that there are similar figures on the Crone World and replace them with characters of your own devising.

Crone World Bestiary

Beasts

The beasts detailed below should be treated in a similar way to Cyber Mastiffs. A beast will always dodge and never parry. They only have one location to injure (use chest injury chart) and are dead if it becomes crippled.

Beast Special Abilities

Wall Walker

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

Scuttlers

The click of a Scuttler's claws is enough to make a Space Marine shudder. Scuttler's also make surprisingly tasty meals, for crab-like warp-creatures that feed on blood.

Equipment: *Filthy claws:* count as axe with 'Corruptor' daemonic property, *Shell:* Armour 3.

WS	BS	S	T	I	Wp	Sg	Nv	Ld
49	0	35	48	63	7	2	26	18
Speed	Base Injury	System Shock	Consciousness					
4	5	10	24					

Hitch-Hiker

These translucent sparks of daemon-fire flit through the atmosphere of the Crone World, feeding on energy. Although quite harmless, they can create havoc if they swarm a battlefield in a feeding frenzy.

Equipment: *Tendrils:* Count as unarmed with the 'Enfeeble' and 'Lashing' daemonic properties.

Special Abilities: *Energy Leech:* A Hitch-Hiker counts as a moving Haywire Grenade to anything within 4 yards. It has the Regenerate power when it is stopping a piece of equipment working in this way, *Wyrd-Teleport* (only self), *Uncanny Dodge:* Counts as a Displacer Field.

WS	BS	S	T	I	Wp	Sg	Nv	Ld
37	0	12	24	92	13	3	23	31
Speed	Base Injury	System Shock	Consciousness					
6	2	5	12					

Blobs

A pulsating mass of flesh, excrement and slime, a blob is disgusting to behold. They also have insatiable appetites.

Equipment: *Choking Pseudopod:* Count as Flail. If hit pass a Strength test or suffer from Choke Toxin.

Special Abilities: *Daemonic, Gelatinous:* Damage is halved as the Blob's slime soaks up the damage, *Wall Walker, Fearsome, Disgusting:* Any leader who forces his followers to eat a Blob will have to deduct d10 from their Leadership. A Blob is so infused with Chaos that anyone eating from one will undergo a mutation if they fail a Toughness test.

WS	BS	S	T	I	Wp	Sg	Nv	Ld
52	13	62	71	36	18	1	68	12
Speed	Base Injury	System Shock	Consciousness					
3	7	Never	Never					

Chaos Hound

Canines with slavering jaws run in packs through the wasteland, attacking when their prey is most vulnerable.

Equipment: *Powerful jaws:* Count as Knife.

Special Abilities: *Furious Assault*

WS	BS	S	T	I	Wp	Sg	Nv	Ld
53	0	59	51	61	19	2	38	33
Speed	Base Injury	System Shock	Consciousness					
4	5	10	26					

Daemon Spider

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

Equipment: *Web Gland:* Web pistol, *Spider fangs:* Knife coated in Stun toxin, *Carapace:* Armour 4.

Special Abilities: *Wall Walker, Fearsome, Deamonic*

WS	BS	S	T	I	Wp	Sg	Nv	Ld
72	88	71	62	78	26	24	41	34
Speed	Base Injury	System Shock	Consciousness					
5	6	12	31					

Carnivorous Plant

There are many species of flesh-eating plants on the Crone World. Detecting one is the first step in surviving its attack.

Equipment: *Mouth:* count as Great Axe with 'Lashing' daemonic property, *Luring Scent:* counts as 'Entrance' daemonic property.

Special Abilities: *Immobile:* the plant can't move, *Hidden:* In an area with Carnivorous Plants every piece of foliage could be a potential death-trap. The GM can decide which terrain pieces hold Carnivorous Plants, and a character must pass a Sg test when within 4 yards to detect it, *Death-trap:* The equipment of past victims litters the ground around a carnivorous plant. If you kill one, then you will find d3 common items among the remains.

WS	BS	S	T	I	Wp	Sg	Nv	Ld
55	0	76	78	17	1	1	212	1
Speed	Base Injury	System Shock	Consciousness					
2	8	Never	Never					



Special Characters

Before long you will hear rumours of strange or powerful figures that wander the Crone World. Some are detailed below. They can be introduced by a GM or may occur as a random event.

Inquisitor Vaughst

“Listen up cully. I bin ‘ere for nigh on fity year, n I know a thing or two ‘bout it. I know the name of the thing that runs this place and I’ll be praised by ‘is Holiness on Terra if I can kill it somehow. ‘Ey, what’s that mark there on ya neck? Ya one of them! Time to die, chaos scum!”

Equipment: Revolver, Flail and Axe

Special Abilities: Dodge, Force of Will, Heroic.

Inquisitor Vaughst also has the following mutations: Rotting Flesh, Extra Arm, Spines and Stench.

WS	BS	S	T	I	Wp	Sg	Nv	Ld
83	72	63	69	63	53	86	89	77
Speed	Base Injury	System Shock	Consciousness					
4	7	14	35					

Un-Koof da Warphead

“Bbbglukh? Whah hah hah!”

Equipment: Staff

Psychic Powers: ‘Ead Butt (Psychic Shriek), Da Krunch (Firestorm), Kop Dis (Psychic Impel), Waaagh! (Warp Strength)

Special Abilities: *Ferocious Assault, True Grit, Warphead:* Un-Koof is a crazed Warphead who’s barely in control of his power. For each Ork on the table, increase his Wp by 5 and add an additional 5 if they’re in close combat. If Un-Koof starts a turn with his Wp exceeding 99 he will blast psychic powers until the raging Waaagh! power dies down.

He will automatically get all his actions (no need to roll). He must then fire off a random power at a random character within line of sight until his Wp gets below 100. Each power he blasts off in this way will reduce his Wp by 5 for 2 turns.

WS	BS	S	T	I	Wp	Sg	Nv	Ld
79	68	96	122	41	88	34	108	71
Speed	Base Injury	System Shock	Consciousness					
3	12	24	61					

Possessed Piete

“Uh, I think I’ve only got a moment. Kill me sir – eehh – kill me. They’ll be back sooh – uurghkh – oon. Quickly nowwwwWWWR. I SHALL TEAR THE FLESH FROM YOUR BONES MORTAL, YOUR HELL BEGINS NOW!”

Equipment: Unarmed and sparsely clothed.

Special Abilities: *Terrifying, Possessed:* If a 1 comes up on any of Piete’s action dice, a different daemon will gain possession of his body for that turn. Roll on the table below to see which one. Keep track of each daemon’s injuries separately and only apply the injuries of the current daemon in possession of Piete.

d6	Result																																				
1	Piete! He stumbles, confused. Roll on the Hallucinogen Table for his actions this round.																																				
	<table border="1"> <thead> <tr> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>I</th> <th>Wp</th> <th>Sg</th> <th>Nv</th> <th>Ld</th> </tr> </thead> <tbody> <tr> <td>31</td> <td>23</td> <td>36</td> <td>32</td> <td>39</td> <td>41</td> <td>78</td> <td>22</td> <td>29</td> </tr> <tr> <th>Speed</th> <th>Base Injury</th> <th>System Shock</th> <th>Consciousness</th> <td colspan="5"></td> </tr> <tr> <td>3</td> <td>3</td> <td>6</td> <td>16</td> <td colspan="5"></td> </tr> </tbody> </table>	WS	BS	S	T	I	Wp	Sg	Nv	Ld	31	23	36	32	39	41	78	22	29	Speed	Base Injury	System Shock	Consciousness						3	3	6	16					
WS	BS	S	T	I	Wp	Sg	Nv	Ld																													
31	23	36	32	39	41	78	22	29																													
Speed	Base Injury	System Shock	Consciousness																																		
3	3	6	16																																		
2	Oolumbajo Psychic powers – Flesh Cage ^{CP} , Brainflyer ^{CP} , Invulnerable daemonic attribute.																																				
	<table border="1"> <thead> <tr> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>I</th> <th>Wp</th> <th>Sg</th> <th>Nv</th> <th>Ld</th> </tr> </thead> <tbody> <tr> <td>21</td> <td>18</td> <td>36</td> <td>32</td> <td>39</td> <td>62</td> <td>23</td> <td>47</td> <td>33</td> </tr> <tr> <th>Speed</th> <th>Base Injury</th> <th>System Shock</th> <th>Consciousness</th> <td colspan="5"></td> </tr> <tr> <td>3</td> <td>3</td> <td>6</td> <td>16</td> <td colspan="5"></td> </tr> </tbody> </table>	WS	BS	S	T	I	Wp	Sg	Nv	Ld	21	18	36	32	39	62	23	47	33	Speed	Base Injury	System Shock	Consciousness						3	3	6	16					
WS	BS	S	T	I	Wp	Sg	Nv	Ld																													
21	18	36	32	39	62	23	47	33																													
Speed	Base Injury	System Shock	Consciousness																																		
3	3	6	16																																		
3	Shayayzrin: Attacks have the Mindstealer and Lashing daemonic properties.																																				
	<table border="1"> <thead> <tr> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>I</th> <th>Wp</th> <th>Sg</th> <th>Nv</th> <th>Ld</th> </tr> </thead> <tbody> <tr> <td>72</td> <td>61</td> <td>58</td> <td>52</td> <td>69</td> <td>81</td> <td>81</td> <td>110</td> <td>96</td> </tr> <tr> <th>Speed</th> <th>Base Injury</th> <th>System Shock</th> <th>Consciousness</th> <td colspan="5"></td> </tr> <tr> <td>4</td> <td>5</td> <td>10</td> <td>26</td> <td colspan="5"></td> </tr> </tbody> </table>	WS	BS	S	T	I	Wp	Sg	Nv	Ld	72	61	58	52	69	81	81	110	96	Speed	Base Injury	System Shock	Consciousness						4	5	10	26					
WS	BS	S	T	I	Wp	Sg	Nv	Ld																													
72	61	58	52	69	81	81	110	96																													
Speed	Base Injury	System Shock	Consciousness																																		
4	5	10	26																																		
4	Zutrathon: Psychic powers – Golem Sign ^{CP} , Flux Leech ^{CP} . Attacks have the Deflection and Magic Absorption daemonic properties.																																				
	<table border="1"> <thead> <tr> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>I</th> <th>Wp</th> <th>Sg</th> <th>Nv</th> <th>Ld</th> </tr> </thead> <tbody> <tr> <td>41</td> <td>77</td> <td>42</td> <td>49</td> <td>42</td> <td>92</td> <td>93</td> <td>64</td> <td>88</td> </tr> <tr> <th>Speed</th> <th>Base Injury</th> <th>System Shock</th> <th>Consciousness</th> <td colspan="5"></td> </tr> <tr> <td>3</td> <td>5</td> <td>10</td> <td>25</td> <td colspan="5"></td> </tr> </tbody> </table>	WS	BS	S	T	I	Wp	Sg	Nv	Ld	41	77	42	49	42	92	93	64	88	Speed	Base Injury	System Shock	Consciousness						3	5	10	25					
WS	BS	S	T	I	Wp	Sg	Nv	Ld																													
41	77	42	49	42	92	93	64	88																													
Speed	Base Injury	System Shock	Consciousness																																		
3	5	10	25																																		
5	Nushblogg: Psychic powers – Curse of the Leper ^{CP} , Attacks have the Enfeeble daemonic property, Regeneration, True Grit.																																				
	<table border="1"> <thead> <tr> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>I</th> <th>Wp</th> <th>Sg</th> <th>Nv</th> <th>Ld</th> </tr> </thead> <tbody> <tr> <td>52</td> <td>44</td> <td>68</td> <td>94</td> <td>36</td> <td>79</td> <td>29</td> <td>72</td> <td>81</td> </tr> <tr> <th>Speed</th> <th>Base Injury</th> <th>System Shock</th> <th>Consciousness</th> <td colspan="5"></td> </tr> <tr> <td>3</td> <td>9</td> <td>19</td> <td>47</td> <td colspan="5"></td> </tr> </tbody> </table>	WS	BS	S	T	I	Wp	Sg	Nv	Ld	52	44	68	94	36	79	29	72	81	Speed	Base Injury	System Shock	Consciousness						3	9	19	47					
WS	BS	S	T	I	Wp	Sg	Nv	Ld																													
52	44	68	94	36	79	29	72	81																													
Speed	Base Injury	System Shock	Consciousness																																		
3	9	19	47																																		
6	Khrumgorr: Dodge, Attacks have the Gnawing daemonic property, Impervious daemonic attribute.																																				
	<table border="1"> <thead> <tr> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>I</th> <th>Wp</th> <th>Sg</th> <th>Nv</th> <th>Ld</th> </tr> </thead> <tbody> <tr> <td>89</td> <td>23</td> <td>81</td> <td>87</td> <td>63</td> <td>52</td> <td>12</td> <td>93</td> <td>78</td> </tr> <tr> <th>Speed</th> <th>Base Injury</th> <th>System Shock</th> <th>Consciousness</th> <td colspan="5"></td> </tr> <tr> <td>4</td> <td>9</td> <td>17</td> <td>44</td> <td colspan="5"></td> </tr> </tbody> </table>	WS	BS	S	T	I	Wp	Sg	Nv	Ld	89	23	81	87	63	52	12	93	78	Speed	Base Injury	System Shock	Consciousness						4	9	17	44					
WS	BS	S	T	I	Wp	Sg	Nv	Ld																													
89	23	81	87	63	52	12	93	78																													
Speed	Base Injury	System Shock	Consciousness																																		
4	9	17	44																																		



Additional Equipment

The items below are arranged in Equipment Availability levels, which are to be used when deciding what is available from Traders etc. They will often differ from the Inquisitor Rulebook as there is a higher proportion of alien equipment on the Crone World.

Ork Equipment

Note: Firing any Ork gun is a risky action. If this occurs, the weapon will jam and will require 2 actions to fix.

Common

Slugga: count as Bolt pistol with Range A

Choppa: Count as Great Axe

Rare

Shoota: Count as Straight Mag Bolter with Range E

Exotic

Attack Squig: A large Attack Squig is a Nob's pride and joy. Treat as a Cyber Mastiff with the following profile. The Attack Squig only has one injury location which is equivalent to the chest.

WS	BS	S	T	I	Wp	Sg	Nv	Ld
56	4	78	82	41	24	2	77	32
Speed	Base Injury	System Shock		Consciousness				
3	8	16		41				

Equipment: Rending Teeth (count as an Improvised attack with the Gnawing deemonic property)

Other

Teef: Whenever you come across a dead or unconscious Ork, you can remove his teeth to trade with other Orks. The amount of teef worth removing from an ork is its toughness divided by 25.

Eldar Equipment

Rare

Shuriken Pistol^{Thor}

Dark Eldar Catalyst: When mixed with a toxin or drug, it will reduce the victim's Toughness by half.

Exotic

Dark Eldar Agoniser

Shuriken Catapult

Ranger Long Rifle^{Sok}

Spirit Stone: These may be taken from dead Eldar and only function if they contain an Eldar's soul. Using a spirit stone will allow you to make a stronger connection with the warp. You may re-roll an action dice every turn you use more than 1 psychic power. Any non-Eldar that possesses a Spirit Stone will enrage every Eldar he comes across

Other

Lyth: By keeping a small Lyth you can tap into its unique powers. It counts as a combined Hexagrammic and Pentagrammic Ward. However after each game there is a 50% chance your character will gain d3 mutations from its raw power.

Tau Equipment

Exotic

Pulse Rifle: The most common Tau weapon, employed by their warriors on the front lines.

T	R	Mode	Acc	Dam	Shots	Rld	Wt
Basic	H	Single Semi(2/3)	-	3D6+5	40	2	20

Drone: Counts as a Servo Skull of your choice

Chaos

Mark of Chaos: By spending 5 experience points, you may give a character a Mark of Chaos. Choose your master by viewing the Chaos Worshipper background. Give your warrior one of the bonuses available that doesn't effect characteristic values.

Additional depth to chaotic characters: A fine website to expand upon the myriad ways of introducing more advanced chaotic attributes to your characters is the one below:

www.geocities.com/inquisitor_conclave/bookside.html

Other Equipment

Common

Screamer: These are small proximity alarms. In scenarios 3, 6 and 10 a Defender with screamers in their cargo will gain a free action with d3 of their characters before the Attackers start their turns.

Shackles: Allows the character to bind another in two actions. Adds -80 (total of -100) to the bound character's test to break free.

Rare

Grapple: The grapnel consists of a large magnet attached to a long wire which is fired from a launcher. A mechanical pulley then brings the launcher to where the magnet is attached, or vice versa, automatically reloading for the next shot.

T	R	Mode	Acc	Dam	Shots	Rld	Wt
Basic	E	Single	-	D6	1	2	35

A character can fire the grapnel at any piece of metal on the battlefield. If it hits then the character can use an action to winch himself to that point.

A grapnel is also very handy for your workers. For each grapnel in your cargo, a worker can re-roll his d6 during your Escape Roll.

Exotic

Hand Grapple: This is similar to a regular grapnel, but can be easily carried and concealed. Its maximum range is 24 yards. However, it cannot hold the weight of a character wearing more than 30 points of armour.

T	R	Mode	Acc	Dam	Shots	Rld	Wt
Pistol	A	Single	-5	D3	1	1	20

Telescope: Allows the character to add or deduct up to 10 from their Scavenging Table results.



Appendix 1 **Ship and Crew Chart**

<h1>SHIP AND CREW CHART</h1>																								
Ship name																								
Week:					Event																			
Cargo																		Tech Skill						
																		Lyths						
																		Workers						
Rations:																								
Exploration Leader										Rank:					Follower					Rank:				
WS	BS	S	T	I	Wp	Sg	Nv	Ld	Spd	WS	BS	S	T	I	Wp	Sg	Nv	Ld	Spd					
Max followers:					Team rank:					Manhunt value:					Talents, powers and abilities									
Talents, powers and abilities										Talents, powers and abilities														
Equipment										Equipment														
Injuries										Injuries														
Follower										Rank:					Follower					Rank:				
WS	BS	S	T	I	Wp	Sg	Nv	Ld	Spd	WS	BS	S	T	I	Wp	Sg	Nv	Ld	Spd					
Talents, powers and abilities										Talents, powers and abilities														
Equipment										Equipment														
Injuries										Injuries														

'The zealous martyr is praised for his valour: The craven and the unready are justly abhorred.'
The First Book of Indoctrination

Appendix 2 Campaign Example

Week 1

Day 1: The Navigator has put me in charge of exploring the area. I've no idea of what I should expect. Looking back at the ship, I can see great tentacles that seem to have erupted from the earth and ensnared our craft [rolled *Construction Problems*, and since I didn't have any Lyths there was no effect for my Weekly Event].

Young Shalum has volunteered to come with me. He seems to be pretty good with the autogun he's taken from the Ship's cargo, so between us we should be able to handle any problems. It doesn't look like there is much out here anyway.

Day 2: How wrong I was. The only safe looking trail from our ship has been blocked by some villains. Luckily, Shalum's fine shooting allowed us to route them. After following the trail for some time we came across some strange wanderers. They grew angry when we declined to barter so rather than risk injury I gave them my laspistol in exchange for some dried meats. They asked us to accept their Master when he calls, and to stay clear of the Rune-Stones. What strange place is this?

Day 3: Magos Hron, our Head Engineer has asked us to bring back anything that may disrupt the warp tendrils ensnaring our craft. We venture off and begin the search.

Day 5: We find an empty vessel, infested with disturbing, scuttling creatures. We cannot kill all of them and so leave the hulk empty handed. However on our return we find an old piece of machinery half buried in some junk. With a bit of tinkering I get it to activate. Bless the Emperor, I found a storm shield!

Day 6: We spot a group of wanderers near our craft. I immediately set off with Shalum. Atesh, a psyker from Tallarn, has been impressed with my courage and asks to join our expedition. I tell him to grab his knives and to follow my orders. We flank the enemy before ambushing them, cutting them down in a hail of fire. When we search the bodies we only find some rations. However, this may be a blessing as the Magos has said we will run out of food soon. I take my followers back to the ship via a different path, hoping to find something to take back. As we sift through the various pieces of rubble we come across and we find a strange device. Atesh says that he's seen things like that in his old line of work and manages to switch it on. The hum it emits means one thing; we've found a refractor field.

Day 7: We decide to venture back to the empty vessel we found a few days ago and finish the job. Atesh adds some much needed firepower, but we just can't seem to eradicate the pests. In the darkness I hear Shalum scream. One of the Scuttlers had pierced his gut with it's filthy talons. It looks like a deep wound and probably won't heal until the middle of next week.

Week 2

Day 8: A great insectoid beast lumbered close by and we launched an attack on it. No one was harmed and we gained some much-needed rations. The Magos has asked us to try to find someone we can trade with, as he assumes that there will be some friendly wanderers somewhere in the wasteland.

Day 10: We've spotted an Ork craft close by. This is the first time I've encountered Orks, but know well that they are viscous beasts. We plan an attack and complete our mission flawlessly. The Orks had constructed pylons that housed some strange gemstones and kept the planet's tentacles away from their craft. The Magos will be interested in studying these. On our return we came across an Eldar scout. I interrogated the xenos filth personally and sent him on his way. The information he provided should come in very handy.

Day 11: A crew of what could only be chaos worshippers slipped behind our defences during the night and kidnapped one of our Tech Priests. We immediately tried to rescue him, but it was to no avail. With heavy hearts we left him to his fate. However, we decided to follow the Eldar's information and came across a Sorcerer's Lair. Luckily Atesh new instinctively what the treasure was and we returned with some wards that will protect us from deamons.

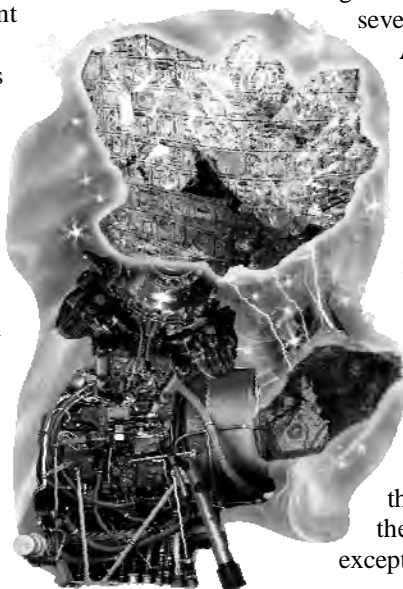
Day 12: We are running low on food and so embark on a hunt. We find a nest of warped spiders and manage to take a few down. Hopefully this will provide food for a few more days. We found an old shield in the nest, but it was damaged beyond repair.

Day 14: Shalum's injuries have healed and we set out. Magos Hron has informed us we need to find more of those rune encrusted crystals that he now refers to as Lyths. We had only strayed for a few miles when we became the victims of an ambush. A bullet pierced my upper thigh and it became infected almost immediately. Shalum was separated from us and has probably been taken prisoner by the cowardly scum. In our retreat back to the craft we saw the lone Eldar again, injured it seemed. I ordered Atesh to interrogate him, as my strength had been

severely hampered by my injuries. As Atesh approached, the sneaky Eldar shot at him and wounded his leg. The Eldar escaped and we limped back to the craft. Black tendrils of infection have started to creep into Atesh's wound and he is beginning to turn savage and bestial. I hope it is only temporary...

Summary

For our campaign we set the Escape Roll at 100. The warrior band above managed to escape at the end of their fifth week (which was after their twentieth game on the Crone World). This seemed to be the average if you don't have exceptional luck.



Appendix 3 Additional Ideas

The Inquisition in Crone World

Various Inquisitors have heard rumours of lost space craft re-entering Imperial space near the Cadian Gate. They are said to have survived a journey through the Eye of Terror. There are also the insane mutterings of witnesses to Thlezzlaoth's attacks.

Some Inquisitors will take notice, perhaps losing a quarry or friend to Thlezzlaoth's tendrils. After investigating a hunch, they may chance upon a pattern and predict where Thlezzlaoth is concentrating its attacks. Placing their own ship in a likely position, they will hurtle through the vortex to end up on the Crone World.

Once there they can begin the quest for answers.

Miniature Ideas

Orks

The 40k Ork Warboss miniature is perhaps the simplest option for creating an Inquisitor scale Ork. Using the Ogre or Ogryn miniature ranges and some Orky bits is another option. I've also seen the Warhammer Giant as a base, though the miniature may be slightly skinny for an Ork.

Scuttlers

By using Tyranid pieces you can create disturbing Scuttler miniatures. Imagine a cross between a crab, spider and a Face-Hugger.

Hitch-Hikers

Hitch-Hikers are a bit like Will-O-The-Wisps. We used transparent marbles and cotton wool balls mounted on 40k flyer bases to represent them.

Blobs

Great Unclean Ones are the perfect base models, though it isn't very difficult to stick a few skaven tails into a blob of modelling putty.

Chaos Hounds

Dire Wolf miniatures can create beastly dogs that are the correct scale when compared to your characters.

Daemon Spiders

Tyranids, the Chaos Mutations sprue and Warhammer Giant Spiders can be combined into Daemon Spiders.

Vehicles

A ship will often have some vehicles available as it transports its passengers from place to place. Your characters could commandeer one of them to explore more of the Crone World. Use the Feeling the Need for Speed articles for rules.

The Crone World's atmosphere is murky and turbulent and visibility is low. This means high-flying vehicles are out of the question. However low-hovering or wheeled vehicles that fit up to four characters are perfect for use on the Crone World. If you do decide to use vehicles then you may roll one extra time on the Scavenging Table per week to represent more of the ground you can cover.

Special Characters

We've had many ideas for other Special Characters that can give you ideas when you kill off the ones detailed above:

- Using an Ork dreadnought model, you could design a Killer Kan that's roaming the plains.
- A viscous, independent tyranid.
- Using an Eldar Wraithlord, you could design an Eldar Wraithguard that's looking for her kin.
- A Chaos Space Marine harvesting skulls for the skull throne.
- 40k Greater Daemon and Daemon Prince miniatures can make awesome looking Inquisitor scale daemons, that can double up as ambassadors for Thlezzlaoth.
- A mad Big Mek in mega-armour who is offended far more easily by non-orks than his peers.
- An abandoned Gun Servitor with faulty programming that only obeys high level Magi.

House Rules

Routing

We add a house rule where a leader must make a Leadership test in the recovery phase if any of his warrior band are out of action. If he fails he orders a retreat and his warrior band are removed from the table at the beginning of the next turn. Though, to add more realism you could make them actually try to escape off the table edge.

Looting

We also allow looting in our games. It takes 2 actions to loot an item from an unconscious or downed character. It takes an amount of actions equal to the armour value on a location to loot a piece of armour. We use a system where unconscious or dead characters remain on the table until they route and any piece of their equipment can be looted by a character in base-to-base contact.

Ammo

To deal with Ammo but without recording every bullet or power pack, we use the following rules based on those detailed in the Inquisitor rulebook. A character will always have ammo for a common weapon and so doesn't run out during games

However, rare guns will have d6 reloads to use each week. Exotic guns will have d3 per week. Characters that start with a Rare or Exotic weapon have enough ammo for d3 weeks. You can always loot a character for ammo and each clip or power pack counts as 1 piece of equipment for the looting rules.

Random Beasts

The Crone World is infested with critters, so there's a 25% chance of d6 randomised (there are only 6 of them mentioned here, so it makes it easy on you) creatures appearing on the table in each game. If they start their turn detecting a character they must try to attack them. Otherwise, they walk their actions in a random direction.