



MAGOS DAMONEUS FLUX

(Tech-Priest, Imperial)

Damoneus Flux is centuries old. So old, in fact, that there is very little of him left under the tattered robes and machinery that makes up the vast majority of his large frame.

Along with that great age has come great knowledge, power and position. A warband with Flux as a contact may hire Adeptus Mechanicus Specialists at 1/4 the normal cost in Prestige.

Flux's entire body is made up of bionics (of Maximum quality) and all his equipment implanted.

Sp	WS	BS	S	T
5	60	60	150	65
I	WP	SG	NV	LD
75	80	120	85	85

TALENTS: Deflect Shot, Nerves of Steel

EQUIP: Chainfist (L Arm), Graviton Gun (R Arm), (6) Mechadendrites, Motion tracker, Rangefinder



GUNTER GUNNERSON

(Black Marketeer)

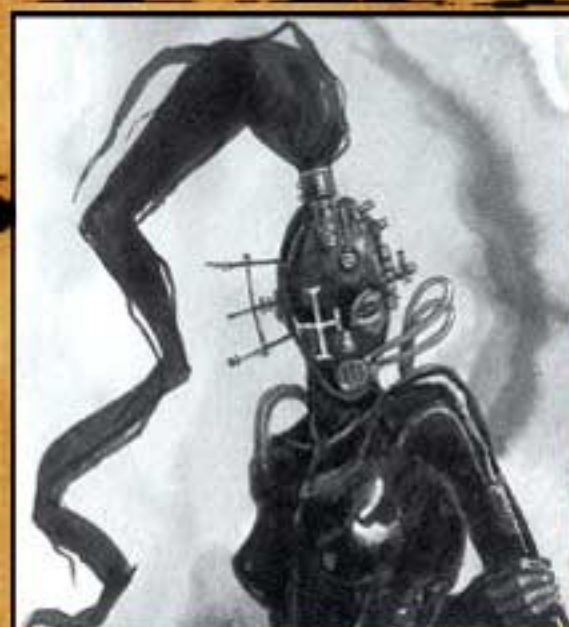
Gunter deals in anything: guns, slaves, drugs, you name it, he has it, and if he doesn't have it, he'll 'find' it (+60% on 'shopping' rolls) and sell it to you. He doesn't sell it cheap, however, and any item will have a hefty 'finders fee' attached (3x the items cost).

Gunther is never without his Cyber-Familiar, Gish, who can usually be found squatting on his corpulent shoulder when not out sneaking about and spying for him. Gish is armed with a Power Knife and a Psi-Tracker.

Sp	WS	BS	S	T
3	50	50	60	50
I	WP	SG	NV	LD
40	60	70	81	60

TALENTS: Fastdraw, Gunfighter

EQUIP: (1) ranged and (1) close combat weapon of any quality or type (Resource Owners Choice).



Baobhan Sidhe

(Death Cult Leader)

Baobhan leads the 'Hand of Fate' a death cult devoted to keeping the balance between life and death. They do this by keeping a tally of the number of beings who miraculously survive fatal events and then kill a similar number to make up for the difference.

These 'make-up' victims are chosen by 'fate' when a customer comes calling for the cult's services. The Hand sees this as the Emperor granting one life in exchange for the life of one less deserving...

Sp	WS	BS	S	T
6	90	90	65	60
I	WP	SG	NV	LD
100	80	80	120	90

TALENTS: Ambidextrous, Blademaster, Deflect Shot Feint, Furious Assault, Lightning Reflexes

EQUIP: (2) Power Knives, Synskin, Bio Scanner



SEWER MAP

The Sewers underneath the city are extensive, with outlets to be found in every area even remotely touched by Imperial civilization.

Using the map, you may send any number of your warriors into the sewers to get the drop on your enemies. Assuming they don't get lost on the way.

For every member of your warband sent into the sewers, roll a d12:

1-9 The model appears anywhere you choose on the battlefield on the turn corresponding to the roll.

10-12 Attacked by sewer denizens! (roll d6):

- 1-5 Injured: Miss the scenario and takes d6 hits to random locations (2d6 damage each).
- 6 Lost and presumed Eaten (dead).



THE MIDIAN ARCHIVE

(Archive)

The smell of dusty scrolls mixes with the sharp smell of ozone wafting from ancient overheated computer databases.

The Tech-Archivist Cicerus has been here since the Archive's inception, and when his body finally failed, he requested that he be built into the Archive, forever united with his precious books, scrolls and databases.

Tech-Archivist	Sp	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Cicerus	1	15	-	60	30	15	99	99	15	30

When utilizing the Midian Archive, you may have Cicerus do the research for you in place of one of your warband members. If Cicerus is ever destroyed, however, all research Sg rolls are halved due to the 'unique' filing system used by the late Archivist.



MAD DOC MAXIMUS

(Chirurgeon)

Pontifex Maximus is a surgical genius, but as is often the case, the line between his genius and his madness is very thin indeed.

When treating a character he must roll vs. his WP. If he fails, he cannot resist the urge to 'modify' his patient. Roll a D6 and apply to the injured area:

Sp	WS	BS	S	T
3	30	30	30	30
I	WP	SG	NV	LD
30	50	90	90	30

- 1-2 Crude Bionic Replacement
- 3-4 Average Bionic
- 5 Advanced Bionic.
- 6 Random Exotic Ability

TALENTS: Medic

EQUIP: Spook Injector (d3 uses), BoneSaw(chainsword)

