

Taal's Garage

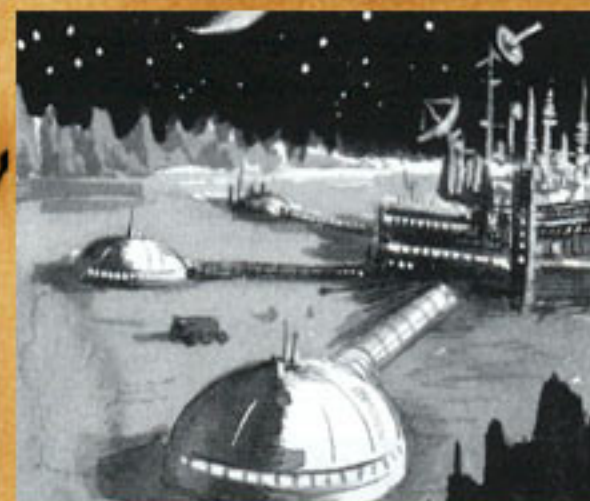
(Vehicle Bay, Anti-Imperial)



Taal is an ex-guardsmen with an extreme dislike of the Imperial Government who drafted every male in his family into service to fight on Armageddon. Of those, he is the only survivor.

Hobbled by an old war wound and barely eeking out a meager existence as a mechanic to support his mother and 3 sisters, Taal became bitter and vengeful, turning to auto crime to boost his income and becoming quite successful in the process.

Taal is an expert mechanic and will make repairs in half the time necessary and at half the cost. He is also the head of a transport theft ring and may procure any vehicle the warband leader needs, at half cost. His stats are as an average Veteran Guardsman, but with a -2 to move.



HUSBAND-MCCOOL STARPORT

(Starport, Imperial)

The Husband-McCool Starport is THE starport for intergalactic commerce on the planet. The starport boasts exclusive first choice rights to trade traffic due to its Imperial Charter.

Not only is it a trade facility, but it is also a top-notch research facility for astrophysics. You may hire Adeptus-Mechanicus and Astropath Specialists here for 1/2 their normal cost.

Due to the strict rules of the Imperial Charter, which ensures their dominance in planetary trade, you do NOT gain the normal 10% discount on goods as with a normal spaceport, nor may you hire aliens. You can, however, use your influence to force a commodity 'Tax.' For one week, all equipment, excluding yours of course, will cost an extra D6 in Prestige. You may do this once a month.

ZACHARIAS

(Slannesh Cult Leader)



Zacharias leads the 'Cult of Ultimate Wisdom,' a secret cabal of some of the most influential and intelligent men on the planet, all devoted to the acquisition of power through knowledge. To this end, they have made a pact with the ultimate font of knowledge: a Keeper of Secrets.

They've gained arcane science, secrets to blackmail and coerce nearly everyone in power and Psychic abilities. The price: a few of the members have turned into monsters. Some literally...

| Sp | WS | BS | S | T |
|----|----|----|----|----|
| 6 | 60 | 30 | 60 | 60 |
| I | WP | SG | NV | LD |
| 90 | 90 | 90 | 90 | 90 |



Chirurgeon Blanche

(Chirurgeon, Imperial Guard)

Capt. Blanche leads the local IG apothecary and is well respected both for his medical talents and outstanding service on the field of battle, usually gunning down the enemy even while performing field surgery on wounded soldiers.

Truth be known, Capt. Blanche only feels at home on a raging battlefield and he will take any opportunity to get 'stuck in' when time and his duties permit. You may take Capt. Blanche with you on one mission per week.

| Sp | WS | BS | S | T |
|----|----|----|----|----|
| 3 | 45 | 60 | 50 | 50 |
| I | WP | SG | NV | LD |
| 50 | 75 | 75 | 60 | 60 |

TALENTS: Leader, Heroic, Medic, Nerves of Steel

EQUIP: Medipack, Bio-scanner, BoneSaw (chainsword), Lasgun, Flak Armour (all but head)

Rad Grenade

You have gotten your hands on an extremely rare cache of D6 Rad Grenades.

These weapons create a deadly zone of radiation that is almost totally invisible (see below) and unimpeded by any kind of physical or energy armour.



Rad Grenades are thrown using the normal grenade rules, placing a marker where it lands.

Roll 3D10 out of sight of your opponent and let the GM record the total. This is the radiation level of the 'hotspot.' Divide the total by 2 and you have the radius of the 'hotspot.'

Any model that comes within the 'hotspot' takes an immediate hit to the chest, suffering damage equal to the radiation level.

Radiation Zones can only be detected by using an Auspex on Active Detection mode, rolling as normal.



Warpstone Amulet

Made of carved warpstone, this amulet is a positive boon to the followers of Chaos and a curse to anyone else.

Any Chaos Cult possessing this item gains D3 faith every full week they hold it. If a 3 is rolled, one random member of the warband gains a random mutation:

Roll a D6:

- 1 - Debilitating Mutation: Lose 3D10 in a random Stat.
- 2-4 - Physical Tag: Scales, feathers, green skin, etc.
- 5 - Gain a random Exotic Ability.
- 6 - Enhancing Mutation: Gain 3D10 in a random stat.

Any non-chaos cult that takes the amulet has their Faith reduced to 0 immediately. In addition, they gain one random mutation (at a -1 to the roll) as above for every full week they possess the amulet until it is destroyed.

