

ROGUE TRADER™

TRAITOR'S NEXUS™



EXPANDED ADVENTURES FOR
LURE OF THE EXPANSE



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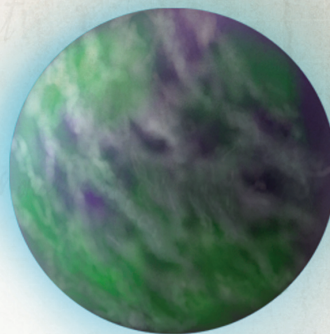
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PLANET OF MUTINEERS

"Better to cross the Emperor than turn on your Lord-Captain."

—Ancient void-farer's saying



PLANET OF MUTINEERS

The Planet of Mutineers is the final leg of the Heathen Trail, where the Explorers gather the last piece of the coordinates leading them to the Dread Pearl's location. However, the planet Sabrine is a dangerous place, and it is not just its mutinous inhabitants that seek to block the Explorers' efforts. Quite apart from the mutineers and their treacherous ruler, the Explorers must face lethal swamps, mire-zombies, vengeful competitors and last but not least, the capricious Eldar, who go to almost any lengths to ensure that the Explorers never reach the Sabrine Nexus.

THE SABRINE GAZETTEER

Sabrina's star is listed in the archives of the Navigator Houses, but—at least as far records indicate—has never been visited. The closest any known expedition has approached to the system was when, two centuries ago, Explorator Fleet Pythus conducted a sweep of a cluster a mere two light-years distant, and briefly turned its instruments upon the star. Nothing remarkable was noted, and the fleet departed. No Imperial forces have visited since.

GEOGRAPHY

Sabrina's surface is covered with impact craters—the planet is near a large asteroid belt. The vast majority of these craters are vast flooded, overgrown pools and swamps covering the

majority of the world's surface. Only the rims of the ancient craters stand above of the swamps, forming dry refuges.

The mirelands of Sabrine teem with animal and plant life. Although not as dangerous as a true death world, Sabrine certainly has its share of perils, many of which lurk within the mirelands in the crater bowls. Furthermore, the mirelands cradled within the larger impact craters are almost entirely isolated from the lands about. The resulting microclimates evolved highly specialized flora and fauna, quite separate from the life forms in other craters. Thus, an expedition might land in the depths of a crater and catalogue a portion of its biomass, only to discover its findings entirely different to those of an expedition visiting the mirelands of another crater.

THE CURSE OF SABRINE

As a by-product of the isolation of Sabrine's mirelands, some of the craters are host to many bizarre (but naturally quarantined) bacteriological hazards. Many of these are highly virulent flesh-eating strains, yet there is one, contained within the largest of Sabrine's craters, which has the effect of "reanimating" its hosts. It appears that this strain reproduces within a host, taking control of the host's body and driving it to seek out others to infect. Whether or not the host is truly dead, or retains some semblance of awareness is unknown, and too horrible to ponder. However, the body is reduced to a decaying, stinking mass as 'extraneous' parts slowly rot and fall away, and eventually the host decomposes completely.

THE SANCTUARY

Unknown to the Imperium, a small human population exists on Sabrine. This population clings to existence along the rocky crater rims, but has also established many mireland settlements, built on mighty stilts, to farm the swamps for foodstuffs.

These humans are Imperial Guard mutineers. The regiment, the 37th Kommitzar (raised on the penal world Kommitzar in the Calixis Sector), was originally an asset gifted to one of Calligos Winterscale's expeditions. Far from port, the regiment took control of its troop transport vessel, evaded the remaining ships in the expedition, and made for the nearest system. There they found Sabrine. There they crash-landed their transport in the swamps of one of the largest craters, recovering what equipment they could before the vessel sunk into the muck. Although the skeletal frame of the vessel's upper deck is

USING SABRINE: PLANET OF MUTINEERS

This web supplement is intended to be used with the adventure book *LURE OF THE EXPANSE*. In the second part of *LURE OF THE EXPANSE*, the Explorers are presented with an opportunity to visit five different worlds, each with a Nexus Point they must decipher, and a side-adventure they can participate in. Sabrine is a sixth world.

This supplement is structured in the same way as each of the other five worlds found in *LURE OF THE EXPANSE*, and does require *LURE OF THE EXPANSE* in order to be used. On Sabrine the Explorers find a Nexus Point to repair and gain one more clue to the Dread Pearl's location, and have the chance to confront the remnants of a mutinous Imperial Guard regiment.

Due to the modular nature of the second part of *LURE OF THE EXPANSE*, this adventure may be inserted at any point during the second part.

still visible in the swamps, it is infested with mire-zombies and everything aboard has corroded to complete worthlessness.

Though many of the penal troopers died within days of making planetfall, consumed by flesh-eating bacteria or falling prey to the horrific "Curse of Sabrine," enough survived to establish a settlement, "the Sanctuary."

The Sanctuary clings precariously to the rim of the largest of Sabrine's craters, looking out across the seething mirelands below. Its construction is crude; the Kommitzar troopers had little in the way of resources when they made planetfall and had to rely on what materials they could wrest from the mirelands. The Sanctuary's buildings are built from the twisted boughs of mireland trees, bound roughly together with the thick vines that snake across the swamps. The Sanctuary is home to around six thousand inhabitants: two thousand original mutineers and their subsequent offspring. Another thousand or so live amongst the stiltsteads of the mirelands.

The Sanctuary is a rough and ready place, its buildings having been constructed in a haphazard manner as the settlement grew. Many cling to the sides of the crater rim, while others are perched on the upper lip. Each is connected to the next by narrow walkways of rotting wood. The people of the Sanctuary, being mutinous penal troopers or their descendants, are equally crude and unsophisticated. Only the occasional weapon, uniform shred, insignia, or tool of Imperial manufacture mark them out as anything other than savage feral-worlders.

King Kommitzar

The individual who rules the Sanctuary, and by extension the whole planet, styles himself as the "King Kommitzar," and dominates his mutinous population with a mixture of negligent indifference and totalitarian oppression. Formally known as Sergeant Major Quas, this man instigated the mutiny, slaughtering most of the crew of the 37th's troop transport, and dominating the rest at gunpoint.

King Kommitzar rules the Sanctuary from his court, which occupies a wide wooden platform at the settlement's peak. Beneath awnings made of woven mire-vines, the King and his concubines lounge, nibbling upon the fruits of the mirelands farmed by his subjects and sipping distilled homebrew rotgut. The king and his harem imagine this existence to be the very height of nobility, as none have ever experienced anything other than a prison cell or the Sanctuary. King Kommitzar is perfectly content to maintain his indolent existence, but every now and then some seemingly trivial matter angers him, and then his people quail before his savage ire. During such periods, the King is wont to make entirely illogical pronouncements, often detrimental to the lives and safety of his subjects.

It is not only the force of the King's personality and his formidable martial prowess that have kept him in power for so long, though certainly it is a very foolish underling who dares question his word. Around the King's neck is a glittering jewel. The jewel is in fact a part of the Sabrine Nexus, ripped from its structure by King Kommitzar when he discovered the nexus soon after the mutineers' planetfall. The jewel has granted the King a degree of latent psychic power, which has

granted him the ability to cow the weak-minded. Without the jewel, the despotic rule of King Kommitzar would have been overthrown many years ago.

Incursions

Over the years, the population of the Sanctuary, and especially the farmers of the stiltsteads, have suffered greatly from the Curse of Sabrine. Every so often, a farmer or sentry goes missing, only to reappear several days later hideously transformed into a walking corpse intent on spreading the contagion to its erstwhile fellows. The farmers maintain a constant vigil against these creatures, and their incursions are the reason that King Kommitzar's court resides on the highest structure in the Sanctuary.

Occasionally, one penetrates the settlement and pandemonium ensues. The people form an ad hoc militia, tasked with the arduous mission of hunting down and slaying the walking dead. However, with each incursion the weapon stores dwindle, and there will soon come a time when no functional ranged weapons remain.

THE EXPEDITEES

When the mutineers struck out against their oppressors, one small group managed to avoid the slaughter, throwing in their lot with King Kommitzar because it was their only chance to survive. These turncoats were a group of battle-psykers assigned



to support the regiment on the battlefield, and they carved a unique niche in what passes as the society of Sabine.

The Expeditees maintain a watch for those afflicted by the Curse of Sabine, and to beseech them to turn back when they launch an incursion. Incredibly, the afflicted do sometimes heed the words of the Expeditees, possibly due to their psychic abilities.

Although the Expeditees represent perhaps the only chance the people of Sabine have of outlasting the exhaustion of their weapon stocks and keeping the Curse at bay, they may also prove its ultimate downfall. Though the original Expeditees are sanctioned psykers, many of their offspring are psykers and none of them are sanctioned. Each is a time-bomb, a potential conduit through which the raw and unfettered power of the warp and the daemon could emerge. Then, the Sanctuary will surely fall, with or without the Curse of Sabine.

THE SABRINE NEXUS

The last Nexus Point at which the Explorers' Navigator must take a reading of the star chart is to be found on the surface of the uncharted world of Sabine. In fact, it is at the centre of the world's largest crater, upon a small mound amidst the very swamp that spawned the Curse of Sabine. If the Explorers take the reading, they must brave the mirelands and all their perils, risking flesh-eating viruses and ravenous zombies!

Locating the Sabine nexus is not difficult, as it is in a cleared section of the swamp, but reaching it is more so. The Explorers have to locate a safe landing site amidst the mirelands, requiring a **Hard (-20) Search Test**. If they pass the test, they discover a small mound only three kilometres from the nexus, which should just be able to support the weight of the Explorers' lander. If the test is failed, the Explorers have to land on the crater's rim and trek fifty kilometres through the zombie-haunted mirelands. Because it makes very little use of artificial power sources and is constructed of natural materials, the Sanctuary is not detectable from orbit unless any augur scan succeeds with five degrees of success. If this occurs and the Explorers decide to investigate first, proceed to the events described in the Sabine Adventure, and leave the reading of the Nexus Point until later.

CROSSING THE MIRELANDS

Wherever they land, the Explorers need to cross the teeming swamps of Sabine. This is a dangerous undertaking, and the PCs would be well advised to suit up in the hardest hazard suits they have access to. No matter how far the Explorers must travel through the mirelands, they should only have to make one Test to see if they contract the Curse from their environment. However, the GM should emphasize how putrid and noxious the environment is, and even have their auspexes and sensors detect myriad microbial lifeforms. See Contracting the Curse.

If the Explorers cross the mirelands without incident, then have them attacked by a single mire-zombie as they close on the nexus. The Explorers come across a recently "turned" woman, who stumbles towards them out of the swamp. It takes a **Difficult (-10) Scrutiny Test** to reveal something is wrong about this person, and she does not respond to questions or queries. Instead

CONTRACTING THE CURSE

The vile disease known as the curse can affect anyone that spends prolonged time in the swamp, or is struck by a mire-zombie in melee. If this occurs, the subject must make a **Challenging (+0) Toughness Test** modified by the following factors:

- 10 if the zombie deals damage.
- +10 if the character is taking detox medications.
- +30 if wearing fully enclosed armour or environmental protection such as a void suit.
- +20 if the character has the Machine Trait.

If this test is failed, they will begin to feel sick within 1d5 hours suffering a -10 to Toughness. After a day of this sickness they must test again (with the above penalty to their roll). If this second test is failed, the curse will begin to take hold, and they have 2d10 + their TB in hours before they succumb. The only thing that can save them now is intensive detox medical attention (such as on their vessel). This can only be performed with a full suite of medical equipment, and requires a **Hard (-20) Medical Test**.

Finally, if someone suffering from the curse actually dies, their body will immediately quit its fight to stave off the disease and they will rise up as a mire-zombie within 1d10 minutes.

she approaches the nearest Explorer, and if not stopped, attacks! This likely shakes up the Explorers. If they take the time to investigate the body, they see the extremities are in an advanced state of decay, though the body's core was still mostly intact and 'alive.' A **Very Hard (-30) Medical Test** and an auspex detects the presence of the bacteria that causes the Curse.

When they reach the Nexus and the Navigator begins his reading, he quickly realises there is a problem. The Nexus does not respond to his psychic probing. Meanwhile, the Explorers become increasingly aware of low, moaning sounds emanating from the swamps all about. More mire-zombies are closing in on the Nexus, although none attack just yet. Have the Navigator make a **Challenging (+0) Psynescience Test**. Success reveals the Nexus has been defiled in some manner, while one or more Degrees of Success reveals that a part of it has been removed, a component about the size of a small pendant has evidently been roughly pried from the structure of the nexus. Without it, the reading cannot take place. At this point, proceed to the Sabine adventure presented below.

Profiles for the Mire-Zombies are found at the back of this supplement.

THE SABRINE ADVENTURE

In this adventure, the Explorers are assailed by putrid mire-zombies—the unfortunate victims of the Curse of Sabine. Just as the odds seem insurmountable, an odd individual intervenes, and the vile creatures are driven off. Nothing, however, is what it seems on the cursed world of Sabine:

The thick, stinking mists all about resound with a terrible, low moaning, followed by the sound of dozens of feet splashing clumsily through the shallow waters. The mists make it hard to tell exactly which direction the sounds are coming from, but soon you realise that you are surrounded. Minutes crawl by and the sounds grow closer all the while, until dozens of grey silhouettes resolve themselves through the mists. All about you stands the shambling, rank, decayed forms of walking dead. The eyes of each zombie implore you for mercy, even as their arms reach out to grasp you in a decaying embrace of death!

The Explorers have no option but to fight, with each mire-zombie they kill being replaced with two more, until they are utterly outnumbered and defeat seems inevitable. If the Explorers have a means of escape such as a lander or teleporter, it takes some time to rescue them, before which they may end up being overwhelmed. Read aloud or paraphrase the following:

Even as you stand back to back, the broken forms of defeated zombies littered all about and even more of the vile creatures closing in on you in a tight circle, the air is split by a shrill, keening note. The zombies appear to falter in their advance, before a second piercing note cuts the mists and they shuffle to a halt.

Any psyker Explorers may take a **Challenging (+0) Psyniscience Test**. Success indicates some form of psychic power has been used nearby:

The mists part before you and a figure is revealed, a wizened and stooped individual clad in leather rags adorned with all manner of fetishes. The figure waves a staff made of a twisted branch, and the zombies shuffle sideways to afford a clear route between the figure and yourselves. "Hurry," the man calls out, "I cannot distract them for long." With that, the figure beckons you to follow him, and makes off through the swamps.

The man is an Expeditee named Papa Yoke, and once clear of the mire-zombies, he introduces himself to the Explorers and tells them they were exceptionally lucky to have met him. Plenty of strange things have been happening in the mirelands of late. If pressed, it becomes clear that Papa Yoke does not count the mire-zombies as one of these unusual events, but explains that "strangers are coming, strangers are already here."

Subsequent conversation with Papa Yoke reveals that he is an Expeditee, one of the original sanctioned psykers of the ship. He describes the settlement of Sanctuary as presented in the gazetteer. He also describes King Kommitzar, his manner becoming bitter as he does so. Papa Yoke despises the self-declared King of Sabrine with a burning passion, because Yoke is one of the few who is not cowed by the aura given off by the king's jewel. Any player can make a **Hard**

(–20) **Logic Test** to determine that the description of the jewel sounds similar to the one missing from the Nexus.

If the Explorers wish to complete their quest for the coordinates to the Dread Pearl, they have no option but to recover the jewel and replace it on the Sabrine Nexus.

OBJECTIVE 1:

RECOVER THE NEXUS JEWEL

How the Explorers go about recovering the jewel is entirely up to them. They have several options, and no doubt the players will be able to concoct still more. Here are a few suggestions, and how King Kommitzar and his following might react.

On a side note, although the jewel does give the king some latent passive psychic abilities, these only work over prolonged periods of time, and even then only on 'normal' individuals. The Explorers, being quite extraordinary individuals, cannot be affected by its powers in the short time they are on Sabrine. The jewel also does not make Kommitzar a psyker.

Open Negotiations

One method the Explorers might try is to approach the Sanctuary and request an audience with the King, hoping to engage in some sort of deal. Getting into the Sanctuary is a potentially dangerous affair, as the settlement's sentries are not used to anything other than mire-zombies walking out the mists and might be inclined to raise the alarm and muster the militia unless the Explorers can engage in some pretty slick talking. Once in however, the Explorers are taken straight to the court of King Kommitzar, who makes every important decision in the settlement.

The King is instantly suspicious of the Explorers—he is, after all, a fugitive from Imperial justice and he had hoped never to see anything of the Imperium ever again. It takes some effort to convince King Kommitzar that the Explorers are not bounty hunters sent to haul him back to the death-cells of the penal world from which his regiment was raised. One slip, in fact, and the King flies into a rage, and orders the Explorers killed.

If they can avoid angering King Kommitzar long enough, the Explorers notice the glittering purple jewel hanging from a thong at his neck. If they mention the jewel, the King becomes irrational and jealous, and nothing convinces him not to have the Explorers expelled from his court or executed on the spot. If they can somehow keep the conversation convivial, the Explorers might find the King open to the possibility of some form of trade, and he expresses interest in automatic weapons (he needs them to keep the mire-zombies at bay). He will not, however, enter into any discussion that involves his giving up the jewel, and pressing him on this subject invokes his ire.

The Explorers might be tempted to trade on the fact that they have a way off Sabrine. Though King Kommitzar won't be interested, other subjects may be. Though the jewel frightens them and keeps them from attacking Kommitzar directly, the Explorers may be able to use them to their advantage.

The Man with the Gun

Taking advantage of the fact that the Explorers have access to vastly superior weapons to those owned by the people of the Sanctuary, it is entirely possible that they might resort to good old-fashioned intimidation to get their hands on the jewel. After all, the Explorers have a no-doubt heavily-armed vessel in orbit above, and may have hundreds of private troops at their disposal. King Kommitzar responds to any such threats with surprising lucidity—he calmly invites the Explorers to try to wrest the jewel “from his cold dead hands.” He will attempt to destroy the jewel as a last resort—it is fragile enough to be destroyed by a shot from a firearm or a few blows from a hammer.

If the Explorers launch an all-out assault, they have to fight massed combat against the thousands of former mutineers. The mutineers use the profile found at the end of this supplement, or by using the Scum profile in **ROGUE TRADER**, page 371.

Sneaky Tactics

Another of the more obvious options involves the Explorers sneaking into the Court of King Kommitzar and stealing the jewel, quite literally from under his very nose. This approach is actually the most likely to succeed, and Papa Yoke can provide a description of the court so that the players might infiltrate it late at night. The King sleeps on a platform that occupies

the very highest point in the Sanctuary, and is attended by his slumbering companions throughout the night. Ten guards armed with spears stand duty in the courtroom below the platform, with two manning the stairs up to it. The King is accompanied by five companions, one of which is in fact a bodyguard of prodigious skill, placed there as insurance against the other guards being bypassed or defeated.

The profile for King Kommitzar can be found at the end of this supplement. His guards and companions can be represented by the mutineer profiles described at the end of this supplement. His companions should be armed with spears with the mono upgrade, and old lasguns.

Rewards

- 25 Achievement Points for obtaining the Jewel from King Kommitzar.
- 10 Achievement Points if any members of the Sanctuary can be convinced to work for the Explorers.
- -25 Achievement Points if significant military force (such as several companies of troops or more) is used to obtain the Jewel.



OBJECTIVE 2:

REPAIR THE SABRINE NEXUS

However the Explorers go about recovering the jewel, they need to return to the Sabine Nexus and attempt to replace it. The journey to the Nexus might be on foot, and if so, it would certainly be appropriate to unleash at least one encounter with the mire-zombies. However, Papa Yoke is keen to accompany the Explorers through the swamps, and he can guide them through the twisting paths and use his powers to keep the zombies at bay.

If the Explorers conducted any sort of attack or double-cross against the King or his subjects, then there is a good chance that they are pursued through the swamps as they return to the Nexus. If this is the case, keep up the pressure and increase the risk of the Explorers stumbling into previously undetected groups of mire-zombies or otherwise getting themselves lost as they flee from the angry militia.

Eventually, the Explorers arrive back at the Sabine Nexus. Before the reading can be conducted, they need to repair it. In order to repair the nexus and replace the jewel, the Explorers' Navigator has to spend at least fifteen minutes attending to the task. Returning the jewel to its socket is simple, but the jewel must also be psychically bonded to the wraithbone structure. This requires a **Difficult (-10) Willpower Test** by any psyker. If two or more psykers combine their efforts, the Test becomes one degree less difficult for every psyker past the first. This Test may be repeated multiple times, however each time the Test is failed by four or more degrees, a psychic backlash deals 1 Insanity Point to any psyker taking part in the Test.

Rewards

- 50 Achievement Points for repairing the Sabine Nexus.
- -10 Achievement Points if 10 or more friendly NPCs are lost to mire-zombie attacks. (The crew doesn't trust a leader who can't look after them.)

OBJECTIVE 3: CONDUCT THE READING

Only once the Sabine Nexus is repaired is the Navigator able to conduct his reading. At this point however, or sooner if the Explorers do not have the Nexus Jewel, the GM should select a number (however many is up to him as to how dangerous of an encounter he prefers) of the following events to occur. The Explorers have attracted the attention of a group of mire-zombies, and a group of Eldar have been waiting to ambush anyone who attempts to access the Nexus.

- Papa Yoke screams in terror, and a dozen mire-zombies stagger out of the mists.
- If still alive, King Kommitzar, accompanied by three Expeditees and two dozen militiamen appear on the track and immediately set about attacking the Explorers.
- The air is split with the whip-crack of precision gunfire, as five Eldar Pathfinders, who have taken up positions in the trees all about, open fire.
- The nexus erupts in arcane energies as an Eldar Warlock steps from the mist, surrounded by a swirling vortex of witch fire and attempts to deny it to the Explorers.
- At least one of the competitors shows up—whether this is an ally or a rival is up to the GM, and very much depends upon how much help or hindrance the Explorers need at that moment in time.

In case the Explorers do not have the jewel, a **Hard (-20) Psynisience Test** reveals the Eldar Warlock (who is presumably either dead or otherwise incapacitated) is in possession of a jewel that matches the one King Kommitzar wore. In addition, if the King has not been slain, then he is wearing the jewel.

Rewards

Completing this objective grants the reward for successfully completing a Nexus reading—200 Achievement Points.

In addition to normal awards for experience, if the Explorers gain possession of King Kommitzar's Nexus Jewel in a particularly inventive and creative manner (preferably one that uses a minimum of the Explorers' resources, the GM should award the Explorers an additional 200 experience.

ADVERSARIES

These are the adversaries found on Sabrina. Where appropriate, all adversaries have any relevant Talents and Strength bonuses added to their melee and ranged weaponry profiles.

KING KOMMITZAR

Formerly a non-commissioned officer in an Imperial Guard penal regiment, Kommitzar inspired his fellows to revolt. Now he styles himself “King,” a title he enforces through brutal violence.

King Kommitzar Profile



WS	BS	S	T	Ag	Int	Per	WP	Fel
50	38	34	42	34	34	38	42	36

Movement: 3/6/9/18

Wounds: 20

Skills: Awareness (Per), Charm (Fel), Dodge (Ag), Barter (Fel), Command (Fel) +10, Common Lore (Imperium, Underworld, Merchant) (Int), Deceive (Fel), Intimidate (S), Interrogation (Fel) +10, Inquiry (Fel), Navigation (Stellar) (Int) +10, Pilot (Void), Tech-Use (Int), Speak Language (Void Cant) (Int).

Talents: Air of Authority, Basic Weapon Training (Las, Bolt, SP), Decadence, Jaded, Light Sleeper, Melee Weapon Training (Chain, Power, Primitive, Thrown), Paranoia, Pistol Training (Bolt, Las, SP), Resistance (Fear), Swift Attack.

Armour: Old Guard carapace and reinforced finery (arms 4, body 6, legs 4).

Weapons: Old Chain Sword (1d10+5 R; Pen 2; Balanced, Tearing), Pump Action Shotgun (Basic; 30m; S/-/-; 1d10+4 I; Pen 0, Clip 8; Reload 2 Full; Scatter)

Gear: Jewels, trinkets, and stolen baubles.

Psychic Command: King Kommitzar’s jewel grants him strange latent psychic powers that provide a measure of control over his subjects. When dealing with inhabitants of Sabrina, Kommitzar gains a +20 bonus to Command and Intimidate Tests.

MIRE ZOMBIE

The mire-zombies of Sabrina were human once, before they suffered the bacterial infection known as the Curse of Sabrina. Now they are mindless automatons, seeking more to feast and infest before their bodies dissolve into rot.

Mire Zombie Profile



WS	BS	S	T	Ag	Int	Per	WP	Fel
20	—	30	⁽⁹⁾ 30	13	--	15	--	--

Movement: 1/2/4/-

Wounds: 8

Skills: Awareness (Per)

Talents: None

Traits: Fear (1)[†], From Beyond, Mob ^{††}, Natural Weapons,

Unnatural Toughness (x3).

Armour: None.

Weapons: Claws and teeth (1d10+3 R).

Gear: Rotted clothes and swamp ruined equipment.

†Once a character has successfully passed one Fear Test from the mire-zombies, he is immune to their Fear effect. (At the GM’s discretion, the character may be forced to test again under certain circumstances, such as being taken by surprise by a mire-zombie lunging out of a pool of swampy murk.)

††**Mob:** Instead of the usual bonuses for outnumbering an opponent, mire-zombies gain a +10 bonus to Weapon Skill Tests and +1 bonus to damage dealt for each additional mire-zombie engaging their target. If not engaged, mire-zombies always shamle towards the nearest target, charging if possible. If engaged they use All Out Attacks against any available target, choosing the target they attacked during the previous turn if possible.

MUTINOUS SOLDIERS

The mutinous penal legion soldiers have lost most of their equipment and forgotten much of their training, although some are still lucky enough to possess an old lasgun.

Mutinous Soldier Profile



WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	30	30	30	20	40	25	25

Movement: 3/6/9/18

Wounds: 8

Skills: Awareness (Per), Dodge (Ag), Common Lore (Imperium, Underworld) (Int), Concealment (Ag), Silent Move (Ag).

Talents: Basic Weapon Training (Las, Primitive, SP), Jaded, Melee Weapon Training (Primitive), Pistol Weapon Training (Las, Primitive, SP).

Armour: Old Guard Flak (Torso 4).

Weapons: Worn-down lasgun (60m; S/3/-; 1d10+3 E; Pen 0; Clip 30; Reload Full) or compound bow (Basic, 30m; S/-/-; 1d10 R; Pen 0; Clip 1; Reload Half; Accurate, Reliable), and improvised hand weapon (1d5+3 R; Pen 0).

Gear: Rotting uniforms and useless tech-bits.

Swamp Inhabitants: Mutinous soldiers gain a +20 bonus to Concealment and Silent Move when within the swamps of Sabrina.