

# SPECIAL CHARACTERS

The Special Characters section represents a number of the more famous and infamous individuals of the Underhive. Special characters fighting in gangs are assumed to drift in and out of the gang's territory quite frequently, helping out the gang in exchange for a cut of the spoils or to advance some scheme of their own.

Special characters are different from Hired Guns because their skills and characteristics are pre-set. This gives you an opportunity to buy individuals into your gang who have known capabilities. This means you can either improve one of the gang's specialities, like close combat or long range shooting, or alternatively make up for their particular shortcomings.

Like Hired Guns special characters don't count as part of the gang for purposes of collecting income or living expenses. A player can't buy extra weapons or equipment for a special character, nor beg, borrow or steal any of the character's equipment for members of his own gang. Special characters don't earn Experience points and they won't gain any additional skills or characteristic increases.

## FINDING THEM

During any trading session a leader can try to seek out a special character with a view to persuading them to help their gang. Roll 2D6, and pay out the number rolled in credits for free drinks, bribes and other backhanders in the search. If the number rolled was a double (same number on both dice) the character proves impossible to find during this trading session. On any other result the character hears of the gang's interest and checks them out before making contact – most of them are being sought by somebody for bounty or revenge at the very least. The character will then demand a down-payment before they fight alongside the gang for the first time, and then another payment after each game they fight in, including the first.

## PAYMENT

Special characters require special payment. This varies a lot from one individual to another and is listed amongst their characteristics. Mostly they will demand a random number of credits after each game, D6x10 or 4D6 or whatever. This amount must be paid before the character fights for the gang, and after each fight he or she participates in after the first. If the gang is unable to pay the amount demanded the character won't fight in the next game, but will still be available in the future. Some of the characters will also have special demands which are listed separately.

## MENTORS

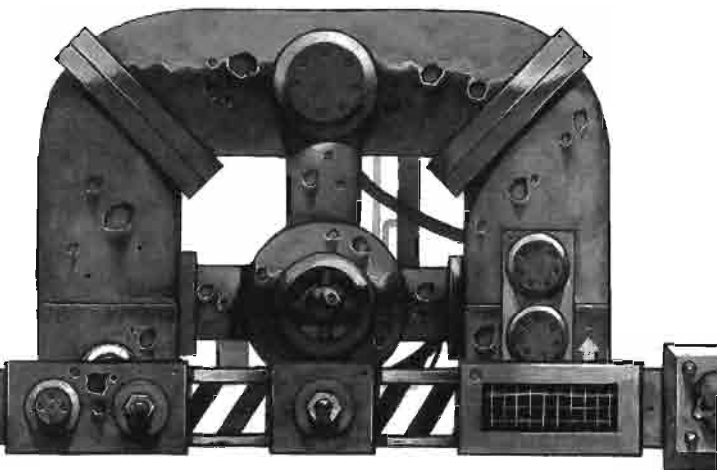
A special character will sometimes help a gang for free if they are going up against a particularly tough opponent. For

one reason or another the special character has been taking an interest in the gang's progress and every now and then he will lend them a helping hand without asking for payment in return. Gangs don't have to find a Mentor first, the Mentor finds them.

If you have a painted model of a special character you are allowed to roll at the start of a scenario to see whether he will provide you with free help in the battle. You may only roll once per scenario to see whether a special character will help your gang out, not once for each painted special character model you have in your collection! However, special characters will not help anybody in this way; each special character has a list of gang types he has an affinity for and may be willing to help – if you're not on the list he (or she) won't help you even for money. In addition, a special character will only help a gang out if they are seriously in trouble and likely to get their heads kicked in during the coming battle, which in game terms means that they will only help gangs that are at least 500 point underdogs for a scenario.

Refer to the table below to find the D6 roll required to gain free assistance from the special character. Note that you must be the underdog to roll on the table. If you fail to roll the required number or greater then the special character doesn't help your gang out (although you can pay him to fight in the normal way). If you roll equal to or greater than the required number then the special character will help you in this scenario for free.

Difference In Gang Rating	D6 Roll
0-499	Will Not Help
500-749	6+
750-999	5+
1,000 or more	4+



## THE ARCH ZEALOT OF THE REDEMPTION

The Arch Zealot is one of the most famous and feared of all the Redeptionist Priests in the Underhive. He is a mystic and a prophet for the Redemptionist cause, leading a solitary, hermit-like existence in the Underhive. He wanders constantly from place to place, preaching to Redemptionists and whipping them up into a state of intolerant fury which almost invariably ends at the very least in a lynching, and more often than not in wholesale slaughter and genocide.

His views are considered to be rather – erm – extreme even by his fellow priests, and some say that he should be banished from the Redemption cause altogether. The Arch Zealot denounces all who voice such opinions as weak-willed traitors, and such is his following amongst the common mass of Redemptionists that those who argue against him either quickly recant or are lynched by an angry mob whipped into a frenzy of blood lust by one of the Arch Zealot's rabble-rousing speeches.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	4	5	2	4	1	9

WEAPONS:	Flamer, stub gun, massive sword.
ARMOUR:	Mesh armour (worn under his robes).
SKILLS:	<i>Parry</i> (Combat skill), <i>Jump Back</i> (Agility skill), <i>Nerves of Steel</i> (Ferocity skill).
WARGEAR:	Fuel canister (see special rules below).
PSYCHOLOGY:	The Arch Zealot is immune to all psychology tests except for <i>hatred</i> , as the Arch Zealot hates everybody!
ALLEGIANCE:	The Arch Zealot will only work for House Cawdor gangs or Redemptionist crusades.
RATING:	The Arch Zealot increases the gang rating by +325 points.
PAYMENT:	D6x10
BOUNTY:	There is a bounty of 325 credits on the Arch Zealot's head.

### SPECIAL RULES

**Fuel Canister.** The Arch Zealot's flamer is extremely well-maintained and benefits from the huge canister of fuel on his back. Therefore it never runs out of ammunition and will never malfunction.

**Rabble-Rouser.** Any gang that includes the Arch Zealot will have been worked into a foaming blood lust before the battle by one of his famous speeches. The fighters will never give up and won't stop fighting unless the Arch Zealot tells them to. This means that the gang never has to make any Bottle rolls and can only bottle out voluntarily.

## KING REDWART THE MAGNIFICENT

King Redwart is a Scavvy king who is slowly but surely building a fearsome reputation in the Underhive. He is called 'the magnificent' not because of the way he dresses but because of the size of his paunch and his impressive collection of scars and missing extremities, such things being considered extremely prestigious by Scavvies. This aside, Redwart has proved himself to be a resourceful, cunning and quite exceptionally brutal leader, all of which have helped to enhance and increase his reputation.

At present the number of Scavvy bands that King Redwart commands are limited to only a dozen or so, but new gangs are joining his entourage all the time. In Girder Falls, the settlement that has suffered most heavily from raids by Redwart's growing army, there is a growing sense of fear and unease, and a feeling that something really needs to be done about Redwart before he gets powerful enough to cause major trouble.

M	WS	BS	S	T	W	I	A	Ld
4	5	4	4	4	2	5	2	9

WEAPONS:	Autopistol, staff (treat as club).
ARMOUR:	None.
SKILLS:	<i>Iron Will</i> (Ferocity skill).
WARGEAR:	None.
PSYCHOLOGY:	None.
ALLEGIANCE:	King Redwart will only work for Scavvy gangs.
RATING:	King Redwart increases the gang rating by +195 points.
PAYMENT:	D6x5
BOUNTY:	There is a bounty of 195 credits on King Redwart's head.

### SPECIAL RULES

**Scavvy King.** If King Redwart is part of a gang then he effectively takes over as the gang leader for the scenario. This means that any gang fighters within 6" of King Redwart can use his Leadership when they take Leadership-based tests, and that any Bottle rolls are taken using Redwart's Leadership instead of the normal gang leader's. If Redwart goes down or out of action the original gang leader takes over once more.

**Owe Allegiance.** Any Scavvy gang that uses King Redwart in a scenario owes him their allegiance. The gang has effectively accepted Redwart as their king, and must obey his royal commands in future (or get into serious trouble if they don't...). This only comes into play if you are participating in a campaign run by an Arbitrator (see later). Cunning Arbitrators can use this rule to create special scenarios of their own devising, either to send Scavvy gangs off on interesting or dangerous missions, or to launch huge



Scavvy raids against settlements, or whatever else takes their fancy. Of course, a gang might choose not to obey one of Redwart's commands, in which case a Scavvy civil war would break out between Redwart's loyal supporters and the renegades.

## MAD DONNA

"Mad" Donna was once D'onne Ulanti, twelfth daughter of old Sylvanus, patriarch of the Noble House Ulanti up in the Spire. Sylvanus wanted to keep her pure for a convenient political marriage sometime, so he kept her locked up in a needle-thin tower on the outside of the spire. Some say Sylvanus used to slip in there and torment her, others say that it was living amidst the unroofed skies that drove her crazy in the end.

Whatever it was, her character defects only became apparent when she first met her husband-to-be, Count Ko'Iron, over a dinner of exotic offworld foods, crystal goblets and gold-spun plates. They got as far as the fourth course alright before D'onne tenderly reached across and gouged the count's eye out with a silver fish fork. While the count lay screaming (and she gouged out his other eye) the guards burst in, but they didn't know who to shoot so sweet D'onne shot them both with the count's pistol.

After that D'onne escaped Ulanti palace somehow in the confusion and just kept going down through the hive until she hit the bottom. An Escher gang down by Glory Hole took her in for a while and her career as a gang fighter

began with them. She soon got a reputation for craziness and carved up a lot of people who got in her way, including skinning a Goliath she caught once and clawing her own eye out when she was drunk and a barkeep told her she was pretty.

Eventually Mad Donna drifted away from the Eschers and ran with the Outlaws around the White Wastes for a while before leading a gang of Orlocks to Dead Man's Hole to scav for archeotech. Only Mad Donna came back and people started thinking she was either blessed or cursed after that. She disappeared again when a lot of Bounty Hunters showed up looking for her and was last heard of in Two Tunnels with the Bounty Boys still hot on her trail.

M	WS	BS	S	T	W	I	A	Ld
4	5	4	3	3	2	5	1	9

WEAPONS: Plasma pistol, laspistol and chainsword.

ARMOUR: None.

SKILLS: *Impetuous* and *Killer Reputation* (Ferocity skills), *Dodge* and *Leap* (Agility skills).

WARGEAR: Bionic eye.

PSYCHOLOGY: Mad Donna is subject to the psychology rules for *frenzy* and *hates* all Spyrers.

ALLEGIANCE: Mad Donna will join any gang except Goliaths, Spyrers, Scavvies or Redemptionists.

RATING: Mad Donna increases the gang's rating by +225.

PAYMENT: D6x10. On a roll of 1 Mad Donna will not fight in the next game but will rejoin the gang after that.

BOUNTY: The bounty on Mad Donna is 225 credits.

## SPECIAL RULES

**Psycho-Bitch.** All the stories about Mad Donna dwell at great length on what a sadistic, homicidal maniac she was and the truly horrible things she did to her enemies. If Mad Donna takes an opposing model down or out in hand-to-hand combat and there is no-one else within her follow-up move distance (which is 4" because of her *Impetuous* skill), leave the unfortunate victim down in base-to-base contact with her.

In this and each subsequent hand-to-hand combat phase roll on the Serious Injury Chart for the victim and apply the result immediately, unless it's a 61 to 66. In the latter case Mad Donna loses interest and makes her follow-up move anyway. If Mad Donna starts her turn with an enemy model within charge distance or having been pinned she can make a Leadership test on 2D6. If she passes she will abandon her victim and continue fighting.

**Hunted.** Because of her activities uphive, Donna was always a hunted woman, and mostly kept out of sight by sticking with obscure and little known gangs. To represent this roll a D6 before any game in which Mad Donna is on one side. On a roll of 6 the opposing gang gets a free Bounty Hunter joining them for the duration of the game, even if they already have a Bounty Hunter in the gang. If the gang with Donna in it has a higher gang rating than their opponents by 500 points or more, add +1 to the dice roll; by 1,000 or more add +2 to the dice roll.

## BULL GORG

Bull Gorg was a famous pit fighter who led the greatest slave revolt the Underhive has ever seen. At the head of an army of ex-slaves he captured the settlement of Dead End Pass and charged tolls on the traffic that passed through the town. Bull Gorg also outlawed slavery in the settlement, and freed the prisoners in any slave trains that passed through. This angered the powerful Guilders that ran the slave trains, and they sent an army of cut-throats and renegades to attack the town. A traitor opened the settlement's gate, and the Guilders' 'army' sacked Dead End Pass, leaving the streets running red with blood. Bull Gorg was captured and executed as a common criminal, his head stuck upon a spike and displayed as a warning against any that might challenge the Guilders' power.

And yet... Rumours persist that Bull Gorg's execution was staged by the Guilders, and that Bull Gorg himself escaped and stalks the Underhive to this day. Such stories are told only in whispers, for those that repeat them too loudly quickly draw the attention of the Guilders and either disappear or suffer a fatal accident. Still, the stories continue, and now most Underhivers believe that Bull Gorg is not only still alive, but that one day he will return to Dead End Pass at the head of another army.

M	WS	BS	S	T	W	I	A	Ld
4	7	3	4	4	3	6	3	9

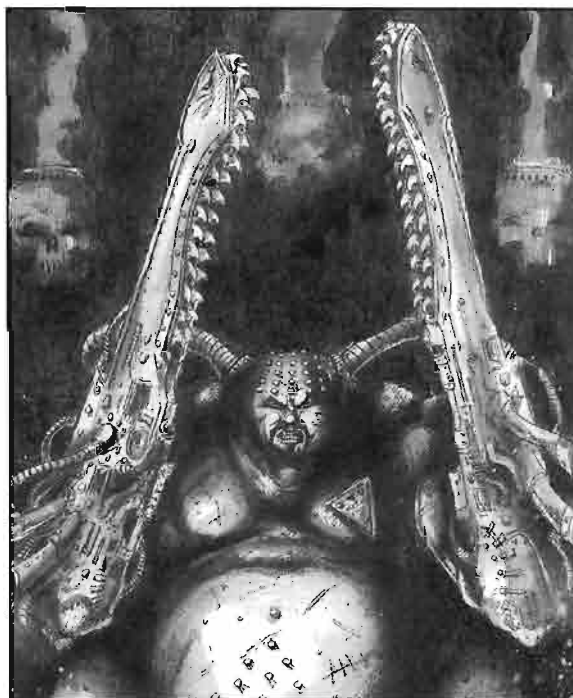
**WEAPONS:** Two turbo chainswords.

**ARMOUR:** Bull Gorg is protected by a refractor field which provides an unmodified saving throw of 5 or 6 on a D6.

**SKILLS:** *Body Slam* and *Iron Jaw* (Muscle Skills), *Killer Reputation* (Ferocity Skill) and *Combat Master* (Combat Skill).

**WARGEAR:** Bull Gorg is armed with a pair of specially built turbo chainswords. These are treated exactly like chainswords, but have their Strength and save modifier increased by 1 point each (ie, to S5 and a -2 save modifier). Note that because Bull Gorg has two swords he gets two parries.

**PSYCHOLOGY:** Bull Gorg *hates* all Guilders and anybody working for them.



**ALLEGIANCE:** Bull Gorg will join any gang except Spyrers and Redemptionists, as long as they are not working for the Merchant Guild at the time (eg, he will not join a gang if their next scenario is *Caravan* and they will be defending the Guilders).

**RATING:** Bull Gorg increases the gang rating by +375 points.

**PAYMENT:** D6x15, but will work for free when attacking in the *Caravan* scenario.

**BOUNTY:** There is no bounty on Bull Gorg (after all, the Guilders have already executed him...).

### SPECIAL RULES

**Freedom Fighter.** Bull Gorg hates slavery. If any prisoners are taken by the gang he is fighting for he will not allow them to be sold into slavery. Any captured gang fighters that are neither ransomed or exchanged will be exiled to another hive. They will not be able to rejoin their gang, but as they were not sold into slavery their captors do not get any credits for them either!

**Pit Slave Hero.** Pit slaves regard Bull Gorg as a hero and the man who will eventually lead them to freedom. They will not attack him in any way, and he will not attack them either. This does not stop Bull Gorg and opposing pit slaves from attacking other members of the other gang, they will just not harm each other. In addition, any pit slaves on the same side as Bull Gorg can use his Leadership characteristic when they take any Leadership tests as long as he is not down or out of action.

## BRAKAR – THE AVENGER, HE THAT RAINS DEATH

Where Brakar came from and how he ended up near to death in an isolated, misbegotten tunnel in the Underhive, nobody knows, least of all Brakar himself. If he had not been found by the members of a Ratskin tribe he would certainly have died from the horrendous head injuries he had suffered. The Ratskins took the injured man in and nursed him slowly back to health. Brakar made a full physical recovery, but it was as if all the memories of his previous life had been wiped clean. He could speak, and he could operate the massive heavy stubber that had been found at his side with a deadly, practised ease, but he could not remember where he came from or who he was.

The Ratskins that had taken Brakar in were attacked by a well-armed Van Saar gang soon after he had recovered. Brakar was away when the Van Saar attacked, and he returned to find them picking over the bodies of the Ratskins. Brakar drove the Van Saar off single-handed, killing over half their number with short, efficient bursts of fire from his heavy stubber. He now stalks the wilderness areas of the Underhive like a ghost, helping Ratskin bands that need his assistance, and bringing retribution to any that attack the Ratskins without good cause. The Ratskins have named him Brakar after their god of war and revenge, because of his extraordinary skill in combat, and because of the uncanny way he appears in times of need.

M	WS	BS	S	T	W	I	A	Ld
4	4	6	4	4	2	3	1	8

WEAPONS: Heavy stubber, bolt pistol, knife.

ARMOUR: None.

SKILLS: *Armourer, Weaponsmith* (Techno skills), *Rapid Fire - Bolt Pistol* (Shooting Skill), *Ambush, Dive, Infiltration* (Stealth skills).

WARGEAR: None.

PSYCHOLOGY: None.

ALLEGIANCE: Brakar will only work with Ratskin gangs.

RATING: Brakar increases the gang rating by +330 points.

PAYMENT: Brakar does not work for money. He will only help a gang as a Mentor.

BOUNTY: There is a bounty of 330 credits on Brakar's head.

### SPECIAL RULES

**The Avenger.** As noted above, Brakar does not work for money and can only be included in a Ratskin Renegade band as a Mentor. In addition, Brakar will not help Ratskin Renegades if they are fighting against other Ratskin Renegades.

## KARLOTH VALOIS

Karloth Valois is one of the many who fled into the Underhive to conceal some dark and terrible secret. In Karloth's case it was that he was a Wyrd, a human with latent psychic talents. Flashes of precognition gave him constant nightmares, the thoughts and feelings of others pounded against his consciousness like surf against the shore. Unable to endure the cacophony of Hive City, he fled into the dark fastness of the hive bottom and headed into the wastes, as far from others as he could get.

Alone amidst the crawling horror of the badzones he soon weakened and almost died many times. At the last, as Karloth foraged for a few miserable morsels of food, he was pursued by relentless Plague Zombies, a pack of shambolic cadavers hungry for his flesh. Karloth ran until his feeble body could carry him no further and the foul creatures set upon him, worrying at his flesh like dogs. Karloth could sense the dim, sluggish minds of his devourers, their thoughts made jagged by instinct but still simpler than a child's.

Fired by the strength of desperation Karloth drove the monsters back with an effort of will, quelling their murderous instincts so that they stood passively by. He lay there, crippled and helpless with the Zombies all about him as the dreaded zombie plague they carried ate into his brain. Hours passed but somehow Karloth clung to the slender thread of his life force by draining what little will remained to the Zombies so that he could maintain his own existence. In time the plague abated and Karloth found that he still lived, after a fashion.

Somehow Karloth's powers were strangely affected by the neurone plague. He was able to bend the Plague Zombies to his will within a limited distance, firing their hunger or sharpening their wariness as he desired. He could drain the life energy of others and absorb it into himself, and he knew that this was his only useful means of sustenance. Most of all Karloth had sensed the fate death would bring; endless ennui, horrible torments and incessant terror. He vowed that death would never take him.

Karloth took to a wandering existence in the wastes, preying on the living where he could and using the Plague Zombies to protect himself from his enemies or to get what he wanted. His reputation grew and he became feared throughout the Underhive as a soul-thief and life taker. Gangs made unholy pacts with him to gain his help and his Zombie hordes became a real threat. It was whispered that the Gods of Darkness favoured Valois and people became afraid of his very name. But the brethren of the Redemption flocked to the Underhive to test their faith against such an arch-devil in human form, and their flamers drove him deeper into the pit.

The hunt for Karloth Valois forms an epic in its own right. Everywhere he turned he was betrayed or driven away, such was the fear others felt of him or the Redemption, or both. For a time he escaped into the poison pools and refuse of the Scavvies but the fanatics of the Redemption found him even there. The red-robed priests pursued Karloth to the very edge of the Abyss before he turned at bay and fought

for his life. The Zombies and brethren fought a great battle over the spider-haunted depths, the flames lighting the darkness as they cut through rank upon rank of the rotting dead. Karloth feasted on their lives and left them as shrivelled husks, but the priests came on with the zeal of madmen and no Zombie could stop them. To evade them and avoid a heretic's fate Karloth cast himself over the brink into the mile-deep abyss below, shrieking his defiance of death.

Though the Redemption searched for weeks no trace was ever found of Karloth Valois' body. Underhivers knew they were mad to try, for nothing can ever be found in the Abyss unless it wants to be.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	4	4	3	4	1	9

WEAPONS:	Autopistol with red-dot laser sight, Witch Staff (see below), knife.
ARMOUR:	Flak armour (6+ save, 5+ vs blast marker weapons).
SKILLS:	<i>Sneak Up</i> and <i>Infiltrate</i> (Stealth skills).
WARGEAR:	Black Crown (see below).
ALLEGIANCE:	Karloth Valois will join any gang except Cawdor, Spyrers or Redemptionists.
RATING:	Karloth Valois increases the gang's rating by +250.
PAYMENT:	Karloth will demand D6x10 credits payment, plus any fighters captured in the fight. The opposing gang may still attempt a <i>Rescue</i> mission to save their captured comrades, otherwise they're Zombie bait.  If Karloth is present in a gang he can summon Plague Zombies at a cost of 10 credits for each D6+1 Zombies. This cost is in addition to his payment.
BOUNTY:	The bounty on Karloth Valois is 250 credits. Fighting alongside Karloth Valois gives a -3 penalty to the roll on the Outlaw Table if the gang is reported.

### SPECIAL RULES:

**Wyrd Power: Zombie Master.** Karloth can influence Plague Zombies with his powers, both by summoning them and motivating them. If Karloth is present, add +1 to each dice roll for the number of Zombies summoned.

All Zombies within 9" of Karloth may roll an extra dice for their movement, for a total of 3D6, and then pick two dice for their move distance. Zombies in hand-to-hand combat within 9" of Valois also gain +1 to their Weapon Skill and +2 to their Initiative. This power works all of the time and doesn't need a Leadership test.

**Wyrd Power: Sense Thoughts.** Karloth can spot any hidden models within 18" if he can roll equal to or under his Leadership on 2D6. Karloth will be unaffected by the Perils of the Warp even if he rolls a 2 or a 12.

**No Pain.** Since the plague Karloth feels no pain whatsoever. Because of this Karloth is never pinned and ignores the effects of flesh wounds.

**No Fear.** Karloth ignores all Psychology rules and never has to make Leadership tests to see whether he loses his nerve. If the gang with Karloth in it bottles out he heaves a long-suffering sigh, mutters about mortal frailties and goes with them.

**Black Crown.** Karloth made the Black Crown himself to augment his vampiric powers. Draining life essence could be a slow and delicate process for Karloth, but with the Black Crown he could drain the life force from a man in moments with a blast of dark energy.

Karloth can use the Black Crown instead of firing his pistol in the shooting phase. It works like firing a shot so Karloth may not use it if he has run, charged or is in close combat and he must have a line of sight to the target in order to attack. The Crown will affect one model within 9". Both players roll 2D6 and add their respective Leadership characteristics to the scores. If the scores are drawn or Karloth loses the attack has no effect, the victim is not even pinned.

If Karloth beats the victim's score he can drain 1 point from one of the victim's characteristics and add it to his own characteristic. Any characteristic can be chosen, but Karloth may not increase his characteristics by more than a single point each. This power may be used to restore lost wounds. A victim reduced to 0 wounds by the Black Crown is automatically 'down', do not make a separate Injury roll.

Once the battle is over any characteristic points stolen are recovered by the victim through resting and Karloth's characteristics return to normal. Victims who go out of action must still roll on the Serious Injuries Table. The Black Crown will affect models that are already down, but it will not work on Plague Zombies.

**Witch Staff.** The Witch Staff was a curious weapon used by Karloth, who claimed to have discovered it in a deep labyrinth. The staff is used in two hands and allows Karloth to make a parry. If Karloth wins in close combat with the staff he rolls to wound adding +2 to his Strength.

In addition to its function as a weapon the staff is a potent protection against the Wyrd powers of others. If a Wyrd power affects a model within

18" of Karloth he can nullify its effect by rolling equal to or under his Leadership on 3D6.

