

BLACK CRUSADE™

BROKEN CHAINS™



AN INTRODUCTION
TO BLACK CRUSADE

WARHAMMER
40,000
ROLEPLAY

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**FANTASY
FLIGHT
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IT IS THE 41ST MILLENNIUM

For more than a hundred centuries the Emperor has sat immobile on the Golden Throne of Earth. He is the master of mankind by the will of the gods, and master of a million worlds by the might of his inexhaustible armies. He is a rotting carcass writhing invisibly with power from the Dark Age of Technology. He is the Carrion Lord of the Imperium for whom a thousand souls are sacrificed every day so that he may never truly die.

Yet in his deathless state, the Emperor continues his eternal vigilance. Mighty battlefleets cross the daemon-infested miasma of the warp, the only route between distant stars, their way lit by the Astronomican, the psychic manifestation of the Emperor's will. Vast armies give battle in his name on uncounted worlds, but for all their multitudes, they are barely enough to hold off the ever-present threat from aliens, heretics, mutants, and worse.

To be a man in such times is to be one amongst untold billions. It is to live in the cruellest and most bloody regime imaginable. Yet you are not just any individual—you are a Heretic, a follower of forbidden gods and dangerous schools of thought, cast out by the rulers of the Imperium and their cursed corpse-god for the calling you have chosen. And yet both glory and revenge can be yours as you tread the path to greatness and take your place among the champions of the Dark Gods themselves!

WHAT IS BLACK CRUSADE?

BLACK CRUSADE is a roleplaying game in which you take on the role of a renegade from the Imperium—a follower of dark gods or master of forbidden powers. In your thirst for power, revenge, or carnage you have chosen to walk the path to glory, beseeching the Powers of Chaos for their favour so that you might rise up above those around you and become one of their favoured few. It is, however, a path that is fraught with peril, and for every mortal that rises high enough to bask in the light of the gods a million more die screaming, their flesh twisted and their minds broken by the cruel malevolence and pitiless indifference of the very powers they hoped to consort with. The gods and their fickle ways are far from the only dangers a Heretic must contend with, and as outcasts from the Imperium, much of humanity counts itself as your foe. The Inquisition is especially relentless in its hunt for Heretics across the Imperium's

countless worlds and beyond, and as long as a Heretic draws breath he will never be free of these most hated agents of the God-Emperor. Despite these perils, for those who can survive long enough, glory and power awaits and the chance to live free from the shadow of the Imperium.

PRE-GENERATED CHARACTERS

The following sample characters have been specifically designed for the **BROKEN CHAINS** preview adventure that begins on page 16 of this booklet. Four different characters are provided, although this adventure can accommodate larger player groups by adding additional Chosen or Renegade characters.



Character Name: Asrodel the Fated
Character Type: Chaos Space Marine

Player Name _____
Archetype: Forsaken

Character History: Asrodel is a Chaos Space Marine known for both his martial pride and honour, and his thirst for victory at any cost. He believes he is destined for greatness, and this drive to succeed left him at odds with his previous warband. During an honour duel with his warband's champion, Asrodel found himself losing. Rather than accept defeat, he drew his bolter and shot the champion at point blank range. The remainder of the warband was incensed at this breach of their warrior code, and Asrodel joined a wolfpack of pirate reavers to flee retribution. He was captured during a skirmish with Battlefleet Calixis.

Pride: Martial Prowess

Failing: Betrayal

Motivation: Perfection

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Willpower (WP)	Fellowship (Fel)	Infamy (Inf)
50	43	10 49	8 47	42	31	46	39	32	30

PLAYING ASRODEL THE FATED

As a Forsaken, Asrodel stands apart even from other Chaos Space Marines. However, he tolerates anyone, including human Disciples of Chaos, who do not challenge his martial prowess. He is not incredibly friendly, but is more than willing to work with the other Heretics to survive.

Asrodel is at odds with his own nature. His overwhelming desire is to become a peerless warrior, second to none with bolter and blade. However, he also wants to win, and if it appears he might lose, he's more than willing to cheat.

SKILLS

	Trained	+10	+20	+30
Athletics (S)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Awareness (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (S)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stealth (Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

GEAR

Scavenged power armour, Legion bolter, 3 Legion frag grenades, Knights of Blood combat sword. (Asrodel does not begin play with this gear)

TALENTS AND SPECIAL RULES

Swift Attack: As a Half Action, Asrodel may make a melee attack with a +0 modifier to his Weapon Skill Test. If he succeeds, he scores one hit on the initial Degree of Success, plus one additional hit for every two additional Degrees of Success. These hits may be allocated to anyone in melee with Asrodel.

Unnatural Characteristics: Asrodel adds +4 to his Strength and Toughness Bonuses due to his Space Marine implants.

ARMOUR

Scavenged Power Armour
Armour Points: 8
Special: Grants +20 Strength

WOUNDS

Total: 18
Current _____
Fatigue _____

MOVEMENT

Half Action: 4m **Full Action:** 8m
Charge: 12m **Run:** 24m

INFAMY POINTS

Total: 3
Current _____

WEAPONS

Name: Legion bolter
Class: Basic **Damage:** 1d10+9 **Pen:** 4
Range: 100m **RoF:** S/3/- **Clip:** 24 **Reload:** Full
Special Rules: Tearing

Name: Combat Ssword
Class: Melee **Damage:** 1d10+10 **Pen:** 2
Special Rules: None

Name: Legion Frag Grenade
Class: Thrown **Damage:** 2d10+2 **Pen:** 0
Range: 30m **RoF:** S/-/- **Clip:** 1 **Reload:** -
Special Rules: Blast (4)



Character Name: Nina Black

Player Name _____

Character Type: Human

Archetype: Renegade

Character History: Nina Black began life as the third child of Merrick Black, a powerful Rogue Trader. Upon his death, the Black Warrant went to Merrick's eldest child, Orrik. Orrik and his brother Marcus consolidated the power of the Black Household, leaving Nina with little more than a pittance and minor retinue of servants. Incensed, Nina made a dark pact with a powerful daemon: her soul for her brothers' deaths. Orrik indeed died, consumed by warp fire in his very bedchambers. However, Marcus survived the daemonic assassin, and frantically sought aid from the Inquisition. Throne Agents captured Nina and sentenced her to interrogation and execution.

Pride: Charm

Failing: Deceit

Motivation: Vengeance

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Willpower (WP)	Fellowship (Fel)	Infamy (Inf)
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4	2	3	2	3	6	3	5	4	1	3	6	3	1	3	2	5	3	4	1
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WEAPONS

Name: Bolt pistol

Class: Pistol

Damage: 1d10+5

Pen: 4

Range: 30m

RoF: S/2/-

Clip: 8

Reload: Half

Special Rules: Tearing

Name: Chainsword

Class: Melee

Damage: 1d10+5

Pen: 2

Special Rules: Tearing

SKILLS

	Trained	+10	+20	+30
Athletics (S)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Awareness (Per)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Deceive (Fel)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scrutiny (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stealth (Ag)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

GEAR

Desecrated House Black carapace armour, bolt pistol, chainsword. (Nina does not begin play with this gear).

TALENTS AND SPECIAL RULES

Adroit (Fellowship): Nina's charm is legendary. She automatically adds one Degree of Success to successful Fellowship based Tests (either Skill or Characteristic Test).

Two Weapon Wielder: As a Full Action in melee combat, Nina may make one Standard Attack with her pistol and one attack with her chainsword. These attacks are made at a +0 modifier (instead of the usual +10 for Standard Attacks).

ARMOUR

Carapace Armour

Armour Points: 6

WOUNDS

Total: 12

Current _____

Fatigue _____

MOVEMENT

Half Action: 3m **Full Action:** 6m

Charge: 9m **Run:** 12m

INFAMY POINTS

Total: 4

Current _____

PLAYING NINA BLACK

Nina Black is a charming and charismatic leader. Though skilled with a blade, her true weapons are her words. She can motivate, persuade, or command even the most reluctant underlings.

However, beneath her pleasant exterior lies a dangerous and calculating woman obsessed with revenge. Nina is not above fooling her companions as to her true motive, which is always revenge against her brother and the Imperium that betrayed her. However, she will work with others to accomplish her ends.

BLACK CRUSADE™

Character Name: **Ciro**

Player Name _____

Character Type: **Chaos Space Marine**

Archetype: **Chosen**

Character History: The Alpha Legion warrior who refers to himself only by **Ciro** was captured within the heart of the Calixis Sector, on the shrine world of Maccabeus Quintus. He eliminated two platoons of Maccabeus Janissaries before his capture. Though the Inquisition does not realize it, **Ciro** allowed himself to be captured so four of his fellow Alpha Legionnaires could steal an ancient and valuable tome from the cathedrals of Maccabeus Quintus. Now incarcerated by the Inquisition, he trusts in his own resourcefulness to escape.

Pride: Devotion

Failing: Hubris

Motivation: Legacy

Weapon Skill
(WS)

Ballistic Skill
(BS)

Strength
(S)

Toughness
(T)

Agility
(Ag)

Intelligence
(Int)

Perception
(Per)

Willpower
(WP)

Fellowship
(Fel)

Infamy
(Inf)

4 2

4 7

10
4 5

8
4 2

3 9

3 8

4 9

4 1

3 4

3 5

PLAYING CIRO

Ciro believes in a cause larger than himself, the overthrow of the Imperium of Man and the ascendancy of the Chaos Gods as the true powers in the galaxy. His devotion to them and to the idea of working towards this monumental goal sustains him against adversity. However, this can lead to him being dangerously overconfident.

Ciro is reasonably open and even friendly towards his fellow Heretics, although when he speaks he manages to avoid revealing any information about himself or the mission that got him captured.

SKILLS

	Trained	+10	+20	+30
Athletics (S)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Awareness (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Deceive (Fel)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (Str)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scrutiny (Per)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stealth (Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

GEAR

Heavily modified Mark V power armour, Legion bolt pistol, Mark M Stubcannon (**Ciro** does not begin play with this gear).

TALENTS AND SPECIAL RULES

Bulging Biceps: Normally characters cannot fire a Heavy weapon without bracing it first. **Ciro** has the strength and training to fire this weapon without bracing it first.

Unnatural Characteristics: **Ciro** adds +4 to his Strength and Toughness Bonuses due to his Space Marine implants.

ARMOUR

Mark V Power Armour

Armour Points: 8

Special: Grants +20 Strength

WOUNDS

Total: 19

Current _____

Fatigue _____

MOVEMENT

Half Action: 3m **Full Action:** 6m

Charge: 9m **Run:** 18m

INFAMY POINTS

Total: 3

Current _____

WEAPONS

Name: Legion bolt pistol

Class: Pistol **Damage:** 1d10+9

Pen: 4

Range: 30m **RoF:** S/2/- **Clip:** 8

Reload: Half

Special Rules: Tearing

Name: Mark M Stubcannon

Class: Heavy **Damage:** 1d10+10

Pen: 3

Range: 100m **RoF:** -/-/8 **Clip:** 100

Reload: Full

Special Rules: None



BLACK CRUSADE™

Character Name: Hephastius Bore

Character Type: Human

Player Name _____

Archetype: Heretek

Character History: Hephastius Bore originally hailed from the Lathes, Forge worlds within the Calixis Sector. There Bore was inducted into the mysteries of the Machine God, and became a Tech-Priest. However, Bore's work on Gellar Fields and warp drives fuelled his curiosity into the shadow realm, the immaterium. He began experimenting with warp-spawned mutations, grafting them both onto others and on himself. When the Adeptus Mechanicus discovered his forbidden experiments, Bore was cast out of the order and turned over to the Inquisition. The Inquisition hopes to discover just how far his experiments went before destroying him.

Pride: Craftsmanship

Failing: Regret

Motivation: Innovation

Weapon Skill
(WS)

Ballistic Skill
(BS)

Strength
(S)

Toughness
(T)

Agility
(Ag)

Intelligence
(Int)

Perception
(Per)

Willpower
(WP)

Fellowship
(Fel)

Infamy
(Inf)

3	1	4	2	3	4	6	4	2	3	1	5	0	3	2	4	3	3	4	3	2
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PLAYING HEPHASTIUS BORE

Hephastius Bore is somewhat unique amongst his fellows: he harbours no particular ill-will towards his former masters in the Adeptus Mechanicus. Instead, he genuinely believes in the research he performed, and regrets his exile. Now he wishes to escape to perfect his designs, believing that should he succeed, he can convince his fellow Tech-Priests that he was right all along. Bore is a friendly and helpful individual, especially for a Tech-Priest. However, his idea of helping often involves potential "improvements." After all, the flesh of a daemon is superior to that of a human, so once it's grafted onto their skin...



SKILLS

	Trained	+10	+20	+30
Awareness (Per)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Forbidden Lore (Warp)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Medicae (Int)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Security (Int)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stealth (Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tech-Use (Int)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

GEAR

Integral armoured plating, lumen capacitor nodes, las-rifle (Bore does not begin play with his las-rifle, but does begin play with his armoured plating, and lumen capacitor nodes, as they are built into his body).

TALENTS AND SPECIAL RULES

Lumen Capacitors: Bore is equipped with bio-capacitors that generate and store bio-energy as electricity. Bore can tap into this energy. His las-rifle never runs out of ammunition. In addition, he may discharge his capacitors in combat, giving him the lumen capacitor node melee weapon.

Unnatural Characteristics: Bore adds +2 to his Toughness Bonus due to the warp-spawned flesh grafted to his body.

ARMOUR

Integral armoured plating

Armour Points: 3

Special: cannot be removed

WOUNDS

Total: 14

Current _____

Fatigue _____

MOVEMENT

Half Action: 3m **Full Action:** 6m

Charge: 9m **Run:** 18m

INFAMY POINTS

Total: 3

Current _____

WEAPONS

Name: Las-rifle

Class: Basic

Damage: 1d10+4

Pen: 0

Range: 100m

RoF: S/2/-

Clip: — **Reload:** —

Special Rules: Accurate

Name: Lumen Capacitor Node

Class: Melee

Damage: 1d10+2

Pen: 10

Special Rules: Cannot be removed

RULES SUMMARY

The following pages summarise some of the most important rules in the Black Crusade game, especially those needed to play through the preview adventure:

BROKEN CHAINS.

CHARACTER ANATOMY

In Black Crusade, each player controls a character, also known as a Heretic. Heretics are as varied as the crimes they are condemned for and the gods they offer allegiance to, gifted with individual powers and trained in a multitude of skills. In addition to personality, disposition, and background, exactly what a particular Heretic is like is defined by a set of Characteristics, Skills, Traits, and Talents.

CHARACTERISTICS

Characteristics represent a Heretic's raw ability in a variety of physical and mental areas. There are nine different Characteristics, each rated on a scale of 0 to 100. The higher the Characteristic score the better.

Weapon Skill (WS)

Weapon Skill measures a Heretic's competence in hand-to-hand fighting, whether using fists, knives, or chainswords.

Ballistic Skill (BS)

Ballistic Skill reflects a Heretic's accuracy with ranged weapons, such as lasguns and boltguns.

Strength (S)

Strength is a measure of a Heretic's physique and determines how much he can carry as well as how hard he can hit with melee attacks.

Toughness (T)

Toughness defines how easily a Heretic can shrug off injury and how resilient he is to toxins, poisonous environments, and other physical ailments.

Agility (Ag)

Agility measures a Heretic's quickness, reflexes, and poise.

Intelligence (Int)

Intelligence describes a Heretic's acumen, reason, education, and general knowledge.

Perception (Per)

Perception measures the acuteness of a Heretic's senses and determines how accurately he perceives his surroundings.

Willpower (WP)

Willpower describes a Heretic's mental fortitude, how well he can withstand the multitude of horrors in the universe, and serves as a key measure for psychic potential.

Fellowship (Fel)

Fellowship is a Heretic's ability to interact with others, to deceive, charm, befriend, or lead.

Infamy (Inf)

Infamy measures the renown a character has built up amongst peers and opponents alike. Infamy has many uses not covered in this supplement. However, one important detail is how it affects Infamy Points.

CHARACTERISTIC BONUSES

All Characteristics have an associated bonus. The Characteristic Bonus is equal to the tens digit of the Characteristic.

EXAMPLE

If a character has an Agility of 34, his Agility Bonus will be 3. If he has a Willpower of 41, his Willpower Bonus is 4.

Characteristic Bonuses are often used as modifiers. Since these bonuses are determined by the Characteristic, they may rise and fall throughout the game. Should a Characteristic take a penalty, that penalty likewise applies to the Characteristic Bonus.

SKILLS

The following skills represent only a small sample of those that will be available in **BLACK CRUSADE**. Each skill has a governing Characteristic, which is needed when the character utilizes the skill (see below).

Athletics

Governing Characteristic: Strength

Athletics cover all kinds of intense physical activity such as running, swimming, or climbing. A character will call upon Athletics when he wants to scale a challenging cliff face or cross a fast-flowing river. Athletics is usually used as part of a Move Action.

Awareness

Governing Characteristic: Perception

Awareness reflects a character's ability to perceive hidden dangers and to notice small details about his physical surroundings. Awareness is not tied to any one sense; it encompasses them all. Awareness differs from Search in that Awareness is more instinctual; it is tested passively or in response to a subtle change. Making an Awareness Skill Test is usually a Free Action.

Charm

Governing Characteristic: Fellowship

Charm is used to befriend, persuade, or influence others in ways that are generally perceived as positive, or at least non-hostile. Making a Charm Skill Test usually takes about a minute.

Deceive

Governing Characteristic: Fellowship

Just as Charm allows one to befriend or persuade others, Deceive governs the art of lying. It is used whenever a character wishes to tell someone a falsehood or otherwise conceal their true intentions.

Dodge

Governing Characteristic: Agility

The Dodge skill is used as a Reaction in combat to negate a hit by jumping out of the way or otherwise dodging a blow. See Combat Action Descriptions on page 12 for more information.

Forbidden Lore (Warp)

Governing Characteristic: Intelligence

The Forbidden Lore (Warp) Skill represents the character's knowledge about the immaterium, the realm that exists separate from real-space known as the warp. It also covers his knowledge of some of the denizens that live within the warp, and how to interact with its warp-spawned powers.

Intimidate

Governing Characteristic: Strength

Intimidate is used to frighten, coerce, bully, or threaten others. While Intimidate is usually backed up by Strength, the GM can allow more subtle uses of Intimidate that rely on Intelligence or Fellowship. Making an Intimidate Skill Test is a Full Action.

Medicae

Governing Characteristic: Intelligence

The Medicae skill is used to treat and heal injuries by closing wounds and restoring the balance of the body's humours. A successful Medicae Test removes Damage equal to the character's Intelligence Bonus. A failure by more than three degrees inflicts one additional point of Damage. Using Medicae is a Full Action for both the character using the skill and his patient. Medicae can also be used to determine the cause of death when studying a body.

Scrutiny

Governing Characteristic: Perception

Scrutiny is the Skill that allows characters to detect lies and see through falsehoods, as well as interpret obscure information.

Security

Governing Characteristic: Intelligence

Security is the ability to access and break into security systems, from mag-sealed bulkhead hatches and encrypted cogitator systems to simple mechanical locks. Though a deft hand is useful in these situations, the overriding requirement to be skilled at Security is a quick mind.



Stealth

Governing Characteristic: Agility

Stealth is the ability to remain unseen or hide from an opponent. Stealth is most commonly used to lay ambushes or sneak past guards but can also be used to help others hide or to camouflage objects. Using Stealth is usually part of a Move Action or a Reaction when an opponent is trying to spot the character.

Tech-Use

Governing Characteristic: Intelligence

A character can use Tech-Use to repair mechanical items or figure out how unusual technical artefacts work. A Tech-Use Skill Test can take anywhere from a minute to an hour, depending on the complexity of the task. Extra degrees of success on a test can reduce the necessary time.

TESTS

Tests are the basic way of determining success or failure in a game of Black Crusade. When a Heretic performs any task that could have dramatic consequences—affecting the story, a character's health, a delicate negotiation, the safety of the group, and so on—a test should be performed.

THE CORE MECHANIC

- 1) Determine the Skill or Characteristic to test.
- 2) Add or subtract any relevant modifiers to the skill or Characteristic.
- 3) Make a percentile roll (1d100).
- 4) If the percentile roll is less than or equal to the skill or Characteristic being tested, the test succeeds.
- 5) If the percentile roll is greater than the skill or Characteristic being tested, the test fails.

DEGREES OF SUCCESS AND FAILURE

For most tests, it is enough to know whether a character succeeds or fails. Sometimes, however, it is useful to know how well a character succeeded, or how badly he failed. This is particularly important in certain combat situations, such as firing a gun capable of a semi-automatic or fully automatic burst.

Measuring degrees of success and failure in a Skill or Characteristic Test is straightforward. After the percentage roll is made, compare the roll with the modified Characteristic score. If the test was passed, the character has scored one degree of success. For each full 10 points by which the Characteristic was exceeded, the character scores one additional degree of success. Conversely, if a test is failed, the character gains one extra degree of failure with each additional 10 full points by which the test was failed.

SKILL TESTS

The most common type of test a Heretic performs during the game is a Skill Test. Each skill is governed by a Characteristic. For example, the Dodge skill is governed by the Agility

TABLE 1-1: TEST DIFFICULTY

Difficulty	Modifier
Easy	+30
Routine	+20
Ordinary	+10
Challenging	+0
Difficult	-10
Hard	-20
Very Hard	-30

Characteristic. To make a Skill Test, add any relevant modifiers to the Skill's governing Characteristic, then make a percentage roll. If the result is equal to or less than the modified Characteristic, the test succeeds. If the result is greater than the modified Characteristic, the test fails.

UNTRAINED SKILL TESTS

Sometimes a character may want to use a skill that they do not possess, such as trying to hide without the Stealth skill or climb without the Athletics skill. In these cases they can still make a test against the skill but suffer a -20 penalty, effectively reducing the Characteristic they are testing against by 20 points for that Test only.

CHARACTERISTIC TESTS

Sometimes a Heretic wants to attempt something not covered by a skill. In such cases, a Characteristic Test can be used instead of a Skill Test. The GM determines the most appropriate Characteristic for the test, then the player makes a percentage roll. If the roll is equal to or less than the Characteristic, the test succeeds. If the roll is greater than the Characteristic, the test fails.

TEST DIFFICULTY

Not all tests are equal. Forcing a malnourished underhive ganger to back down from a fight and doing the same to a daemonhost both require Intimidation Skill Tests, but the latter is clearly harder than the former. But how much harder is one from the other? This is where test difficulty and the role of the GM both come into play.

In some cases, the difficulty of a test is predetermined by the rules; in other cases, the GM should decide the difficulty and consult **Table 1-1: Test Difficulty** to determine the appropriate modifier. The difficulty modifier is applied to the governing Characteristic associated with the test.

Note: **BLACK CRUSADE** has a wider range of difficulties, however a simplified version is presented here.

COMBINING DIFFICULTIES

There will be instances where multiple factors make performing a particular action easier or more difficult. If a situation calls for two or more bonuses or penalties, simply combine all modifiers together and apply the total to the skill or Characteristic.

The maximum modifier that can be applied to a Skill Test or Characteristic Test is +60 or -60.

THE ROLE OF INFAMY

Heretics are infamous individuals. Their fell deeds and amazing prowess gain them notice by the gods, and their Infamy is a recognition that they are potent individuals with abilities, backgrounds, and experiences well beyond those of ordinary men and women. More than anything, a Heretic's Infamy is what separates him from lesser beings of the materium.

All Heretics begin play with an Infamy Characteristic, a reflection of their reputation. Infamy has a great many uses in Black Crusade, more than can be covered here. However, one use of Infamy applies here—the use of Infamy Points.

The players' characters have access to a number of Infamy Points equal to their Infamy Characteristic Bonus. Unlike the lackey worshipers of the Corpse-Emperor, Heretics have no need for his blessing. Instead, their exceptional abilities stem from their own Infamy—in essence, they make their own luck.

USING INFAMY POINTS

Infamy Points allow a Heretic to manipulate situations by mitigating bad results or turning a mishap into good fortune. A Heretic has a limited pool of Infamy Points, and when one is spent, that pool is reduced by one. Spent Infamy Points are restored at the beginning of the next gaming session, or possibly in the middle of a game session under special circumstances that the GM deems appropriate. In Black Crusade, there are a variety of ways to use Infamy Points. However, an abbreviated list is presented here.

Spending one Infamy Point allows one of the following:

- Re-roll a failed test once. The results of the re-roll are final.
- Gain a +10 bonus to a test. This must be chosen before dice are rolled.
- Add an extra degree of success to a test. This may be chosen after dice are rolled.
- Count as having rolled a 10 for Initiative.
- Instantly recover 1d5 Wounds.
- Recover from being Stunned.
- Recover all levels of Fatigue.

COMBAT

Combat is usually resolved using structured time divided into Rounds, Turns, and Actions. Each character, including NPCs (non-player characters controlled by the GM), takes one Turn each Round. The order in which Turns are resolved depends on Initiative Order.

COMBAT OVERVIEW

When a new combat begins, follow these steps to determine what happens:

STEP ONE: SURPRISE

At the beginning of a combat, the GM determines if any characters are Surprised. This can only happen once, at the beginning of a combat, and there will be many combats where nobody is Surprised. A Surprised character loses his Turn on the first Round of combat because he has been caught unawares by his enemies. If no one is Surprised, move immediately to Step Two.

STEP TWO: ROLL INITIATIVE

At the start of the first Round, each character rolls for Initiative. Each character rolls 1d10 and adds his Agility Bonus (the tens digit of his Agility Characteristic). The result of the roll applies for all successive Rounds in the combat.

STEP THREE: DETERMINE INITIATIVE ORDER

The GM ranks all the Initiative rolls, including those of the NPCs, from highest to lowest. This is the order in which the characters take their Turns during each Round of combat. In the case of a tie, the character with the higher Agility Characteristic goes first.

STEP FOUR: COMBATANTS TAKE TURNS

Starting with the character at the top of the Initiative Order, each character takes a Turn. The character currently taking his Turn is known as the Active Character. During his Turn, the Active Character can perform one or more Actions. Once his Actions have been resolved, the next character in the Initiative Order becomes the Active Character and takes his Turn, and so forth.

STEP FIVE: ROUND ENDS

Once each character has taken a Turn, the Round is over. Any lingering effects that specify a duration of “until the end of the Round” now end.

STEP SIX: REPEAT STEPS FOUR AND FIVE AS NEEDED

Continue to play successive Rounds until the combat is complete.

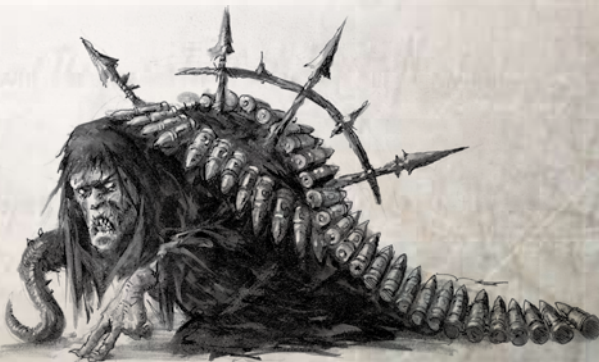


TABLE 1-2: COMBAT ACTIONS

Action	Type	Short Description
Aim	Half/Full	+10 bonus to hit as a Half Action or +20 to hit as a Full Action on the character's next melee or ranged attack.
All Out Attack	Full	Make a melee attack with a +30 to Weapon Skill Test, the attacker cannot use the Evasion Reaction (in other words, he cannot Dodge) until his next Turn.
Charge	Full	Rush at an opponent and make a melee attack with a +10 bonus to Weapon Skill.
Evasion	Reaction	Test Dodge Skill to negate a hit.
Full Auto Burst	Half	Make a ranged attack at a -10 to Ballistic Skill, gaining one hit per Degree of Success.
Move	Half/Full	As a Half Action, the character moves a number of metres up to his Half Move value, or as a Full Action, the character moves a number of metres up to his Full Move value.
Reload	Varies	Reload a ranged weapon.
Run	Full	The character moves a distance up to his Run Move, enemies receive a -20 to Ballistic Skill to hit him and a +20 to Weapon Skill to hit him.
Semi-Auto Burst	Half	Make a ranged attack at a +0 bonus to Ballistic Skill, gaining one hit on the first Degree of Success, plus one hit for every two additional Degrees of Success.
Standard Attack	Half	Make one melee or ranged attack at a +10 bonus to Ballistic Skill or Weapon Skill.
Use Skill	Varies	The character may use a Skill.

ACTIONS IN COMBAT

During each normal Round, every character gets a Turn to act. On his Turn, a character can take one or more Actions.

TYPES OF ACTIONS

Every Action is categorised into one of the following types.

Full Actions

A Full Action requires a character's complete attention to accomplish. A character can take one Full Action on his Turn and cannot take any Half Actions.

Half Actions

A Half Action is fairly simple; it requires some effort or concentration, but not so much that it consumes a character's entire Turn. A character can take two different Half Actions on his Turn instead of taking one Full Action. A character cannot take the same Half Action twice in the same Turn.

Reactions

A Reaction is a special Action made in response to some event, such as an attack. A character receives one Reaction each Round. Unlike the other types of actions, a character usually performs a Reaction when it is not his Turn.

Free Actions

A Free Action takes only a moment and requires no real effort by the character. Free Actions may be performed in addition to any other Actions on a character's Turn, and there is no formal limit to the number of Free Actions one character can take. The GM should use common sense to set reasonable limits on what can be done in a few seconds.

ACTION SUBTYPES

In addition to its type, every Action is also categorised into one

or more subtypes. Action subtypes don't do anything in and of themselves, but they are used to clarify what a character is and is not allowed to do in a variety of special circumstances. For example, a character that is Immobilised cannot perform any Actions with the Movement subtype.

USING ACTIONS

During his Turn, a character may perform one Full Action or two different Half Actions. A character could, for example, make an All Out Attack (Full Action) or Aim and make a Standard Attack (two Half Actions).

A character may not make two Actions with the Attack subtype in the same turn. In addition, a character may not make Ranged attack actions if engaged with an opponent in melee, unless he has a Pistol weapon. A character may use a pistol weapon against an opponent he is in melee with, but he still tests Ballistic Skill, and does not get the Point Blank bonus.

Likewise, a character may not make Melee attack actions against someone he is not engaged with. A character is engaged if there is an opponent with a melee weapon within striking distance of him, generally a metre or less.

MORE ACTIONS

The combat actions described in this booklet represent only a sample of the options that will be available in **BLACK CRUSADE**.

COMBAT ACTION DESCRIPTIONS

These Actions provide characters with a variety of options in combat. Some of these Actions allow the character to attack enemies, while others allow them to move around the battlefield, reload, or a myriad of other tasks. Each Action has a Type, Subtype, and Description.



AIM

Type: Half Action or Full Action

Subtype: Concentration

The character spends extra time to perform a more precise attack. Aiming as a Half Action grants a +10 bonus to the next Weapon Skill or Ballistic Skill Test made as an attack. Aiming as a Full Action increases the bonus to +20. The next action the character performs must be an attack or the benefits of Aiming are lost.

ALL OUT ATTACK

Type: Full Action

Subtypes: Attack, Melee

The character makes a furious melee attack at the expense of personal safety. He gains a +30 bonus to his next Weapon Skill Test, but he cannot Evade until the start of his next Turn.

CHARGE

Type: Full Action

Subtypes: Attack, Melee, Movement

The character rushes at his target and delivers a single melee attack. The target must be at least four metres away, but still within the attacker's Charge Move, a distance equal to three times his Agility Bonus. The last four metres of the Charge must be in a straight line so the attacker can build speed and line up with his target. The attacker gains a +10 bonus to his Weapon Skill Test made at the end of the Charge.

EVASION

Type: Reaction

Subtype: Movement

Evasion is a Reaction that a character can perform when it is not his Turn. After a character is hit, but before Damage is rolled, the character can attempt to avoid the attack by making a Dodge Skill Test with a +0 modifier. A character must be aware of the attack in order to make the test. If the test succeeds, the character gets out of the way at the last moment and the attack is considered to have missed (and thus no Damage is rolled). If the Evasion Test fails, the attack connects and deals Damage normally. Evasion can be used to avoid both melee and ranged attacks, but remember that a character can usually make only one Reaction each Round.

Evading Auto-Fire and Area Effect Attacks

Some attacks, such as those made with grenades, flamers, or guns firing semi-automatic or fully automatic bursts are especially difficult to avoid. When Evading an area effect weapon (such as a flamer), a successful Evasion Skill Test moves the character to the edge of the area of effect, as long as it is no further away than the character's Agility Bonus in metres. If the character would need to move further than this to avoid the attack then the Evasion Test automatically fails. When Evading Full Auto or Semi-Auto Bursts, each degree of success on the Evasion Test negates one additional hit.

FULL AUTO BURST

Type: Half Action

Subtype: Attack, Ranged

The character fires a roaring burst of fully automatic gunfire at his enemies. The attacker must be wielding a ranged weapon capable of fully automatic fire to take this action. The attacker makes a Ballistic Skill Test with a –10 bonus. If he succeeds, the attack scores a hit for every Degree of Success (in other words, one hit on the initial success, plus one additional hit for every additional Degree of Success). If the character chooses, he can move a number of metres equal to his Agility Bonus, as a part of this action. If so, the modifier for the Test becomes –10. The number of extra hits scored in this manner cannot exceed the weapon's fully automatic rate of fire.

MOVE

Type: Half or Full Action

Subtype: Movement

The character can spend a Half Action to move a number of metres equal to his Agility Bonus. As a Full Action, he may move twice that distance.

RELOAD

Type: Half, Full, or Extended Action (Varies by Weapon)

Subtype: Miscellaneous

Declaring this action allows a character to reload a ranged weapon. The duration of Reload (Half Action, Full Action, etc.) is dictated by the weapon's description.

RUN

Type: Full Action

Subtype: Movement

The character runs at full speed, covering a distance up to triple his movement. Until the character's next turn, ranged attacks against him suffer a –20 penalty to Ballistic Skill Tests, but melee attacks against him gain a +20 bonus to Weapon Skill Tests.

SEMI-AUTO BURST

Type: Half Action

Subtype: Attack, Ranged

With cold precision, the active character shoots a burst of semi-automatic gunfire at his enemies. The attacker must be wielding a ranged weapon capable of semi-automatic fire to take this action.

The attacker makes a Ballistic Skill Test with a +0 bonus. If he succeeds (gets one Degree of Success), the attack scores a hit normally, plus one additional hit for every two additional Degrees of Success, up to the weapon's Semi-Auto Rate of Fire.

STANDARD ATTACK

Type: Half Action

Subtype: Attack

The character either performs one melee attack by testing Weapon Skill or one ranged attack by testing Ballistic Skill with a +10 bonus.

USE A SKILL

Type: Half, Full, or Extended Action (varies by circumstance)

Subtype: Miscellaneous

The character uses a Skill, which typically involves making a Skill Test.

OTHER ACTIONS

There are many more combat action options in the full game of **BLACK CRUSADE**. Additionally, the GM may allow players to perform special actions not covered by any of the rules. Such improvised actions should usually involve some kind of Skill or Characteristic Test.

WEAPON QUALITIES

Certain weapons have special abilities called **Qualities**. Though there are a wide variety of **Qualities** available in **BLACK CRUSADE**, in **BROKEN CHAINS** there is only enough room for a few **Qualities**.

ACCURATE

Some weapons are designed with precision in mind and respond superbly to skilled hands. They grant an additional bonus of +10 to the firer's Ballistic Skill when used with an Aim Action, in addition to the bonus granted from Aiming. When firing a single shot from a single Basic Weapon with the Accurate **Quality** benefiting from the Aim action, the attack gains an extra 1d10 damage for every two degrees of success to a maximum of two extra 1d10.

BLAST (X)

Many missiles, grenades and some guns create an explosion when they hit their target. When working out a hit from a Blast weapon, anyone within the weapon's blast radius in metres (indicated by the number in parenthesis) is also hit. Roll damage once and apply it to each person affected by a blast.

TEARING

Tearing weapons are vicious devices, often using multitudes of fast-moving jagged teeth to rip into flesh and bone or simply blasting massive wounds in flesh. These weapons roll one extra die for damage, discarding the lowest die rolled.

THE ATTACK

The most common Action in combat is the attack—the characters are fighting, after all. Whether armed with a melee or ranged weapon, the process is the same. Before an attack is made, the GM should verify that the attack is even possible by checking the basic requirements for the attack. Melee attacks require the attacker to be engaged in melee combat with his target. Ranged attacks cannot be made if the attacker is engaged in melee, unless he is firing a pistol class weapon. In either case, the attacker must be aware of his target. Assuming the attack is possible, follow these steps:

- Step One: Apply modifiers to attacker's Characteristic
- Step Two: Attacker makes a test
- Step Three: Attacker determines Damage
- Step Four: Target applies Damage

STEP ONE: APPLY MODIFIERS TO ATTACKER'S CHARACTERISTIC

A melee attack requires the attacker to make a Weapon Skill Test. A ranged attack requires the attacker to make a Ballistic Skill Test. Apply any modifiers to hit (see Combat Circumstances below).

STEP TWO: ATTACKER MAKES A TEST

After the modified Characteristic has been determined, the attacker makes a Weapon Skill Test if he is performing a melee attack or a Ballistic Skill Test if performing a ranged attack. Both of these are resolved like any other test. If the roll is equal or less than the modified Characteristic, the attack hits (but see Evasion Reactions, previous).

STEP THREE: ATTACKER DETERMINES DAMAGE

Each weapon has a damage listing, which is usually a die roll, plus or minus a number. Roll the appropriate die and apply any indicated modifiers. Finally, if the attack involved a melee weapon, add the attacker's Strength Bonus. The result is the Damage total.

STEP FOUR: TARGET APPLIES DAMAGE

From the Damage total, the target subtracts his Toughness Bonus and any Armour Points that protect him. If this reduces the Damage to zero or less, the target shrugs off the attack. Any remaining Damage is recorded by the target as Damage.

INJURY

As a consequence of fighting, characters take Damage. A combatant can take Damage up to an amount equal to his Wounds. When the Damage equals the character's Wounds, he is killed.

CRITICAL DAMAGE

The injury rules in this booklet are simplified due to space restrictions. **BLACK CRUSADE** will include a full array of colourful critical damage effects, including permanent injuries such as loss of limbs.

COMBAT CIRCUMSTANCES

The chances of hitting in combat can be modified in a similar manner to Skill Tests. These combat circumstances can be used to reflect the effects of terrain, the weather, tactical situations, and a variety of other factors. Characters should make as much use of beneficial circumstances as possible. A good plan, suitable equipment or skillful use of tactics can often make the difference between life and death for a Heretic. The following circumstances are some of the most common encountered in combat. The GM has the final say about the Difficulty of any particular test.

DARKNESS

Weapon Skill Tests made in darkness are at -20 , while Ballistic Skill Tests are at -30 .

DIFFICULT OR ARDUOUS TERRAIN

Weapon Skill and Evasion Tests made whilst standing in difficult terrain, such as mud, suffer a -10 penalty. Tests made whilst standing in arduous terrain such as deep snow or zero gravity suffer a -30 penalty.

GANGING UP

Weapon Skill Tests to hit a target in melee who is also being attacked by one or more allies gain a $+10$ bonus.

HELPLESS TARGETS

Weapon Skill Tests made to hit a sleeping, unconscious or otherwise helpless target automatically succeed. When rolling Damage against such a target, roll twice and add the results.

POINT BLANK

Ballistic Skill Tests made to hit a target within three metres gain $+30$. Note that this bonus does not apply when shooting targets that are engaged in melee combat with the character.

SHOOTING INTO MELEE COMBAT

Ballistic Skill Tests made to hit a target that is engaged in melee combat with another opponent suffers a -20 penalty.

UNAWARE TARGETS

Weapon Skill or Ballistic Skill Tests made to attack unaware targets (i.e., Surprised targets), gain a $+30$ to hit.

BROKEN CHAINS

"Heresy: such a simple word for such a complex idea. And like so many of the titles bestowed by the followers of the Corpse-God, utterly meaningless."

—Karnak Zul

BROKEN CHAINS is an introductory adventure intended to give players a chance to experience the Black Crusade roleplaying game. In this adventure the players take on the role of Heretics, outcasts from the Imperium of Man who have dedicated their lives and their fates to a path of rebellion, personal glory, and the worship of the Dark Gods. Theirs is an existence fraught with peril as they must battle against both constant persecution by the Imperium and the capricious nature of the Ruinous Powers themselves. For those that survive, however, great rewards await. Everlasting glory is one such reward, as is the chance of apotheosis—elevation to daemonhood. Those who can triumph against both the Imperium and rival followers of the Ruinous Powers may even grasp the power needed to lead their own Black Crusade against the Imperium of Man.

This adventure can serve as a jumping off point for games of **BLACK CRUSADE** and further adventures for the Heretics in the chaos and carnage of the 41st Millennium.

GETTING STARTED

To run this adventure you will need one player to take on the role of the Game Master (GM), 2-4 players to take on the roles of the Heretics and ideally at least two ten-sided dice (1d10) for each person playing. All the information required can be found within the pages of this booklet, including a quick start version of the core rules, background on the adventure setting, detailed information on the adventure itself and pre-generated characters. Some background on the Warhammer 40,000 universe, in which the Black Crusade game is set, can be found at the start of the booklet, however the adventure has been designed to be self contained and no prior knowledge of the setting is required.

Before running this adventure, the Game Master should be sure to read it thoroughly.

ADVENTURE OVERVIEW

BROKEN CHAINS takes place entirely on an Imperial prison barge known as the *Chains of Judgement*. A vessel of the Emperor's Inquisition, the *Chains* was tasked with transporting heretics and renegades from across the sector to the torture chambers of the Inquisition, where they were to be thoroughly and brutally interrogated before execution. This was to be the fate of the player characters. They are dangerous heretics, captured by the Inquisition but too valuable to execute on the spot. During their incarceration aboard the *Chains* they were placed in stasis caskets to be held in limbo until such time as the Inquisition saw fit to release them and begin their torment.

GM GUIDANCE

In addition to the information presented in the main text, there will be numerous 'GM Guidance' sidebars throughout the adventure itself. These sidebars will provide the GM with tips, advice, and general guidance on how to deal with aspects of the rules, the actions of the players and the development of the plot. GM Guidance also provides an insight into the design of the adventure, explaining the intention behind an encounter or NPC and how its role or place in the adventure was envisaged.

Fortunately for the characters, the gods had other plans. Awakening after several centuries in stasis (when the power to their stasis caskets finally fails) the characters discover that the *Chains* has become lost in the warp and drifted far off course. While they slumbered, the ship has fallen into a state of chaos and ruin, its crew turned feral and its systems failing. Adding to their woes, other dangerous individuals and creatures have escaped thanks to the failure of the stasis systems, including several members of the Inquisition intent on retaking the ship. It now falls to the characters to escape before the Imperium's claws close around them once and for all.

One thing the GM should note after reading this adventure is that there are quite a few secondary adventures or activities the players can participate in if they want to. This can draw out the adventure so that it takes two sessions or more.

To run this adventure in one session, the GM should adhere to the following events. Specifically, he should limit the number of combats the players get involved with.

- The Heretics (player characters) wake up, learn the situation by consulting the cogitator, and get their gear from the Laboratorium. In doing so they have a brief fight with some of the feral humans, driving them off quickly after killing one or two.
- The Heretics locate a command key in the Warden's Tower (bypassing the bilge entirely). During this time they may come across some feral humans, but any show of force sends them fleeing in a hurry.
- The Heretics encounter Queen Scarna. Dispatching a few of her Carrion Hunters will convince her to offer the aid of her minions, or just stay out of their way.
- The Heretics discover Karnak Zul the Daemonhost and must decide how to deal with him.
- The Heretics make their assault on the Bridge in a final, climactic battle with Interrogator Crane and his Acolytes. The victor will gain control of the ship.

THE STORY THUS FAR...

Captured by Imperial forces in 487.M39 the *Chains of Judgement* began its life, ironically enough, as a renegade destroyer fighting against the encroaching Angevin Crusade—the Imperial invasion to conquer what would eventually become the Calixis Sector. Considered too small and poorly armed to be of immediate use to the crusade, it was offered to the Inquisition, to aid in rooting out heresy in the fledgling Calixis Sector. The *Chains of Judgement* was repaired and refitted as a

prison barge tasked with conveying heretics to Scintilla for specialised interrogation or long term incarceration.

The *Chains of Judgement* is based on the hull of an old Iconoclast destroyer, heavily modified and altered down the years. Over a kilometre and a half in length and almost half a kilometre at its widest point, it was a vessel with a crew of thousands. Much of the space once given over to weapons and munitions or to carry assault troops has since been converted into prison holds, and at any one time the *Chains* has the capacity to hold upwards of 10,000 prisoners, with special solitary stasis chambers reserved for the worst among them. The vessel was also refitted with extensive interrogation/medicae chambers where Inquisitors could question their captives immediately after bringing them onboard. With so much space given over to cells, there was little left for a large contingent of guards and so the vessel has added security in the form of a complex system of gates and locks between each level as well as 'no go' corridors patrolled by packs of murder servitors, ensuring that should a prisoner somehow escape his cell he would not get far.

On the *Chains'* last journey, the infamous Inquisitor Renthor took command. A harsh and dangerous man, Renthor was the Inquisitor responsible for capturing the player characters and incarcerating them aboard the *Chains of Judgement*. With his capable second-in-command, Interrogator Crane, he ran the *Chains* with an iron fist.

Renthor also had a dark secret: he was a radical Inquisitor who used the fell powers of the warp to fight against the very forces he swore to destroy. His greatest weapon was a daemonhost named Karnak Zul, a daemon bound within the body of a human so that it could remain outside the warp and under Renthor's control.

However, Zul hated its imprisonment and awaited a chance to escape. During the last voyage of the *Chains*, it compelled a weak-willed member of the crew to loosen the bonds that forced it to obey Renthor's commands. Although still trapped within its human host, the daemonhost was free to rampage around the ship. In an orgy of destruction, it killed many of the guards in the main prison hold and unleashed the masses of prisoners contained within, starting a general uprising. It also

slew the ship's Navigator, the vessel's pilot within the warp.

Zul attacked the armoury at the head of a howling mob of prisoners. During the fight, it confronted Inquisitor Renthor and mortally wounded its former master. However, before he died Renthor activated a set of binding wards he had inscribed on the deck of the armoury, binding the daemonhost in place. Then Crane was able to seal the armoury doors, trapping the daemonhost within.

Crane and his remaining Acolytes (his Alpha Acolytes or most trusted servants) locked down the ship and sealed themselves in the bridge. On the one hand, they were safe from the prisoners. On the other hand, if they dropped the ship out of warp, it might be years before another Imperial vessel responded to their astropathic distress call. Without a Navigator, they might end up anywhere, and in that time the prisoners might escape.

Instead, Crane and his Acolytes entered their stasis caskets, planning to remain there until the reserve generators could no longer support them. By that time, they hoped, the prisoners would all be dead, and they could reclaim the ship for the God-Emperor.

Zul remained trapped in the armoury. It took it decades to even learn the codes that would open the armoury hatches, by which time the prisoners had devolved into feral cannibals. It could tap into the ship's cogitator systems, but could affect little meaningful change. In the end it was forced to wait, in the hope that something would change aboard the vessel.

As the characters awaken, the *Chains* has been a drifting derelict for centuries and its order and grandeur will have become a distant memory. While many of its safeguards remain in place, its crew is largely dead and gone and the vessel is coming apart under the stresses of long unshielded exposure to both the void and the warp. Even in its state of disrepair and decay, it remains a vast vessel with kilometres of corridors, chambers, and decks filled with the detritus of the Inquisition and the shattered remains of their captives; living, dead, and those trapped between the two states. Some of the crew have reverted to a feral existence, forming into cannibalistic tribes led by a "carion queen."

To escape the *Chains* and win their freedom, the characters must traverse its decks, climbing up from the depths of the ship to the bridge and control sections where they can either find a way off or guide the ancient prison barge to a safe harbour. While the *Chains* has dozens of actual decks, these can be divided into three clear areas: the Lower Decks, the Upper Decks, and the Bridge, each with their own locales and perils which the characters may encounter during their escape.

LOWER DECKS

The most secure and remote part of the ship, these decks are where the Inquisition created its prison holds and torture chambers and housed its violent and dangerous cargo. Sealed off from the rest of the ship by metres of bulkheads, warded corridors, and sealed blast doors, the lower decks have been specifically designed to remain isolated from the rest of the ship, lest those contained within should try to escape, riot, or incite a daemonic incursion. After centuries of neglect and the absence of the jailors, the lower decks have become a hunting ground for the descendants of its former inmates,

GM GUIDANCE: CHAOS SPACE MARINES AND HUMANS

One of the unique aspects of **BLACK CRUSADE** is that it allows players to play two very different types of characters, Chaos Space Marines and 'mortal' humans. GMs should be aware that Chaos Space Marines are considerably tougher and more dangerous in a fight, while humans are often more adroit at social encounters or other tasks.

However, because of this, the adversaries in the back of the book have certain abilities specifically designed to ensure that Chaos Space Marine characters find combat situations as challenging as their human allies. Also, certain encounters are tailored to favour one type of Heretic or another, and may need to be changed if a GM has a group that does not include any Chaos Space Marines or any humans.



where they stalk each other in an endless fight for survival and a continuation of their nightmare existence.

MEDICAE DECK

Located just above the main prison holds, and closest to the upper decks, the Medicae Deck (or interrogation chambers), was where the Inquisition would slowly and painfully extract secrets and confessions out of its captives. This is also the area in which the characters first awaken, housed in a stasis crypt along with dozens of others kept alive and in limbo between their tortures. Like most of the lower decks the Medicae Deck is a dark and disused mess, its chambers and corridors choked with debris and its walls smeared with filth. Originally this deck consisted of a dozen or so adjoining interrogation chambers surrounded by a spiral of holding cells and store rooms with access throughout. Now, as decks collapse and hatches corrode shut, only a few clear paths from one end of the deck to the other exist.

Key locations on the Medicae Deck include:

Hunting Ground: The spiral corridors of the deck have become home to a myriad of vermin which thrive on the ancient, desiccated meat left over from the Inquisition's work here. Largely consisting of hardy vacuum rats and dust spiders, these creatures are the preferred food of the less fortunate feral humans, those either cast out by the queen or too weak to become a member of the Carrion. Trapped by the Sanctum Gate, they scratch out a miserable existence.

Sanctum Gate: Located at the sternward end of the interrogation chambers is the portal to the Upper Decks and access to the rest of the ship. Designed so that there might only be one way in and out, the Inquisition ensured that the sole exit to the lower decks would be well guarded. Even after centuries of decay, the Sanctum Gate security station remains deadly to those not permitted to pass through its hallowed gates. While the armed Storm Troopers might be gone, the murder servitors and sentry guns quietly track all those seeking escape.

Over the last 200 years, the Carrion Queen has discovered that one can pass through the gate into the prison holds. However, any attempts to pass back through into the Upper Decks meet with death. Thus, it has become a favoured way to cast out members of the Carrion, as well as a dubious refuge for her enemies.

PRISON HOLDS

Once used as troop billets and vast munitions stores for the vessel's guns, the majority of the Lower Decks have been converted into the Prison Holds. It was here in endless rows of cages that thousands upon thousands of captives of the Inquisition would languish awaiting either torture or death. Unlike the Medicae Deck above, the Prison Holds are largely open; a single vast chamber stretching almost the entire length and width of the ship, crisscrossed with gantries and barred enclosures. In this way the jailors could see into every part of the holds at once and keep a close eye on inmates packed into their suspended cells. After over 200 years, the Prison Holds are still largely intact, though numerous cages and gantries have collapsed making passage from one end to the other difficult. The size of the chamber and the damage to the ship's life sustainers has also had another effect after so long, and now fierce winds howl down the length of the holds as the air scrubbers randomly activate.

Key locations in the Prison Holds include:

Warden's Tower: Like a knife through the heart of the Prison Holds, the warden's tower is a vast spike stretching hundreds of metres from floor to ceiling. Surrounded by a web of gantries and walkways, it was from here that the Inquisitorial jailors would watch their captives and control the hundreds of gates and bridges that allowed passage through the holds. Now it has become a tomb. During the first uprisings, the guards on duty sealed the bulkhead doors. There they remained until they died, safe from attack but without food or water.

Cage Runoff: The floor of the prison holds was a vile sea of filth during the rule of the Inquisition, the waste of thousands of inmates continually raining down from above (usually after passing through the cages of those unfortunate enough to be close to the bottom). This waste would then trickle into huge vats before being pumped down into the Bilges for recycling. Today the cage runoff is still a treacherous place where scavengers hunt for lost tools and food among the ocean of dried filth.

Chain Bridge: Central to the Prison Holds is the chain bridge, a vast revolving steel walkway, dozens of metres wide and several hundred long. Via a system of pulleys and hydraulics, the bridge can be raised, lowered and rotated to reach every level of the Prison Holds. Despite being badly corroded and damaged, use of the bridge remains the quickest and safest way to cross the holds.

GM GUIDANCE: MAPPING THE CHAINS

The *Chains of Judgement* is a vast ship, thousands of metres in length and many hundred wide. It has dozens of decks from the lowest point of the bilges up to the bridge and a maze of corridors, rooms, and chambers. All of which has been made even more complex by 200 years of neglect and damage, not to mention the trauma suffered by the upper decks. For these reasons, the GM doesn't need to worry too much about the exact layout of the ship; as long as the players know what deck they are on, he should feel free to add rooms or corridors as needed. As the characters move through a deck, the GM can impart this feeling of chaos to the players by letting them know they are having to pry open doors, climb through rents in the floor, walls and ceiling or constantly being forced to double back after running into collapsed passages.

BILGES

In the very bowels of the ship are the bilges; the living guts of the *Chains*. As vital to the vessel as its bridge, the Bilges are the home of the reclaimators and recyclers, a myriad of hissing and thumping machinery which keep the vessel alive. Waste from the decks above would be pumped down to the bilges for recycling rather than expelled into the void. In the time since the vessel vanished into the warp, little has changed and the machinery of the Bilges has continued to function, though albeit at a reduced capacity. The Bilges have also become home to some of the denizens from the Prison Holds above, those either too weak to join the queen or unable to pass through the Sanctum Gate. These hunched, feeble creatures live in constant fear, gasping out their days on the thin air and foul atmosphere of the Bilges.

Key locations in the Bilges include:

Body Orchard: In times past, the Bilges was where the Inquisition would send dead prisoners for recycling. Bodies would be stripped down and reduced to their component parts. Though the machinery has been silent for many years, it remains functional and has become a haven for darker things which revel in the butchery that once occurred here.

Pestilent Nest: During the *Chain's* time drifting unshielded through the warp, countless creatures of the immaterium have infiltrated its hull. While most were content to slaughter or spread chaos before moving on, a few have stayed. The Pestilent Nest is the domain of such a creature which feeds quietly on the misery and discord of the ship's living inhabitants while growing fat and powerful.

UPPER DECKS

Above the primary prison levels, the Upper Decks were once the home to the vessel's crew, its weapons systems, and its supplies of arms and armour. These decks were once pristine and well ordered as befitted a vessel of the Inquisition, humming to the orders of its captain and officers. These days

the Upper Decks are an utter nightmare of twisted steel and hard vacuum; the result of catastrophic damage to the vessel during its loss to the warp. While passage still exists through the Upper Decks to the Bridge, it is perilous at best, and even the inhabitants of the *Chains* limit themselves to very restricted areas of this deck where air and heat are barely maintained by the struggling life sustainers.

LIVING QUARTERS

The crew and lower-ranked Inquisitorial acolytes were housed in this location near the heart of the ship. Consisting of a series of barracks, chambers, storerooms, and training halls, this section of the Upper Decks was a place to sleep, eat, and pray to the God-Emperor between missions and tasks. Largely spared the carnage unleashed on the rest of the Upper Decks, the Living Quarters remain mostly intact and have become a haven for the Carrion and their queen. From here they live out their semblance of existence, hunting in the Lower Decks and preying on each other while indulging in bloody entertainments and the worship of the Dark Gods.

Key locations in the Living Quarters include:

Throne of Shards and Scraps: The throne chambers of the Carrion Queen are vast and well guarded and always teaming with Carrion Hunters. From here, Queen Scarna controls much of the Upper Decks and sends hunting parties down into the Lower Decks for food and prisoners. The choicest pieces of loot scavenged by her minions are often incorporated into her throne, a teetering monument of glittering blades, tarnished pieces of armour, and broken tech.

Fighting Pits: Queen Scarna often has her minions fight for her amusement, either against each other or prisoners and creatures brought up from the Lower Decks. Housed in the old training halls, the fighting pits have been created to incorporate some of the old equipment used by the Inquisition to test its acolytes, such as sentry servitors and blade gates. Worn and temperamental, this equipment can prove as deadly as any opponent to those fighting in the pits.

The Gullet: Conveyance tunnels once linked the Upper Decks with the recyclers in the Bilges, and waste from the Upper Decks would work its way down unseen behind the bulkheads. After the destruction of much of the Upper Decks and the failure of large parts of the life sustainers, some of these tunnels have been broken open and work intermittently to suck away anything nearby. Queen Scarna uses the largest of these, known as the Gullet, to get rid of unwanted objects or people.

GUN DECKS

Even though the *Chains* was lightly armed for a vessel of its size, it still carried twin banks of macro cannon down the length of its hull, massive guns easily capable of reducing ground targets to dust with prolonged bombardment. Difficult to get to and overrun with murder servitors, the Carrion avoid the Gun Decks. For those that can find a way in and overcome or avoid the servitors, there is plenty to salvage, some of which has remained untouched since the ship was first cast adrift.

Key locations on the Gun Deck include:

Shell Lifts: the only access to the Gun Decks is by climbing up the old shell lifts from the magazine at the prow of the

THE FATE OF THE CREW

In its prime, the *Chains* had a crew that numbered in the thousands, not counting scores of acolytes and Inquisitors or the tens of thousands of inmates held in its holds. When the vessel was taken by the warp and the prisoners rose up against their captors, many of the crew were killed, or devoured by the daemons which managed to slip though the vessel's weakened Gellar Fields. Those that remained joined with the prisoners or became tribes unto themselves, and have slowly devolved over the centuries into ferals indistinguishable from the men they once guarded.

ship. During the uprising, the prisoners detonated the ship's magazine (full of macrocannon shells and anti-ship ordnance), tearing a huge rent in the Chains and collapsing decks both above and below. Only a single, twisted, poorly maintained tunnel survives through the rubble, leading to the lifts and a 100 metre climb in thin atmosphere and blistering cold.

Ordinance Gallery: Central to the Gun Deck is the Ordinance Gallery, where the master armsmen and chief gun marshals directed the gun crews loading and firing the macrocannons. For some reason, the gallery has also become an assembly point for murder servitors (perhaps their limited minds remembering it as a place of authority) and the creatures will often drag their kills or wounded prey here.

Servitor Workshop: When the magazine exploded, it dislodged several macrocannons and pierced the vessel's launch bay. While not equipped with interceptors or bombers, the *Chains* was modified to carry two launch tubes that could fire boarding torpedoes for the swift capture of renegade vessels. These torpedoes would often be packed with murder servitors to 'clear out' a ship before the arrival of the Inquisition. In the explosion, many of these were broken open and their servitors activated. Now the servitors use the remains of their torpedoes as a workshop where they return for parts (from their fallen brothers) when damaged or worn by age.

Shuttle Bays: The *Chains* is equipped with several prison transports and Aquila Landers for transit from the ship to the surface of a planet. Several shuttles are still operational, however while the vessel remains at warp, they are useless.

ARMOURY

As part of its role as an Inquisitorial support ship, the *Chains* also needed a store of weapons for acolytes and Inquisitors, either to aid them in personal missions or to arm populations against uprisings, and as such maintained a large, well-secured armoury on board. Two factors have kept the Armoury largely untouched, and certainly beyond the reach of the Carrion Queen, in the two centuries it has been adrift. The first is the sealed bulkhead door, inoperable by any of the Carrion. The second is the presence of the daemonhost Karnak Zul; trapped in a warded circle during his escape, he is unable to leave the Armoury but quite capable of striking out against those that enter his domain.

Key locations in the Armoury include:

Karnak Zul's Prison: Released from his cell in the Lower Decks during the uprising, the daemonhost Karnak Zul rampaged across the decks in an orgy of destruction and murder. It was only when he joined the fight to breach the Armoury that he was finally stopped by Inquisitor Renthor. Trapped within a warded circle on the threshold of the gun vault, he waits for his chance to be free.

The Bloody Path: During the uprising, the gates of the Armoury were assaulted again and again by the prisoners and the remains of their bitter struggle can be found stretching from the edge of the vacuum gates up to the gun vault itself. Thousands of bodies from both sides still choke this area and those wishing to pass must crawl or dig their way through the crumbling corpses. Known to the Carrion as the Bloody Path it is also a favoured haunt of all manner of hunters, especially maddened murder servitors which will lie in wait among the bodies.

BRIDGE

At the highest point of the ship stands the bridge, the control centre for all its functions and from where its captain once ruled with absolute power. Completely untouched by the madness of the Lower and Upper Decks, the bridge has remained sealed for over 200 years, its wards and safe guards unbroken by the Carrion Queen, the most cunning prisoners, or any of their descendants. A vast dome surrounded by vista panels (tarnished by years of dust and solar debris), the bridge occupies several levels, with the captain's throne at the centre. On each of its levels, banks of servitors remain wired into their control stations, while far overhead, the navigator's oculus hangs like a blister at the dome's apex.

In addition to the locations detailed above, the *Chains of Judgement* is also home to a variety of powerful NPCs and creatures. For details on these denizens and their agendas, the GM should refer to Appendix: Allies and Antagonists on page 29.

GM GUIDANCE: THE NATURE OF HERESY

The player characters are Heretics condemned for crimes against the God-Emperor. This is, of course, a completely Imperial perspective and assumes that the characters consider themselves bound by the laws of the Master of Mankind. It is worth remembering, and reminding the players, that being a Heretic and being a soulless evil monster are often two very different things (though they are certainly not mutually exclusive). The characters are Heretics only because they adhere to a different set of beliefs or principles than those set down by the Ecclesiarchy, Administratum or Adeptus Arbites. The GM can also use this approach when dealing with NPCs, portraying them as unjustly persecuted rebels struggling against the totalitarian behemoth of Imperium rule (a concept not too difficult to embrace considering the nature of the Imperium). After all, even evil men are often righteous in their own minds.

PART I: BELLY OF THE BEAST

The adventure begins as the player characters awaken from 200 years in stasis. Their knowledge at this point is going to be very limited and restricted to events preceding their entry into the stasis crypt. At this point in the adventure, the players' characters do not have any of their weapons or armour, and are clad only in simple sack-cloth robes.

Once the players have had a chance to familiarise themselves with their characters, the GM can read or paraphrase the following to the group, bringing them up to speed:

You are heretics. Condemned by the God-Emperor for your crimes and sentenced to imprisonment, torture and eventually death by the Inquisition. Though your crimes are varied, you share a similar fate, having been hunted down and captured by agents of the Imperium and incarcerated aboard the Chains of Judgement, a prison barge on a course for the core worlds of the Calixis Sector and its capital Scintilla, where the dungeons of the Tricorn Palace await you. Befitting your nature as dangerous criminals, you were placed in stasis, held in a state of limbo to ride out the journey, powerless to change your fate. Now you have awoken, the feeble lights of the stasis crypt greeting you as you stumble from your casket. Strangely though, no leering guards or armoured troopers stand waiting with manacles ready. Looking around you see others like yourself emerge from their own caskets. You also note the walls and floor are thick with dust and age. You cannot help but wonder; just how long have you slumbered, and what has happened in that time?

The characters awaken in a small, circular room with a dozen stasis caskets lining the walls. The room is low-ceilinged and lit only by two flickering emergency luminen globes. Besides the caskets, there is a cogitator column in the centre (GM Note: a cogitator is a 41st Millennium computer; this device's task was to monitor the status of the stasis crypt). There is also a single, closed hatch in the wall of the crypt, with the legend "Stasis Crypt XX" above it. The hatch is not sealed, and can be pried open.

The characters' first thoughts are likely to be where they are, and what has awakened them? It's obvious that the stasis caskets have lost power; characters with the Tech-Use Skill can tell this is likely a system failure rather than anything intentional. However, more answers lie with the cogitator column.

The column's display screen is operational, with a blinking series of status updates. Any of the characters can easily search the status updates:

The first entries in the cogitator's memory list your names and the dates when you were interred. A notation indicates you were to be taken to Installation Obsidian Magna for debrief and summary termination. A second notation mentions that certain items in your possession at time of capture were held in "Investigative Laboratorium V."

Following this are three months of regular and identical weekly status updates from your caskets, interrupted by this message:

"Alarms triggered in main prison hold. General prisoner uprising in effect. Emergency lockdown protocols active. Sealing Sanctum Gate between Prison Hold and Upper Decks. Sealing stasis crypts I-XX on Medicae Deck 3. Sealing Investigative Laboratoriums I-V on Medicae Deck 3. Medicae Decks switching to tertiary reserve plasma power generators."

"Lockdown protocols in effect, pending uprising resolution."

"Pending...pending...pending..."

You scroll through the updates, quickly realising via the date-stamps that they continue for two hundred years. You have been interred in these stasis caskets for over two centuries.

Eventually, you reach the final message in the cogitator's memory. "Reserve power generation below 1 percent power. Unable to maintain operations on stasis crypts. Unable to maintain lockdown protocols. Initiating termination protocols on stasis crypt inhabitants."

"Stasis crypt XX termination protocols overridden. Stasis crypt I-XIX termination protocols active."

"Stasis crypt operations switching to emergency standby. Stasis caskets deactivating. Lockdown protocols inactive."

At this point, due to the emergency standby in effect, the terminal offers to deploy a "remote access point." Should the characters accept, a servo-skull pops out of the column and hovers in front of them.

A servo-skull is a mechanical drone—once the skull of a devoted Imperial servant, it is now filled with mechanical systems and suspensors, allowing it to hover. This particular servo-skull is simply a remote access to the ship's failing cogitator systems. When queried, it responds in a curt mechanical voice—sometimes with the information the characters request, more often with a simple "data not found." (See "GM's Guidance: The Servo-Skull.")

The servo-skull's access to the ship's cogitator systems can reveal the following points of information:

- *What woke up the characters?* The declining state of the ship's power systems woke them up. Upon revealing this information, the servo-skull also volunteers that the ship's other stasis caskets have also deactivated: "Interrogator Crane stasis casket now deactivated. Alpha Acolyte stasis caskets now deactivated." If the characters ask who Crane or the Alpha Acolytes are, the servo-skull replies that they are the senior Inquisition staff aboard the vessel. Their stasis caskets were located on the ship's bridge and command superstructure. More information on both Crane and the Alpha Acolytes can be found on pages 29-30.
- *Where are they now?* Stasis Crypt XX, reserved for high-security prisoners, located on the Medicae Decks of the vessel, just aft of the main Prison Hold.
- *Where is their equipment?* Investigative Laboratorium V is only a few hundred metres from their current location.
- *What is Crane doing now?* All the servo-skull can supply is that "Standard protocols require summoning aid. Failing that, the destruction of the vessel undertaken as a last resort."
- *How can they reach the command superstructure?* To gain access to the command superstructure they must escape

the Prison Holds through the Sanctum Station. This is the only way into the Upper Decks. To open this door, they need the correct command key.

What the servo-skull does not tell the players is why their stasis crypt overrode the "Termination Protocols." This happened thanks to one of the ship's more dangerous denizens, the daemonhost Karnak Zul. Trapped in the Armoury of the Upper Decks, Karnak Zul has some limited ability to affect the ship's systems. He could not override the lockdown protocols, but when the ship lost enough power to shut them off, he could save the player characters from destruction. Now, it hopes they will travel to the Upper Decks to defeat Crane, and in doing so free him.

A BLOODY BEGINNING

Once outside the crypt, the characters find themselves in the shattered remains of the Medicae Deck. It is dark, dingy, and littered with debris and should help impart what a bad state the ship is in. The first location is a circular corridor connecting Stasis Vaults XVI through XX. The other three stasis crypts are deserted. Each has several former inhabitants still in their caskets. Everyone else is dead, apparently killed by plasma venting into the casket interiors—a grim reminder of the fate the player characters nearly suffered.

A tarnished map on the wall (or projected in a hololithic display by the attendant servo-skull) shows that this area is connected to the rest of the Medicae Deck (and specifically Laboratorium V) by an adjoining corridor.

The GM can allow the players a few moments to take stock and come up with a plan, probably either to try to find a way to the Upper Decks or find a way off the ship altogether. The GM

GM GUIDANCE: THE SERVO-SKULL

The *Chains of Judgement* is a huge ship, and some players (particularly new players) may be at a loss as where to begin in their adventures. The servo-skull provides a method with which the GM can guide and prompt his group, without making them feel like they're being railroaded into a particular course of action. The GM can use the servo-skull as much or as little as he chooses to aid the characters, giving them advice or clues or even manipulating the ships systems to help them (such as opening or closing hatches or imparting directions to important locations). The servo-skull can follow the characters anywhere, and is generally ignored in combat.

An experienced GM and player group, on the other hand, can do without the servo-skull entirely. This might require a bit more work on the GM's part and a bit more investigation on behalf of the players, but the results can be more rewarding. However, if a group expects to finish this adventure in one session, the GM should probably use the servo-skull to help keep them from spending too long figuring out where to go and how to get there.

can also give the characters a chance to look for improvised weaponry. A successful **Challenging (+0) Awareness Test** finds a makeshift knife or pipe that can be used as a club. Any of these weapons is fairly basic, dealing 1d10 damage plus the character's Strength bonus and imposing a -10 penalty to hit. However, it gives them something to use until they can get their equipment back.



Assuming they travel to Laboratorium V, they arrive to find out someone's already stumbled across it. Six Carrion Hunters, prowling the Medicae Deck in hopes of finding something worth eating, discovered that the power loss unlocked the Laboratorium's hatch and allowed them to get into this previously inaccessible area. Even as the characters arrive, they find the Carrion fighting over their weapons and gear. Three of them have managed to get one of the suits of Chaos Space Marine Power Armour out of the laboratorium, and are attempting to drag it down the corridor. The Carrion are feral, little better than animals, and attack the Heretics on sight when they appear. However, their feral nature means they do not know how to use the Heretics' weapons, using their own instead.

The Carrion flee like animals if the Heretics manage to kill at least half their number.

Once dispatched, the Heretics can access the laboratorium. Inside they find a nightmarish collection of scientific equipment, several autopsy tables marred with ancient bloodstains, various sealed beakers and casks of long-decayed substances, and the mummified bodies of several of the crew who died within. Their weapons and gear are stored throughout the laboratorium in several stasis lockers of their own. Surprisingly, perhaps because of the preservative effect of the lockers, the weapons are operational. However, unless the GM decides otherwise, there is only one clip of ammunition for any ranged weapons—they were being kept here only for examination, after all!

Once they have seen off the Carrion and regained their gear, the Heretics can explore the deck. The remainder of the Medicae Deck is described on page 18. Once they have walked the length of the deck, they will have discovered two ways to continue—down into the Prison Hold or up to the Upper Decks through the Sanctum Station. Unless they have a key, however, they will not be able to pass through the Sanctum Station.

LOCK AND KEY

To find a key, and possibly more aid and equipment, the Heretics must traverse the Prison Holds. This will be difficult and slow going given the damage to the gantries and the high winds, forcing the Heretics to climb down cages or across gaps while keeping a tight grip. During their progress they can easily spot the Warden's Tower in the centre of the hold, and querying the servo-skull suggests that it is a likely place to find firearms, and even a key, if they can find a way inside. They may also have another clash with the Carrion here, the hunters lying hidden among the dead within the cages (spotted only with a **Difficult (-10) Awareness Test**) before leaping up to attack or push characters off the gantries. Fighting on the gantries and in the wind is difficult and if a combatant fails to hit his target by more than three degrees of failure, he must make a **Routine (+20) Agility Test** or lose his footing. At the GM's discretion this could mean falling over, hanging from the edge, or plummeting to a lower gantry or even down into the muck of the Cage Runoff below.

Most of the access points into the tower are well sealed and the only remaining ways in are the vents or an emergency hatch close to its summit. To notice the vents (well hidden

GM GUIDANCE: AMMUNITION

The amount of ammunition the Heretics find in the Warden's Tower is up to the GM. This will of course determine how difficult the next section of the adventure is, as they will be unlikely to gain more ammo until they reach the Armoury on the Upper Decks. If the GM wants to keep things desperate and gritty, he can give them only a clip or two each, forcing them to count out each round and think carefully before going in guns blazing. Alternatively he can make things a bit easier for them and give them a near unlimited supply, so they can rely on their guns whenever they are needed.

under grime) requires at least one character actively looking for a way in and passing a **Routine (+20) Awareness Skill Test**. To find the emergency hatch, at least one of the Heretics must climb up close to the tower's summit, requiring a **Challenging (+0) Athletics Skill Test**, and search around where it meets the ceiling. Opening the emergency hatch requires no test, however only a human (not a Chaos Space Marine) can fit through the narrow space. Once inside, an **Ordinary (+10) Security Test** can open the tower's hatches.

Inside the tower they find the ancient corpses of the Prison Hold guards, little more than skeletons in uniforms, but they will also discover weapons and ammunition. Most of the weapons are in a sad state of decay (and generally worthless in comparison to the Heretic's gear). However, they can scrounge ammunition. For every degree of success on a **Challenging (+0) Awareness Test**, a Heretic can find 1d5 hard rounds of ammunition for one of their weapons, (or a single charge pack with 1d5 shots per degree of success in the case of energy weapons). Each Heretic can only search once per weapon. The exception here are any Legion weapons—the guards in the Warden's Tower did not use Legion weapons. However, two degrees of success on an awareness Test finds a safe with 1d10+10 Legion bolter and bolt pistol rounds. The GM can also allow the character to access some of the ship's logs from here if they choose to look and learn some more about the sad history of the ship. There is, however, no key here and the characters must look elsewhere.

If the Heretics are unsure where to look for a command key, the GM can have them find ancient parchment records in the Warden's Tower that indicate two things. First, command keys were issued to several senior wardens, and second, such individuals were implanted with locator beacons. The Warden's Tower's systems still have enough power that a **Routine (+20) Tech-Use Test** can activate them, revealing that one locator beacon is still operable. It appears the warden, or at least his remains, are somewhere in the Bilges.

BILGE RATS

The Bilges are a vile place, noticeably different from the decks above. The air is thick, foggy, and hard to breath and the sounds of the hull creak and groan all around. The GM can play up the oppressive nature of the Bilges by restricting vision to only a few metres, having light sources few and far

between and having strange noises constantly echoing down the dingy tunnels.

The Bilges have become the nest of a daemon of Nurgle that refers to itself as Lurgach. Lurgach found its way aboard the ship when the Gellar Field flickered briefly, then discovered it was trapped when the Field restored. Since then it has made its nest in the ship's Bilge, perhaps being drawn to a normally filthy environment, perhaps because the bodies made for an appealing food source. Now it nests within the centre of the Bilge, coating the walls of its lair with corpses. One of those corpses is the corpse of the warden who bears the command key.

Almost nothing comes to the Bilges anymore, not even the Carrion outcasts. In the suffocating stench and sickening filth, the Heretics eventually find their way to the centre, and Lurgach's Nest.

Lurgach does not attack the Heretics immediately. A cautious and relatively stupid entity, it prefers to fight only what it's sure it can kill and consume, and the Heretics (especially if there are Chaos Space Marines in their number) are more formidable fare than it's used to. In a burbling voice, Lurgach asks the Heretics what's brought them to its lair. No matter what they tell it (whether they lie or be truthful) Lurgach agrees to get them what they want, whatever they want. First, however, it wants food. Fresh food, in the form of the corpses of the feral humans roaming the ship.

If the Heretics go out and kill a feral human and bring the corpse back, Lurgach devours it voraciously and disgustingly, then demands more. In actuality, it has no idea what the Heretics want, but its limited mind sees a chance for meals. Eventually, the Heretics may realise the daemon has no intention of helping them. They can attempt to threaten it, though this requires success on a **Hard (-20) Intimidate Test**. Alternatively, they can attack the beast. Though Lurgach cannot be truly killed, once reduced to zero wounds, it dissolves into a slimy mass and slithers away.

Once Lurgach has been cowed or bested, a quick search of its nest locates the warden, and with the body, the key. If the GM needs to have the Heretics fight Lurgach, use the profile for Zul without the "Strength of Possession" Trait (page 30), but increase its Toughness to 50. However, Lurgach is in no way supposed to be a challenging fight, so he should be fairly easy to dispatch.

SANCTUM GATE PASSAGE

Once the Heretics have a command key, they will be able to pass through the Sanctum Gate and enter the Upper Decks. If they attempt to pass through the Sanctum Gate beforehand, they're driven back by automated sentry-guns.

The Sanctum Gate is actually a long (50 metre) corridor, with a dozen sentry gun emplacements covering the entire length. These weapons are still operational, powered from a tertiary reserve atomic pile. Past them is the gate itself, a thick adamantium slab. At the entrance to the corridor (the part closest to the holds) there is a massive skull with a socket replacing the mouth, into which the command key may be inserted to shut down the gate.

If the characters do not have a command key and attempt to get through the gate (proceeding past the command key socket at the entrance), the sentry guns open fire. Trying to

get from one end of the corridor to another can be run as a combat. At the beginning of each round, make one Ballistic Skill Test for each Heretic (counting the guns' effective Ballistic Skill as 50). Success means they suffer a 1d10+5 Pen 7 hit from the sentry guns.

The guns can be destroyed via shooting or melee attacks, however it takes a hit dealing 15 damage to destroy one. The guns do not deploy from their armoured boxes unless someone is in the corridor to shoot at. The door is another matter, as it is completely resistant to small-arms fire. However, enterprising Heretics may invent some way to cut their way through it. They may even convince the Carrion Queen to open it from the far side, though they'd still have to destroy the guns first.

If, however, the Heretics have a command key, they can deactivate the gate and pass through unhindered.

Either destroying or deactivating the gate alerts Crane to their existence. He quickly searches through the ship's cogitator systems and learns that they survived the termination protocol. If they still have the servo-skull with them, he can track their progress through it, and dispatches a team of five Alpha Acolytes to impede their progress.

The Acolytes set up an ambush in an abandoned galley the Heretics must pass through about twenty minutes after they enter the upper decks. While they remain hidden, Crane addresses the Heretics via the servo-skull's vox, and tries to convince them they should submit to the will of the Inquisition for redemption and a swift demise. He also hints that they are being used by someone else on the ship, and this other individual will do far worse with them than the



THE BROKEN CHAIN

The Upper Decks were horrendously damaged during the uprising and later by impacts and decay as the *Chains* drifted in the warp. Once the characters enter the Upper Decks proper and begin exploring, the GM can roll 1d10 on **Table @-@: Upper Deck Hazards** whenever they try to get from one section to another, to represent the extensive damage to these decks.

TABLE 1-3: UPPER DECK HAZARDS

Roll	Hazard
1-3	Hard Vacuum: An area of decompression means a detour or somehow scavenging a void suit or two to get across (any Chaos Space Marines in the party may be able to help, as their armour is void sealed). Vacuum areas are also often without gravity, making progress even more difficult.
4	Plasma Leak: Bathed in an orange light, the area is awash with plasma, forcing areas of the floor or walls to be avoided or crossed by leaping from one piece of debris to another.
5-6	Flooding: The ship is full of millions of litres of fluids from harmless but filthy water to reeking promethium. A flooded area could be waded through but also might require an underwater swim.
7-9	Pitch Black: Most areas of the ship have feeble lighting but this zone is plunged into utter darkness. The characters must proceed very slowly lest they fall into unseen pits or cut themselves on wreckage.
10	Abyss: The area is divided by a chasm where the decks have torn and separated. Rope, leaps of faith and human chains may be required to bridge the gap.

The time and difficulty it takes to navigate a hazard is up to the GM, but can require either a Strength, Toughness, Agility, or Perception Test as appropriate, with failure resulting in at least 1d10 damage and possibly group members becoming trapped or separated. Hazards also make interesting places for the GM to spring ambushes from Carrion, Alpha Acolytes, or Murder Servitors.

Inquisition ever could. The GM can use this opportunity as a chance for the players to parlay with Crane. They should get an idea of what a driven man he is and of the seething hatred he harbours for the enemies of the Imperium, making it clear he is the major obstacle that lies in their way. However the conversation, bargaining, or insulting progresses, eventually Crane orders his men to open fire and the Heretics need to fight for their lives. Once they have dealt with Crane's ambush they will then be free to enter the Upper Decks.

PART II: LABYRINTH OF CHAINS

Once past the Sanctum Gate, the characters can begin the climb into the Upper Decks. This is not an instant transition and they need to work their way through numerous collapsed sections of the ship where decks have fallen down from above, creating a nightmare of twisted bulkheads and warped corridors. The GM should make it clear to the players that the Upper Decks are a mess and have suffered massive structural damage, and as they press on the chaos will get steadily worst. Before they emerge into the living quarters, the GM can, if he chooses, roll once on Table 1-3: Upper Deck Hazards to generate some form of damage the Heretics encounter in their climb.

QUEEN OF SCRAPS AND SHARDS

The climb from the Sanctum Station lead the Heretics directly

into the living quarters and the domain of the Carrion Queen. How she reacts to their presence depends on their actions up until now.

Having watched the progress of the characters via her minions, she wants to use them to escape the *Chains*. While most of the Carrion wouldn't even know what a voidship is or that they are drifting in the warp, Scarna is cleverer than most (one of the reasons she has risen to power) and has seen pict recordings found in the living quarters that show worlds with vast open spaces, herds of food, and a ceiling so high it cannot be seen. She knows, though, that both Karnak Zul and this newly arrived Crane both stand in her way. Even if the characters have been nothing but hostile to her hunters, the queen still tries to make an offer of alliance when they arrive (through one of her minions of course)—if they prove uncooperative, however, she will not hesitate in trying to kill them. Thus, depending on the actions of the characters, their passage through the Living Quarters could be a continuous battle or a strange march of honour as the hunters lead them to their queen.

If the characters choose to meet with the queen (rather than storm in and kill her) then they are led to her throne room for an audience. A fearsome sight on her scrap throne, she tries to bargain for aid in the exodus of her tribe and the defeat of the daemon and Interrogator. When running Scarna the GM should remember she can only speak in broken Low Gothic and likely will not understand many of the concepts the characters might take for granted (such as the warp, planets, or the Imperium). However, she is still clever and will likely know if they are lying to her, even if she does not understand what about.

If the characters make a bargain and secure aid from the Carrion, they will not instantly become allies. First, Scarna

wants them to prove themselves to the tribe by displaying their prowess at arms and cunning. This can happen in one of several ways. A Chaos Space Marine, for example, may simply demonstrate his prowess at arms by killing one of her Carrion in front of her, which terrifies and impresses her (a **Difficult (-10) Intimidate Test** opposed by a **Challenging (+0) Willpower Test** from the Queen would be required: this is slightly more difficult because Scarna is somewhat inured to threats of violence after growing up on this derelict vessel). Alternatively, a silver-tongued member of the party may demonstrate their persuasive abilities—a **Challenging (+0) Charm Test** or **Deceive Test** opposed by a **Challenging (+0) Willpower Test** made by the Queen. Success means they are able to convince or trick the Queen into aiding them.

Finally, if the players are not proactive in either intimidating the Queen into submission or convincing her to help, the Queen may request they complete a challenge to impress her. She is a capricious individual, and having the Heretics run hither at her beck and call reinforces her feelings of petty superiority. Should the Heretics accept doing her drudge-work, the Queen may detail one of the following tasks. The GM should also feel free to expand on their challenges if he chooses, or insert interference from Crane and/or Zul (neither of which want to see the Heretics gain the support of the Carrion).

Fight Pit: One of the Heretics must enter the fighting pits without a ranged weapon and defeat a murder servitor (2 in the case of a Chaos Space Marine). The pit is also filled with spikes, blade gates, and razor pits which the character could use to their advantage.

The Hunt: One of the Heretics must travel to the hunting ground and track and kill a feral human. This will require at least a **Tracking Skill Test** and may become more difficult if the feral is part of a pack, or vermin try to steal the character's kill.

Deep Scavenging: One of the Heretics must journey to the Bilges and find a piece of treasure for the queen's throne (i.e. an interesting piece of broken tech). The Bilges is unstable and they will have to avoid patches of 'quick filth' and possibly a stray exiled Carrion from below.

THE MURDERERS

Once the Heretics have begun exploring the Upper Decks, either before or after their audience with Scarna, Zul contacts them clandestinely. This is through the daemon's psychic powers—one of the Heretics suddenly hears a voice whispering in the back of his mind. Read aloud or paraphrase the following:

You suddenly hear a thready whisper scratching at the back of your mind, as if someone was speaking inside your skull. "Crane... he is your enemy. He is our enemy... yes... be warned. Crane has sent his minions to defeat you. The murderers... the servitors. He has sent his proxies to take control of them. They are on the gun deck... hurry..."

Crane has sent some men to take control of the swarms of murder servitors up on the Gun Decks. The Heretics are

GM GUIDANCE: MURDER SERVITORS

The murder servitors should be of little real danger to the combined power of the Heretics, especially if the characters have plenty of ammo for their guns or can gang up on individual targets. Murder servitors unfortunately don't always play fair, and favour stealth and numbers as much as brute strength. The Gun Decks are also teeming with the things and it is possible that one or more characters may be overcome, especially if they go off scouting alone or get separated from the group. In these cases, the GM should remember that murder servitors do not always kill (generally when their prey stops struggling they consider it dead) and will drag an unconscious or critically wounded character back to the Ordnance Gallery where they can be rescued later.

free to ignore this new danger, but if they do then Crane will have a powerful card to play when they try to take the bridge. Getting into the Gun Decks is not easy and they need to climb the shell lift through poor atmosphere and hazardous conditions. This requires a successful **Athletics Skill Test** from one member of the group—who can then lower a rope or power cable to the others. Halfway up the ascent (when the characters have re-grouped on a mid-level ledge), the GM can have a swarm of Murder Servitors attack. A number equal to the group +1 attacks. Half appear at the onset, then one per round until all have arrived. The Heretics are at a disadvantage fighting on the ledges and footholds of the shaft and suffer a -10 to all Weapon Skill and Ballistic Skill tests.

On the Gun Deck, four Alpha Acolytes, including a Tech-Priest (he will be armed with a hotshot lasgun, as may other Acolytes depending on how many Chaos Space Marines there are in the group), are trying to get to the Servitor Workshop to reawaken the machine spirit of its command cogitator and use it to control the servitors.

The Heretics can use stealth to get the drop on the Acolytes, but they have to be careful. The GM should make it clear to the players that this deck is crawling with murder servitors; shadows can be seen in the distance while scratching and skittering can be heard echoing from afar. Crossing the deck and reaching the Servitor Workshop is all about being quiet.

The GM should have the characters nominate one of their number as a scout, who must make one **Challenging (+0) Stealth Skill Test** to first lead them to the Ordnance Gallery and then another to get to the Servitor Workshop. Whenever they fail a test, 1d5+1 Murder Servitors arrive. The use of guns or explosives will attract another 1d5+1 servitors within 3 rounds. Should the group persist in using guns or explosives 1d5+1 Murder Servitors will continue to arrive at 3 round intervals, quickly packing the corridors with their desiccated bodies. At some point the GM can have two of the Alpha Acolytes ambush the group, likely only fighting a round or two of combat and setting off a frag grenade (to attract more Murder Servitors) and then falling back.

Adding to the dangers on the Gun Deck is a large amount of ammunition for the macro cannons stacked along walls and in

corridors. This means firing energy or bolt weapons can be very dangerous as a stray shot could cook off a stack of shells. Any character armed with a las weapon or a bolt weapon knows of the danger without testing (the GM should let the appropriate players know). For any las or bolt shot that misses its target, the GM can roll 1d10. On a result of 1 or 2 it has set off some shells and everyone in the fight takes 2d10 damage and is knocked down. The GM may also decide that shell explosions have other effects such as making floors collapse or blocking off corridors, possibly cutting off the Heretics from their foes.

However, canny Heretics may make use of the unstable nature of the ammunition, perhaps setting off an explosion to draw off murder servitors, or even wipe out packs that threaten to overwhelm the group. A GM should reward creative thinking in this vein, allowing the players to exploit the environment to their advantage.

When the Heretics make it to the Servitor Workshop, they need to fight off the Alpha Acolytes and a dozen Murder Servitors controlled by the Tech-Priest. This will be a tough stand-up fight and the GM should reward the players for coming up with cunning plans—such as filling a shell trolley with ordnance and making a rolling bomb or baiting a swarm of Murder Servitors and luring them in to attack the Alpha Acolytes. Should they defeat the Acolytes, they can destroy the cogitator or even take control of half a dozen murder servitors (with a successful **Hard (–20) Tech-Use Test**). They lack the equipment and the skill to control all the murder servitors as Crane intended.

THE DAEMON AND THE DEEP DARK VOID

Eventually the Heretics come to the Armoury and meet up with Karnak Zul, learning the truth of their mysterious benefactor. Read aloud or paraphrase the following:

After navigating yet another cramped and partially collapsed passageway, you exit a wrenched-open bulkhead and find a massive vault door. The door is sealed, with a flickering key-pad inset in the bulkhead next to it. However, almost instantly, a string of numbers whispers into your brain. Sure enough, once you enter the sequence into the door, it swings open with a lingering groan.

Inside, you find the once orderly armoury in utter ruin. Racks of weapons are shattered and overturned, shell casings litter the floor, and explosions score the walls. Everywhere are bodies, dried and mummified corpses of the crew who defended this place 200 years ago, and the prisoners who attacked them.

In the centre of the destruction, a patch of space is blasted clear. There, bound by smoking chains and surrounded by glowing wards carved into the ground, a withered corpse hovers two metres off the ground. Even as you approach, the corpse's head lifts. Its eyes glowing, it bares its teeth in a rictus grin. When it speaks, the voice is the same you heard in your head before.

"Hello, my friends. I am Karnak Zul, the architect of your salvation, as you shall be the architects of mine."

Zul, of course, is the daemonhost mentioned on page 17. Still trapped by the binding wards enacted by Inquisitor

Renthor 200 years ago, it has remained imprisoned until now. The Heretics are the only ones with the ability to free it, and it knows this. Thus, it does everything possible to ingratiate itself with the Heretics—quickly informing them that it was the one who aborted the termination protocols on the stasis caskets. It was also the one that warned them of Crane's attempt to take control of the murder servitors.

Zul goes on to tell the Heretics about Crane and his plans—after the prisoner uprising, Crane sealed himself on the bridge with his most trusted Acolytes. They took refuge in stasis caskets, waiting in hope that the *Chains* would eventually be discovered by the Imperial Navy or at least the prisoners would die out after 200 years. Now, they hope to bring the ship out of warp and activate an astropathic distress beacon, summoning the Imperium to the stricken vessel. Zul presses the point that should Crane succeed, the Heretics are just as doomed as it is. However, if they plunge the ship into the warp storm known as the Screaming Vortex (which the *Chains* has drifted perilously close to in the intervening two centuries) they may be able to take refuge on one of the renegade worlds within.

Zul will attempt to convince the Heretics that it is the only creature that can navigate the ship into the Vortex. This is not strictly true (see page 29), but it can do so, and will if the Heretics free it. The Heretics may make a **Challenging (+0) Scrutiny Test** to see if they believe Zul or not. Success means they realize he's not telling the whole truth—if they confront the daemonhost, it admits that the Heretics could navigate the ship just enough to get it to a safe port.

To free the Daemonhost, the Heretics must interrupt the binding wards. This can be accomplished by disrupting the energies of the wards (adding a few new symbols via succeeding on a **Routine (+20) Forbidden Lore (Warp) Test**. The Heretics can also break the wards using brute strength, a **Challenging (+0) Strength Test**. However, this option deals backlash damage to the Heretic who makes the Test. Whether it succeeds or fails, the Heretic takes 1d5 damage, ignoring Armour and Toughness.

Once free, Zul asks that the Heretics provide it with a new host, as its current host is almost completely decayed. In exchange, it says it will help the Heretics fight Crane. This choice is entirely up to the Heretics. If they choose not to provide the daemon with a new host, they must fight Crane on their own, as Zul claims to be too weakened to aid them (it is stronger than it claims, but is actually quite weak). However, in its weakened state, the daemon does not attempt to double-cross or betray the Heretics, and aids them without a problem.

If the Heretics do decide to provide Zul with a new host, the host must meet several requirements. It must be living,



and it must be reasonably powerful, either Queen Scarna, one of the Alpha Acolytes, or one of the Heretics (Zul promises to return the body after it's killed Crane!). Preparing the host for the ritual requires a **Challenging (+0) Forbidden Lore (Warp) Test**. If they do so, Zul certainly helps them kill Crane. However, once it is done, it immediately drops the ship's Gellar Field (the barrier protecting it from the warp around it) so it can escape. What happens to the Heretics is no concern to the daemon.

Either way, Zul reveals there are two paths to the bridge. The first is the main lift corridor. However, Crane expects them to come this way, and has set up a solid defence around the corridor's entrance onto the bridge. The second way is up the air ducts. This requires an **Ordinary (+10) Athletics Test** (Chaos Space Marines must make a **Very Hard (-30) Athletics Test** instead, due to their large size). Success means they are able to sneak onto the bridge and ambush the Acolytes. Failure means they reach the bridge, but the Acolytes are ready for them. Alternatively, the party can split, with some going up the air ducts, and others the main lift corridor.

Do you know who I am?

There is another way to deal with Karnak Zul, though it may be slightly riskier. The Heretics can bank on their Infamy to cow the daemon, counting on the fact that their names may be known in the warp and Zul may not be willing to cross them.

At any point during the negotiations, a Heretic may make an **Opposed Challenging (+0) Infamy Test** with Zul. Success means that the daemon has indeed heard of them, and their reputation convinces it they are not to be trifled with. The daemonhost agrees to aid them, and will not double cross them in any way. If they get control of the ship, it will safely navigate them to a world within the Screaming Vortex.

CALL TO ARMS

Having dealt with both the Carrion Queen and the daemonhost, the Heretics are now in a position to storm the bridge and take control of the ship. The GM should make it clear that Crane is ready to take the vessel out of the warp and contact the Inquisition, so time is of the essence if they are to make good their escape. Once the characters have formulated their plan of attack and gathered their allies, the final battle can begin.

PART III: A PATH TO GLORY

The final part of the adventure focuses on the Heretics battle to take control of the *Chains of Judgement* and defeat Interrogator Crane. Should they be successful, they will then be able to guide the vessel out of the warp and find safe harbour far from the clutches of the Inquisition.

BATTLE FOR THE CHAINS

If the Heretics have got this far then Crane has decided they are too dangerous to hunt down. Instead, he's set up a defence around the Bridge, specifically the main lift corridor's bridge entrance.

The entrance opens onto a large (fifty metre across) open space at the bottom of the Bridge. It's surrounded on all sides by balconies, on which the desiccated corpses of servitors and crew still sit at their stations. The Acolytes have set up defensive positions along the edges of the open space—barricades made from debris. Crane is above them on the first level of balconies, attempting to drop the *Chains of Judgement* out of the warp.

The defensive positions provide good cover against an attack from the lift entrance (a -20 penalty to any Ballistic Skill Tests to hit the Acolytes), and anyone attempting to close with them must spend one round in the open to get to them. However, the air ducts open directly behind the Acolytes, allowing someone who approaches unnoticed to attack them directly (if they are noticed, the Acolytes will be waiting for them with guns drawn when they come out).

There are two Acolytes and two murder servitors, plus one additional Acolyte for every Heretic. The Acolytes fight to the death. Once half have fallen, Crane joins the battle personally, leaping from the balcony and attacking the most dangerous opponent.

If the Heretics allied with the Carrion Queen, she sends a dozen of her Carrion Hunters to aid them. If they have acquired Zul a new body, the daemon fights alongside them. See "Running the Battle."



GM GUIDANCE: RUNNING THE BATTLE

The GM can modify the final battle to reflect the abilities of the Heretics. If they are wounded or didn't manage to get any allies, he can reduce the number of foes or give them environmental advantages such as cover or blast doors. Alternatively, if they have lots of allies or potent weapons, he can increase the number of Acolytes to create a grand melee. To make the GM's job easier he should focus only on the actions of the Heretics during the fight, without making lots of rolls to hit and damage or tracking wounds for their allies. Instead he can describe the confused fighting going on behind them.

Crane should fight cautiously, focusing his attacks on the Heretics but using his fellow Acolytes to distract and divide them so he can fight them one on one.

CONCLUSION

Once Crane is defeated and the bridge taken, the Heretics can take control of the ship. At that point, one of several things can happen. If they allied with Zul but did not give it a new body, the daemonhost enters the Navigator's Occulum and grudgingly guides the vessel into the warp storm known as the Screaming Vortex. There it drops out of warp near one of the renegade worlds, where the Heretics can begin a new series of adventures.

If Zul has a new body, it laughs madly and approaches the ship's Gellar Field controls to drop the field and expose the ship to the warp. Any Heretic is immediately aware of what it's trying to do and what this entails for them (likely death or being lost in the warp for all time). A successful **Challenging (+0) Intimidate Test** opposed by a **Challenging (+0) Willpower Test** from the daemon causes it to cease and take them into the Vortex instead. Otherwise they must fight and kill Zul to stop it. (If they don't stop it, the warp rips through the ship, and the Heretics can either be killed, or tossed about on the tides of the warp and spat out wherever the GM chooses).

If Zul is killed or they never freed it, the Heretics can attempt to pilot the ship themselves. A **Difficult (-10) Intelligence Test** allows them to nudge the ship just enough so that it enters the Vortex. There, it will be tossed about on the warp-currents until it exits within the Vortex wherever the GM chooses.

In any case, the Heretics end up somewhere strange and terrifying, where their next adventures can begin.

REWARDS

If the Heretics are able to either convince Zul to take them into the Vortex, or kill him and pilot themselves into the Vortex, they gain +4 Infamy for escaping from the Inquisition and surviving against the odds.

If Zul drops them into the warp, they only gain +1 Infamy (as they managed to escape, but were duped by a daemon in the end).

APPENDIX: ALLIES AND ANTAGONISTS

Throughout the adventure there are a number of key NPCs the Heretics will encounter—some may become allies while others will be trying to kill them.

CARRION HUNTERS

"Is it foods?"

The debased descendants of crew and inmates alike, the Carrion Hunters are feral cannibals who scour the ship for meat to fill their bellies. Though poorly armed and organised, they are still dangerous, especially when encountered in large numbers.

Carrion Hunter									
WS	BS	S	T	Ag	Int	Per	WP	Fel	Inf
35	10	35	40	30	20	30	20	15	-

Movement: 3/6/9/18

Wounds: 8

Skills: Awareness, Dodge, Stealth.

Armour: None.

Weapons: Pipe Club/Scrap Knife (1d10+3).

Gang Up: Carrion Hunters recognise Chaos Space Marines as highly dangerous targets. If at least three Carrion Hunters can engage a Chaos Space Marine, make one attack roll for the entire group with a +20 bonus. Success means they deal 2d10+6 damage instead of 1d10+3. This ability only applies when fighting a Chaos Space Marine.

CARRION QUEEN SCARNA

"Mmmm, tasty morsels moves and talks and thinks like men, but soon be going down my gullet quick like knife and warm as blood."

Scarna, or simply the Queen as the Carrion call her, has risen to rule the cannibal tribes of the *Chains of Judgement* through cunning, violence, and an insatiable appetite. From her throne in the upper decks, she directs her minions to bring her more food and kill any who would dare oppose her. With the arrival of the Heretics, she sees a chance to fulfil her lifelong ambition and lead her tribe in an exodus from the *Chains* to more plentiful lands. Scarna has the same profile as a Carrion Hunter with +20 to her Int, WP, and Fel.

INTERROGATOR CRANE

"The God-Emperor will have his due."

Crane was once the right hand of Inquisitor Renthor and served loyally for many years, often following his master to remote parts of the sector aboard the *Chains of Judgement*. A zealous and determined man, Crane delighted in his mission of

hunting down heretics and dragging them bloody and broken before Renthor for judgement. Having risen from the Scintillan underhive, Crane viewed the brutality with which he undertook his job as his due for hard work and devoted service to the God-Emperor. This ruthless attitude and determination is likely why he was the only ranking member of the ship's crew to survive. When Zul sabotaged the ship's warp drive and cast them adrift, Crane fought alongside Renthor in trying to suppress the inmate uprisings. When Zul arrived and slew his master, he saw the hopelessness of the situation and made plans to ensure his survival, though not before trapping the daemonhost in the armoury. Even as the ship fell into chaos and its crew were slaughtered, Crane and a handpicked group of acolytes sealed themselves in the bridge and placed themselves in stasis. Crane figured when the ship finally returned to real space, most of the prisoners would be dead and he could reclaim the vessel in the name of the God-Emperor.

Interrogator Crane									
WS	BS	S	T	Ag	Int	Per	WP	Fel	Inf
50	50	45	45	40	40	40	50	40	10

Movement: 4/8/12/24

Wounds: 15

Skills: Awareness, Charm, Deceive, Dodge.

Armour: Carapace Armour (AP 5).

Weapons: Bolt Pistol (30m; S/2/-; 1d10+5; Pen 4; Tearing), Power Sword (1d10+9; Pen 5).

Conversion Field: Crane is better protected than his armour suggests; he bears a small force field generator surrounding him in a hazy field of defensive energy. Whenever he takes a hit, roll a d100. If the result is a 50 or lower, the hit has no effect.

Two Weapon Wielder: As a Full Action in melee combat, Crane may make one Standard Attack with his pistol and one attack with his Power Sword. These attacks are made at a +0 modifier (instead of the usual +10 for Standard Attacks).

INQUISITORIAL ALPHA ACOLYTE

"Burn, heretic scum!"

When he went into stasis, Crane chose a handful of his most capable acolytes to join him (known as his Alpha Acolytes due to their standing in his cadre), knowing that they would be needed when he awoke. Capable and devoted members of the Inquisition, the acolytes are dangerous opponents, well armed and willing to kill without a second thought.

Inquisitorial Alpha Acolyte									
WS	BS	S	T	Ag	Int	Per	WP	Fel	Inf
40	40	35	35	35	30	40	40	30	-

Movement: 3/6/9/18

Wounds: 12

Skills: Awareness, Stealth, Dodge.

Armour: Mesh Armour (AP 3).

Weapons: Lasgun (100m; S/3/-; 1d10+3; Pen 0), or Long

Rifle (150m; S/-/-; 1d10+5; Pen 2), or Hotshot Lasgun (100m; S/2/-; 1d10+4; Pen 7; Tearing), Power Blade (1d10+5; Pen 6).

Target Priority: Alpha Acolyte teams include one member with a hotshot lasgun plus one additional member with a hotshot lasgun per Chaos Space Marine in the group. The Acolytes are seasoned combatants; they know that regular lasguns have little chance at taking down a Chaos Space Marine, so anyone armed with a hotshot lasgun directs his fire at the Chaos Space Marines present first. Depending on the situation, Alpha Acolytes may even pick up their fallen comrade's weapons to try to kill a Chaos Space Marine, rather than wasting time with weapons they know have little chance of hurting them.

KARNAK ZUL

"Our paths are intertwined, you and I; help me and you help yourself."

The daemonhost known as Karnak Zul has long been a slave to the Inquisition. Bound to mortal flesh more than 400 years ago by Inquisitor Renthor, late master to Interrogator Crane, he was used for centuries as a tool to hunt down heretics and rebels. Like all daemons, Zul knows well how to bide his time and while he chafed under the shackles of Renthor, he secretly plotted his revenge. Finally, after almost two centuries, his chance arrived in the form of a weak-willed engineeer and a perilous emergency warp jump. Manipulating events Zul was able to cripple the *Chains of Judgement* and escape his cell. His plans for freedom, however, were dashed during the chaos that followed, when, even as he struck down Inquisitor Renthor, he was trapped anew. For two centuries now he has languished in a warded circle while the vessel drifts aimless in the warp. Unable to control events outside his cell, he can still observe, and has been watching the characters, waiting for their stasis crypt to open (as so many others have over the years) so that he might use them at last to make his escape and be free of his withered mortal shell.

Karnak Zul									
WS	BS	S	T	Ag	Int	Per	WP	Fel	Inf
25	25	20	20	30	40	40	50	45	25

Movement: 3/6/9/18

Wounds: 10

Skills: Awareness, Stealth, Charm, Deceive (+10).

Armour: Psy Field (AP 6).

Weapons: Claws (1d10+2; Pen 2).

Strength of Possession: If Zul gains a new host, increase its WS and BS by +25 and its Strength and Toughness by +30 (bringing all four stats to 50). Finally, it gains new weapons: Psy Blast (100m; S/-/-; 2d10; Pen 5) and Warp Claws (1d10+7; Pen 8).

GM GUIDANCE: ADDING MORE NPCs

BROKEN CHAINS only goes into detail on the major antagonists aboard the *Chains of Judgement*: Crane, Karnak Zul, and the Carrion Queen. There is, however, plenty of scope to add additional NPCs if the GM chooses, as the ship is vast and still home to thousands of souls, not to mention the many other stasis crypts like the ones from which the characters themselves emerge. These additional NPCs can either become enemies, allies, or both. They could be heretics like the characters, condemned for their crimes, or other Imperial agents like Crane who have hidden themselves away. They may also have different goals to the main antagonists or the PCs—perhaps there is some potent artefact of Chaos hidden in the ship they seek, or they want to destroy the ship itself by detonating its plasma reactors, perhaps to hide some ancient crime. A few such NPCs could include:

Kras Vorg: An ex-Imperial guardsman sentenced to death for spreading defeatist rumours. He sees his awakening as a second chance to serve the God-Emperor. A brawny brute of a man, he may befriend the characters only to turn on them when they need his help most.

Telashyr the Unbloodied: Not all the prisoners are even human, such as Telashyr, a Dark Eldar pirate caught raiding on the edge of the Maw. Alien in thought and intent, she may help the characters, or throw her lot in with the other main antagonists if it gives her a chance to be free.

Alaxtanis: A Chaos Sorcerer devoted to the Great Deceiver and quite, quite mad. When he is set free, he thinks only of spreading madness and disorder in his wake, even working to aid both the characters and their enemies in equal measures, just to keep uncertainty alive.

MURDER SERVITORS

"Kill, Murder, Death."

One ubiquitous feature of the Imperium are servitors, lobotomised human/machine hybrids designed to perform simple manual tasks or single-purpose duties. Though many are harmless, some variants are quite dangerous. Murder servitors are one of those variants.

With limited space and resources for guards, the *Chains of Judgement* maintained a sizeable contingent of murder servitors. Hunched evil things, murder servitors are smaller and quicker than their more benign cousins. Armed with blades and hooks and programmed with a homicidal nature, they stalk the passages of the vessel, ambushing trespassers and dragging their corpses back to their masters. Though many have perished over the years, many more of these foul things remain, withered and tarnished by age but deadly nevertheless.

Murder Servitor									
WS	BS	S	T	Ag	Int	Per	WP	Fel	Inf
45	--	50	40	30	10	30	20	-	-

Movement: 3/6/9/18 Wounds: 10

Skills: Awareness, Stealth.

Armour: Armour Plates (AP 6).

Weapons: Murder Blades (1d10+5, Pen 4).

Razor Weapons: Murder Servitors have an uncanny ability to locate the weak spots in a victim's armour. When rolling damage, if the die roll is an 8 or higher, they double their weapon's Penetration to 8.

Threat Protocols: Murder Servitors are programmed to recognize the greatest threats in combat and eliminate them. If multiple Murder Servitors engage the Heretics, they attempt to send two to fight each Chaos Space Marine for every one they send to fight a Human, if possible.



BLACK CRUSADE™

BROKEN CHAINS™

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BROKEN CHAINS is an introductory adventure for the BLACK CRUSADE roleplaying game. For centuries, the starship *Chains of Judgement* served the Inquisition of the Imperium, transporting the most dangerous renegades to their doom. Now, however, the *Chains of Judgement* is lost in the warp. The imprisoned renegades have one chance to escape their fate and take the first steps towards leading a Black Crusade.

BROKEN CHAINS is an introduction to black adventures and eternal damnation in the grim darkness of the far future. Welcome to Warhammer 40,000 Roleplay.

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