

Redemption Crusade

v1.4 by Anthony Case, based on original material by Andy Chambers

Redemption! Redemption! Through fire and through blood! The cries of the feverish priesthood of the Redemption movement resound through the whole of Hive Primus in a hot pulse of anger. On street corners and boulevards Redemptionist preachers rally the masses with their clarion call of intolerance and hatred. In packed meeting halls and temples Redemptionist priests lead the populace in prayers of contempt and xenophobia, calling for the Emperor's divine wrath to descend upon the galaxy. For the Redemptionists the whole of the Imperium is riddled with vile corruption and heresy that can only be cleansed through fire, blood and faith.

The cult of the Redemption derives from the mainstream Imperial Creed of the Ecclesiarchy. They worship the Emperor as a divine being whose very existence proves the manifest destiny of mankind to rule the galaxy. And believe that mankind has fallen from the path of righteousness and that the sins of mankind will drown the human race in filth and depravity. As long as mankind is unable to control its sinful nature it will not be able to unite and conquer the stars as the holy Emperor wishes them to.

The Redemption is a powerful force in Hive City with active or covert followers in all of the Houses. House Cawdor has dedicated itself entirely to the Redemption and is effectively controlled by them. Some followers even go down into the Underhive to start a new life and set up separate settlements far from the main towns which they see as being full of sin. There the path of righteousness is at its purest with regular witch hunts and mass burnings of heretics and mutants.

Sin comes in many forms: drinking, gambling, profanity, lying and lechery among many others. The worst sinners of all are mutants and witches, the spawn of evil and the second worst are the heretics who tolerate sin and refuse to heed the word of Redemption. Unfortunately a great deal of sinning goes on in the Underhive and the Redemption councils wage a constant war to bring the word of righteousness to the benighted lower hab levels. A favoured method is to send crusades of their most dedicated followers to purge the badzones of sin with the holy fires of battle.

A crusade is led by a redeptor priest and his loyal deacons who have the blessings of the council. Due to the widespread support of the Redemption in Hive City the crusades are amply supplied with the finest weapons and most devoted brethren. The crusade then patrols the darkest and foulest deadzones, destroying abominations and battling heretics as they find them. Crusades regularly stop off at Redemptionist settlements in order to reprovision and rearm. The priest will preach to the settlers and reaffirm their faith while the crusaders make collections. Then the crusade can move on to battle the forces of evil and darkness once again.

Due to a number of bloody and well publicised incidents the Merchant Guild has declared that all crusades are outlawed, much to the ire of the Redemption. But if anything, outlawing the crusades has made them all the more savage as they now fight without any rules and, officially at least, beyond the remit of the Redemption itself. This has led to attacks on guilder caravans, settlements and holesteads whose only crime has been to deal with those the crusade decree as tainted beyond redemption.



Special Rules

Outlanders: Redemption Crusades are considered a dangerous menace by the Merchant Guild so are always classed as outlaws. Since they don't have a guild price they can never pay off their outlaw status. All of the usual outlaw rules apply to them with the exceptions noted below.

Hired Guns: Redemptionists would never pay sinners to do the work of salvation, hence they can never use hired guns unless specifically noted otherwise.

Trading and Income: The crusades are often sent to purge heretics in distant domes beyond the reach of Redemption control so are reliant on a network of hivers that secretly support the crusades to deliver provisions. Due to this, Redemption Crusades use the normal Trading Post instead of the Outlaw Trading Post. Additionally, usually gang leaders are offered D3 rare items during the post game sequence and outlaws can usually forage for D6 credits, however, the amount of rare items a priest is offered and the amount crusaders receive from foraging depends on the crusade's current base camp. Crusades based in far flung wastezones can expect little more than basic supplies while those preaching in packed temples are showered with offerings.

Territory Result	# of Rare Items	Foraging Roll
11-26	0	D3
31-36	D2	D6
41-56	D3	D6+2
61-66	D6	2D6



Territory: Crusades follow the usual outlaw territory rules, however, they move on from their base camp after every game spreading the word of righteousness through the unclean taint of the Underhive. At the start of each post game sequence roll on the Redemption Crusade Territories table to determine where the path of the crusade has taken them. This new territory replaces the old one on the gang roster and can be worked or captured following the usual rules.

Any additional territory the Redemption Crusade captures from another gang can only be looted. If the Crusade captures a territory from a rival Redemption Crusade then it cannot be looted. Instead you can choose to either occupy it (replacing your current territory) or ignore it completely (the territory will not be captured after all).

Opposing gangs that capture Redemption Crusade territories can work them following the usual rules. Treat the Abomination Nest territory as Wastes and the Heretic Hole territory as a Remote Homestead. Redemption Crusade Territories count as outlaw territories, except for Habzone, Settlement and Guilder Contact. Hidden Weapon Caches cannot be looted but can be worked following the given rules. A Redemption Contact cannot be captured or looted and the special rules for a Redemption Monastery do not apply to non Redemption Crusades.

Capture: Fighters captured by the Redemption Crusades have two choices: redeem or die. Crusades cannot ransom captured enemy fighters back to their original gang. If the opposing gang fails or does not attempt a rescue then the Redemptor Priest can attempt to convert any prisoners as long as they are not a Scavvy, Scaly, Spyrrer, Enforcer or a fighter with a mutation or wyrd power.

If you decide to convert a prisoner then roll a D6 and add the Redemptor Priest's Leadership characteristic to the score. The opposing player then rolls a D6 and adds the captured model's Leadership characteristic to the score. If the prisoner is a member of a House Cawdor gang or a Redemption Crusade then roll an extra D6 and choose which die to use when adding it to the Priest's Leadership characteristic. If the prisoner does not belong to one of those gangs then the opponent rolls an extra D6 and chooses which die to use when adding it to the prisoner's Leadership characteristic.

If you score higher than the prisoner then he becomes a faithful convert to the crusade. Copy his characteristics, skills and serious injuries onto the Redemption Crusade's roster. Note for all intents and purposes the model is now a Brethren (or Devotee if the convert has less than 21 Exp), meaning he may lose access to skill sets, weaponry and inherent abilities (e.g. Ratskins lose their Resilient ability). Being brainwashed, the convert loses all traces of his past identity and becomes another analogous crusading drone. All of the convert's equipment is destroyed to cleanse and serve as an example of his new enlightened Redemptionist path. Note the convert can keep any *sybiotic* equipment (e.g. Skull Chip, Lobo-chip, bionics, etc).

If the captive equals or beats the Redemptor's score then he resists and refuses to repent. If a captive refuses to repent, cannot be redeemed or you choose not to redeem the prisoner then the blasphemous individual will be burnt to death and his tainted equipment destroyed by the crusade.

If any crusade members are captured by an opposing gang then the priest will never pay any ransom demands to such conniving heretics, but the crusader player can still attempt to rescue captured crusade members. If both the crusade and enemy gang capture fighters then they are exchanged on a one-for-one basis following the usual rules.

Leadership: Redemptionists are fiercely loyal to their redemptor priest who they believe to be the embodiment of the Emperor. Crusade members will never challenge for leadership of the Redemption Crusade. If the Redemptor Priest dies then the Deacon, or Crusader if there is no Deacon, with the highest Leadership (and highest Experience in case of a tie) will take over as the new Redemptor Priest.

If the crusade is required to take a Bottle test during a fight and the Redemptor Priest is down or out of action then the highest Leadership amongst the Deacons that are neither down or out of action is used instead. If all of the Deacons and the Redemptor Priest are down or out of action then the highest Leadership amongst the remaining crusade members who are neither down or out of action is used instead.

Seething Hatred: Redemptionists fundamentally believe all mutants and witches are the spawn of evil, so much so that the mere sight can provoke a crusade into a seething hatred. All members of the Redemption Crusade are subject to the rules for *hatred* against all Mutants, Scalies, Wyrrds or any other fighter with a mutation or wyrd power. Note *frenzy* overrides *hatred* unless the frenzy is kept under full control. This means that a fighter can be frenzied or suffer from the effects of hatred in a turn, but not both at the same time.

Recruiting Your Crusade

You have 1,000 credits to spend on recruiting and arming your crusade within the following guidelines.

Redemptor Priest: Your crusade must include one.

Deacon: Your crusade can include up to two.

Zealot: Your crusade can include any number.

Crusader and Devotee: Your crusade must be comprised of at least 50%. If the number of Crusaders and Devotees falls below half strength then only Crusaders or Devotees can be recruited until this is rectified.

Redemptor Priest

Cost to recruit: 120 credits

The redemptor priest is the lynchpin of any crusade despatched into the Underhive. He is the inspirational figure his brethren will follow into the deepest depths to test their faith and courage. It is he who is greeted with rapture by the Redemptionist settlers and who commands their clandestine help. Only the words of a redemptor priest can fire the righteous fury in the crusader's hearts or save the heretic unbelievers from their sinful existence.



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

Weapons: A Redemptor can be given equipment chosen from the Hand-to-Hand Weapons, Pistols, Basic Weapons, Special Weapons and Extras sections of the Redemption Crusade Weapons list.

Leadership: A redemptor commands absolute obedience from his followers and they are filled with righteous fury in his presence. Any Redemptionists within 6" of the Priest can use his Leadership value when taking any Leadership tests. A Redemptor can always attempt to recover from being pinned even if he has no friendly crusaders within 2" of him.

Deacon

Cost to recruit: 80 credits

Deacons are appointed by the Redemption council so are completely trustworthy in the eyes of the priesthood. They are the caretakers of the crusade, attending to all the secular and monetary affairs as well as maintaining contacts with the crusade's large network of supporters. Their fanatical faith earns them a position of authority and admiration amongst the crusade, and of course the pick of the best weaponry.



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

Weapons: A Deacon can be given equipment chosen from the Hand-to-Hand Weapons, Pistols, Basic Weapons, Special Weapons and Extras sections of the Redemption Crusade Weapons list.

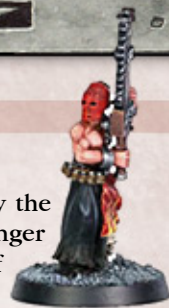
Leadership: Members of the crusade are filled with devout zeal in the presence of a deacon. Any Redemption Crusade members within 2" of the Deacon can use his Leadership value when taking any Leadership tests.



Zealot

Cost to recruit: 60 credits

Zealots are crazed Redemptionists touched by the Emperor's fury and are so filled with bile and anger that they are in an almost permanent state of rage. They test their faith by diving headlong into combat with the greatest sinners and spawns of evil that they can find, sometimes even lashing at themselves or those around them to savour the pain of purgation.



M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

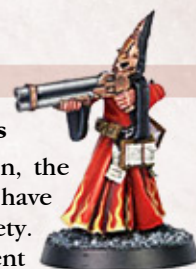
Weapons: A Zealot can be given equipment chosen from the Hand-to-Hand Weapons, Pistols and Extras sections of the Redemption Crusade Weapons list.

Frenzy: Zealots are so filled with righteous fury that they are subject to the rules for *frenzy*.

Crusader

Cost to recruit: 50 credits

Crusaders are the body of the Redemption, the great mass of supporters from the hive who have dedicated themselves to the holy path of piety. Confirmed brothers are those who have spent some time in the Underhive before, many of them are in fact ex gang fighters who have been redeemed and now deliver their divine faith through fire and blood.



M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Crusaders can be given equipment chosen from the Hand-to-Hand Weapons, Pistols, Basic Weapons and Extras sections of the Redemption Crusade Weapons list.

Devotee

Cost to recruit: 25 credits

Devotees are often ordinary Hive City workers driven to the path of redemption by the assuring calls of a charismatic priest. Filled with devout zeal they can be seen launching themselves at the forefront of any fight eager to prove their worthiness in the divine eyes of the redemption priest and holy Emperor.



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

Weapons: Devotees can be given equipment chosen from the Hand-to-Hand Weapons, Pistols and Extras sections of the Redemption Crusade Weapons list.

Experience: Once a Devotee reaches 21 Experience points he becomes a fully fledged Crusader thus gaining all of the usual benefits a Crusader has such as the ability to choose from an extra skill table and access to Basic Weapons.

Redemptionist Weapons

The frenzied Redemption Crusades make use of specialist equipment for properly dealing with the tainted mutant scum they come across. Only the members of a Redemption Crusade can ever use the following pieces of equipment as regular gangs simply don't want to be associated with the outlawed and often loathed crusades.

Eviscerator

The eviscerator is a huge double handed chainsaw favoured by the more fanatical members of a Redemption crusade. It's double set of adamantium contra-rotating teeth can tear through even the toughest mutant hide, rending an enemy to pieces with a single swathe. Although costly to manufacture the eviscerator has remained symbolic of the Redemptionist's cause with the revving of a lone eviscerator engine enough to reduce a crusade to a frenzied blood thirsty mob.

Range	Strength	Damage	Save Mod.
Close Combat	6	D3	-3

Two-handed: This weapon requires two hands to wield in hand-to-hand combat.

Ponderous: Any hand-to-hand combat which ends in a draw will always be won by your opponent. If both fighters are armed with a *ponderous* weapon then the result is a stand-off and no blows are struck by either fighter.

Noisy: This weapon emits a loud and distinctive sound and so must test to sound the alarm when used in hand-to-hand combat during scenarios such as The Raid.

Exterminator

An exterminator is simply a flamer nozzle attached to a small canister of highly flammable fuel. This is strapped under another weapon, such as an autogun, to give the fighter the ability to cleanse heretics at close range without the added weight or fumbling of additional weaponry. It fires a burst of flaming chemical, an unstable sticky material that ignites upon contact with the air. Used at short distances it is almost impossible to miss and a whole hoarde of mutant scum can be claimed with a single shot.

Range		To Hit		Save		Ammo
Short	Long	Short	Long	Str.	Dam.	Mod. Roll
Template	-	-	-	4	1	-2 Auto

Underslung: An Exterminator must be attached to a basic weapon or Eviscerator in order to function.

Flamer: An Exterminator acts in exactly the same manner as a Flamer, except fighters without access to special weapons can still make use of them. The Exterminator only carries enough fuel for a single shot so once the Exterminator has been fired it is out of ammo for the rest of the game. However, after firing the Exterminator, roll a D6. On a roll of 1 the Exterminator automatically explodes, which also means the attached weapon cannot be used again that game.

Redemption Crusade Weapons

Weapon Type	Cost
Hand-to-Hand Weapons	
Knife (first Knife free)	5
Club, Maul or Bludgeon	10
Chain or Flail	10
Sword	10
Excruciator	15
Massive Axe, Sword or Club	15
Chainsword	25
Eviscerator	35
Pistols	
Stub Gun	10
Autopistol	15
Laspistol	15
Bolt Pistol	20
Hand Flamer	20
Basic Weapons	
Autogun	20
Shotun (+ Solid and Scatter Shells)	20
Lasgun	25
Boltgun	35
Special Weapons	
Flamer	40
Meltagun	95
Grenade Launcher	130
Extras	
Dum-dum Bullets	5
Hotshot Shells	5
Manstopper Shells	5
Bolt Shells	15
Exterminator	15
Frag Grenades	30

Excruciator

The excruciator is a large ornate spiked mace often used in ceremonies but it also makes for a vicious weapon. The hollow head of the mace is filled with flammable oils which when ignited heats the mace head and bathes it in flames. Opponents hit by the excruciator can be horribly seared and scarred by the scolding metal if it strikes bare flesh.

Range	Strength	Damage	Save Mod.
Close Combat	User +1	1	-

Caustic: Any hits inflicted by this weapon that fail to wound can be re-rolled.

Fumble: If a fighter is equipped with this weapon then any fumbles count double (i.e. your opponent receives a +2 bonus to their Combat Score instead of the usual +1). In addition, the bearer of this weapon suffers a Strength 1 hit for every fumble he rolls.

Redemption Crusade Territories

D66	Territory	Income
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11-13	Wastes	0
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The crusade can find nothing better than a hole in the wastes to operate from until they move on again.

14-16	Abomination Nest	0
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The crusade stumbles upon a nest of foul mutants and immediately descend with an unrelenting fervour to cleanse the corrupt through fire, blood and faith. Roll a D6 for every crusade member that didn't go out of action in the previous game (i.e. didn't make a roll on the Serious Injuries chart):

1: The crusader is struck down by an ambushing mutant! Make a roll on the Serious Injury chart to determine the full extent of the injury, treating any Captured rolls as a Dead result and any Bitter Enmity rolls as a Full Recovery result.

2-3: The crusader fires off a few erratic shots but ultimately the shadowy deviants evade his wrath.

4-5: The crusader proves successful in cleansing the unholy earning himself D6 Experience.

6: With a bawl for blood the crusader charges headlong into a group of heretics, hacking and shooting wildly in a dervish of violence earning himself 2D6 Experience.

21-26	Wastes	0
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The crusade can find nothing better than a hole in the wastes to operate from until they move on again.

31-34	Remote Homestead	5
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The crusade stops at a remote ramshackled homestead deep in the deadzones that can provide little else than a roof over the crusade's heads. Before moving on the crusade can offer prayer and take a tithe from the poor occupants.

35-36	Heretic Hole	3D6
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The crusade stays at a small settlement ignorant of the teachings of the Redemption but in return for promises of salvation the crusade is offered shelter, nourishment and donations. However, if you roll a double or triple when working the territory then the settlers revolt against the crusade and must now fight off the ingrate heretics! You receive no income and the territory is treated just as if you rolled an Abomination Nest.

41-42	Redemption Monastery	5
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The crusade visits a reclusive monastery devoted to the Redemption. The community has few spare provisions but it is a fertile recruiting source for fanatical followers. Whether the territory is worked or not, roll 3D6. For each 6 rolled an inspired Devotee joins the crusade for free, though he comes with no equipment.

43-46	Habzone	D6x5
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The crusade stops at a newly settled habzone that belongs to Redemptionist followers. They receive shelter, nourishment and donations to the crusade's causes in return for prayers and catechisms.

51-52	Training Monastery	5
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The crusade visits a Redemption monastery that is a secret training ground for the crusades. Each Crusade member that didn't roll on the Serious Injuries chart in the previous game receives +D6 Experience. Crusade members can also spend more time training instead of working a territory, foraging, etc, in which case they gain an extra +D6 Experience.

53-56	Settlement	30
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The crusade stays at a settlement loyal to the Redemption. They receive shelter, nourishment and generous collections in return for strengthening the settler's faith through catechisms and prayers. Whether the territory is worked or not, roll a D6. If a 6 is rolled an inspired Devotee joins the crusade for free, though he comes with no equipment.

61-62	Guilder Contact	D6x10
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A guildier convert loyal to the Redemption provides a secret hideout deep in the deadzones as well as favourable rates on upkeep expenses and foraged scrap. Any loot counters can be traded to the guildier for an extra +5 credit bonus.

63-64	Hidden Weapons Cache	0
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The crusade uncovers one of the Redemption's hidden weapons caches out in the wastes. Weapons worth 2D6x10 credits are found if a crusade member takes the time to dig them up. All of the credits must be spent immediately on weapons from the Redemption Crusade Weapons list or on any rare items offered to the crusade that post game sequence. Credits from a Hidden Weapons Cache cannot be supplemented from the crusade's stash or saved for later.

65-66	Redemption Contact	0
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A powerful Redemptionist contact from uphive pledges his resources to the crusade's cause. If a crusade member meets up with the contact's representative then the crusade receives a donation of 2D6x10 credits.

Experience

Redemption Crusade members follow the usual experience and advances rules. However, to reflect the Redemptionists' unshakable faith and sheer ferocity they use a modified maximum characteristics profile shown below.

Fighter Type	Starting Experience
Redemptor Priest	60 + D6
Deacon	40 + D6
Zealot	20 + D6
Crusader	20 + D6
Devotee	0

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	3	10

Experience Advances

Experience	Title
0-5	Green Devotee
6-10	Devotee
11-15	Devotee
16-20	Top Devotee
21-30	New Crusader
31-40	Crusader
41-50	Crusader
51-60	Mighty Crusader
61-80	Senior Brother
81-100	Senior Brother
101-120	Senior Brother
121-140	Senior Brother
141-160	Mighty Senior Brother
161-180	Legendary Senior Brother
181-200	Redemptive Brother
201-240	Redemptive Brother
241-280	Mighty Redemptive Brother
281-320	Legendary Redemptive Brother
321-360	Exalted Redemptor
361-401	Mighty Exalted Redemptor
401+	Legendary Exalted Redemptor



Advance Roll

2D6	Result
2	New Skill: Choose from any of the skill tables and randomly determine a skill from it.
3-4	New Skill: Choose from any of the selectable skill tables associated to the fighter and randomly determine a skill from it.
5	Characteristic Advance, roll a further D6: 1-3: +1 Strength 4-6: +1 Attacks
6	Characteristic Advance, roll a further D6: 1-3: +1 Weapon Skill 4-6: +1 Ballistic Skill
7	Characteristic Advance, roll a further D6: 1-3: +1 Initiative 4-6: +1 Leadership
8	Characteristic Advance, roll a further D6: 1-3: +1 Weapon Skill 4-6: +1 Ballistic Skill
9	Characteristic Advance, roll a further D6: 1-3: +1 Wounds 4-6: +1 Toughness
10-11	New Skill: Choose from any of the selectable skill tables associated to the fighter and randomly determine a skill from it.
12	New Skill: Choose from any of the skill tables and randomly determine a skill from it.

Redemption Crusade Skills

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Redemptor Priest	-	X	X	X	X	-	X
Deacon	-	-	X	-	X	-	X
Zealot	-	-	X	X	-	-	-
Crusader	-	-	X	-	X	-	-
Devotee	-	-	X	-	-	-	-

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