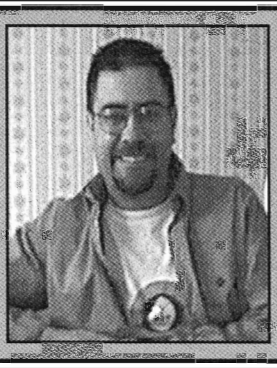
SPECIAL CHARACTER

KLOVIS, THE REDEEMER

by IAN WRIGHT



EDITOR AND CONTRIBUTOR SEPARATED AT BIRTH?

We've noticed an uncanny likeness between Ian Wright (on the left) and Journal editor Steve Hambrook.

He's a legend in his own lifetime and a force to be reckoned with. His crusades are notorious for the slaughter they bring. After the Arch Zealot himself, Klovis, the Redeemer, is perhaps the most notorious Redemptor Priest in the Underhive. He battles tirelessly against the infidels, scourging heretics and purging mutants.

His righteous acts of merciful execution are chronicled by the hand of his faithful scribe, Deacon Malakev.

Remember, if it doesn't hurt, it doesn't count!

M	WS	BS	S	T	W	I	A	Ld
4	6	5	4	4	3	5	2	10

WEAPONS: Holy Eviscerator, the Mortifier (see below), plasma pistol, sword and a knife.

ARMOUR: Flak Armour.

SKILLS: Leap (Agility Skill), Killer Reputation and Nerves of Steel (Ferocity Skills).

PSYCHOLOGY: Klovis is immune to all psychology tests except for hatred and frenzy (see below).

ALLEGIANCE: Klovis can only lead a Redemptionist Crusade.

RATING: Klovis has a rating of +390 points.

PAYMENT: Klovis may only be called as a Mentor. (see below and p.236).

He does not require payment.

BOUNTY: There is a bounty on Klovis' head equal to his rating in credits.

SPECIAL RULES

Klovis follows all the rules for Redemptionists as set out in the Outlanders rulebook and has the skills *Leadership*, *Redeemer* and *Inspire Hatred* as listed for the Redemptor Priest. He also has the following rules:

Purge and Purify: Klovis may only be called upon as a Mentor. However, if you are fighting against an enemy whose number include the 'impure' (Scavvies, mutants, psykers, aliens, Outlanders and any Outlaws) you may add + 1 to the dice roll when checking against the table on page 236, to see if a Mentor will help your Crusade.

Guiding Hand: When Klovis agrees to help out a Redemptionist Crusade he will only do so only as it's Leader. This means that the Crusade's usual leader does not fight in the coming battle. He must stay behind at base camp to study the sacred texts, pray and meditate.

Controlled Frenzy! Klovis can control his rage during combat conditions. If you decide to, at the beginning of your turn he may become subject to the rules for *frenzy*.

The state of *frenzy* lasts until the beginning of your next turn. In the unlikely circumstance that Klovis loses his nerve, or if you decide he doesn't become frenzied, then he is subject to the rules for hatred. Klovis need not roll dice to test against his Leadership, he automatically has control over either state.

Disciplinary Measures: Losing is not an option! After a lost skirmish, choose one of the Brethren for discipline. Klovis 'tutors' the errant Brother causing him one serious wound. Roll a D66 on the Serious Injuries table (p.109), re-rolling any results of 41-66.

WEAPONS

HOLY EVISCERATOR

Also known as the Sword of Persecution or the Sword of Redemption, Klovis' Eviscerator is considered a holy weapon.

It is cared for and maintained with loving reverence by Deacon Malakev. This means that after each use of the flamer part of the weapon, roll a D6. It need only take an ammo test if the roll was a 6. Also, the weapon is not subject to the rules for exploding weapons.

All other aspects of Klovis' Eviscerator are the same as for a standard one. See Necromunda rulebook, New Weapons section (p.212).

THE MORTIFIER

This unique skull-shaped iron mace is swung in close combat, exuding fire from it's jaws and eye sockets.

Parry: It is not possible to parry the Mortifier - swords are simply dashed aside.

Fumble: Because the weapon can be clumsy, any fumbles in hand-to-hand combat count double - so every 1 rolled adds +2 to the target's Combat score.

Catching Fire: Follow the same rule as for a flamer weapon. See Flamers, Catching Fire rule, p.51.

Ammo Roll: The Mortifier has limited fuel. Roll a D6 after each wounding hit roll of a 6. If the roll is 3 or less the weapon has run out of fuel. The most recent victim may catch fire, but hereafter disregard the Catching Fire rule. Ignore the rules for exploding weapons.

DEACON MALAKEV

If you have Klovis as your Crusade leader, you may also have Deacon Malakev, the Scribe

Malakev is Klovis' personal manservant and chronicler, recording his great deeds and noble teachings.

He's also a cringing, toadying little retch with no redeeming (!) qualities of any sort.

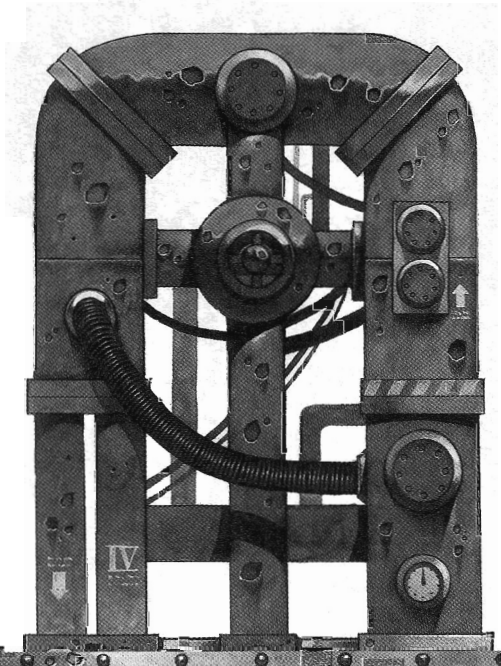
M	WS	BS	S	T	W	I	A	Ld
4	2	2	2	3	1	3	1	6

POINTS COST:	Free with Klovis, the Redeemer.
WEAPONS:	Stub gun and a knife.
ARMOUR:	The Liber Excruciatus. (Unmodified 5+ save. See below)
SKILLS:	None.
PSYCHOLOGY:	See below.
ALLEGIANCE:	Malakev only fights(!?) alongside Klovis in a Redemptionist Crusade.
RATING:	Zero points. Malakev's points cost and rating is included in with Klovis'.
PAYMENT:	Malakev does not require payment, only to be with Klovis.
BOUNTY:	There is no bounty on Malakev; he is a scribe, not a Redemptionist Brethren warrior.
EXPERIENCE:	Malakev has no experience as a fighter and cannot gain any.

SPECIAL RULES

Klovis' Manservant: Malakev must always stay within 6" of Klovis. If, for any reason, he is not he becomes subject to the rules for fear for any enemy model. Any enemy model that causes *fear* anyway now causes terror in Malakev.

THE LIBER EXCRUCIATUS

Malakev carries upon his back the Liber Excruciatus, the book of tortures used to purge and cleanse the unclean. The holy tome has a thickly bound cover and it's pages are imbued with the spirit of the Emperor.

The sacred volume gives Malakev an unmodified 5+ save against any wounding hit. This save may always be attempted, even if a weapons armour penetration value would normally negate such protection.