

## // **Death Cult** - new Gang by Anthony Case

An outlawed death cult obsessed with passing on their consciousness beyond the grave.

Note the cult also contains revised official rules for Ghouls. I will probably also invent a name for their culture and call them that rather than labeling them the ambiguous Death Cult (I'm sure there are many other unrelated cults fascinated with death in the hive).

**Outlander** - Usual rules.

**The Ritual of Passing** - If member of the Death Cult rolls a Dead result then roll a D6. On a roll of 5+ the cult find the body and can begin the Ritual of Passing. Cult members can actively search for the body as a post game action increasing the roll by +1 to a maximum of 2+. Any Death Witch that didn't go out of action can perform the ritual as a post game action. Roll a Ld test. If the test is passed then a random skill from the fighter is passed to a member of the cult of your choice. In addition, the chosen fighter receives +D6 Experience points for every full 30 Experience points the dead fighter had. Note you must decide who the recipient is before determining the random skill and he must not have gone out of action in the previous game and it counts as his post game action.

**The Ritual of Gleaning** - If the enemy gang fail or don't attempt a Rescue for a captive of the Death Cult then the Ritual of Gleaning can be performed on the captive in addition to the usual actions (e.g. Selling into slavery). Any Death Witch that didn't go out of action can perform the ritual as a post game action. Roll a Ld test. If the test is passed then a chosen fighter receives +D6 Experience points for every full 30 Experience points the captive has. Note the recipient must not have gone out of action in the previous game and it counts as his post game action.

**The Ritual of Essences** - This ritual requires two Death Witches to perform it and two recipient fighters who both must have at least 1 skill. This ritual counts as a post game action so they must not have gone out of action. First choose one of the fighters and a Witch to perform the first part of the ritual. The Witch rolls a Ld test. If the test is passed then a random skill from the fighter is given to the other fighter. If the Ld test is failed the skill is lost forever. After that the test the other Witch must take a Ld to perform the second part of the ritual. If the test is passed then a random skill from the remaining fighter is passed to the other. Failure = skill lost forever.

**Capture:** Fighter can be converted into Human Meat. Wounds = Amount of Human Meat.

## // **Equipment**

### **Human Meat - 10cr**

Can deploy D2+1 Ghouls. Can only use one meat per game. The decision to use the meat must be made immediately after the scenario has been chosen and Ghouls count as fighters in scenarios that limit the number of fighters.

### **Awakener - 5cr**

Drug. Gain True Grit, Re-roll failed nerve, fear and terror tests. Always can test to escape pinning early. But gain Aflain insanity special rule.

### **Cleanser - 5cr**

Drug. Aflain ignore insanity special rules. If run out then autofail Ld test and re-roll no effect next turn. Cannot be combined with Awakener.

### **Essensor - 15cr**

Drug. At the start of the game the fighter gains a random skills and the skill set is also randomly determined (no Techno).

### **Death Amulet - 20cr**

If the fighter takes an enemy fighter out of action then he can use the amulet on the enemy fighter in which case leave the fighter in play. He must spend the entire next turn using the stone, in which case roll an Ld test. If the test is passed then the amulet absorbs D6 Experience from the fighter (cannot take him below 0). At the end of the game the amulet will then pass it on to the fighter. If the Ld test is failed then it does not absorb anything and the enemy fighter is removed from play. The amulet can only be successfully used once per game.

## **// Cult Recruitment**

**Death Lord** - 1

**Death Witch** - 0-2

**Aflain** - No more than 50% of total number of Cultists + Initiates

**Cultists** - Any number

**Initiates** - Any number

## **// Fighter Types**

### **Death Lord - 120cr**

Normal gang leader stats and rules except no special weapon access.

All skills except Techno

### **Death Witch - 90cr**

Normal ganger stats and rules except +1 Initiative.

Agility, Shooting, Stealth

**Death Drugs** - Roll a D6 after the game if didn't go out of action. On a roll of 6 the witch has concocted D6 doses of a random drug.

### **Aflain - 60cr**

Fluff: Cultists that develop an extreme version of multiple personality disorder.

Agility, Ferocity, Muscle, Stealth

Normal ganger stats and rules except -1 Ld.

True Grit. Re-roll failed nerve, fear and terror tests. Always can test to escape pinning early.

**Insanity:** Roll a D6 at the start of each turn. **1:**stupidity **2:**broken **3-4:**nothing **5:**hatred **6:**frenzy. Can ignore result by passing an Ld test.

### **Cultist - 50cr**

Normal ganger stats and rules.

Agility, Shooting, Stealth

### **Initiate - 25cr**

Normal juve stats and rules.

Shooting, Stealth

### **Ghouls**

Death cults feel sorry for ghouls as they believe them to be merely victims of their diet as the bitter and angry souls of those they eat fester within them.

**M:**5 **WS:**4 **BS:**0 **S:**3 **T:**3 **W:**1 **I:**4 **A:**1 **Ld:**5

**Equipment:** Club

**Lunch Break:** If a Ghoul takes an enemy out of action in hth and there are no other fighters in btb or follow up range then the Ghoul must take an Ld test. Fail = chow down on some human meat (i.e. cannot do anything next turn unless charged or hit).

**Inconsequential:** Ghouls that go down or out of action do not cause nerved tests except against other Ghouls. Ghouls cannot help other fighters escape from pinning early except for other Ghouls. Do not count for purposes of Bottle test and cannot pick up loot or anything like that. Note Ghouls still count as a fighter in scenarios that restrict numbers (e.g. Raid).