

WARBAND!



Chaotic adventures in deep space.

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A Sword+1 Production

INTRODUCTION

This game is my homage to the ‘grim, dark future’. A game of spikey power armor wearing, bolt-gun shooting, chain-sword waving Chaos worshippers. Characters struggle to survive in the warp of space, as low-level members of a Chaos Lord’s warband, they strive to make a name for themselves and eventually captain a ship of their own.

CHARACTER CREATION

To create a character for WARBAND!, you roll 3d6 in order for the following stats: Strength, Dexterity, Constitution, Intelligence, Psychic Power, and Charisma.

STRENGTH (STR)

This is your brute force, this modifies your ability to hit and do damage in melee combat. This also modifies your ability to apply force (as in busting down doors, naturally).

ABILITY MODIFIERS	
Score	Modifier
3	-3
4-5	-2
6-8	-1
9-12	+/-0
13-15	+1
16-17	+2
18-19	+3
20-22	+4
23-24	+5
25+	+6

DEXTERITY (DEX)

This is your agility, and hand-eye coordination. This modifies your chance to hit (in both melee and ranged combat) as well as modifying your armor class.

CONSTITUTION (CON)

This is your stamina, endurance, and health. This modifies your hit points each level. Remember to re-roll all hit dice each level, if the total is less than your current, keep your current and add 1.

INTELLIGENCE (INT)

Intelligence is used to determine how many additional languages a character can (negative numbers are ignored you always know your native tongue). Any score under 6 is illiterate as well.

PSYCHIC POWER (PSY)

This is your raw power and ability to tap into the warp. This modifies your starting spells and spells gained per level.

CHARISMA (CHA)

This is your charm and leadership. It modifies how others react to you (no one likes a 3 CHA loser).

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ATTRIBUTE ADVANCEMENT

As your character advances to the next level (beginning at 2nd level), the character advances one (randomly determined) attribute by +1.

RANDOM ABILITY TABLE

1 d6	Ability
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Psychic Power
6	Charisma

CHAOS GODS & REWARDS

Each character is a disciple of Chaos, and from their constant contact with the warp, they are bestowed with “rewards” (normal folk would call them mutations). At first level and each level gained thereafter, a character gains 1d2+level Rewards.

If a character chooses to dedicate himself to a specific God, then at 3rd level he must roll 1 from his God’s list of rewards (only 1 reward can be taken per level from this list). Duplicate rewards are ignored.

The Gods (and their realms of influence) of **WARBAND!** are: **Anat** (war), **Dagon** (magic), **Moloch** (destruction), and **Mot** (death).

GIFTS FROM THE GODS

d6 Roll	ANAT	d6 Roll	DAGON
1	Blood Rage	1	Additional Eye
2	Magic Resistance	2	Gills
3	Manic Fighter	3	Long Neck
4	Multiple Arms	4	Poisonous Bite
5	Razor Sharp Claws	5	Scaly Skin
6	Strong	6	Tentacles

d6 Roll	MOLOCH	d6 Roll	MOT
1	Breathes Fire	1	Cloud of Flies
2	Burning Body	2	Horrible Stench
3	Cloven Hooves	3	Plague Bearer
4	Flaming Skull Face	4	Rotting Flesh
5	Hideous Appearance	5	Skull Face
6	Horns	6	Vampire

CHAOS GIFTS

d100	Gift	d100	Gift
1-3	Albino	58-60	Long Spines
4-6	Atrophy	61-62	Mace Tail
7-9	Beaked	63-66	Magic Immunity
10-12	Bestial Face	67-69	Massive Intellect
13-15	Beweaponed Extremities	70-71	Moronic
16-19	Bird's Feet	72-74	One Eye
20-22	Elastic Limbs	75-77	Overgrown Body Part
23-26	Eyestalks	78-80	Pin Head
27-30	Fangs	81-83	Rapid Regeneration
31-33	Fast	84-86	Scorpion Tail
34-36	Featureless Face	87-88	Short Legs
37-40	Furry	89-90	Shrink
41-43	Growth	91-93	Spit Acid
44-46	Headless	94-96	Uncontrollable Flatulence
47-49	Hopper	97	Warty Skin
50-51	Hunchback	98	Wings
52-54	Hypnotic Gaze	99	Zoological Mutation
55-57	Long Legs	00	Choose Any

REWARD DEFINITIONS

Additional Eye: +1 to Spot Hidden Doors / Traps. Helmet must be re-fitted.

Albino: -2 to STR and CON, characters skin becomes ghostly white and his eyes become pink.

Atrophy: -4 to STR, DEX, and CON.

Beaked: A sharp, bird-like beak grows onto characters face. He no longer has a nose or sense of smell, but he gains an additional beak-attack which can cause 1 d6 damage.

Bestial Face: An animal like visage replaces the characters normal looks. Fearsome, reaction adjustments will be adjusted by the GM.

Beweaponed Extremities: The characters hand hardens and shapes into an axe-like appendage. He gains an additional attack (close combat only) at +1 to hit and d8+2 damage.

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Bird's Feet: The characters lower legs and feet are replaced by bird legs and feet. Armor cannot be worn on the lower legs (no adjustment to AC) , and the character gains an additional kick attack at +1 to hit and d8+2 damage.

Blood Rage: The character flies into a rage in any close combat situation, he gains an additional attack at +2 to hit and +2 damage. He becomes easier to hit by +2 for enemies as well.

Breathes Fire: Once per day (per level) the character can breathe fire (treat as hand flamer).

Burning Body: The characters body becomes a flaming torch, all in close combat suffer +2 damage per round from the heat. Armor must be insulated to prevent damage.

Cloud of Flies: A cloud of flies constantly hovers around the character, all in close combat against character are at -2 to hit due to the annoyance.

Cloven Hooves: All stealth attempts are at -2 now, nice feet.

Elastic Limbs: Character can stretch his arms up to 10 feet.

Eyestalks: Character can now peer around corners and over obstacles (stalks are 1d3 feet long). Helmets must be re-fitted.

Fangs: Character grows large fangs, gains an additional close combat attack that does 1d6 damage.

Fast: Character gains 15' movement speed, and an additional attack (ranged or close combat) each round.

Featureless Face: Plain Jane. CHA drops by 2.

Flaming Skull Face: You look like Ghost Rider. Fearsome looking CHA increases by 4.

Furry: Meet the Hendersons. Hope you have been treated for fleas.

Gills: You can now breathe underwater.

Growth: You grow 1d8+1 feet, STR and CON increase by 1 per 2 feet grown.

Headless: Ever been to Sleepy Hollow? You gain second sight, +2 to spot secret / traps.

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Hideous Appearance: Egads, what have you done! CHA adjustment as determined by GM (could be good or bad depends on situation).

Hopper: Your legs grow thick and you gain a spring in your step. You can now leap 30' horizontally and 15' vertically.

Horns: You grow 1d3 feet of horns, gain additional close combat attack at +1 to hit and d6+2 damage.

Horrible Stench: Your smell of the grave, all in close combat fight at -4 due to the odor. Your party will fight at -2 for the next 2 adventures while getting used to the smell.

Hunchback: The bells! The bells! Your STR drops by 2. Stand up straight!

Hypnotic Gaze: You gain the ability to "charm person" 1 per day. Charm only lasts 1d6 turns.

Long Legs: Your legs grow 1d4 feet, adding 2 feet of movement per foot grown.

Long Neck: Your neck grows 1d3 feet, you can now look around that corner.

Long Spines: You grow prickly spines on your back, gain an additional close combat attack that does 1d6 damage.

Mace Tail: You grow a 4 foot tail that ends in a bone-like mace. Gain an additional close combat attack that does 1d8 damage.

Magic Immunity: You can no longer be the target of spells, but you also can't use magic items.

Magic Resistance: Gain a +4 to saving throws against magic or spell like devices.

Manic Fighter: Gain an additional attack each round.

Massive Intellect: Look at the brain on you, gain +4 INT and PSY.

Moronic: Duh. Lose 4 INT and PSY.

Multiple Arms: Gain 1d3 arms, and an additional attack per each pair of arms.

One Eye: You are now a Cyclops, refit your helmet. Gain second sight and spot hidden doors and traps at +1. Your ranged attacks are now at -2.

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Overgrown Body Part: Roll 1d3: 1=Brain (+2 INT), 2=Arms (+2 STR), 3=Body (+2 CON).

Pin Head: Not like Hellraiser, the small dinky kind. Refit your helmet.

Plague Bearer: You carry the rotting plague, any creature you can hit in combat with a touch attack will cause the target to make a save versus poison or suffer 1 damage and lose 1 CON per day until they perish.

Poisonous Bite: You gain an additional close combat bite attack that does 1d3 damage and a save versus poison or die!

Rapid Regeneration: You heal 3 hit points per round.

Razor Sharp Claws: You gain an additional close combat attack at +2 to hit and 1d6+2 damage.

Rotting Flesh: You are rotting, your CON is lowered by 2, and your speed slowed by 10'.

Scaly Skin: Without armor you have a natural AC of 6.

Scorpion Tail: You grow a 4 foot tail equipped with a stinger, you get an additional close combat attack that does 1d6 damage and requires a save versus poison or die (can only be used once per day per level).

Short Legs: Slowed by 10'.

Shrink: You lose 1d4 feet to your height (minimum of 1 foot character height). You lose 10' speed and -2 STR.

Skull Face: You have a skull face – pretty scary stuff. Huh?

Spit Acid: You gain an additional attack (up to 10') that does 1d8 damage (can be used once per day per level).

Strong: Gain +4 to STR.

Tentacles: One of your arms becomes a tentacle that is d6+4 feet long.

Uncontrollable Flatulence: You fart at all the wrong times, any attempt at stealth suffers a -2. Often your Warband will laugh (but not if standing behind your back)!

Vampire: You have gained the ability to drink blood (restores 1d6 hit points) as a healing

potion. You also gain a bite attack as per Fangs above.

Warty Skin: Your skin hardens into a warty surface, your natural AC is now 8.

Wings: I believe you can fly! Well sort of, wings sprout out of your back and allow you to “fly” short distances 60’ horizontally (about 3’ off the ground) or 30’ vertically.

Zoological Mutation: Your GM will pick an animal or make your roll on a random chart – you take on characteristics of that animal.

CHARACTER NAMES

Coming up with the right name is hard, and let’s face it, sometimes you just don’t have the right inspiration. Well, worry no more, take a d10 and a d20 and roll 4 times on the table below. A chaos name just for you! Any combination of names can be augmented by adding –er, -ling, or –or. Protect yourself from your enemies with a common name.

RANDOM NAME GENERATION TABLE

d20 Roll	d10 Roll									
	1	2	3	4	5	6	7	8	9	10
1	blue	dangle	dreg	fondle	grind	grunt	mad	pox	quiver	slash
2	suck	thigh	bane	carnal	fiddle	hot	mucus	sate	vex	bubo
3	chew	dog	gibber	gnaw	grope	maul	offal	pus	spasm	spittle
4	sword	wrack	cackle	fang	hammer	mildew	rot	toad	bile	blister
5	canker	eat	fester	flux	glut	hate	ichor	leper	mire	rend
6	rut	skull	spike	tremble	vomit	wind	brute	dung	glop	gut
7	mark	red	spider	thrash	bag	blade	cold	death	face	fist
8	grab	gristle	helm	loon	pest	puke	rip	sharp	spume	sweat
9	vile	whip	blunt	drink	gall	gross	maggot	rabid	sore	taint
10	worm	belch	bog	buttock	crush	fire	froth	gobble	grim	liver
11	maim	moulder	pinch	scratch	slobber	spew	stare	wart	wobble	blood
12	doom	foul	grin	loose	putrid	slob	sting	wither	axe	black
13	break	dread	eye	thrust	fury	grue	heart	loath	mange	quake
14	rheum	scum	smut	tear	twist	water	blast	cut	foam	green
15	lewd	plague	slake	squeeze	whine	ash	beast	chaos	crab	drool
16	fiend	gnash	grap	hack	lick	nibble	pierce	reap	scab	spite
17	spurt	throb	war	beetle	craze	flesh	gore	lip	pile	sin
18	spot	warp	bend	blight	bowel	clap	fat	flush	fume	gob
19	howl	lust	man	ooze	rotten	sinew	slug	spoor	venom	wight
20	bite	claw	filth	glutton	kill	pain	scrape	spine	wail	burble

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CHARACTER CLASSES

There are five character classes available in the WARBAND! game, these are: Beastmen, Marauders, Ogryn, Psykers, and Squats. Each are detailed in the following pages.

BEASTMEN

Prime Requisite: CON

Hit Dice: d8

Beastmen are foul, feral creatures barely above animal intelligence. They are a hardy race of creatures however and have excellent saving throws. Their hardy constitution allows them to devour foods that most races would shun, as such they can sustain themselves on rubbish and molds.

Each starting Beastman character must roll on the Beastman Type table to determine their starting beast genetic stock.

Beastmen have infravision to 90'.

Beastmen characters begin the game with: Auto-gun, 2 clips of ammunition, primitive close combat weapon, and Flak armor. This is in addition to their starting money.

BEASTMAN ADVANCEMENT			BEASTMAN TYPE TABLE		
XP	Level	HD	2d6	Beast Type Gifts	
-	1	1d8	2	Bear-Man	Beastial Face, Fangs, Furry
2,221	2	2d8	3-4	Hawk-Man	Beaked, Bird Feet, Wings
4,442	3	3d8	5-9	Goat-Man	Beastial Face, Cloven Hooves, Furry
8,884	4	4d8	10-11	Rabbit-Man	Beastial Face, Furry, Hopper
17,768	5	5d8	12	Minotaur	Beastial Face, Cloven Hooves, Horns
35,536	6	6d8			
73,001	7	7d8			
146,001	8	8d8			

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MARUADERS

Prime Requisite: STR

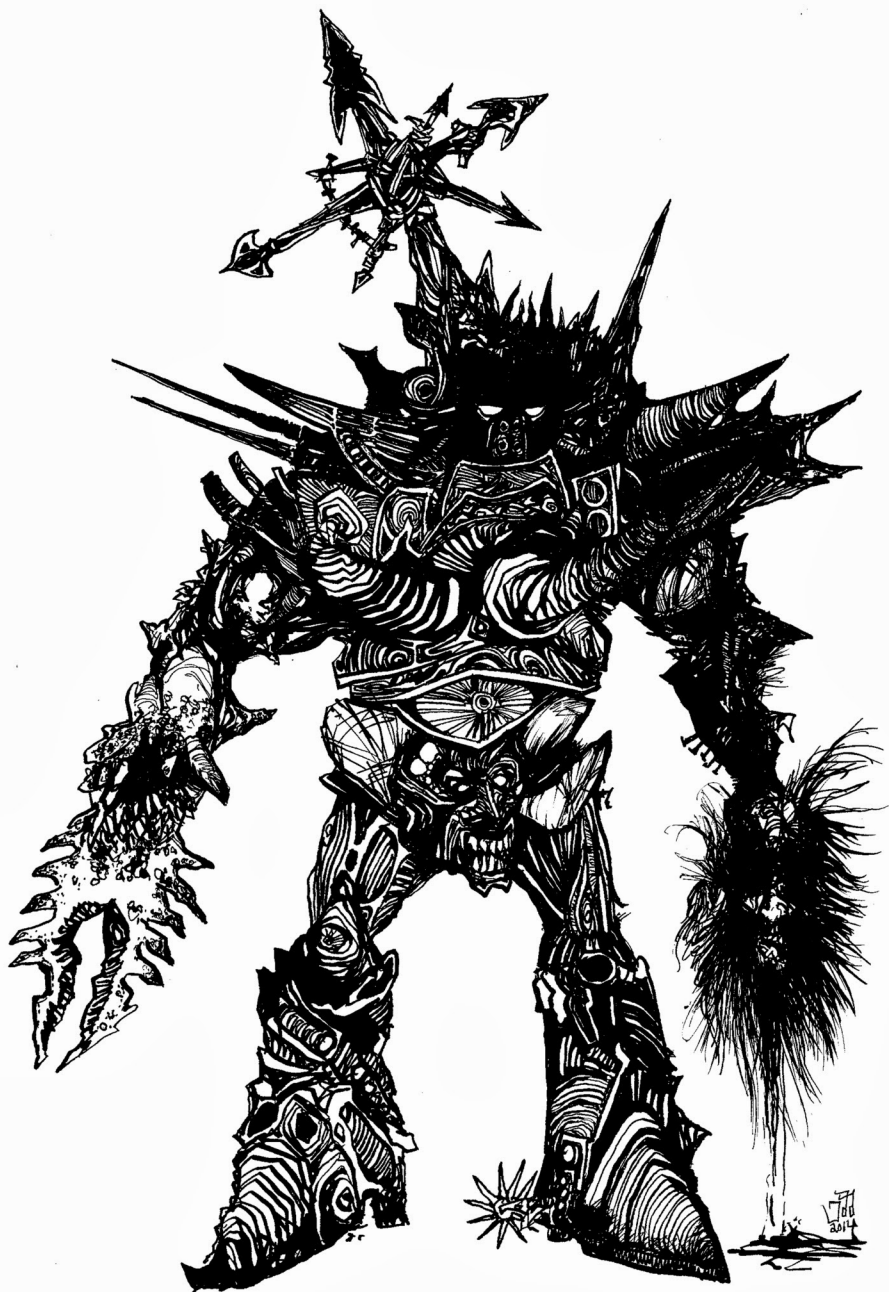
Hit Dice: d8

Marauders are brutish humans that have had genetic manipulation to make them some of the best fighters in the universe. These are “fallen” troops who have forsaken their brothers and sought refuge in the warp of space.

Marauders begin the game with: Bolt gun, 2 clips of ammo, combat knife, and Power armor. This is in addition to their starting money.

MARAUDER ADVANCEMENT

XP	Level	HD
0	1	1d8
2,035	2	2d8
4,065	3	3d8
8,125	4	4d8
16,254	5	5d8
32,508	6	6d8
65,001	7	7d8
130,001	8	8d8



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OGRYN

Requirements: STR 13+
Prime Requisite: STR
Hit Dice: d8

Ogryn are subhumans with minimal intelligence. They are useful for bashing and breaking down things, and can follow simple commands. The best kind of troops for a Chaos Lord.

Ogryn have infravision to 60’.

Ogryn do an additional d6 in close combat due to their incredible strength.

Ogryn begin the game with: Auto-gun, 1 clip of ammo, Chainsword, and Flak armor. This is in addition to their starting money.

OGRYN ADVANCEMENT

XP	Level	HD
0	1	2d8
2,301	2	3d8
4,601	3	4d8
9,202	4	5d8
18,404	5	6d8
36,808	6	7d8
75,001	7	8d8
150,001	8	9d8

PSYKERS

Prime Requisite: PSY

Hit Dice: d6

Psykers are powerful mentalists, able to tap into the ethereal essence of the warp to produce terrible magical effects.

Psykers begin the game knowing 3 spells in addition to Read magic. They learn their spells through communion with the warp and must re-learn their spells daily (after at least 4 hours of rest).

Psykers begin the game with: Las-pistol, 1 clip of ammo, and Flak armor. This is in addition to their starting money.

Psykers also begin the game knowing two 1st level spells (rolled randomly from the spell list).

PSYKER ADVANCEMENT

XP	Level	HD	Spell per level				
			1	2	3	4	5
0	1	1d6	2	-	-	-	-
2,701	2	2d6	3	1	-	-	-
5,402	3	3d6	3	2	-	-	-
10,804	4	4d6	4	3	1	-	-
21,608	5	5d6	4	4	2	1	-
43,216	6	6d6	5	4	3	2	1
87,001	7	7d6	5	5	4	3	2
172,001	8	8d6	6	5	4	4	3

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SQUATS

Prime Requisite: INT

Hit Dice: d8

Squats are short, stocky humanoids that hail from high gravity systems. They are very clever and skilled engineers.

Squats have infravision to 30’.

Squats spot hidden and secret items on a 2 in 6 chance. They can also repair malfunctioning gear with a 1 in 6 chance, this chance increases by 1 for every odd level gained (2 in 6 at 3rd level, 3 in 6 chance at 5th level, and 4 in 6 chance at 7th level).

Squats begin the game with: Bolt pistol, 2 clips of ammo, combat knife, and Flak armor. This is in addition to their starting money.

SQUAT ADVANCEMENT

XP	Level	HD
-	1	1d8
2,187	2	2d8
4,375	3	3d8
8,751	4	4d8
17,501	5	5d8
35,001	6	6d8
70,001	7	6d8+2
140,001	8	6d8+4

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PRIME ABILITY SCORES

Each class has a prime ability. Your prime ability score determines how fast you gain experience points.

EQUIPMENT

In addition to the starting equipment provided by your character class, each character starts with 3d6x10 gold coins (gold, setting the standard throughout time).

Non-Standard Gear

Explosive Collar w/ Controller: This collar is typically used on prisoners to ensure they follow orders when on working parties. If triggered, the collar instantly kills the wearer; in addition 1d10 damage is inflicted on those within 10' of the blast.

Flask of Liquid Fire: These flasks contain a very unstable napalm jelly mixture. If broken open they instantly ignite and burn hotly for 1d6 rounds. Any person or item doused with the mixture takes 1d8 damage each round they are in contact with the material.

Glow Lamp: These portable lights will illuminate a 60' area and can remain lit for 8 hours before needing to be recharged.

Medi-Kit: These kits are used to treat serious wounds. Each kit can restore 1d8 hit points per use (maximum of 3 uses per kit).

PRIME REQUISITE ADJUSTMENT

Score	Earned XP Adjustment
3-5	-10%
6-8	-5%
9-12	+/-0%
13-15	+5%
16+	+10%

GEAR

Item	Cost
10' Ceramite Rod	2gc
100' Nylex Rope	5gc
Backpack	1gc
Binoculars (10x mag)	5gc
Canteen	1gc
Ceramite Grappling Hook	5gc
Dicto-Journal	10gc
Explosive Collar w/ Controller	20gc
Flask of Liquid Fire	10gc
Glow Lamp	5gc
Large Nylex Sack	1gc
Medi-Kit	10gc
Note Book w/ 2 Pens	1gc
Pict Recorder	5gc
Set of Ceramite Manacles	2gc
Specialists Tools	25gc
Torture Tools	5gc
Vox Communicator	20gc
Week of Freeze Dried Rations	1gc

ARMOR

Armor	Base AC	Cost	Move
None	9	-	120 (40)
Leather/Hide	8	5gc	120 (40)
Mesh / Mail	7	10gc	120 (40)
Flak	6	25gc	120 (40)
Carapace	4	50gc	90 (30)
Powered Armor	2	100gc	90 (30)
Terminator Armor	0	1000gc	60 (20)

CLOSE COMBAT WEAPONS

Weapon	Damage	Cost	STR	Notes
Combat Knife	1d6	10gc	-	
Primitive Weapon	1d4	5gc	-	
Chain Sword/Axe	1d8	20gc	10+	
Power Fist	1d10	50gc	-	only with power/terminator armor
Power Sword/Axe	1d10	120gc	12+	
Lightning Claws	1d12	200gc	-	only with power/terminator armor

ARMOR

Leather/Hide: This armor consists of a padded leather or hide jacket.

Mesh/Mail: This is archaic mail-type armor.

Flak: This armor consists of a padded ballistic cloth vest and a helmet.

Carapace: This is hardened ballistic plastik armor that forms a full suit of protective armor.

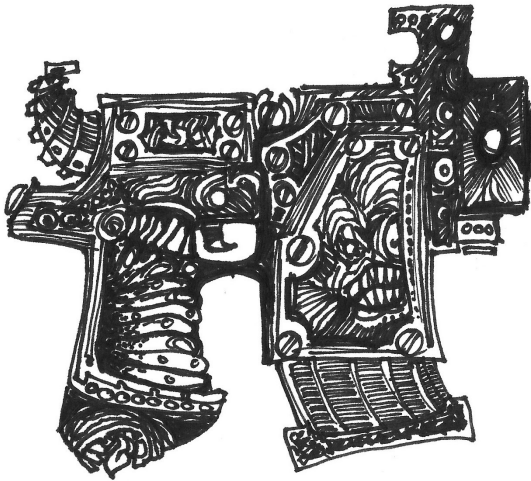
Powered Armor: This armor provides a bonus of +2 to a characters STR rolls as well as providing life support in toxic environments (if the helmet is worn). With the helmet worn the character receives a +4 to all environmental saves. In addition with the helmet worn the character receives a +2 to hit with ranged combat, and has night vision capabilities to 90'.

Terminator Armor: This heavy version of Powered Armor provides all of the benefits of powered armor with the additional +2 to STR (for a total of +4).

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RANGED WEAPONS

Weapon	Damage	Range	Cost	STR	Shots/Round	Ammo	Cost	Notes
Las Pistol	1d6	30'	20gc	-	1	10 shots	5gc	
Lasgun	1d8	300'	40gc	-	1	10 shots	10gc	
Las Cannon	1d12	600'	80gc	13+	1	6 shots	20gc	
Auto Pistol	1d6	60'	15gc	-	2	10 shots	3gc	
Autogun	1d8	600'	30gc	9+	2	10 shots	6gc	
Assault Shotgun	1d8	30'	40gc	10+	1	10 shots	10gc	
Bolt Pistol	1d6	60'	25gc	12+	1	12 shots	4gc	
Bolt Gun	1d8	600'	50gc	13+	3	12 shots	10gc	
Heavy Bolter	1d10	1,200'	100gc	14+	3	30 shots	25gc	
Shuriken Pistol	1d6	40'	100gc	-	3	12 shots	20gc	
Shuriken Catapult	1d10	80'	200gc	12+	3	24 shots	40gc	
Shuriken Cannon	1d20	120'	500gc	14+	3	48 shots	80gc	
Melta Gun	1d12	30'	80gc	12+	1	6 shots	20gc	
Multi Melta	1d12	30'	160gc	13+	1	6 shots	40gc	
Plasma Pistol	1d12	30'	90gc	12+	1	6 shots	20gc	
Plasma Gun	1d12	60'	180gc	13+	1	6 shots	50gc	
Hand-Flamer	1d6	30'	50gc	10+	1	2 shots	10gc	+d4 each round
Flamer	1d8	60'	100gc	11+	1	4 shots	20gc	+d6 each round
Heavy Flamer	1d10	60'	200gc	12+	1	4 shots	40gc	+d8 each round



WARBAND GENERATION

The name of the game is **WARBAND!** Each character is on the path to glory and aspires to be a Chaos Lord. To do that you must build a reputation as a fearless leader, and you must gather followers. Each level (starting at 1st) you gain followers depending on your character class. Marauders and Psykers have the best abilities to advance to Chaos Lords, and Ogryns are the least likely to attain the leadership needed.

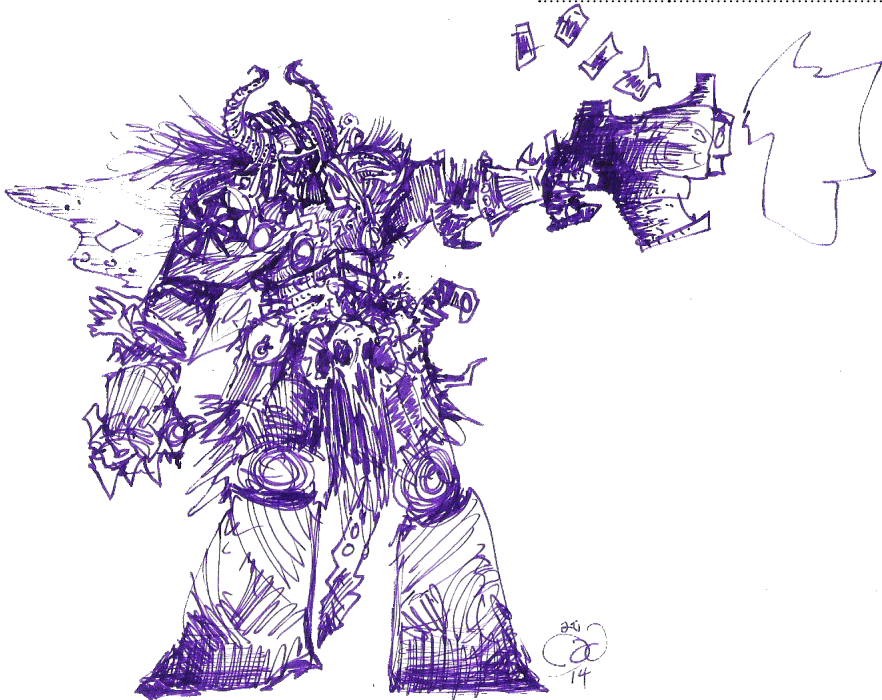
When you create a character, and every level thereafter, you will roll on the Retinue Table (below) a number of times based on your character class as outlined below.

NUMBER OF RETINUE TABLE ROLLS

Character Class	# of Rolls
Ogryn	1
Beastman / Squat	1d2
Marauder / Psyker	1d3+1

RETINUE TABLE

3d6 Roll	Follower Received
3	(1) Marauder
4-5	(1) Ogryn
6-8	(1d6) Cultists
9-12	(1d3) Cultists
13-15	(1d3) Beastmen
16-17	(1d3) Squats
18	(1) Psyker



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FOLLOWER DESCRIPTIONS

Beastmen: These dirty, flea covered humanoids have become enamored of your power and leadership. They are your flock, shepherd them to greatness. Each arrives with filthy flak armor, and a rusted combat knife. These are 1st level beastmen.

Squats: Short of stature, but large of intellect, these dour companions recognize a leader when they see them. You are that leader. Each arrives with finely crafted carapace armor, a las-pistol, and 2 ammo clips. These are 1st level squats.

Ogryn: Ogryn big, ogryn smash. Ogryn like you. Tell ogryn what do. This magnificent bastard arrives with blood and gore crusted flak armor, and his trusty chain axe. This is a 1st level Ogryn.

Cultists: These poor wretches look to you for protection and offer their service unto you. Lead them well, but don't get too attached, they are fragile. Each arrives with leather armor, and a primitive weapon (most favor a rusty old axe, or a knife). These are 0 level humans with 1d6 hit points, and save a Marauder 1.

Marauder: You have impressed this warrior, not an easy feat. He arrives with power armor, a bolt pistol, 2 ammo clips, and a chain sword. This is a 1st level Marauder.

Psyker: You must be doing something right, this most excellent Psyker has pledged his service to you - take advantage of it. He arrives with carapace armor, a bolt pistol, and 2 ammo clips. This is a 1st level Psyker.

SPECIAL ITEMS

Each time you roll on the retinue table, you also get ONE roll on the below special item table. This item belongs to one of your newly generated followers, and you can assign it to the follower of your choice.

SPECIAL ITEMS TABLE

3d6 Roll	Item
3	Heavy Flamer (with 1 fuel tank)
4-5	Hand Flamer (with 1 fuel tank)
6-8	Chain Sword
9-12	Las-gun (with 1 energy clip)
13-15	Bolt Pistol (with 1 ammo clip)
16-17	Bolt Gun (with 1 ammo clip)
18	Heavy Bolter (with 1 ammo belt)

SPELLS

SPELL CASTING CONSTRAINTS

Psykers need to be able to move their hands and speak in order to make the gestures and speak the magical phrases that mold the warp magical effects. As a result, a Psyker cannot cast spells if he is gagged, his hands are tied, or he is in an area under the effects of a silence spell. Psykers may take no other actions during the same round they intend to cast a spell. A PC must announce the intention to cast a spell prior to initiative being determined at the beginning of a round. Should an opponent successfully attack the character, or if the character is required to roll a saving throw and fails prior to casting a spell, the spell is disrupted and fails. The spell is removed from the caster's memory as if it had been cast. Finally, in most instances a Psyker must have the intended target of a spell within visual range (unless otherwise noted), whether the target is a specific monster, character, or area of effect.

SAVING THROWS

Some spells allow saving throws, and this will be noted in the spell description. When saving throws are allowed, a successful roll will typically reduce or eliminate a spell effect, depending on the spell description.

REVERSIBLE SPELLS

Some spells are reversible, and this will be indicated for each spell. All Psykers must memorize the specific form of the spell ahead of time.

CUMULATIVE SPELL EFFECTS

Spells that affect different abilities can be combined. In addition, spells can be combined with the effects of magic items. However, spells cannot be used to increase the same ability.

BEGINNING SPELLS

Psykers study the spells from their spell tomes, and begin play with a few more spells in their books than they are able to cast based on their level. The player rolls randomly for two first level spells and one second level spell, but any other spells can only be added to a spell book through game play. In addition, they gain a bonus spell of their level for each modifier from their PSY score. So if they have a PSY modifier of +2, at 1st level they gain 2 bonus spells (1st level spells).

WARBAND!

SPELL DETAILS

Each spell has level, duration, and range listed for convenience, with additional information about each spell in the description. Level is the spell level, and availability is determined by the caster's level. Duration is the amount of time the spell is in effect. Range is where the spell effect is centered, not the area of effect of a spell, which is mentioned in the spell description, where applicable. For example, a spell range of 0 is centered on the caster, whereas with a range of 30' a spell could be centered anywhere within 30' of the caster. A range of touch indicates that a thing or creature must be touched for the spell to take effect. Sometimes the range of a spell is the same as the area of effect, due to the nature of the spell.

SPELL DESCRIPTIONS

Spells are described here in alphabetical order. These spells are listed by level at the end of this section.

ANIMATE DEAD

Level: 3

Duration: Permanent

Range: 60'

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. The undead can follow the caster, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed or until a dispel magic spell is cast upon them.

The caster may animate a number of hit die worth of zombies or skeletons equal to the caster's level. For example, a 7th level Psyker can animate seven skeletons, but only three zombies. These creatures are unintelligent, and do not retain any abilities that they had in life. All skeletons have an AC of 7 and hit dice equal to the creature in life. Zombies have an AC of 8, and the number of hit dice of the living creature +1. It is important to note that if a character is animated in this fashion, he will not have hit dice related to his class level, but instead will have the standard skeleton or zombie hit dice.

ARCANE EYE

Level: 4

Duration: 6 turns

Range: 240'

The caster creates an invisible magical sensor that sends visual information, and can see with 60' infravision. The arcane eye travels up to 120' each turn. The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter.

ARCANE LOCK

Level: 2

Duration: Permanent

Range: 10'

An arcane lock spell cast upon a door, chest, or portal magically locks it in a similar manner to the spell hold portal. The caster can freely pass his own arcane lock without affecting it; otherwise, a door or object secured with this spell can be opened with a successful dispel magic or knock spell. Dispel magic removes the arcane lock, while knock merely allows passage. In addition, any spell caster who is at least 3 levels higher than the caster of the spell may pass through unimpeded.

CHARM MONSTER

Level: 4

Duration: Special

Range: 120'

Charm monster is identical to the spell charm person (discussed below), except that charm monster is not limited to humanoids or creatures of ogryn size or smaller. Only one monster is charmed if it is 4 HD or greater. A group of monsters which are 3 HD or fewer may be affected, with their number determined by rolling 3d6.

CHARM PERSON

Level: 1

Duration: Special

Range: 120'

This spell makes a humanoid creature regard the caster as its trusted friend and ally (treat the target's attitude as friendly). Undead creatures are unaffected by this spell, as are humanoid monsters larger than ogryn. The spell does not enable the caster to control the charmed person as if it was an automaton, but it perceives the caster's words and actions in the most favorable way. The subject can be given orders, but actions it wouldn't ordinarily do based on its nature or alignment may be abstained from. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by the caster or his apparent allies that threatens the charmed person breaks the spell. The caster must speak the person's language to communicate commands, or else be good at pantomiming. Creatures will gain additional saving throws versus spell at time intervals based on intelligence scores. An INT score of 3-8 grants a new save once every month. An INT of 9-12 grants a new save each week, and 13-18 grants a new save once every day. Otherwise, charm person can be negated by the spell dispel magic.

WARBAND!

CLAIRVOYANCE

Level: 3

Duration: 12 turns

Range: 60'

Clairvoyance creates an invisible magical link between the caster and one creature within range. This link allows the caster to see whatever the creature sees. The process of linking with one creature and observing with its eyes takes a minimum of 1 turn, such that the caster may choose a new creature once per turn. The magical link between caster and creature is obstructed by lead or rock of a thickness of 2' or greater.

CLOUDKILL

Level: 5

Duration: 6 turns

Range: 0

This spell generates a bank of yellowish green and poisonous fog in a diameter of 30'. The fog moves and grows away from the caster at 20 feet per round, rolling along the surface of the ground. For example, after two rounds the fog will be 40 feet long. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater. These vapors kill any living creature with 4 or fewer HD who fails a saving throw versus poison. A new save must be made each round. Otherwise, they suffer 1 hp of damage per round while in the cloud. A living creature with 5 or more HD suffers 1 hp of damage per round while in the cloud. Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

CONFUSION

Level: 4

Duration: 12 rounds

Range: 120'

This spell causes 3d6 targets to become confused, making them unable to independently determine what they will do.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

Roll 1d10 Behavior

1-4	Attack caster's group.
5-6	Do nothing but babble incoherently.
7-10	Attack creature's group.

A confused character that can't carry out the indicated action does nothing but babble incoherently.

CONTINUAL LIGHT (REVERSIBLE)

Level: 3

Duration: See below

Range: 120'

When cast, this spell produces light as bright as sunlight in a 60' diameter, and any creatures that suffer penalties (not including damage) for being in sunlight are affected by this spell. This spell can be cast on objects, so that an object under this spell can be carried around. If the spell is cast on a creature, a saving throw is allowed. This spell can be cast on a creature's eyes, causing blindness. Unless dispelled, continual light is permanent.

Continual darkness (reverse of continual light) produces darkness in the same area and manner as continual light. It can be countered with continual light or dispel magic. Like continual light, this spell can be cast on a creature's eyes, producing blindness. Normal eyesight, including infravision, cannot penetrate this darkness, nor can lamps, torches, or the spell light.

CURE CRITICAL WOUNDS (REVERSIBLE)

Level: 5

Duration: Permanent

Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of $3d8+3$ hit points of damage. This spell cannot grant more hit points than the being's normal maximum. Cure critical wounds also heals any conditions listed in cure light wounds. Cause critical wounds (reverse of spell) causes $3d8+3$ hit points of damage to a being if the caster can touch the opponent.

CURE DISEASE (REVERSIBLE)

Level: 3

Duration: Permanent

Range: 30'

This spell instantly kills green slime, and will instantly cure all diseases, including mummy rot and lycanthropy.

Cause disease (reverse of cure disease) inflicts a terrible withering disease on a victim, which will cause death in $2d12$ days. A saving throw versus spells is allowed. This disease can be cured with the casting of cure disease. The victim of this disease cannot be cured of damage from other spells, and it takes twice the time for normal healing. This suffering further results in a penalty of -2 to hit rolls made by the victim.

WARBAND!

CURE LIGHT WOUNDS (REVERSIBLE)

Level: 1

Duration: Permanent

Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of 1d6+1 hit points of damage. Alternatively, this spell also cures paralysis, will not heal damage and paralysis in the same casting. This spell cannot grant more hit points than the being's normal maximum.

Cause light wounds (reverse of cure light wounds) causes 1d6+1 hit points of damage to a being if the caster can touch the opponent.

CURE SERIOUS WOUNDS (REVERSIBLE)

Level: 4

Duration: Permanent

Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of 2d6+2 hit points of damage. This spell cannot grant more hit points than the being's normal maximum. Cure serious wounds also heals any conditions listed in cure light wounds.

Cause serious wounds (reverse of cure serious wounds) causes 2d6+2 hit points of damage to a being if the caster can touch the opponent.

DETECT LIE (REVERSIBLE)

Level: 4

Duration: 1 round per level

Range: 30'

The caster can use this spell on himself or another being, and will be able to be able to know whether words heard are truth or lies.

Undetectable lie (reverse of detect lie) can nullify the effect of detect lie, or can be used to tell lies in a convincing manner.

DETECT INVISIBLE

Level: 2

Duration: 5 rounds per level

Range: 10' per level

The caster can see invisible, hidden, ethereal, or astral creatures or items so long as they are directly in sight within a 10' wide range of vision.

DETECT MAGIC

Level: 1

Duration: 2 turns

Range: 60'

All enchanted items, creatures, places, or other things within 60' of the caster will glow for the duration of the spell. The caster may move around to bring objects within the radius during the duration of the spell.

DIMENSION DOOR

Level: 4

Duration: 1 round

Range: 10'

The caster instantly transfers himself or another creature from its current location to any other known spot within 360'. The being always arrives at exactly the spot desired. An unknown or unseen place may be specified. For example, 100' south and 20' high, but if the destination is already occupied by a solid body, the spell fails.

DISPEL MAGIC

Level: 3

Duration: Permanent

Range: 120'

When cast, spell effects within a 20' cube can be negated. All spells cast by any spell casting class are automatically negated if the caster is of an equal or lower level to the caster of dispel magic. For each level an opponent is above the caster, there is a cumulative 5% chance dispel magic does not function. For example, if a 7th level character attempts to dispel the effects of a spell cast by a 10th level character, there is a 15% chance dispel magic fails.

ESP

Level: 2

Duration: 12 turns

Range: 60'

The caster can choose a direction and focus his concentration for 1 turn. After this turn, he can perceive the thoughts of all creatures within 60'. The caster understands the meaning of all thoughts even if he does not share the creature's language. However, if multiple creatures are within the range of the spell, the caster must spend an additional turn to sort out one creature's thoughts, or else all thoughts mingle into a confusing jumble. The ability to hear thoughts is obstructed by lead or rock of a thickness of 2' or greater.

WARBAND!

FEEBLEMIND

Level: 5

Duration: Indefinite

Range: 240'

If the target creature fails a saving throw versus spell with a -4 penalty, it becomes a mental invalid. The affected creature is unable to speak, cast spells, understand language, or communicate coherently. The subject remains in this state until a dispel magic spell is used to cancel the effect of the feeblemind.

FIND TRAPS

Level: 2

Duration: 2 turns

Range: 30'

This spell is centered on the caster, and when a trapped object or area comes within range it glows with a blue magical light. Both magical and mechanical traps are detected. This spell grants no knowledge about the nature of the trap or how to deactivate it.

FIRE BALL

Level: 3

Duration: Instant

Range: 240'

A fireball spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level to every creature within a 20' radius. The caster points his finger and determines the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. (An early impact results in an early detonation.)

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier causes it to shatter or break apart, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does. All beings caught within the explosion are allowed a saving throw versus spells. A successful save reduces damage by half.

FLAME STRIKE

Level: 5

Duration: Instantaneous

Range: 60'

A flame strike produces a vertical column of divine fire 30' high and 10' in diameter that roars downward on a target. The spell deals 6d8 hit points of damage. A successful saving throw versus spells reduces the damage to 3d8.

FLOATING DISC

Level: 1

Duration: 6 turns

Range: 6'

The caster creates a slightly concave, circular plane of force that follows him about and carries loads. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 500 pounds. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany the caster with an equal movement rate. If not otherwise directed, it maintains a constant interval of 6 feet between itself and the caster, and will follow the caster without prompting to maintain a minimum of 6' distance. When the disk winks out at the end of the spell's duration, whatever it was supporting falls to the surface beneath it.

FLY

Level: 3

Duration: See below

Range: 0

For a number of turns equal to the caster's level +1d6 turns, the caster can fly with a maximum movement of 120' each round. The caster can vary the speed as desired, and is capable of hovering.

HASTE (REVERSIBLE)

Level: 3

Duration: 3 turns

Range: 240'

This spell makes creatures move and act more quickly than normal. A maximum of 24 creatures within a diameter of 60' may be affected. A hasted creature may make double the normal number of attacks. However, a creature may not cast a second spell. All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) double in speed. Multiple haste effects do not stack. Haste dispels and counters slow effects. Slow, the reverse of haste, halves all attacks and movement, including spell casting such that only one spell may be cast every two rounds.

WARBAND!

HOLD MONSTER

Level: 5

Duration: See below

Range: 120'

The duration of this spell is a number of turns equal to the casters level +6 turns. In all other respects this spell is identical to the 2nd level cleric spell hold person, but can affect non-humanoid monsters and larger monsters.

HOLD PERSON

Level: 2

Duration: 9 turns

Range: 180'

When this spell is cast, most humanoids become paralyzed and freeze in place. Undead and any monster of a greater size than an ogre are unaffected. They are aware and breathe normally but cannot take any actions, even speech. Subjects may attempt a saving throw versus spell. This spell can effect 1d4 beings, but if directed at a single monster or character, the saving throw is attempted with a -2 penalty.

HOLD PORTAL

Level: 1

Duration: 2d6 turns

Range: 10'

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A knock spell or a successful dispel magic spell can negate a hold portal spell.

INFRAVISION

Level: 3

Duration: 1 day

Range: 0

The caster or another creature is able to see 60' in the dark with infravision.

INVISIBILITY

Level: 2

Duration: See below

Range: Touch

The creature or object touched becomes invisible, vanishing from sight, even from infravision. If the recipient is a creature carrying gear, that vanishes, too. If the spell is cast on someone else, neither the caster nor any allies can see the subject, unless they can normally see invisible things or other magic is employed to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature, but is otherwise of indefinite duration. For the purposes of this spell, an attack includes any spell targeting a foe or whose area of effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

INVISIBILITY 10' RADIUS

Level: 3

Duration: See below

Range: Touch

This spell has the same effects as invisibility, but it affects all creatures within 10' of the caster or subject and any creatures that move beyond the 10' radius of effect become visible again.

WARBAND!

KNOCK

Level: 2

Duration: 1 round

Range: 60'

The knock spell opens stuck, barred, locked, or held doors. It opens secret doors, as well as locked or trick-opening boxes or chests. Any secret doors must of course be discovered first. The door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like.

LIGHT (REVERSIBLE)

Level: 1

Duration: 12 turns

Range: 120'

This spell causes an object to glow as bright as a torch, shedding light in a 15' radius. The effect is immobile, but it can be cast on a movable object. This spell can be cast on a monster's or character's eyes if the target fails a saving throw versus spells. If the save fails, the target is blind for 12 turns. Light taken into an area of magical darkness (reverse of light) does not function, and vice versa. A light spell counters a darkness spell. Darkness can also be cast on a target's eyes, and a saving throw versus spell is allowed.

LEVITATE

Level: 2

Duration: See below

Range: 0

For a number of turns equal to the caster's level +6 turns, the caster can move up and down as he wishes. The caster mentally directs movement up or down as much as 20 feet each round. The caster cannot move horizontally, but could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half base land speed).



LIGHTNING BOLT

Level: 3

Duration: Instantaneous

Range: 180'

The caster releases a powerful stroke of electrical energy that is 60' long and 5' wide. It deals 1d6 points of electricity damage per caster level to each creature within its area. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does. Any creature caught in the area of effect receives a saving throw versus spells. A successful save reduces damage by half.

LOCATE OBJECT

Level: 3

Duration: 6 turns

Range: 120'

The caster can sense the direction of a well-known or clearly visualized object. The caster can search for general items, in which case the nearest one of its kind is located. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. Monsters or characters may not be located.

MAGIC JAR

Level: 5

Duration: Special

Range: 30'

By casting magic jar, the caster places his soul in a gem or large crystal (known as the magic jar), leaving his body lifeless. An attempt can then be made to take control of a body within 120', forcing its soul into the magic jar. The caster may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when the caster sends his soul back to his own body, leaving the receptacle empty.

To cast the spell, the magic jar must be within spell range. While in the magic jar, the caster can sense and attack any life force. Attempting to possess a body is a full-round action. The caster possesses the body and forces the creature's soul into the magic jar unless the subject succeeds a saving throw versus spell. Failure to take over the host leaves the caster's life force in the magic jar, and the target automatically succeeds on further saving throws if the caster attempts to possess its body again.

WARBAND!

If the caster is successful, his life force occupies the host body, and the host's life force is imprisoned in the magic jar. The caster keeps his own Intelligence, Wisdom, Charisma, level, class, and alignment. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. The creature's spells and spell-like abilities do not stay with the body. The caster can be forced out of a possessed body if a dispel evil spell is cast.

The spell ends when the caster shifts from the jar to his body. If the host body is slain, the caster returns to the magic jar, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both the caster and the host die. If the caster's life force is within the magic jar and his own body is slain, the caster is trapped in the magic jar until a creature comes within range and can be possessed. If the caster's life force is in possession of a host and the magic jar is destroyed, the caster's life force is stranded in the host. Any life force with nowhere to go is treated as slain. Destroying the receptacle ends the spell and destroys any life force inside it.

MAGIC MISSILE

Level: 1

Duration: 1 turn

Range: 150'

A missile of magical energy darts forth from the caster's fingertip and strikes its target, dealing 1d6+1 points of damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. For every five caster levels, the caster gains two additional missiles—3 total at 5th level, five at 10th, seven at 15th, and so on. If the caster can shoot multiple missiles, they can be directed to strike a single creature or several creatures. A single missile can strike only one creature.

NEUTRALIZE POISON

Level: 4

Duration: Permanent

Range: Touch

The caster detoxifies any sort of venom or poison in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, or other effects that don't go away on their own. If a character dies of poison, neutralize poison will bring a character back to life if the spell is used no more than 10 rounds after death.

PASSWALL

Level: 5

Duration: 3 turns

Range: 30'

The caster creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10' deep with a 5' diameter.

PHANTASMAL FORCE

Level: 2

Duration: See below

Range: 240'

So long as the caster maintains concentration, he can create a persistent, active illusion within a 20' cube. A passive illusion will disappear if touched by a creature. However, an illusionary monster may be created to attack a foe. Observers are allowed a saving throw versus spells to see through any illusion produced with this spell. If the save fails, the illusion persists and any illusionary monster will seem to inflict harm when it attacks an opponent. Illusionary monsters have an effective AC of 9, and they vanish if a foe successfully strikes them. If a foe appears to lose all hit points, he falls unconscious rather than dying. Similarly, other special effects will not be real and no damage is ever real. Note that the caster is not allowed to take any action while concentrating on the spell.

QUEST (REVERSIBLE)

Level: 5

Duration: See below

Range: 30'

When this spell is cast on a character, a saving throw versus spells is allowed. Success indicates that the spell is not effective. If the save fails, the caster can compel the character to take on a quest. This quest can be dangerous, but the character cannot be instructed to purposefully harm himself. Should the affected character resist taking on the quest, he will be under the effect of a curse, the nature of which is decided by the Labyrinth Lord. The only way to remove the curse is to undertake the quest, and when the quest is finished the spell terminates.

Alternatively, the reverse of this spell, remove quest, can be used to remove the curse and to dispel an active quest spell. Like dispel magic, the caster of remove quest will have a lower probability of successfully countering the spell if he is a lower level than the caster of the quest spell. The probability of spell failure is 5% per level the cleric is below the caster of quest.

WARBAND!

RAISE DEAD (REVERSIBLE)

Level: 5

Duration: Permanent

Range: 120'

This spell restores life to a deceased dwarf, elf, human, or halfling. The caster can raise a creature that has been dead for no longer than two days at 7th level, and four days are added per level above 7. For example, a 9th level can bring a character back to life that has been dead for 10 days. However, the body of the person to be raised must be fairly intact. For instance, if the head is missing the being cannot be raised. Coming back from the dead is an ordeal. The subject of the spell is brought back to life with 1 hit point, and for two weeks the character has 50% of movement and suffers from chronic weakness. Further, he may not engage in spell casting, combat, or any other strenuous activity. This period may not be shortened by any magical healing. If this spell is cast on an undead monster, it must save versus spells or die instantly.

Ray of death (reverse of raise dead) can be cast and directed at any character or monster. A ray of death shoots from the hand of the caster, and if the target fails a saving throw versus death he dies instantly. The casting of this spell is a chaotic act, and will be done by other alignments in rare situations.

READ LANGUAGES

Level: 1

Duration: 2 turns

Range: 0

For the duration of this spell, the caster may read any language, coded message, map, or other set of written instructions. This spell does not grant any ability to speak unknown languages.

READ MAGIC

Level: 1

Duration: 1 turn

Range: 0

By means of read magic, the caster can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and the caster has read the magical inscription, he thereafter is able to read that particular writing without recourse to the use of read magic. All spell books are written such that only the elf or magic-user who owns the book can decipher it without the use of this spell

REMOVE CURSE (REVERSIBLE)

Level: 3

Duration: Permanent

Range: Touch

Remove curse instantaneously removes one curse on a creature. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell enables the creature afflicted with any such cursed item to remove and get rid of it. Remove curse counters and dispels bestow curse.

Bestow curse (reverse of remove curse) can bring about any number of unfortunate effects upon a being, determined by the caster and refereed by the Labyrinth Lord. Some limits of effect must be enforced. Possibilities include no more than a -2 penalty to saving throws or -4 to hit. An ability might be reduced by 50%. These effects can have any number of creative symptoms. The victim can avoid being affected by bestow curse with a successful saving throw versus spell.

REMOVE FEAR (REVERSIBLE)

Level: 1

Duration: 2 turns

Range: Touch

This spells instills courage in the subject, and potentially removes the effect of magic-induced fear by allowing the target a saving throw versus spells to attempt to remove the effects. The subject receives a saving throw bonus of +1 per level of the caster. Remove fear counters and dispels cause fear. The subject must be touched for the spell to take effect.

Cause fear (reverse of remove fear) will cause a subject who is touched to run away, hysterical, at full running movement for a number of rounds equal to the caster's level.

RESIST COLD

Level: 1

Duration: 6 turns

Range: 30'

While under the effects of this spell, a character or monster is unharmed by freezing (non-magical) cold, and grants a bonus of +2 to all saving throws versus cold-based magical or breath attacks. In addition, 1 point of damage is subtracted from each dice of damage dealt by a cold-based attack. Each die will inflict a minimum of 1 hp damage.

WARBAND!

RESIST FIRE

Level: 2

Duration: 6 turns

Range: 30'

While under the effects of this spell, a character or monster is unharmed by intense (non-magical) heat, and grants a bonus of +3 to all saving throws versus heat-based magical or breath attacks. In addition, 1 point of damage is subtracted from each die of damage dealt by a heat-based attack. Each die will inflict a minimum of 1 hp damage.

SLEEP

Level: 1

Duration: 4d4 turns

Range: 240'

A sleep spell causes a magical slumber to come upon creatures with 4+1 Hit Die or fewer. The caster may only affect 1 creature if it has 4+1 HD, but the spell will otherwise affect up to 2d8 HD of creatures. Calculate monsters with less than 1 HD as having 1 HD, and monsters with a bonus to HD as having the flat amount. For example, a 3+2 HD monster would be calculated as having 3 HD. Hit Die that are not sufficient to affect a creature are wasted. Creatures with the fewest HD are affected first. Sleeping creatures are helpless and can be killed instantly with a blade weapon. Slapping or wounding awakens an affected creature, but normal noise does not. Sleep does not affect undead creatures.

SILENCE 15' RADIUS

Level: 2

Duration: 12 turns

Range: 180'

Upon the casting of this spell, complete silence prevails in a diameter of 30 feet. All sound is stopped and conversation is impossible. No noise whatsoever issues from the area, but noise originating from outside the silenced area can be heard by those within it. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a saving throw versus spells, and if successful the spell takes effect in a stationary location near the creature, but the creature may move out of the affected area.

STRIKING

Level: 3

Duration: 1 turn

Range: 30'

The caster enchants a weapon to deal an extra 1d6 hit points of damage, and makes an otherwise non-magical weapon able to attack a monster normally only affected by weapons of a magical nature.

TELEKINESIS

Level: 5

Duration: 6 rounds

Range: 120'

By concentrating on nothing else and taking no other actions, the caster can move objects or creatures by concentrating on them. A total of 20 pounds per caster level may be moved 20' per round. Living beings may also be moved, but they are allowed a saving throw versus spells.

TELEPORT

Level: 5

Duration: Instantaneous

Range: 10'

This spell instantly transports the caster or another being to a designated destination, which may be any distance. Interplanar travel is not possible. If transporting another being, it is entitled to resist with a saving throw versus spell. The caster must have some clear idea of the location and layout of the destination. The clearer the mental image, the more likely the teleportation works. To determine how well the teleportation works, roll d% and consult the table below. Refer to the following information for definitions of the terms on the table. Familiarity: "Very familiar" is a place the caster has been very often. "Studied carefully" is a place known well, either because the caster can currently see it, he has been there often, or has used other means (such as scrying) to study the place for at least one hour. "Seen casually" is a place that the caster has seen more than once but with which he is not very familiar. "Viewed once" is a place that the caster has seen once, possibly using magic.

On Target: The caster or creature appears in the desired location

High: The caster or creature appears 1d10x10 feet above the destination. Should this location already be occupied by solid matter, the caster or creature is instantly killed.

Low: The caster or creature appears in the ground and is killed instantly

WARBAND!

Familiarity	On Target	High	Low
Very familiar	01-95	96-97	99-00
Studied carefully	01-80	81-90	91-00
Seen casually	01-50	51-75	76-00
Viewed once	01-30	31-65	66-00

Note that the caster cannot intentionally teleport himself or another creature off target or into solid matter.

TRUE SEEING

Level: 5

Duration: 1 round per level

Range: Touch

The caster confers on himself or a subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces).

False seeing, the opposite of true seeing, makes objects, characters, and monsters appear as their “opposite.” The ugly appears beautiful, the valuable appears worthless, and so on.

WALL OF FIRE

Level: 4

Duration: See below

Range: 60'

An immobile, opaque, blazing curtain of shimmering violet fire springs into existence and persists so long as the caster takes no other action and focuses concentration on the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of flames is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they pass through the wall. The wall deals double damage to undead creatures or creatures who use cold or are accustomed to cold. The wall may not be evoked so that it appears where objects are.

WALL OF ICE

Level: 4

Duration: 12 turns

Range: 120'

An immobile, translucent, wall of ice springs into existence for the duration of the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of ice is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they break through the wall. The wall deals double damage to creatures that use fire or are accustomed to hot conditions. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

WALL OF STONE

Level: 5

Duration: See below

Range: 60'

The caster brings a stone wall into being that can be any form the caster desires, to a maximum of 1,000 cubic feet. This wall is permanent unless otherwise destroyed or a dispel magic spell is cast upon it. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

WATER BREATHING

Level: 3

Duration: 1 day

Range: 30'

The caster or another creature can breathe water freely by means of this spell. The spell does not make creatures unable to breathe air, and creatures under the influence of the spell are not granted any additional proficiency at swimming.

WEB

Level: 2

Duration: 48 turns

Range: 10'

Web creates a many-layered mass of strong, sticky strands. Creatures caught within a web become entangled among the gluey fibers. Entangled creatures can't move, but can break loose depending on their strength. Any being with strength in a human range can break free of the webs in 2d4 turns. Creatures of higher strength or magically augmented strength above 18 can break free in 4 rounds. The strands of a web spell are flammable. All creatures within flaming webs take 1d6 points of fire damage from the flames for 2 rounds. After this time surviving creatures are free of the webs.

SPELL TABLE

SPELLS (LEVEL 1)

1	Charm Person
2	Cure Light Wounds*
3	Detect Magic
4	Floating Disc
5	Hold Portal
6	Light*
7	Magic Missile
8	Read Languages
9	Read Magic
10	Remove Fear
11	Resist Cold
12	Sleep

SPELLS (LEVEL 2)

1	Arcane Lock
2	Detect Invisible
3	ESP
4	Find Traps
5	Hold Person
6	Invisibility
7	Knock
8	Levitate
9	Phantasmal Force
10	Resist Fire
11	Silence 15' Radius
12	Web

SPELLS (LEVEL 3)

1	Animate Dead
2	Clairvoyance
3	Continual Light
4	Cure Disease*
5	Dispel Magic
6	Fireball
7	Fly
8	Haste*
9	Infravision
10	Invisibility 10' Radius
11	Lightning Bolt
12	Locate Object
13	Remove Curse*
14	Striking
15	Water Breathing

SPELLS (LEVEL 4)

1	Arcane Eye
2	Charm Monster
3	Confusion
4	Cure Serious Wounds*
5	Detect Lie*
6	Dimension Door*
7	Neutralize Poison*
8	Wall of Fire
9	Wall of Ice

SPELLS (LEVEL 5)

1	Cloudkill
2	Cure Critical Wounds*
3	Feeblemind
4	Flame Strike
5	Hold Monster
6	Magic Jar
7	Passwall
8	Quest*
9	Raise Dead*
10	Telekinesis
11	Teleport
12	True Seeing
13	Wall of Stone

ADVENTURING

SPACE HULKS & MONSTERS

Most adventures will take place in giant Space Hulks. A Space Hulk is a tangled mass of ships that have been trapped in the Chaos Warp of space for centuries – the ships are joined together to form a gigantic mass where you can never tell where one ship ends and another begins. These ships contain thousands of twisting passageways and rooms filled with dangerous monsters, traps, riddles, and riches.

CHAOS WARBANDS

The characters are members of a Chaos Lords warband, and are sent as boarding parties where they will seek to gain treasure and glory. Their goal is to become a powerful Chaos Lord themselves and lead their own **WARBAND!**

For the sake of survival, characters team up to undertake adventures in the Space Hulk, because any number or type of monsters could lie in wait

GROUP ORGANIZATION

Once the boarding party is formed, a group marching order should be established. This will depend largely on the width of the passages in a Space Hulk. Generally, characters should march in pairs, side by side, forming a line of pairs. A standard marching order would be tougher characters, like marauders or ogryn, in the front, while beastmen and squats follow second, and psykers next to last. Relatively strong characters, like beastmen, ogryn, and squats, should guard the rear. If enough marauders are present, they can take up the rear as well. Marching order should be written down, so that it is always clear as the group progresses through the hulk where everyone is. If a large map is being used, the players might use dice, paper miniatures, or even fancy, painted metal figures to represent their characters and where they are in the marching order.

One player should be designated as the mapper. The mapper will draw the hulk as the characters explore it, so that the group does not get lost, and also to keep a record of which areas have been explored. Space Hulks are typically mapped on graph paper with square grids, with a scale of 10 feet per square. The mapper, more than any other player, must be alert to all descriptions of areas the Game Master offers, because if there is an error in a map, it could result in hardship, or even injury, to the group. If the character belonging to a mapper dies, the player must hand over mapping duties to a player with a living character. This character, in the game, takes the map from the dead character and continues his dead friend's work.

WARBAND!

TIME & MOVEMENT

When in the hulk, characters take actions in time increments called turns. One turn is the equivalent in game time to 10 minutes. Character actions that take one turn can include looking for secret doors or traps in a 10' x 10' room, or moving the full movement rate (120 feet unless heavily encumbered) while mapping. As characters make their way through hulks, their movement rates account for the fact that they are exploring, watching their footing, mapping, and taking care to avoid obstacles. This is referred to as exploration movement. Combat movement occurs when characters meet foes or more immediate challenges. In these cases characters move at 1/3 their movement per round, usually 40 feet, unless heavily encumbered. Rounds are ten seconds of game time each, so there are 60 rounds in a turn. Finally, the third kind of speed is running speed. Running speed is the full character speed, 120 feet, and it is traveled in one round.

If using a large map and metal figures, all of these distances may be precisely measured on a map grid, and pieces representing characters, monsters, and other hulk features will be kept track of as well. Commonly, on large play maps one square is equal to 5 feet, and this scale will be used to measure all distances. In all matters of time and movement, the Game Master is the final authority on what may be accomplished in a given period of time.

REST

Exploring hulks is strenuous work, and all characters must rest. Characters can explore, fight, or otherwise remain active for 5 turns before needing to rest for 1 turn. If the characters press on without resting, they all suffer a penalty of -1 to hit and damage rolls until they have rested for 1 turn. Further, resting is useful Psykers to recover spells.

LIGHT & DARKNESS

Since space hulk adventures occur inside cold dead ships, there may not be a light source, and characters will want to bring one with them. These light sources emit light in a 30' radius. Lamps use batteries; a lamp can shine continuously for 24 turns without replacing the battery. Torches burn continuously for 6 turns before burning out. Characters or monsters that carry a light source are unable to surprise opponents, because the light gives them away ahead of time. Many monsters and some characters have infravision. Characters who have infravision can see the heat energy that radiates off of living things. Generally, living things will be visible as tones of red, yellow, and blue, while cool items are gray and very cold objects are black. This light does not allow characters to read, because fine detail is not visible. Infravision only functions in the darkness, so any visible light, whether normal or magical, will disrupt it. Any characters who cannot see due to darkness or blindness suffer -4 to hit when attacking. This penalty applies when attacking invisible opponents.

DOORS

Space Hulks often have many doors, some secret and others obvious. Many are locked. However, characters can attempt force a door open. In this case, the player rolls 1d6. A result of 2 or less means the door has been forced open. Strength adjustments apply, but no matter what the adjustment there must always be a chance of success or failure. Bonuses cannot take the success range above 5 or below 1 on 1d6. For example, if a character has a STR of 15 he receives a +1 to open doors. He would instead need to roll 3 or less on 1d6 to succeed. A character with STR 5 has -2 to open doors, but since the odds cannot go below 1, if the player rolls a 1 on 1d6, he succeeds in breaking down the door.

Secret doors can only be spotted if characters are specifically looking for them. The Game Master rolls 1d6 when a player declares that his character is looking for secret doors. A result of 1 on 1d6 is a success, except that some characters have better vision and succeed on a roll of 1 or 2 on 1d6. A character can only attempt to look for secret doors once in any given area, and it takes 1 turn. A second attempt cannot be made in the same area. Since the Game Master rolls the dice, the player never know if the roll failed or if there simply is no door in the area searched.

Players will sometimes want their character to listen at a door to hear any noises beyond. Again, the Game Master rolls 1d6. A roll of 1 results in success, and a roll of 1 or 2 succeeds for beastmen or squats due to their keen hearing. Note that some creature types do not make noise.

TRAPS & TRAP DETECTION

Characters of all classes can search for non-magical traps. All characters except squats can succeed in spotting a trap on a roll of 1 on 1d6. Squats succeed on a roll of 1 or 2 on 1d6. Players must declare that their characters are actively looking for traps, and they must be looking in the right place. This roll may only be made once in a particular location, and it takes 1 turn per effort made. The Game Master secretly rolls the dice for these checks, because the players will never know if they failed to find the trap or if there is not one present.

Traps have specific triggers, whether it is opening a door or walking over a particular area. Every time a character makes an action that could trigger a trap, the Game Master rolls 1d6. A result of 1 or 2 indicates that the trap springs. Normally, a trap has a specific effect that cannot be avoided. Examples include a trapped floor dumping the characters into a pit of spikes, or a poisoned needle in a door handle.

CLIMBING

When characters are climbing in a difficult or tense situation, the Game Master can require an ability check versus DEX (roll 3d6 and score under your DEX).

WARBAND!

RATIONS & FORAGING

When adventuring in a hulk, there may be very little available to eat. Characters must take rations with them to cover the extent of time they expect to be away from their base ship. However, they may occasionally kill an edible monster.

If characters go for a full day or more without food, the Game Master may begin to apply penalties to attack rolls, require more frequent rest and a reduction in movement, or even begin to deduct hit points in extreme cases.

SWIMMING

It is assumed that every character knows how to swim. Characters move at half their normal movement when swimming. Characters that are encumbered will have a probability of drowning, which is at the Game Master's discretion. Heavily encumbered characters, carrying a large proportion of treasure, will likely have above 90% chance of drowning. Characters carrying less treasure or wearing lighter armor may have as little as 10% chance of drowning. The Game Master might first allow an ability check versus STR or CON before deciding if the players roll to check for drowning.



AWARDING EXPERIENCE

All characters that make it through an adventure alive receive experience points (XP). Experience points are gained from two sources, treasure and monsters. Characters only gain XP from treasure of a non-magical nature, at the rate of 1 XP per 1 gold con (gc) value of the item. The values of all items are added together, and converted to gc units if necessary. For example, if the group finds a gold statue worth 500 gc and a gem worth 250 gc, these are added up to 750 XP, and divided evenly between the characters.

All defeated monsters (either outsmarted or killed), grant XP based on how powerful they are. Monsters begin with a base XP determined by hit dice (HD), and receive a bonus for each special ability they have (fire breath, spell-like abilities, etc.). Refer to the table below.

The Game Master may grant XP bonuses to players who did particularly well. Likewise, he may penalize other players who did not do their share of the work in an adventure. In addition, characters receive XP bonuses or penalties based on their score in their class prime requisites. All bonuses or penalties are applied to the grand total XP a particular character receives at the end of an adventure.

Characters should not be given enough experience to advance 2 levels or more in one adventure.

MONSTER EXPERIENCE POINTS TABLE

Monster HD	Base XP	Bonus XP/Ability
1	5	1
1+	10	3
2	15	6
2+	20	9
3	35	12
3+	50	15
4	65	35
4+	80	55
5	140	75
5+	200	150
6	260	200
6+	320	250
7	380	300
7+	440	350
8	500	400
8+	560	500
9	620	600
9+	1000	700
10	1200	800
10+	1500	900

WARBAND!

ENCOUNTERS & COMBAT

ENCOUNTERS

The characters will explore space hulks filled with wondrous treasures, ancient secrets, and other amazing situations. It is also inevitable that at some point, they will come face to face with monsters. When a monster confronts the characters (or vice versa), this situation is called an encounter.

The Game Master decides what the monsters do. He “plays” the monsters just as the other players “play” their characters. The Game Master will know ahead of time which areas in a hulk hold monsters, their types, and their strengths. He will also determine whether there are random wandering monsters. Monsters may be living in the passages of the hulk, or they may be there with purposes of their own.

ENCOUNTERS & TIME

In encounters and during combat, time is measured at the most minute scale of any other kind of action. Time commences in units of rounds, which are 10 seconds each. There are 6 rounds to a minute and 60 rounds to a turn.

WARBAND! Play Sequence

Turns progress in the space hulk as characters use turns to move about, look for traps, listen for noises, or search areas. The Game Master will occasionally roll for a random encounter. If the characters stumble onto a monster, either because the Game Master has planned an encounter in the area of the hulk or because a random die roll indicates an encounter, then time shifts to encounter time.

At this point, the Game Master will roll $2d6 \times 10$ to determine the distance in number of feet separating the characters and monster. If the monster encounter is preplanned, the Game Master may already know how far the monster is from the characters. Next, the Game Master rolls 1d6 to see if the characters or the monster is surprised. The characters choose one player, usually the mapper, to roll 1d6 and the Game Master rolls 1d6 to determine whether the characters or the monster has initiative.

Finally, the Game Master will check the monster’s reaction by rolling 2d6. At this stage the characters can decide what actions to take, whether to fight, flee, or try to talk to the monster. The Game Master will decide what action the monster takes, and time will progress in rounds with the side that won initiative acting first. Initiative is rolled again for each side at the start of each round. Usually an encounter is over when one side either dies or flees.

MONSTERS ENCOUNTERED

The monster descriptions list hit dice and Number Appearing. A monster's hit dice coincide with the hulk level the monster is typically found in. Likewise, the listing called Number Appearing for each monster is the number of the monster type that will be encountered at one time

MONSTERS & SURPRISE

Checks for surprise are made whenever characters encounter monsters unexpectedly. For instance, if the characters are making a lot of noise, the monster may not have a chance to be surprised but the characters might be if the monster was waiting quietly.

Whenever there is a need to check for surprise, the Game Master rolls 1d6 for the monsters and/or the characters as a group. A roll of 1 or 2 on 1d6 means the side is surprised and cannot act for one round.

When both sides are surprised, they do not act the first round, but the second round initiative is rolled for each side normally. Likewise, if both sides are not surprised, they each roll initiative immediately. If one side is surprised but the other is not, then the side that is not surprised can attack.

ROLLING INITIATIVE

As described in the **WARBAND! Play Sequence**, at the start of each round each side of an encounter rolls 1d6 to determine initiative. The side with the highest result on 1d6 acts first for that round. Other sides in a conflict will react in order from highest to lowest roll. Initiative is rolled again at the start of each new round. If initiative is a tie, each side rolls again until there is no tie.

Actions that can be taken in a round include attacking, running, casting spells, attempting to communicate, and other possibilities.

MONSTER REACTIONS

Many monsters will always attack when they encounter characters. However, sometimes the Labyrinth Lord will decide that a monster reacts differently, or may roll to determine how a monster (or monsters) reacts to encountering the characters.

MONSTER REACTION TABLE

2d6 Roll	Result
2	Friendly, helpful
3-5	Indifferent, uninterested
6-8	Neutral, uncertain
9-11	Unfriendly, may attack
12	Hostile, attacks

WARBAND!

MOVEMENT IN ENCOUNTERS

In turn-based space hulk movement, the characters move in a number of feet equal to their movement rate. When an encounter occurs, character movement occurs in 10-second rounds. Character movement is divided by 3, and this is the number of feet a character can move in one round. For example, if a character has a movement of 90, he moves 90 feet in turn-based space hulk movement, but 30 feet in round-based movement during encounters. These are maximums, and players can always opt to have their characters move a shorter distance. Characters can also choose to run in round-based movement. In this case, they can move their full movement in 1 round, but can only maintain this speed for 30 rounds, or 1/2 of a turn. This kind of movement is exhausting, and the characters will have to rest for 3 turns afterward. If the characters do not rest, or their rest is interrupted by combat, they suffer -2 to damage and hit rolls until they do rest for 3 uninterrupted turns.

CHASES IN THE SPACE HULK

The characters may decide they are outmatched and flee an encounter, or a monster might flee. One side of an encounter can always successfully flee if their movement is higher than the other side, and if combat has not commenced. Characters may choose whether they chase a fleeing monster, and will only succeed if it is slower than they are. The Game Master will decide if the monsters chase fleeing characters by rolling on the Monster Reaction Table. A roll of 7-12 indicates the monster will pursue.

However, a monster does not continue chasing the characters if they manage to get out of the monster's range of vision. If the monsters enjoy treasure, they have a 50% probability that they will stop pursuit of characters to collect any treasure the characters drop (roll 4-6 on 1d6). Other hungry or less intelligent monsters may do the same if the characters drop food.



COMBAT

In most cases, there will be two opposing sides in a combat sequence. Whether it is monsters against the characters or characters fighting each other, there is one specific sequence to combat, as outlined below.

1. Players declare character movement or actions.
2. Initiative: 1d6 is rolled by each opposing side.
3. The winner of initiative acts first. The Game Master may check morale for monsters.
4. Movements can be made.
5. Ranged attack rolls are made, accounting for DEX adjustments, cover, and range.
6. Spells are cast and applicable saving throws are made.
7. Close Combat occurs; attack and damage rolls are made, accounting for STR and magic adjustments.
8. Other sides act through steps 4-7, in order of initiative
9. When all sides of a conflict have acted and the combat will continue into the next round, the sequence begins again at step 1.

COMBAT MOVEMENT

Players must announce that their characters will move during a melee round, and they must make this announcement prior to the initiative roll. There are two special forms of movement possible in combat, which are governed by the rules mentioned in Movement in Encounters. These movements are available to monsters as well as characters. A character may move his encounter movement and attack the same round, but any further distance takes his entire action for the round. Additional movement types are discussed below.

A fighting retreat allows a character to move backwards at 1/2 normal encounter movement. However, there must be a clear path for this movement.

A full retreat occurs when a character moves backwards at a faster rate than 1/2 of encounter movement. The character making the movement forfeits his attack this round, and his opponent attacks with a +2 to hit. In addition, if the retreating character is carrying a shield, it does not apply to the character's armor class during the retreat.

ATTACKING

When ranged attacks and close combat attacks are attempted, the character or Game Master must roll 1d20. The result is compared to the attack table for either characters or monsters, as appropriate. A result that is equal to or above the attack value that corresponds to the character's level or the monster's hit dice and the opponent's armor class results in a hit. A roll of 20 is always a hit, and 1 is always a miss. Damage is then rolled by weapon type or monster attack, taking into account any bonuses or penalties. See the attack tables later in this section.

WARBAND!

Spells have area effects, and will affect all characters or monsters that are within the area when the spell is cast. However, many spells allow a saving throw that can negate or partially negate effects of spells. See the discussion on saving throws later in this section.

Close Combat attacks are possible when opponents are 5 feet or fewer from each other. Attack and damage rolls from these attacks is affected by STR. Ranged attacks are possible when opponents are greater than 5 feet from one another, and the chance to hit is influenced by DEX. Both of these kinds of attacks can also be affected by magic weapons. Vision and light can also affect combat. Characters suffer -4 to hit if blind or in darkness.

CLOSE COMBAT

Close Combat, or Hand-to-hand combat occurs when opponents are within 5 feet of one another. As the name implies, these attacks are made by hand-held weapons like swords or axes. The ability to hit and damage done is affected by STR adjustments, as well as bonuses for magical weapons.

The Game Master will use discretion in determining how many attackers can strike at one opponent. Usually only two characters may fight side-by-side in a 10 foot wide hallway, unless all of the attackers are small.

DAMAGE & HEALING

When characters successfully attack they do damage with their weapons. This damage will be modified by STR or magical bonuses. Monsters have much more varied damage and means of attack available to them.

Damage dealt is subtracted from the opponent's hit points. For all characters and nearly all monsters, when hit points reach 0 or fewer the individual dies.

All beings recover hit points through rest. For each full day of complete rest, a character or monster will recover 1d3 hp. If the rest is interrupted, the character or monster will not heal that day. Healing also occurs through magic, such as potions or spells. This kind of healing is instantaneous. Magical healing and natural healing can be combined.

RANGED ATTACKS

In order to attack with a ranged weapon, opponents must be more than 5 feet apart. The ability to hit with missile weapons is affected by DEX adjustments, which will provide a bonus to strike if DEX is high or a penalty if DEX is low.

All ranged weapons have ranges, which must be taken into account when trying to strike an opponent at a distance. If an opponent is further away than the long range listed, the missile weapon cannot hit that opponent. Characters may move and make a ranged weapon attack, or move and make a hand-to-hand melee attack in one round.

All ranged attacks are subject to the ordinary combat rules of initiative and surprise. In addition, cover is a factor that can influence ranged attacks. An attacker cannot hit any opponent that is entirely behind a barrier. However, the Game Master may apply attack penalties of between -1 and -4 if the target is only partly under cover. For example, if a character were attempting to strike an opponent through a small window, the Game Master might call for a penalty of -4. If the opponent were only partly covered, such as by small furniture, the penalty might only be -1.



WARBAND!

SAVING THROWS

All characters and monsters can make “saving throws” to avoid the full effects of spells or certain attacks. Characters and monsters will have a number for a saving throw category, and when affected by a type of spell or attack which requires a saving throw, the player or Game Master will roll 1d20. A result that is greater than or equal to the value listed for the saving throw is a success. However, the roll is failed if the result is less than the listed number. Some successful saving throw rolls will completely negate any effect, while others will result in only half damage rather than full damage. There are times when an attack, like a poisonous bite, can do damage from both the bite itself and from poison separately. Poison usually kills if the saving throw is failed. The appropriate saving throw to use and the effects with a success or failure will be indicated in the description of the spell, monster attack, or labyrinth scenario.

BEASTMAN, OGRYN, & SQUAT SAVING THROWS

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Magic Items	Spells
1-2	13	8	10	9	12
3-5	10	6	8	7	10
6-7	7	4	6	5	8
8	4	2	4	3	6

MARAUDER SAVING THROWS

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Magic Items	Spells
0	17	14	16	15	18
1-3	15	12	14	13	16
4-6	13	10	12	11	14
7+	11	8	10	9	12

PSYKER SAVING THROWS

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Magic Items	Spells
1-5	16	13	13	13	14
6-7	14	11	11	11	12
8+	12	9	9	9	10

COMBAT TO HIT TABLE

CHARACTER CLASSES & MONSTER HD				ARMOR CLASS										
	Beastman, Marauder Ogryn, Squat	Psyker	Monster											
Level	Level	Level	HD	0	1	2	3	4	5	6	7	8	9	
1	1-2	1-3	1 to 1+	20	19	18	17	16	15	14	13	12	11	
2	3-4	4-6	2	19	18	17	16	15	14	13	12	11	10	
3	5-6	7-8	2+ to 3	18	17	16	15	14	13	12	11	10	9	
4	7-8		3+ to 4	17	16	15	14	13	12	11	10	9	8	
6			4+ to 5	16	15	14	13	12	11	10	9	8	7	
7			5+ to 6	15	14	13	12	11	10	9	8	7	6	
8			6+ to 7	14	13	12	11	10	9	8	7	6	5	
			7+ to 8	13	12	11	10	9	8	7	6	5	4	
			8+ to 9	12	11	10	9	8	7	6	5	4	3	
			9+ to 10	11	10	9	8	7	6	5	4	3	2	
			10+	10	9	8	7	6	5	4	3	2	1	

OPTIONAL COMBAT RULES

OVERKILL

If your Game Master is using this rule, your character is not dead at 0 (or less) hit points. Instead, whenever your character takes damage that would reduce his hit points to 0 or less, take the remaining damage and add it to a roll of 1d10. This number is the result you use from the Overkill table below. You use this table any time you are in negative hit points – so you can receive multiple rolls on the Overkill table (if they don’t kill you outright).

CRITICAL HITS & FUMBLES

If your Game Master is using this rule it applies to both characters and monsters. Anytime you roll a natural 1 or 20 (without using modifiers) you have fumbled your attack (natural 1) or hit your opponent for a “critical” hit (natural 20).



OVERKILL TABLE

d10+overkill Result	
1	Blood for the Blood God! You are sent into a mouth-frothing fury at the sight of your own life-blood being spilt. Fight at +2 to hit but you must charge into melee if possible.
2	Unconscious no action until healed above 0 hp.
3	Strike to your shoulder, you are knocked backwards and must make a DEX roll (under 3d6) to keep your feet. If knocked down, must spend next turn gaining feet.
4	Strike to abdomen, you lose your breath and are stunned 1 round. Fight at -2 for remainder of fight.
5	Strike to your leg (d6 to determine leg), you are sent sprawling to the ground. Stunned for 1 round, fight at -3.
6	Strike to your arm, arm is broken and you drop your weapon (d6 to determine arm). You fight at -4.
7	Crippling strike to your hip, you are stunned for 3 rounds and fight at -5.
8	Your hand is removed from your arm (d6 to determine arm). You fight at -5 until healed, then -2 until you can find a replacement.
9	Your arm is removed from your shoulder (d6 to determine arm). You fight at -6 until healed, then -4 until you can find a replacement.
10	Dead. Not what you expected as you are sent to an eternal paradise, wherer you live in peace and harmony. The Lords of Chaos have lied to you!
11	Dead on this plane. You awake to find yourself in another plane, with your memories intact. Your body winks out of existence on this plane and you cannot be raised from the dead. You must find a way back!
12	A terrible strike to your carotid artery, sends a pool of blood gushing onto the floor. The area is now slippery and all must make a DEX roll (under 4d6) to maneuver for the remainder of the combat or fall prone.
12	Dead in a bloody gore-fest. Most spectacular as you are ripped asunder!
14+	Your head is separated from your body, blood sprays onto your nearest allies (if 0 level they must make a morale check to keep fighting).



FUMBLE RESULT TABLE

2d10	Fumble Result
2-5	You are stunned at your own ineptitude. Can only defend next round. What was that. You are sure someone is sneaking up on you. No attack next round as you look.
6-9	
10-12	You drop your weapon, takes 1 round to recover or draw a new one You lose your grip and weapon flies down the hall, d20 feet away. Hope you have a back up.
13-14	
15-16	Your weapon slips and you hit yourself for normal damage. Your attack misses badly, and you are maimed in the process. Normal damage
17-19	+1.
20	Your attack misses wildly, hits random ally for maximum damage.

CRITICAL HIT TABLE

2d10	Critical Result
2-5	Maximum Damage
6-9	Damage rolled x2
10-12	Maximum damage + foe stunned 1 round
13-14	Damage rolled x2 + foe stunned 1 round
15-16	Damage rolled x3
17-19	Foe is knocked unconscious for duration of combat
20	Foe is killed by terrific strike + 1 to your to-hit roll

WARBAND!

MONSTERS

In **WARBAND!**, the term “monster” can generally refer to any being other than the player characters. Monsters are listed in this section in an encyclopedic format. Each monster has certain characteristics, which are defined below. Though each monster listing can be considered to represent the “average” specimen of a particular creature, the Game Master can alter the abilities and power level of any creature to fit the situation. It is assumed that all monsters, except NPC humans, have infravision of 60'. The following terms are used to define the characteristics of monsters.

Number Appearing (#Ap): This variable number represents the typical number of this type of monster that will appear together at one time if encountered on a hulk level equal to the hit dice of the monster. For example, if a 4 HD creature has a Number Appearing listing of 1d8, then when this creature is encountered on the 4th level of a hulk, 1d8 of the creatures will be encountered. The Game Master should alter the Number Encountered if the monster is encountered on a different hulk level. In general, the number should be reduced if the creature is encountered on a higher level, and increased if encountered on a lower level. These adjustments account for characters of higher level exploring deeper levels, and lower level characters exploring higher (less depth) hulk levels.

Movement (Mv): There are two listings under this category. The first represents a number in feet per turn that a creature may move. The second value provided in parentheses represents the monster's encounter movement, which are in feet per round. If two different rates are given, the additional movement will relate to movement of a different kind, which will be appropriate to the creature. A couple of possibilities include flying or swimming.

Armor Class (AC): In game terms, the AC of a monster means the same thing as a character's AC. For monsters, this value reflects not only the creature's general agility but also its natural armor, from tough hide or a magical adjustment.

Hit Dice (HD): This value is roughly equivalent to character level, but for monsters it always represents a number of hit points determined by this number of d8s. For example, a 2 HD monster will have 2d8 hit points. Sometimes a value is given as a “+” or “-”, in which case this number is added or subtracted from the hit points rolled. A monster will have a minimum of 1 hp. Hit dice further reflect the attack ability of monsters. The hit dice number will be located on the Monster Attack table, and the number needed to hit different armor classes will be used for an encounter. Further, the number of hit dice a monster has is related to how many experience points the characters receive when the monster is killed.

Hit dice also are used to determine which space hulk level the monster will be found on. A 2 HD monster will most typically be found on the second hulk level. As noted above, when monsters are found on a different level their Number Appearing should be adjusted accordingly.

Attacks (#A): This listing describes how many attacks are available to a monster, per round, and the nature of the attacks. These will be listed in the same order as the appropriate damage in the damage listing.

Save: Like characters, monsters have saving throws. Monsters have saving throws that are the equivalent of a particular class and class level. Usually, this is the Marauder class, but it can be any class. Monsters that are unintelligent often save as a Marauder of a level equal to one-half of the monster's hit dice number, rounded up.

Experience Points (XP): This abbreviation stands for experience points. It is the precalculated total for the monster, taking into account its HD and any special abilities. Note that if a monster has variable HD, this total reflects a monster with the lowest HD possible, and XP will need to be recalculated for more powerful monsters.

Acid

Some monsters employ acid. When acid successfully hits, it does damage because it has made contact with flesh. Once contact is made, acid does not need to make a new successful roll to hit in another round (unless otherwise noted). Most acid can be removed by rinsing it off with water or other non-flammable liquids (beer, wine). The acid breath attack employed by black dragons performs differently in that the acid does not remain active round to round, and damage is only suffered per attack. If armor is destroyed by acid, the character's AC should be adjusted to reflect having no armor.

Charge

In order to make a charge, a monster must have clear path and be able to run toward an opponent for 60 feet. The extra momentum of such an attack inflicts double the normal damage. Likewise, if a braced attack is prepared against a charging monster, such as a spear braced in the ground, a successful hit will deal double damage to a charging monster.

Charm

Some monsters are able to charm characters in a similar way as the spell charm person. The character receives a saving throw versus spells. However, when a monster charms a character, he is also confused and unable to use spells or magic items that require either commands or concentration. Like the effects of the spell, characters charmed by monsters will obey instructions so long as they are not directly harmful to the character. If the monster and charmed character cannot communicate due to a language barrier or some other situation, the charmed character will act in the interest of the monster, to protect it. Some charm effects have a duration, but if the monster is killed the effects will disappear.

Continuing Damage

Some monsters have attacks that, once successful, continue to deal damage on subsequent rounds without requiring further rolls to hit. Examples include the constrictive attack of a giant snake, or if a character is swallowed by a giant monster.

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Dive

Some monsters capable of flight can attack by swooping in to do a dive attack. Opponents must be in open terrain for this attack to be effective. Like a charge, this attack deals double damage. If the roll to hit is 18 or greater and the flying monster is of sufficient size, it grasps on to the opponent and attempts to carry him away.

Energy Drain

Some monsters, especially undead, have an energy drain attack. No saving throw is permitted. This attack leaches experience levels from characters (or hit dice if used against other monsters). Note that if a character is drained of a level, all abilities, including hit points, saving throws, etc., are affected as appropriate for the character of the new class level.

Paralysis

The paralysis attack of most monsters lasts 2d4 turns, and a saving throw versus paralysis is allowed. When a character is paralyzed, he collapses and is incapable of any movement whatsoever, including speaking or casting spells. Characters remain conscious and aware of their surroundings. The spell cure light wounds can negate the paralysis, but no hit points are healed when the spell is used in this way. Paralyzed characters are very vulnerable to attack, and no roll to hit them is required.

Poison

One of the most dreaded attacks of some monsters is poison. A character exposed to the poison of a monster, unless otherwise noted, must succeed in a saving throw versus poison or be instantly killed. The 4th level spell neutralize poison can be used to counter this effect.

Swallow Attack

Some monsters are capable of swallowing a character whole, and will ordinarily do so in an attack if a "20" is rolled to hit. Characters who are swallowed will suffer damage every round until they die, or until the monster is killed. If a character who has been swallowed has a sharp weapon, he may attack the monster from inside its belly with a to hit penalty of -4. Should a swallowed character die and remain in a monster's belly for 6 turns, he has been irrecoverably digested.

Trample

When a monster tramples, it stomps or throws its weight against an opponent to deal damage due to its immense bulk. This attack adds +4 to hit if the opponent is human-sized or smaller. Any monster capable of this attack will do so 3/4 of the time (1-3 on a d4), and the remaining times will employ any other forms of attack available to it. Large numbers (20 or greater) of normal sized animals may also attempt a trample attack, such as a herd of cattle. These kinds of trample attacks deal 1d20 hit points of damage.

MONSTERS LISTED BY SECTIONS

The monsters are divided into different sections based on their origin in the Galaxy of Man. The sections are as listed in the below table, and the languages spoken by each section.

MONSTERS BY REGION

Region	Home Planet / Capital
Miscellaneous Monsters	varies
The Deep Space Ones	Klaatu
The Eld	Floating Barge Ships
The Galaxy of Apes	Alt Earth
The Insectoids	BzzKzzTzz
The Orks	Ere'wigo
The Robotniks	Mother Factory
The Royal Cult of Terra	Earth
The Saurians	Planet X
The Servants of Chaos	Warp Space

WARBAND!

MISCELLANEOUS MONSTERS

ACIDIC AMOEBA

#Ap	1
Mv	60 (30)
HD	3
AC	8
#A	1 (2d8 damage)
Save	Marauder 2
XP	80

Acidic Amoebas can grow to a diameter of up to 10 feet, and a thickness of about 6 inches. It resembles a damp bulkhead so closely that it can be mistaken for that easily. These creatures strike like a snake, slamming opponents with its body. A successful strike to an unarmored being deals 2d8 hit points of damage from the acidic slime that covers it. If an opponent is armored, it is destroyed 3 turns after a successful hit from the ooze, as the acid eats through it viciously. In either case, the ooze clings to an opponent and once armor is no longer a barrier the resilient acid continues to deal 2d8 hit points of damage every round until it can be neutralized. Amoebas are immune to the effects of fire-based and cold-based attacks. They take normal damage from lightning and weapons.

BABBLERS

#Ap	2d10+10
Mv	120 (40)
HD	1
AC	9
#A	1 (weapon)
Save	Marauder 1
XP	10

Pale, naked humanoids with long ape-like arms, Babblers always travel in packs. They are armed with primitive close combat weapons. They chatter and babble in their guttural language constantly and can be heard long before they are spotted. Some think they are humans that have been trapped in the warp for centuries.

CARRION CREEPER

#Ap	1d6
Mv	120 (40)
HD	3+1
AC	6
#A	8
Save	Marauder 3
Spcl	+2 to saves, Paralyze
XP	80

Carrion creepers look like a cross between a giant centipede and a cephalopod. They are aggressive scavengers. Their maw is covered in 8 two foot long tentacles that exude a paralyzing agent. The sting deals 1d3 damage and those hit must save vs. paralyze or be immobilized for 1d4 turns. Carrion creepers are very hardy and receive a +2 to all saving throws.

GHOUL

#Ap	2d6
Mv	90 (30)
HD	2
AC	7
#A	2 (1d6 claws)
Save	Beastman 2
XP	15

Ghouls are undead humans, they feed on the dead. They are unaffected by confusion, charm, or sleep spells.

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GREY WORMS

#Ap	1d3
Mv	60 (20)
HD	6
AC	6
#A	1 (bite 1d8)
Save	Marauder 3
Spcl	Swallow
XP	570

These are giant (30') long grey worms that attack with wide tooth-rimmed mouths. They are able to swallow prey whole (swallow attack) on an attack roll of 10 or 20. Any opponent who is swallowed whole suffers 1d8 points of damage every round, and this continues until either the grey worm is killed or until the victim dies. Attacks from inside the worm are difficult and suffer a -4 to hit.

HULK HORROR

#Ap	1d3+1
Mv	90 (30)
AC	4
HD	5
#A	2 (1d8 claws)
Save	Ogryn 5
XP	125

Large, powerful bipeds, Hulk Horrors have vulture like heads on giant bear-like bodies. They communicate by clacking their claws together.



HULK SPIDER

#Ap	1d4
Mv	120 (40)
HD	2
AC	6
#A	1 (bite 1d8)
Save	Marauder 1
Spcl	Poison
XP	35

Hulk spiders are giant (5' long) spiders with a hard exoskeleton. They are excellent climbers and love to cling to passageway ceilings and drop onto prey. Their bite contains a moderate poison (save vs. poison or fight at -4 for 24 hours).

ILLITHIANS

#Ap	1d6
Mv	120 (40)
HD	4
AC	5
#A	2
Save	Psyker 4
Spcl	Spell caster as Psyker 4
XP	150

These are tall, lithe humanoids with bulbous heads that have tentacle like appendages covering their mouths. Their flesh is rubbery and has a purplish tint. They are powerful Psykers and like to feed on the brains of their enemies. They are typically armed with long lance-like shafts that function as a las-gun (30 shots per energy cell).

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RATLINGS

#Ap	1d8+2
Mv	120 (40)
HD	3
AC	6 (Flak)
#A	1 (weapon)
Save	Beastman 2
XP	90

Ratlings are small (4' tall) rat-men, they are the scourge of space hulks. Able to live on refuse and making their nests in hidden air vents and duct work. They are fast and attack from surprise whenever able. If they are outgunned or losing, they will flee as quickly as possible. They are typically armed with las-pistols and primitive hand weapons.

DEEP SPACE ONES

These pale, fish-eyed, bulbous headed humanoids originated from a water world deep in the heart of the galaxy. They have large over-sized hands that are webbed, as well as webbed feet.

They live in cities deep under their briney oceans of Klaatuu, and breathe water through their gill slits in their neck. Their carapace armor is filled with salt water and a filter so they can breath. They worship old alien gods unknown to man.

DEEP SPACE ONE SOLDIER

#Ap	1d6+4
Mv	90 (30)
HD	2
AC	4 (Carapace)
#A	1 (weapon)
Save	Psyker 2
XP	45

The soldiers of the Deep Space Ones race, are the backbone of their space-borne navy. Their carapace armor is fully sealed environmental armor, and they will die if their armor is removed without a source of salt water nearby for breathing. They are typically armed with las-guns and barbed combat knives.

DEEP SPACE ONE PSYKER

#Ap	1d3
Mv	90 (30)
HD	4
AC	4 (Carapace)
#A	1 (weapon)
Save	Psyker 4
Spcl	Spells as Psyker 4
XP	45

The Deep Space One Psykers are the masters of their Naval Forces, they are the commanders and navigators of their military. If encountered, they will always be accompanied by 5 to 10 soldiers.

The Psyker is armed with a las-trident, which is a trident that can fire a blast of las-beams from three points all at one target for triple las-gun damage.

THE ELD

Eld are the elder race of the galaxy, and travel in great golden barges, always travelling from one end of the galaxy to the other. Never settling down. They have great knowledge of the Warp and can work great magics. They are slim humanoids with elongated skulls and pointed ears. They are aloof and no one can determine their true motives.

ELD BANSHEE

#Ap	1d4+2
Mv	120 (40)
HD	3
AC	2 (Powered)
#A	2 (weapon)
Save	Psyker 3
XP	50

Eld Banshee are close combat specialists, they are armed with shuriken pistols and wicked Eld combat scimitars (d8+1 damage).

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ELD HARLEQUIN

#Ap	1d3+2
Mv	120 (40)
HD	6
AC	2 (Powered)
#A	2
Save	Psyker 6
XP	570

Eld Harlequins are a mixed troupe of Eld that are frightening to behold, their armor is colorful and patterned to distract the eye. They will be made up of a random assortment from the following:

d6	Result
1-4	Harlequin Trooper (shuriken pistol, combat scimitar d8+1)
5	Wizard (power sword, and spells as 6th level Psyker)
6	Death Jester (shuriken cannon)

ELD PRIMARCH

#Ap	1
Mv	90 (30)
HD	8
AC	2 (Powered)
#A	2 (weapon)
Save	Psyker 8
Spcl	Spells as Psyker 8
XP	1050

Primarchs are leaders of Eld hosts, and are armed with power swords and shuriken pistols (2 clips of ammo). They are powerful spell casters.

ELD SCOUT

#Ap	1d6+2
Mv	120 (40)
HD	2
AC	4 (Carapace)
#A	1 (weapon)
Save	Psyker 2
XP	25

Eld Scouts are the stealthy warriors that are pathfinders for larger Eld forces. They are armed with las guns and a combat knife.

ELD TROOPER

#Ap	1d8+2
Mv	90 (30)
HD	2
AC	4 (Carapace)
#A	1 (weapon)
Save	Psyker 2
XP	25

Eld troopers are the backbone of Eld forces, they are armed with shuriken catapults (2 clips of ammo) or a las rifle (2 clips of ammo), and a combat knife.

ELD WAR WALKER

#Ap	1
Mv	60 (20)
HD	5
AC	0
#A	3 (weapon)
Save	Psyker 6
XP	250

Eld War Walkers are powered armour giants (7' tall) with a chain sword fist on each hand, the left forearm has a built in heavy flamer as well. These are close combat monsters!

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THE GALAXY OF THE APES

These ape-men originated from an alternate universe but were somehow transported into the galaxy of man and some of their ships are trapped in the warp. They rose from a planet destroyed by men, and evolved to become its master and from there spread into the stars.

Their ships and weapons are crude copies of what man has created, but are well fitted for ape hands.

APE PSYKER

#Ap	1
Mv	120 (40)
HD	3
AC	8 (hide)
#A	1 (weapon)
Save	Psyker 3
Spcl	Spells as Psyker 3
XP	45

Psyker Apes are orangutang like apes with large skulls and big brains. They cast spells as a 3rd level Psyker and are the spiritual advisors to the ape soldiers. They carry large heavy energy maces (1d8+2 damage, a cell carries enough charge for 10 hits) and 1 spare energy cell.

APE SOLDIERS

#Ap	1d6+1
Mv	120 (40)
HD	3
AC	6 (Flak)
#A	2 (weapons or fists 1d8)
Save	Beastman 3
XP	35

Large powerful gorilla-type guerillas, they wear flak armor and helmets. They are armed with ape-made las-guns and carry 2 energy clips along with elaborately carved combat knives (+1 to damage). They are often (3 in 6 chance) accompanied by a Psyker Ape.

THE INSECTOIDS

These are bipedal insect-like humanoids. They resemble a cross between a cockroach and a prawn, and are usually called “Prawns” as a slang term. They are filthy creatures and can live on refuse much like a cockroach. They use a variety of weapons, and some even operate argonaut like exo-armor.

Their technology will not work for other species.

INSECTOIDS

#Ap	1d8+2
Mv	90 (30)
HD	1
AC	4
#A	1 (weapon)
Save	Marauder 1
XP	35

The typical member of the insectoid race, they are not armored other than their normal exo-skeleton. They are armed with a variety of weapons similar to las-guns, melta-guns, and shuriken catapults.

Their race produces no Psykers.

INSECTOID EXO-MEK

#Ap	1
Mv	90 (30)
HD	3
AC	0
#A	2 (weapon)
Save	Marauder 1
XP	65

This is the argonaut like exo-armor that a few of the insectoids learn to pilot. It has the weaponry equivalent of a heavy-bolter and flamer.

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THE ORKS

Giant green savages, with almost animal intelligence. They wander the galaxy devouring all they encounter and waging war as is their way. They would make excellent allies, if only they could be controlled. It takes a strong hand to rule these brutes.

GOBS

#Ap	1d10+2
Mv	120 (40)
HD	1-1
AC	8
#A	1 (weapon)
Save	Marauder 1
XP	5

Gobs are the slaves and lesser servants to their Ork cousins. They perform the menial labor and the “grunt” work for their bigger, badder, overlords. They are typically armed with only primitive hand weapons, and their favored tactic is to swarm over their enemies in great numbers.

ORKS

#Ap	1d8+4
Mv	120 (40)
HD	3
AC	6 (Flak)
#A	1 (weapon or 1d8 fist)
Save	Squat 3
XP	50

The typical member of the Ork race, tribal, and hyper-aggressive, more likely to shoot first. Most are armed with bolt guns and large improvised melee weapons. Some (5% chance) may have 1 ork armed with a heavy flamer or heavy bolter.

ORK NOBZ

#Ap	1 d3
Mv	90 (30)
HD	5
AC	2 (Power)
#A	2 (weapon or d8 fist)
Save	Squat 5
XP	200

Large and aggressive orks, usually leaders of a WAAARGH! Pack. They are armed with bolt guns (2 clips of ammo) and a chain axe.

THE ROBOTNIKS

A race of sentient robots from the future-past. Created by their great Mother Factory, they spread across the galaxy bringing death to man wherever they find him. They employ many kinds of weapons, but they favor poisonous gases to destroy the human race.

ROBO CLEANING CREW

#Ap	d4
Mv	60 (20)
HD	1/2 (1-4 hp)
AC	9
#A	1 (d6)
Save	N/A
XP	5

These service bots wander halls and corridors performing maintenance and removing debris. They will ignore other living creatures and move aside to allow living creatures to pass.

WARBAND!

ROBO-DWARF

#Ap	d3+2
Mv	90 (30)
HD	5
AC	2 (Power)
#A	2 (weapon)
Save	N/A
XP	250

These are cybernetic dwarf-like humanoids with rubbery skin, and oily-flaxen black hair. They were created in the hopes to one day destroy all of human kind. They worship the Mother Factory, and try to infiltrate the ranks of man so that they may one day betray them to their doom. They use a variety of weapons but their favorite weapon is a black tube like rod that emits a deadly poison gas (save or die). One in 10 will carry one of these rods.

ROBO SENTRY-BOT

#Ap	d4+2
Mv	120 (40)
HD	2
AC	4
#A	1 (weapon)
Save	N/A
XP	20

These bots patrol their last given coordinates and stop any intruders in their area without the correct passcode/clearance. They will try to detain if possible (using stun guns), otherwise if attacked they will respond with force (las gun).

ROBO WARTRAK

#Ap	1
Mv	60 (20)
HD	6
AC	2
#A	2 (weapon)
Save	N/A
XP	200

Tracked war-bots are mindless killing machines that haunt the ruins and corridors of forgotten cities and space hulks. They cannot be reasoned with and will kill any living creature in their path. They are armed with twin link las-cannons.

THE ROYAL CULT OF THE SUN KING

The Royal Cult of the Golden Sun King is based on Earth (Terra). The King claims ownership of the galaxy in the name of "MAN". They hold sway over most of human-space and seek to bend all to their will. All systems that fall under their protection are indoctrinated into the Royal Cult.

ROYAL CULT ARGONAUT

#Ap	1
Mv	60 (20)
HD	8
AC	0
#A	4 (weapons)
Save	Marauder 8
XP	500

These large armored giants contain the spirit of a fallen marine trapped inside his armored tomb. They serve the Sun King of Terra in life and death. Armed with a power fist on one arm, and a heavy bolter on the other arm, they are fearsome to behold.

WARBAND!

ROYAL CULT BEASTMAN

#Ap	1d6+1
Mv	120 (40)
HD	1
AC	6 (Flak)
#A	1 (weapon)
Save	Beastman 1
XP	15

These bestial humanoids are used as scouts and front line troops by the Royal Cult of Terra. They are armed with combat knives and las-guns (with 2 energy clips).

ROYAL CULTIST

#Ap	1d10+5
Mv	120 (40)
HD	1+1
AC	6 (Flak)
#A	1 (weapon)
Save	Marauder 1
XP	15

A Royal Cultist is armed with a las gun and a combat blade. These are fanatical followers of the Sun King's Cult and the Golden Throne of Terra. They view all mutations as spawns of the Warp that must be destroyed at all costs.

ROYAL CULT MARINE

#Ap	1d6+4
Mv	90 (30)
HD	4
AC	2 (Power)
#A	1 (weapon)
Save	Marauder 4
XP	80

These are bio-engineered humans that are used as shock troops by the Royal Navy. Each is armed with a bolt gun (3 clips of ammo) and a chain sword. One in ten will be armed with a bolt pistol and power fist.

ROYAL CULT PRIEST

#Ap	1
Mv	120 (40)
HD	2
AC	6 (Flak)
#A	1 (weapon)
Save	Psyker 2
Spcl	Knows 2 first level spells
XP	30

These are the priests and psykers of the Royal Cult. They teach their followers of the Royal Sun King o the Golden Throne and use their psychic power to tap into the warp to work their magic spells. They are typically armed with las pistols.

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ROYAL CULT OGRYN

#Ap	1d3
Mv	180 (60)
HD	3
AC	6 (Flak)
#A	1 (weapon)
Save	Ogryn 1
XP	45

These large humanoids are fierce in close combat, though not very intelligent. They are very loyal to their chosen leader and are used as close combat troops by the Royal Cult of Terra. They are typically armed with chain axes and auto-guns with 2 clips of ammo.

ROYAL CULT SQUAT

#Ap	1d4+3
Mv	90 (30)
HD	1+2
AC	4 (Carapace) or 2 (Power)
#A	1 (weapon)
Save	Squat 1
XP	20

These are stout humanoids that are accepted as part of the Royal Kingdom of Terra. They hail from worlds with strong gravity and are excellent miners. They are usually armed with bolt pistols and chain swords.

THE SAURIANS FROM PLANET X

The Saurians are hive minded reptoids linked directly via telepathic means to each other and their Queen. Originating from an unknown area of the galaxy and a planet termed by most as Planet "X", these foul creatures are a plague to all races. They swarm planets and lay waste to all they encounter.

MONITOR

#Ap	1
Mv	120 (40)
HD	6
AC	4
#A	1
Save	Psyker 6
Spcl:	Spells Psyker 6
XP	575

These creatures appear as a hulking raptor, with a large bulbous head. They have enormous brains (for Saurians) and are excellent Psykers. They always travel with a pack of Raptors for protection.

QUEEN

#Ap	1
Mv	N/A
HD	10
AC	2
#A	6 (claws d10 each)
Save	Psyker 8
Spcl:	Spells Psyker 8
XP	2000

This hulking Queen of the Saurians cannot move from her lair as she is tethered to an egg sack from which she produces more of the vile race. She is a powerful psyker and can attack using her 6 scythe-like arms. Her lair is always guarded by 2d20+10 Raptors.

WARBAND!

RAPTOR

#Ap	1d4+1
Mv	120 (40)
HD	4
AC	4
#A	1 (weapon or d10 claws)
Save	Marauder 4
XP	80

These are short, bulky reptoids, standing just under 5 feet tall. They have terrible claws that can rend most armors. They also have crude biological bone-like weapons that fire shards (treat as shuriken catapult), these weapons only function in the hands of a Saurian.

TYRANTS

#Ap	1d2
Mv	90 (30)
HD	6
AC	2
#A	4 (claws d10 each)
Save	Marauder 6
XP	350

These are giant Saurians, hulking beasts over 7 feet tall. They are bipeds but have four long scythe-like arms that they use in close combat.

SERVANTS OF CHAOS

In addition to rival warbands that players may encounter during trips to the space hulk, there are far more dangerous creatures of Chaos out there in the void. Too dangerous to control by a Chaos Lord, and no desire of their own to form a warband, great caution should be taken if one encounters any of the following.

DEMON OF ANAT

#Ap	1
Mv	240 (80)
HD	88 hit points
AC	0
#A	8 (razor sharp claws d6+6 each)
Save	Marauder 8
Spcl:	See description
XP	8888

This massive goat headed-she beast, with exposed breasts, is covered in a red scaly hide. She has the following rewards: Multiple Arms (4), Blood Rage, Magic Resistance, Manic Fighter, Strong, and Razor Sharp Claws.

DEMON OF DAGON

#Ap	1
Mv	240 (80)
HD	88 hit points
AC	2
#A	4 (2 claws d10, 2 tentacles d8)
Save	Psyker 8
Spcl:	See description
XP	8888

This demon appears as a 8' tall, slimy looking creature from some black, brackish lagoon. With large webbed hands and feet that end in terrible black iron-hard nails. A third terrible eye peers from its' forehead, and a pair of green tentacles extend from its side.. It has the following gifts: Additional Eye, Gills, Long Neck, Poisonous Bite, Scaly Skin, and Tentacles.

WARBAND!

DEMON OF MOLOCH

#Ap	1
Mv	240 (80)
HD	88 hit points
AC	2
#A	6 (claws d10)
Save	Marauder 8
Spcl:	See description
XP	8888

This demon appears as a flaming 10' tall beast with long flame-licked horns and flaming skull. It rushes in as a bull and fights in fiery hand to hand combat. It has the following gifts of Moloch: Breathes Fire, Burning Body, Cloven Hooves, Flaming Skull Face, Hideous Appearance, and Horns.

DEMON OF MOT

#Ap	1
Mv	240 (80)
HD	88 hit points
AC	2
#A	4 (fists d8)
Save	Psyker 8
Spcl:	See description
XP	8888

This massive, bloated, beast stands over 10 feet tall. Its belly is huge and distended, the skin is putrid and torn revealing the entrails. The Demon of Mot has the following rewards: Cloud of Flies, Horrible Stench, Plague Bearer, Rotting Flesh, and Vampire.

SON OF ANAT

#Ap	1
Mv	120 (40)
HD	12
AC	0
#A	4 (weapon)
Save	Marauder 8
Spcl:	See description
XP	6000

Unwavering servants to Anat, mindless machines of war. They roam the labyrinth like halls of the space hulks looking for battle to test their skill. They are encased in terminator armor and carry a master crafted bolt pistol (+1 to hit) and a master crafted chain-sword (+1 to hit / +2 damage). They are have the following gifts of Anat: Blood Rage; Magic Resistance, Manic Fighter, and Strong. There is a 25% chance per day that they can Gate in a Demon of Anat (see Demon of Anat Description).

SON OF DAGON

#Ap	1
Mv	120 (40)
HD	8
AC	2
#A	4 (weapon)
Save	Psyker 8
Spcl:	See description
XP	2500

Master Sorcerers, these wicked servants of Dagon seek out victims to experiment on with their magics. They wear power armor and carry wicked power swords that are barbed (+2 damage). They have the following gifts: Additional Eye, Gills, Scaly Skin, and Tentacles. In addition they cast spells as an 8th level Psyker and are able once per day to Gate in a Demon of Dagon (see Demon of Dagon description).

WARBAND!

SON OF MOLOCH

#Ap	1
Mv	120 (40)
HD	8
AC	2
#A	2 (weapon)
Save	Marauder 8
Spcl:	See description
XP	2000

Mindless creatures that seek to destroy all life they encounter, they have given themselves over entirely to Moloch. They wear powered armor and carry chain axes and bolt pistols. A Son of Moloch has the following gifts: Breathes Fire, Burning Body, and Flaming Skull Face. Once per day they can cast Wall of Fire (as spell), Fireball (as spell), and Gate in a Demon of Moloch (see Demon of Moloch description).

SON OF MOT

#Ap	1
Mv	120 (40)
HD	10
AC	2
#A	2
Save	Marauder 8
Spcl:	See description
XP	3000

These are unstable servants to Mot. They have become unhinged by their exposure to the warp. They wander the halls of silent space hulks looking for souls to deliver unto their god of death. They wear ancient power armour, and carry power swords. Sons of Mot have the following gifts: Horrible Stench, Plague Bearer, Rotting Flesh, and Vampire. They are able (once per day) to use the following abilities: Dispel Magic (as spell), Gate in a Demon of Mot (see Demon Mot description), Darkness 30' radius, and Wall of Ice.

WARBAND!

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