



## ● PLOT GENERATOR

The charts below have been designed to help the GM invent plots for games and campaigns. These are only starting points of course and it is up to the GM to let his imagination take over, filling in gaps and inventing extra detail to complete the story. Two or more plotlines can be merged together, the number of possible combinations is thus very large indeed.

Forces have only been referred to in general terms, as it would be pointless to try and cover every permutation of alien type and force size. The GM must adapt the plot specifically to utilise the models available to players. The points system can be used as a basis for providing fair sides, although any special plot related objectives or problems should be born in mind.

### Chart 0 Player Motives

A roll on this chart will give a broad motive which acts as the starting point of the plot.

- 01-10 Reprisal
- 11-20 Investigate new world
- 21-30 Investigate oddity on imperial planet
- 31-40 Quell a rebellion on imperial planet
- 41-50 Support a rebellion on imperial planet
- 51-60 Raid and destroy an important target
- 61-70 Raid and kill an important person/people
- 71-80 Raid and capture/rescue an important person or item
- 81-90 Capture and hold an installation or site
- 91-00 Oddballs and special operations

### Chart 1 Reprisal

Aliens, pirates or somebody who is definitely out to get you has succeeded. Redress the balance by an act of petty revenge!

- 01-10** The governor of a farming world has lost most of his crop/herds to a raiding party from a rival imperial world. The authorities on Earth are not interested in local squabbles or excuses and will replace the governor unless his quotas are met. A counter raid must be mounted to recover the stolen stock.
- 11-20** Relations between the human and alien farmers of the newly settled planet have never been good. The Imperium has promised to send forces to deal with the problem but so far nothing has happened. This morning the humans awoke to find 'Hairless apes eat Grox dung' sprayed across the compound wall. It just so happens the aliens have just erected a statue to their founding member – if the settlers could capture this it would really put the aliens' backs up!
- 21-30** The governor's daughter has been held-up, robbed and maliciously assaulted by a gang of outlaws on a recent trip to visit her mother on the other side of the slime-jungle. The outlaw band are known to be collaborating with some of the local villagers. As the outlaws spend all their time in the inaccessible slime-jungle they are difficult to root out, but the villagers who cultivate the jungle clearings are vul-

nerable. A small force of household troops has been sent to raze the village and take prisoners – with the villagers as hostages the outlaws may be compelled to surrender. If the outlaws dare to put in an appearance the household troops should have no difficulty in defeating them – should they?

- 31-40** The imperial governor of a stone-age feral world has just witnessed the completion of a mighty tubeway connecting the capital to an important military station. The local primitives are aghast at the desecration of their sacred 'stomping grounds' (no-one thought to ask them). They are resolved to slay the great white worm that has appeared on their soil using whatever means they can muster.
- 41-50** The scattered homesteaders of a newly settled farming world are not getting on too well. There is only one bar and it is the scene of constant brawling as the Joneses argue with the Smiths over whose turn it is to use the autoplough, and the Brangwens bicker with the Jamesons over who makes the best Yam Scotch. The surplus of Yam Scotch is not helping matters. The Brangwens, hoping to finish their competitors, have recently wrecked the Jamesons' stills. The Jamesons are out for revenge, and have hatched a cunning plot to poison the algae in the Brangwens sewerage plant. A midnight raid should be easy, although how the Brangwens' neighbours the Joneses will react to the resultant stench is anybody's guess!
- 51-60** The world is new and unexplored – the small team of scientists have so far uncovered nothing of any interest. You, Lucan Dork – technical assistant third class – could run things better on your own. The others hate you, that's why they locked you in the steel room and put you in a straight-jacket – but they didn't know you had programmed all the unit's robots to obey only you. It was foolish of them to leave the base unguarded, and you have easily taken control. When the others try to get back inside they are in for a shock!
- 61-70** An alien attack has just destroyed the capital's hydroponic gardens, condemning its inhabitants to eating reconstituted jungle-slime for yet another year. The planet is inhospitable and the settlers are not doing too well, alien attacks such as this are not helping. A small force has been assembled to mount an attack on the alien controlled moon/local world or city. Their main settlement is heavily defended, but its fresh water comes from holding tanks in the mountains to the north. The tanks are only lightly guarded and a sudden attack would leave the city without water for several weeks.
- 71-80** On a medieval world a local King has just refused a cranky old wizard (psyker) his daughter's hand in marriage (he's got to be four times her age and ought to have been burnt at the stake years ago). The wizard is put out, and plans to invade the castle and kidnap the girl.

- 81-90** Abdul Goldberg stole your ship off you – the poker game was rigged and you're sure he put something in your drink. Your crew are unhappy – having been turfed from their ship together with their possessions. The ship and its new crew leaves tonight – unless you can steal it back!
- 91-00** As the governor of a hive-world you find it difficult to keep order at the best of times. Things have been getting worse since a madman started a new religion based around the premise that a vast floating pudding would appear to make life better for everyone – the people have stopped working, even the military has been affected and you can't rely on your own staff anymore. Yesterday you caught your mother reading a pamphlet entitled, 'The Pudding is coming – ten reasons why you should believe'. Today the prophet of this insane religion, the Rev. Jeronimo Kipling, will be conducting a whistle stop tour of the run-down city bottom district of Tumbletown. You have positioned a special unit to attack and kill him. The troops are dressed in civilian gear as you intend blaming the whole thing on a rival religious group (possibly the Anadentists or The Church of the Lucid Shirt Button). The target will be surrounded by the usual bodyguards and mobs, and his vehicle may be well protected.

## Chart 2 New Worlds

The new world corresponds to the following type.

- 01-10** A lost human group occupying a small self-sufficient world (technical advancement can be decided by the GM bearing in mind available models). The Imperium has decided to conquer the world and establish a planetary government.
- 11-20** The new world is rich and fertile, but unfortunately already occupied by aliens. Troops are required to aid colonisation and protect settlers against alien attack.
- 21-30** The planet is a Death World. Troops are needed to protect a group of scientists whilst they take air/soil and mineral samples.
- 31-40** Imperial troops and settlers arrive at a new world only to find a rival settlement of hostile aliens (such as Orks). Human troops must protect their own settlers whilst attempting to destroy enemy settlements and troops.
- 41-50** The new world is occupied by aliens in a medieval state, but living amongst the ruins of a great technologically advanced civilisation. Troops are required to fight hostile natives while a scientific team makes preliminary investigation.
- 51-60** The world is occupied by primitive aliens who resist your attempts to build a landing base. Troops must fight constantly whilst engineers struggle to build the planet's first spaceport.
- 61-70** The world is already the subject of several colonisation attempts by different aliens – as an additional force you may make any temporary alliances necessary to establishing eventual domination of the planet.
- 71-80** The world is home to a lost human or isolated alien group who have reverted to a technically low level (decided by the GM according to figure availability). However, the inhabitants have become totally dominated by warp creatures (GM decides which type) and only a war of extermination can make this world fit for re-colonisation.

- 81-90** There is definitely something odd about this planet. Within its atmosphere and on its surface all technical equipment fails to work. Communication is impossible, ships crash and only lucky landing pods make it to the surface. Once landed all technical equipment fails to function. The planet is inhabited by a lost human (or alien) group whose complex religion is based around a great mountain spirit. This spirit is in fact a powerful warp entity whose ability to use a planet wide psychic 'jinx' is the root of the problem. The entity lives in a temple fortress surrounded by guards, priests and worshippers. Without technical aid the marooned invaders must battle the entity if they are ever to escape. The invaders should have at least 1 psyker with a jinx ability – this can be used as normal (1 item 24" range) or over a 6" area to counter the effect of the planet-wide jinx for a single turn.

- 91-00** Close examination reveals the world to be home to a secret alien base – furthermore the base is heavily stocked and provisioned, with evidence of many troops and ships. Clearly this is an advanced force up to no good. Until reinforcements can be rushed to the world you must do your best, attempting to do as much damage as you can to installations and ships.

## Chart 3 Investigate

Something odd is happening on an imperial planet – the player has been given the task of investigating and dealing with any threat.

- 01-10** Pirates have landed on a feral/medieval world and enslaved a community. The governor has requested assistance in destroying them.
- 11-20** Aliens have destroyed or seriously reduced the government on a medieval/feral world and have effectively taken over. The governor has requested assistance in overcoming the aliens and establishing order.
- 21-30** A popular rebellion on a feral/medieval world has destroyed all forms of planetary government and reduced the planet to chaos. Clear and secure government buildings to make way for a new administration.
- 31-40** Disease or disaster some decades past, has destroyed the orbital government on a medieval world. Left uncontrolled, psykers have grown in numbers and power and have established control of the world. The current governmental system is dominated by warp entities which must be hunted and destroyed.
- 41-50** The governor of a small feral/medieval/research or farming world is in fact a Vampire (substitute other warp entity if you wish). This fact was discovered by some individuals and a brief, but non-specific request for help was broadcast. Unfortunately, before further details could be supplied, clashes between the human and alien-dominated factions destroyed the former. The warp entity is now in control, recent fighting being put down to rebellion.
- 51-60** The governor of an imperial planet has requested aid in dealing with an outbreak of psykers. These have suddenly started to appear in great numbers, forming open groups which ravage the countryside/city-bottom. Groups may already be under the influence of psychic aliens.
- 61-70** A farming world is under alien attack and its governor has requested aid in dealing with the aliens before vital crops are destroyed.

- 71-80** A research station has failed to make its regular report and troops are sent in to investigate. The station's Astropath has been turned into a warp gate by Enslavers, three of whom now have total control of the station's remaining 30 staff. Armed and dangerous, the enslaved staff will open fire on and attempt to destroy any invaders.
- 81-90** Civil war has broken out on a hive-world and a state of anarchy prevails. The planet's governor has requested help in ridding vital areas of insurgents.
- 91-00** A small research station has reported findings of a dead civilisation. Investigate the ruins and make sure they are safe for scientists to explore. The ruins can be populated with any alien, pirate or robotic danger.

#### Chart 4 – Quell Rebellion

Rebels are a constant threat within the Imperium. Dissatisfaction and insanity are rife amongst the hive-worlds, and independently minded farmers often get a little too independent for their own good. Throw in a few mentally unstable governors and it is easy to see why keeping order is a full time occupation.

- 01-10** A popular/religious or nationalistic rising on a feral/medieval world has driven the planet's governor, his small staff, guards and members of the priesthood into the imperial compound. The imperial forces are under siege and the locals look sure to win, but luckily a force of Space Marines were nearby and have been diverted to help restore order.
- 11-20** A shortage of food on a hive world has sparked off widespread rebellion – factions are fighting factions and everyone is fighting the government as billions of psychotic citizens go on the rampage. Government troops have secured most of the military establishments, but the planet's governor and his personal staff are trapped in his palace. The surrounding hordes must be destroyed and the palace secured as the first stage in restoring order.
- 21-30** A popular rising on a small agricultural world/research station has divided the population. The workers feel aggrieved and are determined to overthrow the management and establish a co-operative. At the moment each side controls half of the planet's few settlements, but the workers at the water-recycling plant remain uncommitted. Control of the plant means control of the planet, so a three cornered battle ensues for its possession.
- 31-40** Political rebels have taken control of the spaceport hours before the arrival of an important member of the priesthood from Earth. Delaying this important person would be unthinkable, any sign of inability to control the planet would be tantamount to resignation (at the very least!). Recapture the spaceport quickly.
- 41-50** A long civil war is drawing to a close, with the last rebel stronghold now located and under attack. The rebels are entrenched in an old ruined building deep in an inhospitable forest and only direct assault will win the war for good.
- 51-60** Anti-imperial forces have almost succeeded in taking control, their liberal policies concerning freedom of speech, human rights, and especially the rights of psykers have won much sympathy amongst the soft-bellied populace. The governor is dead, and only a small force of mixed troops led by surviving members of the Adeptus Arbites is left to oppose the new regime. To make matters worse, the survivors now

know that the whole rebellion was engineered by warp-entity controlled factions, and that the planet is almost certainly doomed now that the customary anti-psyker laws have been relaxed. From their hide-outs in the sewers the survivors decide to launch a last desperate attack against the headquarters of the main rebel group – the prime architects of the revolt now known to be aliens or alien-controlled.

- 61-70** A rebel faction of dubious political/religious background has broken into the governor's palace and is holding the whole household prisoner. The planet is also a Marine base, and the Marine commander has resolved to mount a full assault in the sure knowledge that the governor wouldn't want consideration of his own safety, or that of his family, to stand in the way of law and order.
- 71-80** Discipline amongst the household troops of the planet's governor has broken down, with many of the military bases now lying totally under the control of a coalition of army officers. The planet's governor, loyal troops and a small force of Marines must try to wrest control of the principle bases before a full scale civil war begins.
- 81-90** The unexpected death of the planet's governor has initiated a civil war between the military commander and social leaders backed by secretly pro-alien factions. The military control the bases and most of the weapons, but the planet's population is behind the rebels who therefore have control of the food and water supplies. The military must secure vital food and water producing installations if they are to defeat the civilians.
- 91-00** The planet's governor has flipped, declaring himself completely independent of the Imperium and seeking support from aliens. By relaxing laws controlling psykers, the imperial draft and tax collecting he has gained considerable popularity – although the danger from psychic aliens is great and is undoubtedly growing. A force of Space Marines has been despatched to take the governor's headquarters and kill/capture the rebellious commander before the world is completely lost.

#### Chart 5 – Support Rebellion

Often a world gains independence from the Imperium as a result of rebellion, enemy action, alien invasion, etc. The Imperium is vast, and it is not always possible to divert troops or ships to avert disaster. Pro-imperial elements amongst the planet's population may struggle on, and help from the Imperium may tip the balance.

- 01-10** The world has been conquered by aliens, and the human population enslaved. Human rebels have gained access to secret plans of the alien governor's headquarters, and together with a squad of Space Marines they gain access via the sewers in an attempt to secure the building and initiate a full scale rebellion.
- 11-20** An anti-imperial government has taken control of the world. At first the population rejoiced under an enlightened regime, but after a few months the liberally minded government was infiltrated by psychically hostile forces. Facing decay, chaos and certain death, many humans realised the danger in time and took to the hills as rebels. Pro-government factions threaten to destroy their bases, and only reinforcements in the form of Space Marines can turn the tide in favour of the rebels.

- 21-30** Religious/nationalist forces have overthrown the government and taken control of the planet. Pro-imperial troops and sympathisers have been killed or await death in one of the high security camps built by the new rulers. A force of Space Marines is despatched to liberate friendly troops and help lead a resistance force.
- 31-40** Pro-imperial rebels await an imperial landing pod bringing supplies and troops. The rendezvous point is a deserted forest glade. As the pod approaches government troops spring from the forest edge and a battle promptly ensues (suspect treachery!).
- 41-50** Imperialist rebels wait in ambush alongside an exposed section of roadway. A government supply column is due any minute, containing food and weapons needed desperately by both sides.
- 51-60** A rebellion on a feral world has established a new anti-Imperium government. Pro-imperial rebels have taken to the hills where they are trying to persuade a stone age tribe to help them. Only by helping the primitives overcome the fearsome dinosaur that has destroyed their village can their support be gained. The dinosaur is tracked down to a complex cave system where it lives with others of its kind – this cave would make a good headquarters once its current occupiers have been evicted.
- 61-70** An extreme religious faction has taken over an imperial world, resulting in widespread carnage, persecution of minorities and a strictly enforced religious code based around being nice to people. Thousands have been stoned to death as unbelievers, critics or deviants. Thousands more have been maimed or imprisoned for failing to observe the scriptures. The pro-imperial rebels have considerable support from amongst the farming communities, on whom they depend for food and shelter. The government has started to destroy villages as a result, and a column of government troops is even now heading towards one of the larger villages. The rebels must help the villagers to defend their homes if they are to keep their trust.
- 71-80** The anti-imperial government has grown weary of fighting the numerous rebels and has decided to launch a huge virus missile into the atmosphere. As the world's cities are enclosed and therefore protected, this will destroy the rebels living amongst the forests and farmlands, but leave the government intact. The missile is currently being assembled at a secret launching site whose whereabouts has been leaked to the rebels by an infiltrator. Today the specially engineered virus is being delivered by an armed convoy disguised to look like a routine supply delivery. The convoy and its cargo must not reach the missile site. If it does, only a desperate assault against heavy defences can possibly save the cause.
- 81-90** Government troops have cornered a pro-imperial rebel force in an old building. Amongst the rebels is one of their top leaders, so both sides are rushing reinforcements into the area in an attempt to capture/rescue him.
- 91-00** A pro-imperial rebel force has penetrated a munitions factory and has only a brief time to plant vortex charges and destroy it before reinforcements arrive. The plant's own guards continue to put up a stiff fight, but only by planting a certain number of charges in vital locations can the whole factory be brought down.

## Chart 6 – Raid and Destroy

A special target is posing a threat to the Imperium's plans and must be dealt with immediately.

- 01-10** A world has been identified as a base of an infamous pirate group which has plagued the locality for many years. A force of imperial troops has been sent to destroy the pirates' headquarters, ships and/or landing facilities.
- 11-20** An Imperial planet is in a state of civil war, with government troops besieged in the capital. The rebel siege train includes a number of mighty defence lasers, torn from their concrete silos and arranged in great earthworks surrounding the city. They have already done much damage, and only a daring mid-night raid by a party of government troops can save the day. Their objective is simply to destroy the guns – their own survival is irrelevant.
- 21-30** A routine cargo vessel has just landed at the spaceport but is making no attempt to unload cargo or communicate. Psychic investigation has revealed a crew of aliens and a hold containing sufficient explosives to destroy the surrounding city. The aliens clearly intend to blow up the ship, and any delay must be put down to inoperative equipment. A party of troops must storm the ship before the aliens can activate their bomb.
- 31-40** A secret installation on an alien world is rumoured to be involved in new weapon research. You must destroy the whole installation and any secrets it may contain.
- 41-50** An alien race is building a huge war fleet, almost certainly for use against human planets. The situation is too dangerous to continue, and you have been assigned to raid the building yards, causing as much damage as possible.
- 51-60** An especially large and powerful spacecraft has been landed on a alien world to undergo re-fitting in a specially constructed yard. This ship has already claimed the lives of countless humans and is one of the single most powerful craft in the galaxy. The chance to destroy it is too good to miss, the yard must be raided and the ship destroyed if possible.
- 61-70** An alien world is preparing for war against the Imperium. Troops and resources are being assembled at a huge launching site via the planet's over-land travel tube system (enclosed motorways). The terrain is dangerous desert/jungle, etc, so the enclosed travel tubes are vital in connecting the scattered areas of settlement. The main site is too well protected for assault, but the travel tubes are vulnerable, and a force has been despatched to cause as much damage as possible, hopefully disrupting the aliens' plans.
- 71-80** Aliens warring against the Imperium are engaged in a bitter space battle in the solar system. Ground based spaceports are a vital link in the alien's strategy, and if these can be destroyed their fighting ships would be deprived of a safe base. The bases are scattered and of varying sizes.
- 81-90** An alien planet is about to be invaded by a mighty flotilla of human ships and troops. However, the world's defences are formidable, and the flotilla would be shot to pieces if an immediate assault were launched. A small force of elite troops must try and destroy as many missile and defence laser sites as possible before the main force goes in – they will land by landing-pod and must hold out until the invasion starts.

**91-00** Aliens engaged in a bitter war with the Imperium have built a doomsday device designed to destroy their planet in the event of defeat. The Imperium would like to take the planet, as it occupies an important strategic position and is rich in minerals. The device is housed in a military bunker in the middle of nowhere, suitably protected by a large force of well armed troopers. As yet it is incomplete, but unless it can be destroyed it will soon be finished.

### Chart 7 – Raid and Kill.

The future of the Imperium is threatened by an individual. The elimination of the threatening person is vital to the well-being of humanity.

**01-10** An alien leader (Ork Warlord) has succeeded in uniting several planets and is poised upon further expansion. The activities of this individual do not present an immediate threat, but left unchecked may be of long term harm to the Imperium. The leader is travelling to a newly conquered planet and will arrive at its principal spaceport within hours. Imperial troops have invaded the spaceport and now lie in wait for the unsuspecting leader and his bodyguards.

**11-20** An important member of the Adeptus Terra is behaving oddly and shows sure indication of being under alien dominance. Today he travels via spaceship on an inspection tour of imperial worlds. Amongst the ship's crew is an Assassin squad with orders to kill the official and his bodyguard – no-one must know about the incident.

**21-30** A planet's governor has been showing recent signs of incompetence. Taxes have been late, and it is rumoured that laws controlling psykers and the imperial draft have been relaxed. The planet has a presence of officials from the Adeptus Terra, including members of the Adeptus Arbites and an Inquisitor. In the interests of the planet's future and inhabitants it is decided to storm the governor's palace and replace him with a more loyal individual. The governor's palace is in fact guarded by a secret alien/psyker force who have taken control of/replicated the governor.

**31-40** An alien technologist is developing important new space drives, devices which could conceivably give them the edge in a battle. The individual and his staff are working deep in a secret bunker, but the Imperium has learned of its existence and plans to invade the complex and kill the alien. This is a suicide mission for a force of Space Marines and Assassins armed with vortex grenades.

**41-50** An imperial Inquisitor has uncovered an alien attempt to invade the Emperor's own palace on Earth. The Inquisitor and a group of other powerful characters (Inquisitors, Psykers, Navigators, etc) have successfully thwarted the plot but in the process the Inquisitor gained access to a detailed plan of the Imperial palace. The plan was immediately destroyed, but the possibility of the Inquisitor remembering even part of it is too dangerous to risk. A force of Assassins has been sent to kill the Inquisitor and any who try to aid him.

**51-60** A friendly agent/important leader has been captured by enemy authorities and is being taken for interrogation at a secure prison. Once inside, the character's knowledge will endanger the rebel cause. The character is being transported to the prison in an armoured convoy via a covered tubeway. Rebel forces ambush the tubeway and try to destroy the vehicle containing

the agent/leader before the superior government force can act to prevent it.

**61-70** The governor of a medieval world has discovered that one of the local aristocrats is a Vampire. The planet's inhabitants know nothing of the Imperium, although imperial agents are active within society promoting anti-psyker propaganda and ensuring mutants and other undesirables are properly controlled. A force of imperial troops dressed and equipped in local manner (but with the advantage of communicators, teleports and similar low profile equipment) assaults the aristocrat's castle with the intention of slaying the Vampire.

**71-80** A mysterious spacecraft has suddenly appeared on an imperial planet, how it got there is a mystery. Its inhabitants are either members of a vastly superior alien race from another galaxy or time travellers from the far future. In either case they are lost. The Emperor has decided that the threat they pose to the stability of the Imperium is too great to risk, and the insurgents should be destroyed and their remains reduced to molecular components. Failure to eradicate the target could result in widespread panic and rebellion. The secrets of the future and of advanced aliens are best left unknown.

**81-90** A small group of loyal troops are holding out against a rebel army – it is only a matter of time before the rebels destroy them. The imperial troops are composed of the planet's force of Adeptus Terra, which includes Astropath. The rebels must kill the Astropath before he is able to broadcast details of the rebellion to Earth (total time required could be 2 or more broadcasts).

**91-00** Abdul Goldberg has crossed you for the last time – it was pure luck that your paths should cross on this isolated planet outside of imperial control. He and his crew are relaxing down at Greasy Kim's Bar and Diner, unaware that you and your crew are ready to pounce. The Diner is mostly deserted, with only a few lonely vac-heads and spacers to witness the fight.

### Chart 8 – Raid and Capture.

Sometimes it is necessary to possess an important person or item in order to achieve your aims.

**01-10** The solar system supports two imperial farming worlds, perhaps satellites orbiting a gas giant. Each world has its own governor, and rivalry between them is keen. There have been numerous skirmishes between household troops from both worlds, and rights over an uninhabited third world containing an important mineral/water supplies etc remain a bone of contention. One of the governors has succeeded in developing a fast growing, extra-large and reputedly very tasty Grox. The other is furious, and prepares a raiding squad to land on a small farm, slay any workers and capture at least one pair of the new Grox. Their efforts are impeded by the fact that none of the Grox are sedated or controlled.

**11-20** An unusual character has appeared in the city – a grinning maniac with strange habits and clothes. His questions and talk have caused considerable disturbance – especially as he claims to be a time traveller from the far future. The governor is unsure how to deal with the problem and send a detachment of his guards to capture the time traveller and any friends he might have.

- 21-30** An alien race has just completed a vast spaceship of undeniable potency. The Imperium is keen to obtain the ship, both to remove it from the arsenals of their enemies and to study its method of construction. The spaceship is still undergoing tests, and the plan is to steal it from the top secret research station before it can be launched into space. A team of undercover agents led by an Assassin/navigator/psyker makes a desperate bid to steal the ship right from under the noses of technicians and guards.
- 31-40** Two spacecraft have crashed on a barren waterless world – one a human craft and the other alien. Each crew regards the other with a degree of hostility. Each ship is badly damaged, but with parts from the other may be made spaceworthy. The humans' water recycling equipment has broken down and they must capture the aliens' solar-still (set up near their ship) within 10 days or they will die. The aliens' are suffering from an allergic reaction to the atmosphere which they could alleviate if they could capture a human medi-kit – until they do there is a 5% chance of each dying every day. Cooperation would solve their problems – but if players attempt it one or more ordinary warriors/crew members will always spoil things by sabotaging gifts, shooting or fighting during negotiations, etc.
- 41-50** An imperial Assassin has successfully taken the place of a planetary governor hostile to the Imperium. The real governor, a rabid nationalist bitterly opposed to imperial rule, was captured and placed aboard a freighter bound for Earth. Unfortunately, he escaped from the specially prepared crate used to transport him, and is now at large in the spaceport terminal. It is vital that he is recaptured at once – the Assassin/governor is able to control the security guards, and there are several imperial agents ready to recapture the miscreant. However, the governor has a gun and there is a chance of him being recognised by security in which case they could easily switch loyalties.
- 51-60** A spacecraft carrying documents or scientific data of great importance has crashed on a Death World. Two factions (say humans and Orks) arrive simultaneously to claim the prize and a battle ensues. Survivors may wish to pitch in, and then there are the planet's own inhabitants of course. Should the ship have crashed on a marsh and be slowly sinking the whole thing acquires a suitable sense of urgency.
- 61-70** A planet's governor sends a force of troops to raid a museum on another world and steal an important work of art. Is the governor an enthusiastic collector of objet d'art or does he know something? Could the item contain secret plans, a treasure map, or some unfathomable secret. If so, is the governor the only interested party, or will the thieves find themselves pursued by other collectors? Strange writing in forgotten languages has power to summon or dispel demons (so they say) and a man who could control the demons of warp space would be a very powerful man indeed.
- 71-80** Recently government forces captured a number of rebels, one of whom is undoubtedly their leader – although they remain silent and it is impossible to say which it is. Before they could be properly interrogated they escaped into the jungle when the hover vehicle transporting them to a high-security prison crashed. Each prisoner had an open communicator bracelet fitted to his right wrist (impossible to remove except by coded signal) and it is known the group is heading into the jungle. The rebels must be recaptured. The rebel leader has vital information and should be interrogated as soon as possible, the others are unimportant – but it is impossible to say which is which. The jungles are dangerous and inhabited by hostile natives as well as animals and plants. Rebel forces are known to be looking for the escapees too.
- 81-90** The governor has captured members of an outlaw gang, their leader's friends, mother, favourite pet alsatian or innocent villagers. Unless the rebels surrender to the governor the hostages will be slain. Chortling evilly, the governor awaits the rebels' surrender. As an outlaw group moves towards the prison compound pretending to give themselves up, others gain entrance into the prison by a secret tunnel – their objective to find and free the captives and make good their escape.
- 91-00** The mission to destroy an alien infested research station went smoothly until Sergeant York strayed a little too close to the jungle and ended up as a Tyrannosaurus's dinner. If only he wasn't wearing the teleport-homer, if only the ship's communicator wasn't out, if only warp storms weren't about to isolate the planet for good – if only they could find that \*%?! dinosaur before its digestive system deposited the homer at some random point in the jungle. Are you sure all those aliens are dead – didn't trooper Douglas say something about a green slimy thing with a big gun crawling into the bush?

### Chart 9 – Capture and hold.

A large scale invasion often necessitates a preliminary action to secure vital strongpoints or defences.

- 01-10** A mighty river lies between a retreating army and its homeland. The enemy are pursuing, and it is only a question of time before the army is cut off from the last bridge. The bridge commander has orders to destroy it, cutting off the army but denying possession to the enemy. However, his personal inclination is to use his small garrison to keep the bridge open for as long as possible. A small enemy spearhead is meanwhile heading towards the bridge – with orders to capture it. When the crunch comes the bridge commander decides to mine the bridge but his equipment proves faulty. Can the attackers take the target before the commander activates his mines?
- 11-20** The enemy are almost defeated, but as a last desperate act of revenge have developed a virus strain which they intend launching at your settlement/world. There is only one missile, in a secluded silo deep in the desert. As a large force would alert the enemy to the fact you know about the missile, a small well-equipped team has been assigned to land and hold the weapon/base until relief arrives.
- 21-30** The war has reached a large city which houses important weapon building factories. Now, a Dreadnought factory is under attack. Although its besieged workers are turning out Dreadnoughts at the rate of 1 every game turn, can the attackers overwhelm the factory and destroy the defenders ability to build reinforcements? Or can the defenders hold out until troops can be diverted from an adjoining city sector?

- 31-40** The raid was a success and your crew of hardy outlaws/pirates/rebels managed to get away with substantial quantities of money and/or other goodies. The authorities chased you all the way to the spaceport where Abdul Goldberg was waiting with the getaway ship, however, the double-dealing rat had done a bunk leaving you and the gang stranded. You did the only logical thing – jumped into a ship being refuelled. One of you needs to activate the ship's systems from inside whilst others guard the fuel pumps. How much fuel will you need? How long will it take to get the ship ready for space? Is it empty – what does the hold contain? The authorities are closing in. Has Goldberg panicked and left, or has he betrayed you?
- 41-50** Weird cultists worship warp entities in an old cellar complex deep beneath the city. These insane psykers make regular sacrifices of young psykers, observing strict rituals which they believe necessary to their perverse religion. A group of imperial agents has tracked the group down, only to find them involved in attempts to summon more warp entities using ancient artifacts and human sacrifice. You don't know if this is possible – but their power is considerable. Now, one of your own agents has been captured and is being prepared for sacrifice in a final ritual that will summon an entity of supposedly world-destroying power. The cultists are ready to make the sacrifice at a specified time important to their ritual – your objective is to rescue your fellow agent, or at least to prevent the accomplishment of the ritual within the appointed time.
- 51-60** Travelling the galaxy in search of salvage isn't the easiest way to make a living, so when the opportunity to obtain the wrecked alien spaceship came along you were there like a shot! The planet is a Death World, but the ship must be worth a fortune – so you quickly landed nearby and set up a dismantling yard. The robots were busy hacking the ship to pieces and crating it when you were attacked by a bunch of Jokaero. What are they after? One thing's for sure they're not getting your scrap, and you hastily prepare defences. Can you and your robots defend the scrap, dismantle the ship, load it aboard your freighter and take off before the Jokaero over-run your camp?
- 61-70** The natives are converging on the ancient pyramid even as your exploration team reaches the inner chamber. Buried deep inside is the object of your mission – the alien time capsule that has lain in the darkness for almost 50 thousand years. The teleport homer has been lost, and a spacecraft has been dispatched to pick the team up. But unless the natives can be kept away from the entrance they will re-seal the pyramid, trapping the explorers inside forever. Are there other entrances, and if so could the explorers face greater dangers than they anticipated?
- 71-80** The convoy is heading straight for the city, unaware that a battle rages over possession of the terminal building. Few people realise that the governor is on board, but somehow rebels have found out and have captured the terminus – where the convoy is due to arrive any minute. Having planted explosives, the rebels have only to wait for the arrival of the convoy before destroying themselves and their enemy – if they can hold out against the government troops that oppose them.
- 81-90** A force of troopers is sent to capture an enemy water processing plant and poison the water that it pumps to the nearby city. It will take quite a while to poison each of the holding tanks, and the base is heavily guarded. To make sure the poison is fully effective the attackers must ensure the defenders do not reach the tanks for a specific time (say 3 or 4 turns after the poisoning starts). All tanks must be dealt with, and any reserve water located and similarly treated.
- 91-00** The planet's atmosphere is highly corrosive and protective suits must be worn outside – even so they offer only a few hours protection. The life-supporting bubble housing the research team is the only safe place, it is divided into numerous sealed sections and is quite large. An enemy force lands whilst most of the team are away, and must penetrate the building, overcome the remaining defenders, and prepare to defend the base against the original inhabitants as they return. Entrance to the building must be gained within a set number of turns by each side, and any building sections damaged in the siege may lose their protective ability.

### Chart 10 – Oddball situations and special operations

- 01-10** Preliminary investigation of a newly accessible planet reveals a lost human group which has somehow developed a mysterious physical or mental trait (for example – almost all the population are psykers, but they are invulnerable to psychically attuned alien domination). Back on earth, the Adeptus Mechanicus are fascinated and require a few hundred samples for experimentation. Unfortunately, the planet's population also suffers from another mutation – they are all psychotic axe-wielding maniacs with an intelligence somewhat less than a Chthellean Jumping-Jelly. A force of imperial troops is sent to escort scientists as they select and capture samples for shipment back to Earth.
- 11-20** A robot building factory has gone crazy for some reason. The robots are wandering about killing people, and some have escaped into the city where they are causing considerable panic. Enter the factory, destroy any rogue robots and shut down the production lines before the whole city is flooded with them.
- 21-30** Your crashing amongst the Death World jungles couldn't have happened at a worse time. Within hours the whole planet is due to be sterilised by a potent virus bomb which you have no way of escaping – the blast alone will almost certainly kill you and your crew. Your only hope is to reach the equatorial station and dismantle the bomb before it goes off. To reach the station you'll have to fight your way through the jungles, and once there the robot defences must be overcome before you can deal with the bomb.
- 31-40** It was a daring escape from the high security jail, but you managed to reach the spaceport and steal a ship before the authorities realised you or your gang were gone. First stop was to travel to your secret hideout and recover the hoard of stolen money/goodies you hid before your capture. Your betrayal by Abdul Goldberg cost you your liberty, but he'll never get his hands on the loot! As you begin to recover the stash from its burial place in the jungle ruins you are suddenly attacked. It is none other than the treacherous Goldberg who probably engineered your escape just so he could follow you and steal your loot.

- 41-50** A member of the ship's crew is a Vampire/Genestealer or other unpleasant alien and has taken over most of the crew. The remaining crew must destroy this menace before it destroys them!
- 51-60** An Inquisitor has discovered that strange alien artefacts have been found in the old ruins. These artifacts have an unusual power (which the GM can invent – for example they could bring back the dead if used within a day). Some artifacts have fallen into the hands of brigands, others are owned by religious groups, private collectors, etc. Aliens or other hostiles are reported to be interested and have landed amongst the jungle to search the ruins. You must use local forces to capture/buy/steal or otherwise repossess these objects whilst denying them to enemies of the Imperium. The local natives are primitive – do they know anything about the objects and do they have any? Are they hostile to this desecration of the sites of their ancestors, or can they be persuaded to help in the mission?
- 61-70** An administrative error has dispatched two identical forces to an alien controlled world. Both have identical orders – to destroy all armed resistance on the planet. The planet's inhabitants might be mimics or have hallucinogenic powers or its atmosphere might produce comparable effects. As a result each force has orders to maintain strict communications silence, to distrust everything they see, and to totally destroy the opposition. Not only has each human force got to deal with aliens, but they will naturally regard the other as part of the alien threat. To make matters worse, the aliens could be given powers which enable them to appear like human troops, this could take the form of an illusion generator or it could be a natural mutated-ability associated with the planet's inhabitants.
- 71-80** The Ambull tunnels seemed like a good place to hide out. Little did you imagine that they were still inhabited, a fact which became apparent only when the gun battle attracted the attention of the creatures. Your rebels/outlaws know the tunnels inside out, but now they're infested with Ambulls, and the authorities have penetrated the outer defences (are they in for a surprise!). Perhaps some of the western exits are still open? Can you fight your way through before the authorities or the Ambulls get you? Have you time to visit the stores, vaults and other chambers to rescue important artifacts/loot/secrets or get more weapons?
- 81-90** A wealthy imperial official is keen to bag some of the local wildlife for his office wall – as the planet is overrun with all manner of large and predatory creatures this should be no problem, and he hires a team of experienced locals to guide him to the heart of the jungle where the biggest and most ferocious creatures live. Natives worshipping the largest and meanest of these creatures ambush the party, but from them the official learns of the existence of this King Kong sized creature – he wants it! Meanwhile a team of animal conservationists have discovered the whereabouts of the hunters and are searching for the creature. As hunters, natives, conservationists and creature converge the official's resolve hardens into an insanity that becomes his primary obsession.
- 91-00** A mysterious stranger has hired a party of disreputable types to break into the fortress/home of an important Navigator family and kidnap its head. Supplied with a map of the fortress and several means of entrance, the adventurers set off. Once inside, however,

their task becomes complicated, as not only is the fortress well guarded, but there appear to be several characters identically dressed and answering the description of the target. The mysterious stranger is in fact the jealous brother of the family head, who has confessed his misdeeds to his brother's wife with whom he is conducting a secret affair. Not wishing to alert her husband to his brother's treachery (or her own infidelity), she has drugged the family head (asleep in his room) and has disguised herself to resemble him. She has also ordered several young maidservants to do likewise, and has compelled her treacherous lover to adopt similar garb. Her plan is that the adventurers will kidnap the wrong person, and that either she or her lover will then rendezvous with the adventurers as arranged and 'collect' the victim in return for the promised reward. Most of the servants have been given the day off, and any casualties amongst the guards will be put down to an attempted burglary. The journey to and from the fortress involves potential battles with creatures living in sewers, local police, mobs, etc.

## ● SUB-PLOTS

A main game plot can be enhanced by a sub-plot, the ramifications of which are known only to the GM. Sub-plots are put into effect by the GM and often involve the GM taking over a player's models or introducing new opponents. Any plot can be livened up by the addition of a sub-plot, minor incidents of this kind can suddenly become pivotal to the success of a mission.

You can randomly generate a sub-plot from the following chart if you wish – or you can substitute an original idea of your own.

- 01-05** One of the players' models has unknowingly contracted a dose of MACS (Mysteriously Acquired Crazy Syndrome). The disease take hold instantly and without warning, causing the victim to act in a totally uncontrolled, murderous and unpredictably dangerous manner until mercifully slain. MACS may be mysteriously transmitted through any sort of protective clothing, walls, armour plating etc. Any creature of the same race has a 1 in 6 chance of contracting the disease if it comes within 2" of the victim. This manifests itself at the beginning of any following turn on the D6 roll of a 6.
- 05-10** A military unit is unhappy with its leader, who is brutal, incompetent, stupid, dishonest or otherwise subject to some defect which makes him extremely unpopular. If asked to draw a line of fire that passes within 2" of their leader, there is a 50% chance of a firer targeting against him 'accidentally'. The player remains unaware of the situation and rolls to hit his intended target – the GM makes a secret 50% roll and if the player's dice score is enough to hit the officer the shot is retargetted. Unless the shot hits the leader the attempt will go unnoticed and the shot will be discounted as an ordinary miss. The player controlling the troops will be unaware of any problem or redirected shots until the officer is hit.
- 11-15** A vehicle is subject to mechanical problems and will break down becoming immobilised on the secret D6 dice roll of a 6 made every turn. It will start to work again on a further D6 roll of a 6 made whether mechanical attention is given or not, but will continue to break down/recover throughout the game. Weapons and equipment are unaffected.

- 16-20** Unknown to either side unexploded mines litter the area of the battle.
- 21-25** One of the characters taking part in the conflict is the subject of a personal vendetta – perhaps he is blamed for causing someone's death, perhaps he is an unconvicted drug dealer, or has fled owing money. Whatever the reason his enemies have hired freelance killers to track him down and kill him. This they do at any opportune moment during the game.
- 26-30** One of the player's main characters meets someone from the past – an old girlfriend, wife, relative, fellow conspirator, enemy, long-lost Gyrinx, etc. Their presence causes an interesting problem or introduces new possibilities for the player.
- 31-35** The scene of the battle has been unexpectedly chosen by a criminal gang as a place to conduct a secret deal of some kind – meet fellow smugglers, exchange hostages, swap money, drugs, weapons, etc.
- 36-40** One character bears a previously unexplained grudge against another and becomes subject to hatred as soon as he recognises his enemy. These can be characters from the same side or opposing sides, ordinary troopers, personalities or any models. Suitable reasons might be killing a friend or relative, stealing a valuable item, treachery, or anything the GM thinks appropriate.
- 41-45** Once every 30 thousand years a huge comet emerges from deep space and unexpectedly wreaks havoc on the planet. The comet chooses just that moment to arrive, producing atmospheric effects, as described for Death Worlds, every turn.
- 46-50** Creatures or plants of which the players were previously unaware attack, creating additional problems for both sides. Perhaps a herd is due to make its annual migration, the battle lies inbetween creatures and their waterhole, or maybe a group of predatory creatures are just attracted by gunfire.
- 51-55** One or more of the characters is in fact controlled by or actually is a warp entity and may choose to take advantage of this at some point during the game. The controlling player is *[the rest of the text is missing]*
- 56-60** Whilst the players battle it out a further alien force lands and enters the fray – perhaps hoping to take advantage of the disorder to fulfill some mission of their own.
- 61-65** One player has been supplied with a batch of malfunctioning weapons. Any natural to hit roll of a 1 means the weapon is now useless.
- 66-70** Any buildings or artifacts belonging to an ancient civilisation have unexpected powers. Characters entering buildings or touching artifacts gain/lose characteristic score, become totally passive/subject to hatred against everyone else, their minds are taken over by the non-material minds of an ancient race, they become mutated, receive special abilities not covered by the rules, etc. The GM can choose or invent any suitable effect.
- 71-75** Refugees from the wars are trapped in the conflict, individuals amongst them may wish to fight, others simply run around and obscure the field of fire.
- 76-80** Prior to the outbreak of hostilities the area was visited by Dr Gostello's Amazing Intergalactic Psychocircus. The circus has now got caught up in the fight, and its collection of dangerous creatures, weird aliens, frightening mutants and psychic clowns are trying to defend their circus/escape/survive.
- 81-85** The fighting zone is unexpectedly riddled with a maze of tunnels just below the surface. Vehicles, heavy equipment and even models can unexpectedly fall in, where they may find themselves facing not only enemy models, but whatever built the tunnels in the first place.
- 86-90** Unknown to either side one of the personality models on the battlefield is an experimental android (a construction of the Adeptus Mechanicus if human). The android functions exactly like a human until hit, when there is a 50% chance of it going crazy – moving, shooting and attacking in a random manner. At the same time its power circuits go out of control increasing all characteristics by +1. After D10 turns the android explodes with a 2" blast radius causing a S5 hit any anyone in the blast zone.
- 91-95** A camera crew belonging to a local media company has somehow arrived on the battlefield and is wandering around trying to interview the troops and film their activities. All troops within 4" of the crew will be distracted and suffer a -1 penalty on all dice rolls. Unit leaders and personalities may shoot these troublemakers – other troops would be reluctant to do so.
- 96-00** Unknown to the players a building on the table houses a collection of antique vehicles – all are in working order, and can be studied and activated in the same way as other unfamiliar equipment.