



CARTHAX 2016

MADHOUSE – GREENSTUFF_GAV

+++INCOMING TRANSMISSION+++

Brother,

Lord-Inquisitor Griegor has worked for decades and now the rejuvenation treatments are failing and age has begun to addle his mind.

The fear of death, while prevalent in the minds of most, with Lord Griegor it has consumed him and even now he has converted his studies into a fortified bunker and researches death, convinced it is a Warp Entity and, as such, can be contained or held at bay.

While the theory could have merit, he has secured himself within his archives before allowing the ordos access to his datastores.

You are to venture into his habdome, as his personal abode for several centuries there are no maps; we have marked possible areas that may be his "deathproof" bunker.

While his guards will confiscate any ranged weapons, we have given you a data-terminal for him to press his hand to that will grant us access to his knowledge.

He must be alive for the transfer to take effect!

To access Griegors' chamber, a character must pass a Str test to break into the access panel then a SG test to access the controls; non Inquisitor / Mechanicus characters halve their SG for this test

It will take a pair of actions to get the Inquisitor to agree to transfer his data, but a character must pass a Ld test at half per action to represent them keeping Griegors' attention!



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While the theory could have merit, he has secured himself within his archives to fend off this "beast".

Such lunacy is an affront to the name of the Inquisition and he should be helped into the Emperors' Embrace.

You are to venture into his habdome, as his personal abode for several centuries there are no maps; we have marked possible areas that may be his "deathproof" bunker.

While the armed guards have relieved you of your firearms upon entry, we have smuggled with each of your crew a single stim containing a fast acting poison that should grant Griegor The Emperors' Peace.

To access Griegors' chamber, a character must pass a Str test to break into the access panel then a SG test to access the controls; non Inquisitor / Mechanicus characters halve their SG for this test

It will take any of your characters a single unarmed melee attack doing damage to push the poison into Griegors' bloodstream, taking D3 turns to take effect
If injected into other any other character, they may take a T test to resist the poison or be stunned for D2 turns



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The fear of death, while prevalent in the minds of most, with Lord Griegor it has consumed him and even now he has converted his studies into a fortified bunker and researches death, convinced it is a Warp Entity and, as such, can be contained or held at bay.

We have arranged transfer from the outside of his personal hab-dome, yet security will no doubt remove any firearms from your team as they enter the facility.

You are to convince him and escort the Lord Inquisitor to the medicae so that they may aid him in regaining some semblance of sanity.

To access Griegors' chamber, a character must pass a Str test to break into the access panel then a SG test to access the controls; non Inquisitor / Mechanicus characters halve their SG for this test

It will take an action to get the Inquisitor to convince the Inquisitor to follow your crew, plus a character must pass a Ld test at half to represent them keeping Griegors' attention!

Griegor will be added to your crew and a Character sheet will be provided.

Crazy

At the start of his activation, roll D6 on the following chart:

1 - 2 : Deeeath!

"THERE! DEEEEEAAAATH!" Inquisitor Griegor draws his side arm and blasts around him.

Any character in the bunker must roll an I test; if no-one fails, whoever rolls highest should roll a Nv test; if passed they take a hit by a Bolt Pistol. If failed they throw themselves to the floor.

If any fail, they get hit by a Bolt Pistol.

3 - 4 Semblance of Normality: Griegor activates normally.

5 - 6 : I've lost it!

Inquisitor Griegor moves to a random direction for each alternate action.



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Player 01: Press Dataslate to Griegors' hand

Player 02: Kill Griegor

Player 03: Be in control of Griegor at the end of the game.

Deploy a player in each corner, then place 6 Markers across the board; one should signify the entrance to Griegors' bunker but be hidden to the players.

A further two will be Archive-Servitors; with a statline of 50, AV4 to all locations and they will generate two actions per turn, moving randomly.

They may be convinced (on a Ld test at half) to direct the interacting character toward the bunker.

If attacked they will retaliate with a Power Sword that inflicts Stunning as per a shock weapon.

Crazy

At the start of the turn, if another character is in the bunker with Greigor roll D6 on the following chart:

1 - 2 : Deeeath!

"THERE! DEEEEEAAAATH!" Inquisitor Griegor draws his side arm and blasts around him.

Any character in the bunker must roll an I test; if no-one fails, whoever rolls highest should roll a Nv test; if passed they take a hit by a Bolt Pistol. If failed they throw themselves to the floor.

If any fail, they get hit by a Bolt Pistol.

3 - 4 : I've lost it!

Inquisitor Griegor moves to a random wall and begins searching for a random artefact.

5 - 6 : is.. is that Him?

Each character rolls a Ld test; Inquisitor Greigor will move toward whoever rolls lowest; they need to pass a Str test or be pushed over.

If passed he will grab one of their hands and begin shaking it, pouring out praise toward them.

If there is no other character in the bunker, the door will close and Griegor will continue his research.

CHARACTER SHEET

Name:

	WS	BS	S	T	I	Wp	Sg	Nv	Ld	Speed
Starting:										
Current:										

Ranged Weapons

Weapon	Type	Range	Firing Mode	Accuracy	Damage	Shots	Reload	Weight

Close Combat Weapons

Weapon	Reach	Damage	Parry Penalty

Special Abilities & Psychic Powers

Equipment, Reloads, etc

Game Record (shots fired, injury effects, etc)

Damage

Knockback (S/10):

Base Injury value (T/10):

System Shock (T/5):

Consciousness (T/2):

Injury Total:

96-100
HEAD
Armour:
Damage
L H A C

36-65
RIGHT ARM
Armour:
Damage
L H S A C

81-95
CHEST
Armour:
Damage
L H S A C

36-65
LEFT ARM
Armour:
Damage
L H S A C

Right Hand
Carrying

66-80
ABDOMEN
Armour:
Damage
L H S A C

Left Hand
Carrying

01-30
RIGHT LEG
Armour:
Damage
L H S A C

31-35
GROIN
Armour:
Damage
L H A C

01-30
LEFT LEG
Armour:
Damage
L H S A C

Recovery: Successful Toughness test reduces damage D3 (+1 for every 10 Toughness over 50).
Bleeding: D3 to Injury total at end of every turn.

Turn Sequence Sheet

Character	Speed	Initiative	Player

Between Turns

1. Burning Characters: 25% Chance blows out. 25% Chance spreads to another random location. Take damage.
2. Recovering Damage Points: T test, D3 damage is recovered. +1 for every 10 points over 50.
3. Bleeding: +D3 damage points for every location.
4. Damage from Stimms: Deal damage as set within rules. Gland stimms avoid damage on successful T test.
5. Persistent Psychic Abilities: Wp test to maintain power, if fail power ends immediately.
6. Gas Clouds: Any character that starts their turn within a Gas cloud must take a resistance test or suffer the effects of the Gas.

Remember: Nv tests from shooting, Parry count and Placed/Critical hits.

GM Notes:

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How naive are we being a madman.

What right have you to judge what is sane and what is not?

I have fought with the shadows on the edge of your vision. I have seen the faces that laugh at you in your nightmares.