

FORCES OF THE REDEMPTION

AN UNOFFICIAL LASERBURN SUPPLEMENT



by THE A FEW GONADS MORE TEAM

Some illustrations sourced from the official Tabletop Games
Laserburn Rulebooks and Supplements, others by Tony Yates and Neil
Cooper

FORCES OF THE REDEMPTION

Being details of the organization, equipment and vehicles of the forces of the Red Redemption. Includes the Warrior Lords, the Household Troops, the Assassins, the Disciples and the Devouts of the Red Redemption plus attached Mercenary allies.



The forces of the Red Redemption are both fragmentary and highly flexible with considerable variations in strength, composition and equipment. On the Dark Worlds of the inner frontier including the planet Imor, the Redemption maintains powerful armies organized and led by the Warrior Lords of the Brotherhood. These units are of considerable strength and form the nucleus of the Redemption itself. On the Outer Worlds the forces of the Redemption are less regulated and there is considerable autonomy amongst the individual factions. The isolated nature of the Outer Worlds has enabled the Red Redemption to extend its military operations with the establishment of highly mobile raiding forces, insurgent units and scouting parties dispersed throughout the periphery of the Imperium.

In this booklet the organizations and equipment of these forces of both the early and late Redemptionist Dynasties will be detailed along with specific information on the various factions of the Red Redemption that are of particular interest including the Warrior Lords of the Brotherhood and the mysterious yet deadly sect of Assassins.

For use with Imperial Commander and Laserburn.

The Red Redemption



INTRODUCTION

The greatest threat to the power of the Imperium lies on the fringe of the Inner Worlds. Here, the outcasts, exiles and convicts persecuted by the Imperial powers have joined together in a unified struggle against the forces of oppression that rule the known universe. This revolutionary movement has spread like wildfire amongst the populations of the barren, inhospitable and isolated frontier colonies - the so-called Dark Worlds.

The Red Redemption itself is of mysterious and unknown origins. It is rumoured to have been inspired by the discovery by rebel colonists of ancient alien artifacts on one of the far flung planets on the outer fringes of the Imperium. These ancient and arcane texts form the ideological and spiritual core of the Redemption. Some say that those who have dedicated their lives to the study of these esoteric scripts have themselves acquired unexplained powers over the natural laws of the universe. These Masters of the Redemption are rarely seen outside their hidden desert fortress on the planet Imor.



The Redemption itself began as a resistance movement dedicated to freeing the enslaved and brutalized populations of the barren frontier prison worlds. It's initial lack of cohesion and military strength were counter balanced by an almost religious fervour amongst its followers. This enabled the Redemption to strike back at the forces of the Imperium through a campaign of hit and run guerrilla warfare. As the Redemption grew in size and strength it became more organized under the leadership of several powerful clans, known as the Brothers of the Redemption. At this point the Redemption adopted a regular military organisation in addition to the smaller insurgent forces operating throughout the feudal outworlds.

The fanatical core of the Red Redemption is the Warrior Lords. These elite warriors form the military leadership of the Redemptionist forces and are drawn from the ranks of the Brothers of the Redemption. They will often be accompanied into battle by their own loyal clan retainers, the Lord's Household troops, who are renowned for their willingness to fight to the death. Some of the warrior lords and household troops are skilled in the arcane martial arts, making them fierce opponents in hand to hand combat.

The bulk of the Redemptionist forces are drawn from the ranks of the poor and disenfranchised on the frontier worlds. These devotees of the Red Redemption are lightly armoured and armed, often being equipped with basic weaponry including the ubiquitous force sword and hand flamer. A high importance is placed on the mastery of the sword and practice in its use is fundamental to combat training.

Such weapons favour the close combat tactics adopted by the forces of the Red Redemption. The suicidal nature of such attacks can lead to high casualties in battle and the use of combat drugs is not unusual in order to enhance the staying power of the devotes.

The best of the devotes are frequently trained for specialist roles to become Disciple skirmishers, pioneers and scouts. Most of the rest of those who survive the test of battle become regular troops in the armed forces of the Redemption, the so-called 'Warriors'. Ultimately, the most adept and hardened of these individuals are selected for intensive training in the clandestine arts to become the feared assassins of the Red Redemption.

REDEMPTIONIST CHARACTER CREATION CHART

Figure Type	Weapon Skill		Combat Skill		Initiative Level		Points Value	Skills Dice
	Standard	Variable	Standard	Variable	Standard	Variable		
Cringer	80	(2D6+1)x10	40	D6x10	7	D6+2	50	
Devout	80	(2D6+1)x10	40	D6x10	5	D6+2	100	
Bombberman	70	(2D6+1)x10	40	D6x10	5	D6+2	80	
Warrior	110	(4D6-3)x10	55	3D6x5	10	4D6-1	200	
Warrior Lord	130	(4D6-1)x10	65	3D6x6	12	3D6+2	300	D6*
Disciple/ household Troops	150	(4D6+1)x10	70	2D6x10	15	4D6+1	450	D6**
Lesser Assassin	100	(4D6+3)x10	80	3D6x8	15	4D6	350	D6***
Experienced Assassin	200	(4D6+4)x10	110	4D6x8	18	4D6+3	600	D6***
Hero	180	(6D6-3)x10	100	3D6x10	20	5D6+2	700	D6#

Devouts are conscript class; Warriors are regular and so on and so forth. Assassin costs more than a Space Pirate because they operate independently. Assassins eliminate important or famous people to strike terror in the heart of their enemies. They have no restrictions whatsoever to buy any equipment or weaponry they wish. Assassins also wear one or two doses of Sting, a drug used in the moment of committing the assassination or just after that, to get away.

New skill widespread in the Redemption: swordsman.

Red Redemptionists love melee weapons but most especially, swords. They practice since they are converted, and many become true masters of sword.



Swordsman: mastering the sword allows to ignore weapon breakage when it results a draw in hand-to-hand combat. It also gives a +50 in the combat modifiers chart, as well as a 20% of better chance to hit with a sword. Also, it has a 15% of possibilities of adjusting the score when throwing for hit location. Maximum level 1. Requisite, combat skill of 70 or more.

TROOP TYPES

From civilian to brotherhood, the way of the Redemption Warrior

*Poor and disenfranchised **civilians** of the frontier/ fringe worlds are approached by a phophet, or join the Redemption through trouble with the Imperium*

*Initial rank of **Devout** given to these rough and ready troops, often doped with drugs and basically equipped*

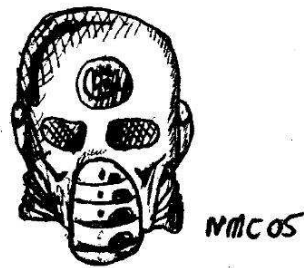
*Once 'proven', either in regular combat with the Imperium, or in a bloodthirsty initiation against Civilians, member becomes a **Warrior***

*More specialized training sees the Warrior splitting off to become one of the 3 classes of **Disciple**, the Skirmishers, pioneers or scouts*

*Further training and specialization may see an individual serving a Warrior lord as a member of his **Household Guard**, or becoming a feared **Assassin**.*

The Redemption Trooper:

The blood red caped Redemption trooper makes for a fearsome, if easily visible, Infantryman on the battlefield.



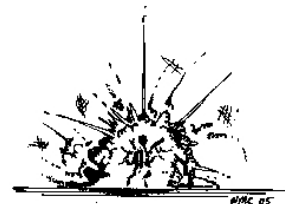
Redemption light armour is especially maneuverable and disrupts a trooper's movements and agility minimally. The interlinking bands of metal offer high flexibility whilst maintaining protection. The light armour incorporates anti-flash lenses, an image intensifier and throat mike/ ear receivers. Redemption armour is as an effective protection as any Imperial offering.

Fanatic troops: (Devouts, Warriors and Disciples may be classed as 'fanatic')

They usually are low quality troops but highly motivated, totally doped, or both things. Whenever fanatic units lose their leader, they run towards the nearest enemy to engage them in hand to hand combat and only shooting, in full auto if possible, if they cannot reach the enemy that turn, and they keep doing this until they die or kill all their enemies, or a new leader is replaced. Fanatic troops are unaffected by morale rules and consequently, they do not result shaken when half of their unit is killed or seriously wounded.

If the leader of a fanatic squad falls unconscious or is killed, the squad will run towards the nearest target to make close combat until one of the three cases above happen. Any fanatic out of the coherence distance from its unit will run towards the nearest enemy and will be taken as a lost for his squad. Fanatic troops can only be of recruit or regular category and have always to be commanded by a fanatic squad leader of any category. Fanatic troops cost 30 points less than a normal unit and can wear light armour and exceptionally combat armour. They use to be equipped with hand to hand and short range weapons such as pistols, automatic weapons, grenades and swords.

Bomber man: there are some fanatics who carry explosives tied around their bodies and detonate them when they reach to hand-to-hand distance. The effect of the explosion is like a HE missile.



Cringers:

Rules for that can be found in the page 33 of the original Laserburn rules book. Most of devotes are converted through this drug and they are called Cultists or Cringers. They typically go in units of six men, one leader and five doped devotes. When the leader of such units falls unconscious or is killed, the cultists stand where they are until a leader of another cringer unit takes them in charge, joining them by reaching within cohesion distance. Cringers cost 50 points less than normal units. They are mostly used as cannon fodder and used to be poorly equipped.

The Assassin Sect:

A mysterious group of Hand- picked individuals are members of this feared Sect. Extensively trained in the clandestine arts, the Redemption assassin are revered by other Redemptionist troops and feared by the Imperium. Assassins have access to all manner of weaponry and equipment at cost price, as items are selected from the Red Redemption main arsenal, deep underground on Imor.

Assassination methods of the Redemption focus on close range killing where possible, for maximum psychological impact, and sniper or remote explosive attacks are used as a last resort. A Redemption trained Assassin will want to look his target in the eyes before the killing blow or shot is delivered. This does however, pose problems of escape.



Disciple variants:

The disciples are more experienced, well trained troops, who may follow 3 different basic training paths:

The Swordsman

Training is focused on close combat, swordsmanship and bravery, rather than ranged firearms. Use of the ubiquitous force sword, with its scimitar like curved blade becomes second nature. Many troops are so loyal to the Redemption they become 'fanatics' and are hard to control in combat, especially where no clear leadership is near. Has special skill of Swordsman.

The Pioneer

Training focuses on maximum shock tactics, use of flame weapons, and spreading the word of Allah and Zandrig. Has skill of Streetwise.

The Skirmisher

Specialises in ranged weapons like lasers and missile launchers. Will be trained in fast, deep strikes at the enemy, often jet pack equipped. Has Jetpack skillx2.

The Warrior Lords:

Drawn from the members of the brotherhood, these fanatical individuals form the leadership of the Redemptions military forces. A warrior lord, whilst not as combat capable as some of his followers, will have high leadership and oratory skills, able to whip his forces into a religious fever of high intensity with powerful talk of the Brotherhood, the teachings of Zandrig (or the local prophet), and the spiritual meanings of the Alien scripts and texts found on the outer fringes.

Often clad in power or dreadnought armour and having a wide variety of devastating weapons at his disposal, the Warrior lords are intelligent, often fanatic, but always deadly in combat.

The brothers of the Redemption and the Inner circle:

Rabid fanatics who have their flesh flayed from their skin and replaced by a metal carapace, these tough hombres have a warped view of life and the universe. Some reach out to other planets and systems and become military commanders of Redemption forces, whilst others continue to study and preach the mysteries of the ancient Alien scripts.

Only the most powerful and wealthy, and individuals of the best blood lines find themselves within the 'Inner circle', so called because it is only here that the true meanings of the ancient scripts at the heart of the Redemption become clear. It is from these teachings that many Masters of the brotherhood seem to possess arcane knowledge, and seem as sorcerers to some.

Why the Redemption fights the Imperium and what the Alien Artifacts preach:

Initially the redemption was formed out of African and Asian peoples, who, under the oppression and military control of the Imperium, wanted out. Initially as the Afro- Asian Revolutionary force , their prophet was a man named Zandrig, who preached the scriptures of Allah. To a Redemptionist, Allah is the Almighty, Creator and Sustainer of the entire universe, He is similar to nothing and nothing is comparable to Him. It is because the High Lords of the Imperium have elevated themselves to an almost God- like state, and the drone- like Imperial population see these figures as deities that the conflict between Imperial and Redemption beliefs clash.

The inception of the Holy War against the Imperium, lead by Zandrig and the other Masters of the Inner circle. This era is what many call the Early Redemption Dynasty. Successive descendants of the original brotherhood masters governed and set the direction of the Redemption for 250 years.

Things changed with a discovery on Kastor of the Kapteyn system, on the outer frontier. Rebel colonists discovered a buried temple, thought to have lain dormant for Millions of years. Within this temple were stored thousands of archives and preachings, a whole ideology and spiritual core of beliefs and factual events concerning the creation of the universe, its progression and ultimate end. The startling thing was, much of the material within paralleled the beliefs of the Redemption exactly, so giving confirmation to the beliefs already held, and adding many more layers to them.

So began the Late Redemptionist Dynasty, initially with a reorganization of troops and leaders, some were executed as the new teachings were not accepted, and more fragmentation of existing sects and factions resulted. Through all of this, the prophet Zandrig, now into his 300th year (!) played a major part, and many speculate his continued existence, long after many of the original brotherhood had expired was due to his intimate knowledge of the teachings and his super-human powers. Others, more atheist in belief, came to the conclusion his entire body must now be cybernetic, and his original brain replaced many times by some advanced genetic cell cloning techniques.

REDEMPTION VEHICLES

Trikes:

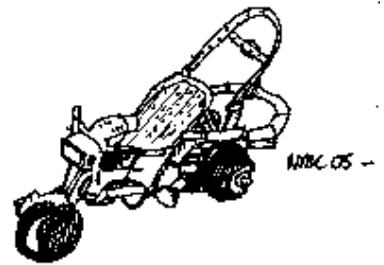
Trikes are treated for movement and firing as jetcycles (Laserburn page 27), with the following important exceptions:

They may not take off.

Turning radius is $\frac{1}{4}$ current move speed.

Results in the effect table (Laserburn page 28) of “cycle falls from sky” and “climb D6m. per turn” are changed to “spin out”.

The trike counts as light armour all around.



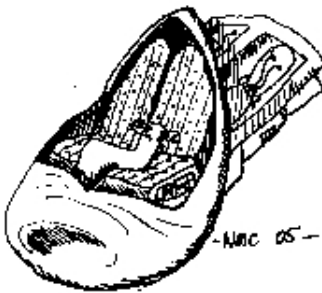
Standard trike:

Crew consists of two devotees or warriors in Flak or Light Armour, crew may be classed as fanatic if wished. The rider is armed with a laser pistol, and the one who is at the back generally dismounts for close combat when he gets near the enemy, and he is armed with a laser pistol or a hand flamer, force sword and some grenades. The trike has a mounted frontal bike cannon that can only be fired forwards. The trike has an availability of 100% and a cost of 375 credits. The bike cannon is usually a heavy laser (at additional cost), but may be substituted for any other heavy weapon as circumstances dictate. See the laserburn rules on strafing runs for its use.

Command Trike:

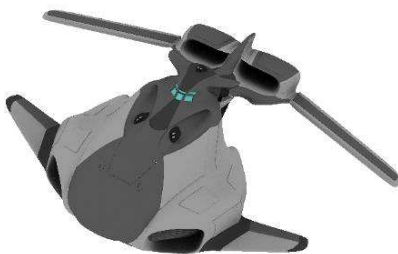
As per regular trike, but no heavy laser is mounted. Instead, armour is upgraded to power equivalent and the trike has a powerful communication package (counts as a field communicator, multi detector and palm computer) and one of the crew is a leader such as a warrior lord. Cost 570 credits, availability 70%

Skimmer Scout:



An open two-seater vehicle hover powered with space at the back to mount a heavy weapon and a gunner. It is built out of Power Armour and runs on atomic batteries with fuel for 24 hours. It has a maximum acceleration of 5m. per move, deceleration of 10m. and a turning circle of half its current move distance. Skimmers are assumed to be no more than 5 metres above the ground, so woods, buildings, hills, etc. completely block the line of fire and cannot be traveled through. Shots intended for the rider stand 1/3rd chance of hitting the skimmer instead, and vice versa. The skimmer is available to general public and costs 800 credits. Redemptionists frequently put a mounted support laser at the back, which costs 500 credits.

‘ALLAH’ Drop ship: (Pictures used with permission of Steven Hamilton at sub-two.com)



Typical Redemption dropship is of ‘Allah’ class, is piloted by 2 Transport programmed war robots. 24 Troops can be carried, or 12 troops and 2 Trikes/ Skimmers.

The Allah was designed to leave Redemption cruisers in space and drop down to a warzone at maximum velocity, only decelerating at the last possible moment, to avoid surface artillery fire.

Holds 4 survival DROP packs (See weapons and equipment of the fringe). Weaponry is in the form of 4 roboturrets mounted

beside the reverse thrusters, and pointing downwards or outwards. Also fitted is a twin 50mm Bolt cannon, computer fed with targeting information of nearby vehicles and armoured troops.

SEATS: 26/ or 12 and 2 trike/ skimmer
 MAX SURFACE SPEED: 100
 ACCEL: 20
 DECEL: 40
 ARMOUR: Better than dreadnought, base -50
 WEAPONS: See above
 COST: 85,000 credits
 AVAILABILITY: NA
 ODC: -6, MDC: -9 DDC: 10
 ER: 200,000 metres (200 KM)



‘REDEMPTION’ Class Multi tank

Although fighting vehicles as such are scarce in the Laserburn universe, some situations warrant their use for sheer terror value where the sight of an armed vehicle is greater than that of armoured troops, or where orbital attacks are inappropriate, such as in underground installations, or where collateral damage is unacceptable.

The Redemption Class is called a multi tank, due to the wide variety of armaments and uses it has. From VIP troop transport, to all out War, the Redemption can fit the bill. Locomotion is by Grav-plates, backed up by auxiliary jet pods. The redemption can operate up to 20metres above ground, skim at 1 metre(usual mode of operation), or up to 200 metres underwater with hatches sealed.

CREW:2
 SURFACE SPEED: 20MR
 ACCEL:3
 DECEL:3
 ARMOUR: -85
 COST: 75,000 cr.
 AVAILABILITY:
 ODC:-6, MDC:-9, DDC: 10
 ER: 120,000 Metres



Main battle variant	Mounts 1x M12 100mm main gun, 1 M6 slug cannon on pintle mount and 6 tubes of grenade launchers with 10 shots each. Usual load is smoke and flare.
Indirect support variant	Mounts 2x M9 Rocket battery and a pintle RFS support bolter.
APC variant	Holds space for 6 troops, and 1x M3 50mm bolt cannon.

If suitable models cannot be sourced for this vehicle, try scratch building your own from parts of 1:72 scale modern tanks, or the Wargames journal have an article on building 15mm grav tanks from business cards here:

<http://www.wargamesjournal.com/painters/images/WJBCGravTank.pdf>

Other vehicles in use by the Redemption

The Redemption use all manner of other civilian vehicles for light troop transport, supplies movements and generally getting people around. Of particular note are the use of the Hover van and Flit car, but with armour upgraded to power class (10% base penetration, and concealed roboturrets fitted. Cost is as base vehicle plus 2000 credits.

NEW WEAPONS AND EQUIPMENT

Stealth Cloak

Used by some Assassins and members of the brotherhood, these expensive belts project an invisibility field around the wearer. Counting as a shoulder arm for encumbrance purposes, these devices are somewhat unreliable. See page 20-21 of Imperial Commander, under invisibility shield.

Power Glaive

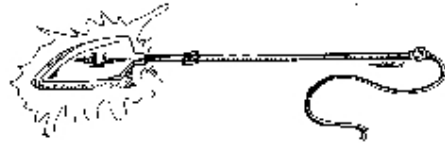
Used by members of the Household guard, these large powered pole-arms are devastating in effect, although great strength and skill is needed to wield them effectively.

Cost: 160 credits

Availability: 40%

ILM: -3

Combat roll modifier: +120



Support laser

A rapid fire weapon using two standard batteries which give 100 pulses. Capable of single shot, semi-automatic, fully automatic or rapid fire settings. It may be plugged into vehicle's energy supply when mounted on it.

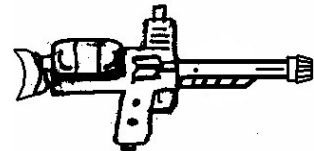
Cost 500 credits. Availability 10%



Flame thrower

A heavier version of the hand flamer. A shoulder weapons with a fuel canister which holds two charges, as well as two compressed air cylinders that are required per shot. Fuel canister costs 20 credits, compressed air cylinder 2 credits.

Cost 400 credits. Not available to general public.



FIRING VARIATIONS

Support laser	-1 per metre
Flame thrower	-4 per metre
Firing a rapid fire support weapon	-20
firing a rapid fire support weapon without rest	-40
firing a rapid fire support weapon using a pintle or swivel mount	+20

PENETRATION CHART

Weapon	PB	C	M	L	E	DN	PA	LA	FM	FB	FF	UA	Shots
Support laser	+10	+5		-5	-15	+10	+15	+15	+5	+20	+10	+50	100
Flame thrower						+60	+60	+40	+55	+5			

REDEMPTION CYBORGS AND ROBOTS:

Not used as extensively as the Imperial forces do, but where deployed will be dressed or painted as per other redemption forces.

Red Monk: (See page 19, Robot supplement)

The most infamous of all Redemption Androids is the 'Red Monk' (See Characters, later in this book).

Hymar Cyborgs: (See page 37, Robot supplement)

The scientists of the Afro- Asian revolutionary Force, under the command of Chief bioscientist Alexandre Hymar, in need of more troops to further the cause, created the 'Hymar cyborgs', Frankenstein- like monstrosities assembled from the bodies and limbs of freshly deceased soldiers from both sides of the battlefield. Sophisticated 'brain mapping' of the assembled subjects using neural conductors 'fire' these beasts into life, which are programmed with the basic need to fight, kill and reproduce!. Only barely controlled by their masters, these deformities are let loose amongst the enemy, especially civilians to tear, shred and rape. Very disturbing.

WS:30

CS:75

IL:13

Nerves of steel, no weapons usually used, strong limbs count as 'other melee weapon'

Redemption Warrior Cyborgs: (See page 34, Robot supplement)

A typical synthi-cyborg, these well programmed cyborgs sport powered limbs, light armour equivalent exo-skeleton and pure Redemption values. Used as body guards for suspicious, untrusting Lords, and as part of deep strike forces, where maximum speed and ferocity of attack is guaranteed.

WS:160

CS:75

IL:16

Lightning reactions x4, Survival instingt, Nerves of steel.

Limbs count as power fists.



Redemption War Robot (NEW type)

Height: 6 foot.

Model availability: Ground Zero Games
SG15-E2 ESU Naval Infantry with camo capes
(8 figs)

Used to make up numbers in attack squads, or specialized operatives where no trained fanatics are available, the Redemption war robot is one of the most versatile artificial warriors within the sphere of influence of man.

WS:100

CS:50

IL:9



Skills: There are 4 basic programs for these robots:

SOLDIER: The basic pseudo- infantryman. Nerves of steel skill. Usually armed with Autolaser.

HEAVY WEAPON UNIT: Allows use of missile launcher or Grenade launcher.

TECHNICIAN: Electrical, mechanical and robotic skills to allow use as maintenance and repair robot. Laser pistol equipped.

TRANSPORT: Various driver and pilot programs to allow use of all Redemption vehicles. Laser pistol equipped.



Number of batteries: 4

ARMOUR TYPE: Flak/ mesh equivalent

Movement:

Walk: 8m

Run: 17m

Dive: 5m

Crawl: 3m

Hits as per typical robot, page 9 of 'Robot' supplement

REDEMPTION TACTICS:

Experts in hit and run, and guerilla tactics, many Redemption actions include limited numbers of men, lightly armed and armoured but highly mobile. With highly loyal, some drugged and many fanatical troops in their numbers, Redemption forces suffer less restrictions during battle due to moral considerations. Small, specialized groups of Warriors and Pioneers may be sent to infiltrate Imperial outposts and civilian areas to either spread the word of Allah, or wreak terror and Havoc in hit and run raids or suicide attacks.

REDEMPTION CHARACTERS:

The master prophet: Zandrig



Moving from world to world, spreading the teachings of Allah and the Alien scriptures, Zandrig is perhaps the most powerful Redemption figure of the current age.

Thin, dark skinned, with much bio- cybernetic organs, Zandrig is lithe and agile well beyond his years. Rumored to be aged around 310 human years, much speculation surrounds his continued existence, although many Redemption followers insist arcane powers, others suggest widespread bio-engineering and cell cloning is his secret.

With Alexandre Hymar as a loyal follower, the cybernetic and cloning stories may well be true.

A master orator, Zandrig has the almost hypnotic ability to capture an audience and sway even the most powerful and strong minded of men to his will.

WS: 300

CS:200

IL:27

Skills: All basic laserburn skills.

Force bubble, holtman field, treble barrel custom Rapid fire gauss pistol.

Zandrig pursues the relentless task of uniting the various redemption factions for an all out attack on the Imperium of man, and promises the assistance of forces from beyond our understanding. Since his original call for a Holy War, many hundreds of years ago, his maniacal enthusiasm and unwavering beliefs have given him the title of Master Prophet among many.

He commands his own large Army, and although no match for the might of the Imperium in an all out attack, is still a formidable force. His personal retinue (See below), includes some of the best fighters and minds in the galaxy.

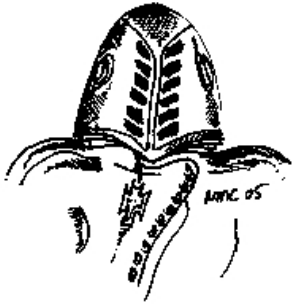
Zandrigs base of operations is on Imor, in the heart of the dark worlds, miles underground in a massive complex of subterranean cities.

When traveling between systems, Zandrig commands his own cloaked super- cruiser. Bristling with weapons and communication devices, he uses this to spread the Redemption philosophy and hold meetings with the many Redemption Warlords and Factions. (See Laserburn unofficial supplement ' Beamstrike')



Zandrig is one of the Imperiums most wanted men, and the bounty on his head is considerable. Many have tried to cash this in, and he leaves many smoking corpses in his wake.

The master fighter: The red Monk



Loyal to Zandrig, the Red Monk is simply a Hero of the Red Redemption. Fanatical in nature, he carries out the prophets will and undertakes Assassinations, reconnaissance and Deep strike missions with his personal support group of troops (See Robot supplement page 19-20).

The Red Monk is despised by the imperial Inquisition, as it is rumoured that he was a high ranking Imperial Agent, who was bitterly betrayed by the Empire. He was lucky to escape with his life and was horribly disfigured and injured in the process, needing extensive cybernetics to

restore him to his previous combat prowess.

In assassination missions, the Red Monk is particularly infamous for his hideous methods of killing, his victim often suffering a long, drawn out and excruciatingly painful death. Vid-recordings of his work are usually sent back to the Imperium as a warning to others.

WS:250

CS:210

IL:30

Skills: Sniperx2, Nerves of steel, Survival Instingt,Ambidextrousx1, Bolt pistol weapon skill x5
Bolt pistol and five clips. Automedic and autoranger.

The master technician: Alexandre Hymar



A brilliant Human scientist, Alexandre Hymar is a very twisted and nasty individual. Born cursed with a twisted and impotent body, he was, however, gifted with an enormous intellect.

He serves the Red Redemption as their Master Scientist. Leading a team of some 100 scientists, they continually seek to further the efforts of the Redemption through genetics, cybernetics and other advanced sciences.

Credited to Hymar are the so called 'Hymar' cyborgs, re-animated corpses from the battlefields, sewn together and shocked back into life for a few blood thirsty weeks fighting mindlessly for the cause.

Hymar and his team were also behind the recent advances in War robot technology, creating hordes of obedient, versatile machines, indistinguishable from Human Redemptionists on the battlefield.

WS:50

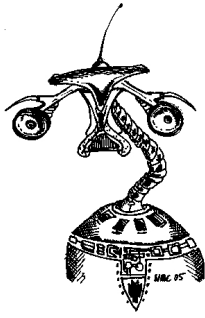
CS:10

IL:5

Skills: Maximum levels in all science and technology related skills.

It is rumoured Hymar carries no personal weapons of any kind, but has custom facebubble and Holtzman field protection and his labs are protected by Stolen and upgraded Imperial Heavy Battle droids with dreadnought-equivalent armour and sporting heavy RFS machineguns.

The master tactician: Julius



A bizarre combination of robot and human, Julius possesses a brilliant tactical mind. Able to predict, counter deduce and calculate complex battlefield outcomes in his head, Julius is one of the most valuable underlings of the Master prophet.

Julius is physically a human brain floating in a Dreadnought armour equivalent capsule with arms and legs.

From this extends a 'head' of metal and plastic. With a deep , rasping electronic voice Julius commands raids and Battles across the outer worlds, dreaming up new ways to best use the thinly spread forces of the Redemption.

WS: 60

CS: 30

IL:7

Skills: Highest levels of all leadership, and tactical related skills.

Julius is protected by a platoon of highly trained Household guard and is an hounerable member of the Inner circle.

REDEMPTION FACTIONS:

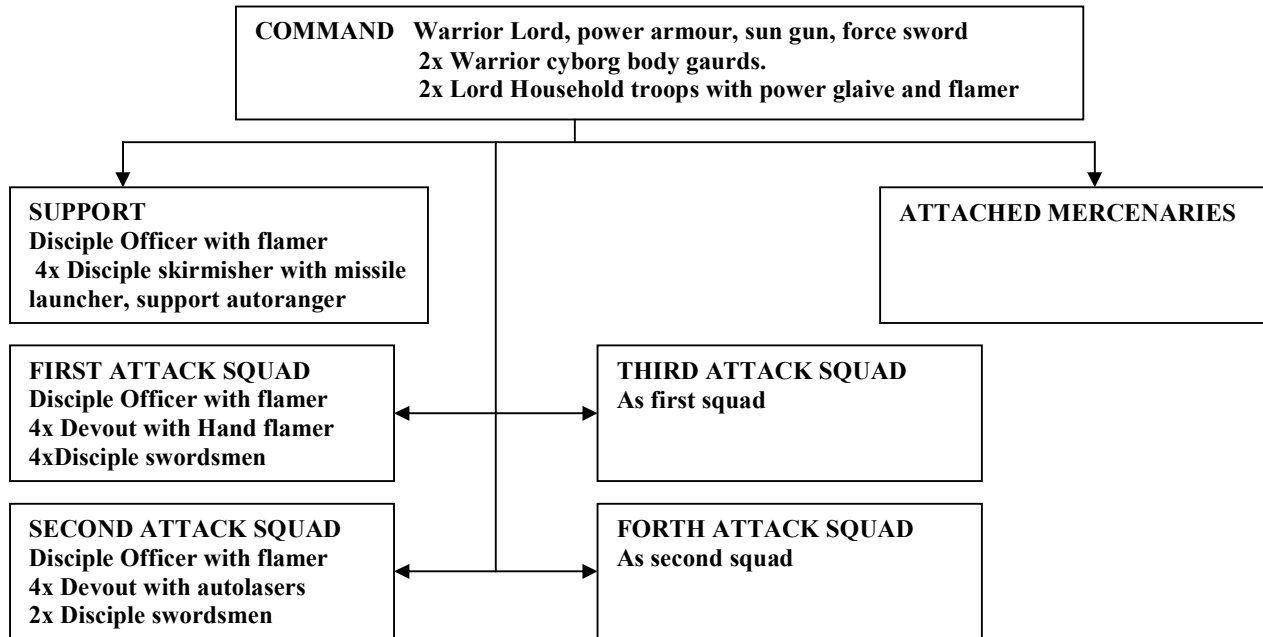
The one main restriction to success which has plagued the Redemption since the calling of the Holy war has been the splitting of forces and the creation of break-away factions. There is much squabbling and fighting amongst these factions who are often lead by their own prophet, with ideals and religious beliefs which may differ from those of Allah and Zandrig.

The main Factions currently are:

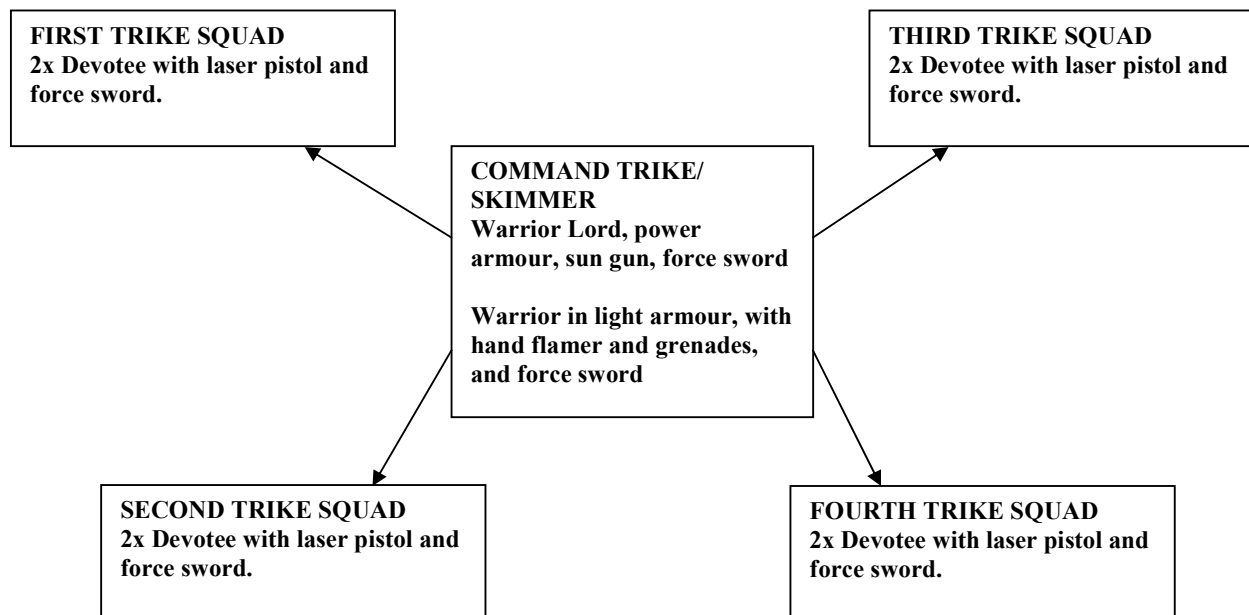
Acronym	Name	Homeworld	Details
AARF	Afro- Asian Revolutionary Force	Imor	The original Red Redemption, lead by the master prophet Zandrig
NRA	New Redemptionist Army	Zand	Late dynasty break away force, tend toward more aggressive direct action and ruthlessness.
ILF	Imorian Liberation Front	Imor	Lead by counter- prophet Egor, the ILF hold the Early Dynasty values above that of the Alien scriptures, and have fought other Redemption forces bitterly in a drive to 'convert' others. Some real old fanatics lead this faction.
AFR	Allorian Free Republic	Allor	Preach the teachings of Allah and the Alien artifacts, but through peaceful means if possible. The AFR verge on being attacked themselves by other Redemption factions as they have been known to hold 'peace' talks with the Imperium.

REDEMPTION FORCE ORGANISATION:

Redemption Assault group:



Redemption Scout group:

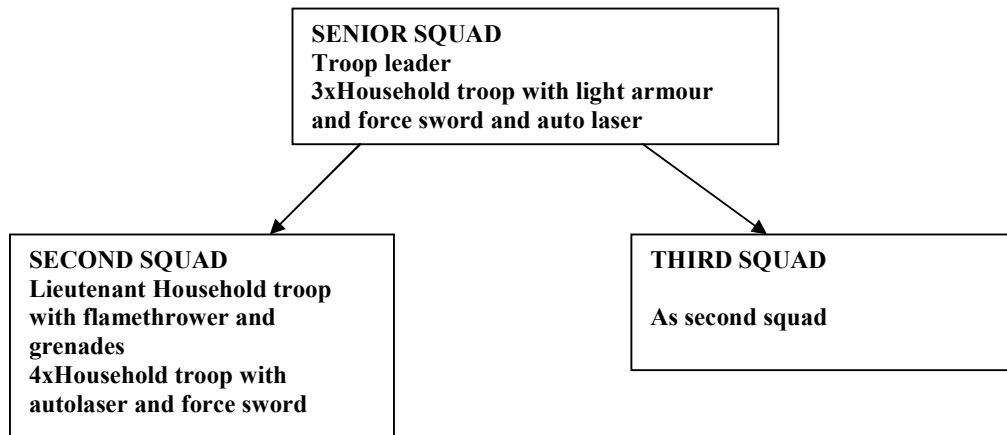


Attached Mercenaries:

Use is exactly as detailed in Forces of the Imperium page 12-18

The Household troops:

When used, will be attached to their Warrior lord, and must stay within 30m of him during the whole combat. Fiercely loyal and virtually incorruptible (unlike some Imperial bodyguards).



UNIFORM COLOURS:



REDEMPTION INFANTRY:

Blood red cape, gunmetal armour with silver highlights, Tabard painted according to local Warrior Lords choice, often emblazoned with the Lords personal logo. Weapons are dark grey, equipment pouches etc are black or chocolate brown.

UNIT DIFFERENTIATION:

Principally the tabard (the front 'smock') will be coloured with the Warrior Lords choice of colour and pattern. Often this is a variation of the Redemption logo.

ASSASSINS:

Black boots and gloves, Mid grey armour with Redemption logo emblazoned on chest. Black cloaks often worn instead of the traditional Red.

WAR ROBOTS:

Blood red bodies and cloak, Silver visual faceplate and silver weaponry.

LORDS HOUSEHOLD TROOPS:

Red capes, but blue, white or royal green armour and equipment, in the Lords colours. For non- war situations, no expense spared on a Lords clothing and that of his retinue

VEHICLES:

Gunmetal grey and black for trikes and scouts. Chocolate brown and gunmetal grey for skimmers, tanks and other vehicles, occasionally with darker brown or black camouflage pattern.

RANDOMLY ENCOUNTERED REDEMPTION FORCES:

In skirmish type games, small groups of Red Redemption followers may be encountered which are not part of a current conflict, also RR fanatics or Prophets may cross the players path in roleplaying adventures.

Roll 1d100 and consult the chart below:

Dice score	Redemptionist and Equipment
1-20	Devout with laser rifle and mono knife
21-40	Devout with hand flamer and force knife
41-50	Warrior with hand flamer and force sword
51-60	Warrior with laser rifle, force axe
61-70	Warrior with autolaser and grenades
71-80	Disciple swordsman wit force sword
81-85	Disciple pioneer with hand flamer
86-88	Warrior with missile launcher
89-95	Disciple skirmisher with auto laser and grenade sx3
96-97	Redemption war robot
98-99	Warrior cyborgs
00	The Red Monk

