

Chrono-Gladiators

By Graham McNeill & Andy Hall

Fitted with numerous bionic weapons and attachments, the Chrono-gladiators have a pre-set destruct deadline, which is only extended when they are in battle, as they thirst for life itself. Every second the Chrono-gladiator is not in combat, his life-timer ticks down the seconds towards his death. The death clock's life timer can only be reversed by the chemicals released in the sensation of

shedding blood. In battle they are ferocious opponents, who fight for the thrill of combat and the promise of an extended life. Most are pumped full of a lethal cocktail of combat stimms and bio-enhancers and their sanity is questionable, as the only life they can lead is one of constant battle and bloodletting.



Chrono-Gladiator Characters

Equipment: Chrono-gladiators have almost no equipment other than that necessary for killing. Almost all will be fitted with some form of power weapon, usually power claws or gloves. It will also be common for them to be fitted with several injector implants with a mix of combat stimms, notably Slaughter and Spur.

Special Abilities: Furious Assault, Ambidextrous, Force of Will, Terrifying, True Grit

Death Timer: At the start of every turn there is a 10% chance that a Chrono-gladiator will suffer the debilitating effects of the death timer ticking towards self-destruction. Should this happen, the Chrono-gladiator will immediately lose 2D10 from its Strength, Toughness and Initiative. There is a chance of this happening every turn and should any value drop to zero or less, the destruct timer explodes the Chrono-gladiator's heart. Needless to say, this takes the character out of action.

The only way to reverse this is to kill. For every 2 points of damage caused, after deductions for armour, in close combat (not shooting) the Chrono-gladiator may restore 1 point to any one of his stats that had been previously reduced. For example, if Crash were to snip an opponent with his power claw and cause 17 points of damage, he would be able to restore 8 points to one stat that had been previously reduced. No amount of bloodshed will bring a stat value higher than it was at the start of the battle. If a Chrono-gladiator kills people before suffering any debilitating effects from his death timer, then no benefit is gained.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Chron-gladiator	65+2D10	30+2D6	65+4D10	70+2D6	50+2D10	65+2D6	30+2D6	90+2D10	3D10
Kreiger Thrax	78	37	84	76	56	71	36	98	17

Kreiger 'Krash' Thrax

Thrax was the bodyguard of a tech-smuggler, caught by a Skittari patrol on Gryphon IV and sentenced to become a Chrono-gladiator. After his initial discomfort he soon settled into his new role managing to beat the self-destruct clock every time, until he met Kal Jerico...

'Krash' has all the skills mentioned above in the rules. He also has an Implant Stubber in his left arm and an Implant hand flamer in his right (neither weapon has a reload). His power claws count as power gloves and can use the same crush attack. His left leg is an average bionic and he is fitted with a rebreather. The mechanised parts of his body grant him 6 points of armour on his arms, 2 points on his right leg and 2 points on his groin. If shot or attacked from behind, his chest and abdomen count as having 3 points of armour.