



EMMISSARY FABIAN

Little is known of the origins of the rebel leader Fabian. He first appeared on the world of Siluria IV, a planet unremarkable in all respects save for a slightly higher than average rate of mutant births. It was with some surprise that the censor-takers of Governor Rex first reported dramatic drops in the numbers of mutants being arrested by the security forces. No one believed that there had been a change in the birth rate, the mutants had simply started disappearing.

It was then that rumours began to spread of a mutant leader in the wastelands, who called himself Fabian, Emmissary of the True Emperor. Mutants from across Siluria were secretly gathering, forming an organisation that came to be known as the Church of the Abhorred. This was obviously worrying to Governor Rex, who commanded his astropaths to send out a general request for Inquisitorial aid. Witch Hunter Tyrus was amongst those who responded to the plea, bringing his own bloody version of justice to Siluria.

Tyrus' interrogations lasted for several weeks as he attempted to build up a picture of recent events. During this

time, the Church of the Abhorred struck for the first time, waylaying a trade convoy between the cities of Salvis and Protia. The guards and crews of the cross-desert haulers were brutally slain, their bodies strung up as grim warnings to others who would attempt to cross the wastelands.

It was at this point that Tyrus devised a trap intended to capture or slay Fabian. Gathering the most hardened security agents and mercenaries Siluria had to offer, he took command of the next road train due to leave Salvis. As he had anticipated, the mutant army attacked again, only this time he was ready. Although outnumbered and unable to match the savagery of the mutants, Tyrus and his followers were well armed and prepared, and the ambush quickly turned into a rout for the Church of the Abhorred. Tyrus himself slew a dozen mutants, although later inspection proved that none of the bodies recovered matched the sketchy descriptions of Fabian himself.

For several more months Tyrus and Fabian's forces clashed in the harsh deserts of Siluria, but the two never met

in person. As the war progressed, it seemed that mutant resistance began to crumble. Reports of Fabian himself ceased, and, for a while at least, Tyrus believed that the Emmissary of the True Emperor had been slain. However, as he prepared to leave with his entourage, Tyrus was to learn of his error. Fabian in fact had been marshalling his forces, and with a surprise attack, led his mutant army into Protia space port. They managed to hijack a ship, overpowering the helpless port security and blasted off before better trained forces could be deployed to thwart them. Tyrus himself commandeered a vessel and set off in pursuit, but was unable to bring the rebel craft to combat before they escaped the system and became lost in warp space.

For the last decade there have been scattered reports of Emmissary Fabian, who has resorted to piracy and brigandage, waylaying Imperial shipping or raiding isolated settlements for supplies. On two more occasions Tyrus has tried to trap Fabian, but both times the mutant leader himself has escaped, only to reappear years later having gathered a new band of cut-throats and renegades about himself.

Emmissary Fabian

Equipment: Stubber with 6 rounds; firebomb (see below); knife.

Special Abilities: Atrophied right leg (see Exterminatus elsewhere in this issue); iron hard skin; spit acid.

Psychic Powers: Wyrd – Embolden, Demoralise.

Fire bomb: Fabian carries a homemade firebomb, which is a potentially devastating if unreliable device which he uses to carry out acts of sabotage and terrorism.

The firebomb is a special type of grenade with the profile below:

Type	Range	Area	Blast	Dam	Shots	Reload	Weight
grenade	C	*	*	D10	X	X	15

The firebomb explodes with an Area equal to the roll of a D6 in yards. Its Blast value is equal to this number plus an additional D3. Each location hit has a chance of being set on fire using the rules for flamers.

The firebomb has a crude fuse which allows Fabian to delay its detonation. The fuse can be set between one and six turns before exploding. However, the GM should make a Sg test for Fabian in secret. If he fails, he cuts the fuse either one turn too long or one turn short (GM's decision, or roll for it). This can take it up to a seven turn fuse, while if this reduces it to zero turns, roll on the Grenade Fumble table on page 82 of Inquisitor to see what happens when he lights the fuse!



	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Fabian	65	48	65	71	57	57	71	88	44