

★ BLACK ★ BLOOD ★ CHILDREN ★

When the world went down the drain, main religions followed with great fuss and fireworks... but that doesn't mean that faith issues have been completely banished from the face of the Earth. Religious leaders and all kind of sects have popped up like nuclear mushrooms across the length and breadth of the Wasteland. You can come across anything from worshipers of the wounded Mother Earth, to several minor cults consecrated to the most bizarre things, such as Harley Davidson motorbike or the typical tentacled mind-bending mutant monster (you don't really want to know how many of these are there out there).

The most successful cult around the Scrapbridge area is that of the Black Blood, a congregation that gathers in and maintains an oil refinery in almost perfect working condition and has turned it into a heavily armoured and protected settlement. They worship oil with an unsettling reverence bestowed upon them by the strange deity Tex'co. They don't trade with the black blood they extract from beneath the ground, as only the cult members are worthy of its blessing. Although they sometimes tried in the past to carry the word of Tex'co to other settlements to get new followers, their politics were not aggressive. That doesn't mean that they were not fit to fight, as they were well aware that almost any other rival gang would do anything to get their oil and they had to protect it at all costs. But the attack on their home has changed that. Their previous leader died in the blast and a man called Cunnilingus Ignis has taken the leading role in a pretty violent way. Now they live in constant paranoia and think the rest of the world wants to steal their resources, so they fight anyone anytime and even make "preventive attacks". And worst of all, they have strange oil-powered machines to use against their enemies, undreamed of by any other faction.

Personalities: there can be only one Personality in any given gang. Besides, if you take one Personality in your gang list you won't be able to include any Merc. All their equipment is included in their point cost, except bullets which must be bought separately. The attributed included in brackets are already modified by the miniature's equipment or special rules.

Ash

The cult base are the Ashes, freshly consecrated members of the organization. They are the newcomers, plain acolytes who perform the most basic cult duties, from cleaning to farming. Yet, as they are the most numerous among the cult ranks, they also have to fight when required.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Ash	2	3	3	3	3	3	3

Weapons: must be equipped with at least ONE of the following weapons and up to two (can't take two weapons with the *Two-handed* special rule).

<i>Small blade</i>	4 pts.
<i>Light mace</i>	3 pts.
<i>Mace</i>	5 pts.
<i>Pistol</i>	5 pts.

Armour: none. Can take *Thick clothes* for +5 points or *Hardened leather* for +10 points.

Cost: 12 points.

Burnt

Some of the brothers and sisters don't become Ashes, but they prefer to follow the path of martyrdom and are more than ready to give their lives for the cult. They enter combat in a reckless way, whether it be rushing forward directly to the enemy, or acting as human shields for their fellow cultists.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Burnt	2	2	2	4	3	3	2

Weapons: can be equipped with ONE of the following weapons.

<i>Small blade</i>	4 pts.
<i>Light mace</i>	3 pts.
<i>Mace</i>	5 pts.

Armour: none.

Special rules: *Mong*

Martyr: if the Burnt is at 2" or less from an allied miniature, it can use its own body to save its live after being hit. The Burnt will get in base to base contact with the hit miniature right before it had to make the Toughness roll against Strength. Then it will be the Burnt who will use its own Toughness to make that roll and, obviously, if it fails will be considered downed instead of the original target.

For the Black Blood!: for +15 additional points a Burnt can be equipped with a big-ass gasoline can and use it to make a bonzo suicide attack against the enemies of its faith. If a Burnt equipped with this can gets, for any reason, into base to base contact with an enemy, it will automatically set itself on fire: it will be considered downed, and will cause a Strength 5, Penetration 5 impact to any enemy in base contact (if it was in contact with several enemies, such as in a multiple combat, all miniatures involved will suffer this hit).

Under the burning eye: as long as a Burnt is in line of sight of a Flamekeeper, it will get the *Offroad* special rule.

Cost: 15 points.

Ember

Embers are the combat-trained brothers and sisters who take the fight to their enemies. They are tested and seasoned through countless trials to know if they are worthy of this honor.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Ember	2	4	4	5	4	4	3

Weapons: must be equipped with at least ONE of the following weapons and up to two (can't take two weapons with the *Two-handed* special rule). Can take a Shield instead of one of the weapons.

<i>Mace</i>	5 pts.	<i>Incendiary bombs</i>	5 pts.
<i>Small blade</i>	4 pts.	<i>Pistol</i>	5 pts.
<i>Medium blade</i>	10 pts.	<i>Shotgun</i>	6 pts.
<i>Chainsaw</i>	12 pts.	<i>Flamethrower</i>	20 pts.

Armour: has *Hardened leather*. Can take *Metallic armour* for +10 points, or a *Bulletproof vest* for +10 points. Can take a *Shield* for +6 points.

Under the burning eye: as long as an Ember is in line of sight of a Flamekeeper, it will get a +1 bonus to its Toughness.

Cost: 50 points.

Spark

Thanks to the almighty power of oil, the Children of the Black Blood have more working vehicles than any other faction this side of the Wasteland. Although they usually only use them to go around quickly, Sparks are the scouts of the cult and make good use of agile motorbikes to explore the Wasteland, even using them in combat if need arises.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Spark	2	4	4	6	4	4	3

Weapons: must be equipped with at least ONE of the following weapons and up to two (can't take two weapons with the *Two-handed* special rule).

<i>Small blade</i>	4 pts.	<i>Mace</i>	5 pts.
<i>Medium blade</i>	10 pts.	<i>Pistol</i>	5 pts.
<i>Light mace</i>	3 pts.		

Armour: has *Hardened leather*. Can instead take *Metallic armour* for +10 points, or a *Bulletproof vest* for +10 points.

Equipment: Motorbike (see rules further on)

Under the burning eye: as long as a Spark is in line of sight of a Flamekeeper, it will be able to perform an extra **Hit the gas** action once in each game. The player must clearly state that he or she is using the extra action provided by *Under the burning eye*.

Cost: 60 points.

Flamekeeper

The Flamekeepers are the hight priests and priestesses of Tex'co, guardians of the knowledge bestowed by the Black Blood. They decipher the ancient hieroglyphics that allow the cult to operate the machinery, know the secrets of their temple-refinery and are the ones who constantly put the faithful to test to prove their devotion. No one would risk to fail before the eyes of a Flamekeeper.

There can only be one Flamekeeper in each Black Blood Children band.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Flamekeeper	2	2	2	2	3	3	6

Weapons: mace (command rod or staff).

Armour: has *Hardened leather*. Can take *Metallic armour* for +10 points, *Bulletproof vest* for +10 points or *Metal plate* for +15 points.

Under the burning eye: the Flamekeeper is capable of infusing deep motivation in his or her ranks with a single gaze. Some troop options have a certain boost when they are in line of sight of the Keeper. These boosts are explained in their appropriate entry.

Cost: 20 points.

Cunnilingus Igni (personality)

Not so long ago the Black Blood Children were led by the High Flamekeeper Jeremiah, a quite peaceful guy who only wanted to spread the word of Tex'co across the Wasteland. But during the terrorist attack suffered at their main refinery he lost his life, and the whole cult fell into utter chaos. In that moment the most violent faction among them, led by Cunnilingus Igni (which at the moment was kept locked under arrest for his aggressive and radical behavior) took control of the Children. Cunnilingus has been the High Flamekeeper since then and has led the Black Blood Children to a holy crusade to wipe out anyone who does not accept Tex'co as their true divinity. He does not hesitate to take personal command during the raids of his children, fighting like a rabid madman.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Cunnilingus	3	5	4	5 (4)	5 (7)	5	5

Weapons: he is equipped with a his trusy pistol *Cumshot* and the buzzsaw *Squirt*.

Armour: he is equipped with *Metal plate*.

Special rules:

Cumshot: it's a big ass pistol capable of firing incendiary ammunition. Its shots are resolved in the usual way, but each time a hit is scored they will also follow the *Incendiary* Special rule (template centered on the miniature hit, whether it has been downed or not).

Squirt: this is a small chainsaw attached to his forearm. It has Penetration 5, Strength +2 and the Special rule *Petrol* (5 - 1). If he chooses to use it without spending petrol (or it has run out of it), the weapon will be used as a Small blade.

For our leader: Burnt in the band are even more fanatic than usual protecting Cunnilingus. They will be able to use their *Martyr* Special rule at 4" of distance of him, instead of the usual 2".

High Flamekeeper: Cunnilingus acts as a Flamekeeper, so he will be able to use the *Under the burning eye* Special rule with his troops. Besides, his presence is so imposing that other miniatures won't need to be in his Line of sight and will benefit from this rule until Cunnilingus be downed. As there can only be one Flamekeeper in any Black Blood band, if you take Cunnilingus you won't be able to include any other.

Cost: 100 points.

Momma Nutritora (personality)

Every leader needs a strong right hand, and for the Black Blood Children that would be the place for Momma Nutritora. When Cunnilingus started his revolution to change the peaceful ways of the cult, Momma was the first to rally to his side and preach his radical ideas. Despite many rumors there has never been any affair between them; Momma simply sees him as the chosen of Tex'co to lead them into converting the misguided people of the Wasteland. When she enters the fray Momma takes care that none of her Children runs out of gas, as well as contributing her technical skills to any worthy goal.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Momma	2	3	3	4	4 (6)	4	7

Weapons: she is equipped with a Mace.

Armour: she is equipped with *Thick clothes*.

Special rules:

Nutritora: if Momma is in base to base contact with a friendly miniature with the *Petrol* Special rule or a motorbike, she can spend an Action to refill all the spent points (for a weapon) or the *Hit the gas* uses (for a bike).

Walking bomb: Momma carries a shitload of gasoline. After any hit she suffers, if the attacker gets a result of 1 in the die roll during the opposed Strength-Toughness roll, Momma will explode. Not only she will be Downed automatically, but a Fire bomb marker must be placed centered on her position and any miniature touched by it will suffer a Pen 6, Str 6 hit. The area will be engulfed in flames, so the marker will stay in place until the end of the game applying the Incendiary rule.

Cost: 50 points.



ADDITIONAL EQUIPMENT

- Any cultist can take *Biohazard protection* for +5 points.
- Any cultist can add a *Bayonet* to a weapon with the *Firearm* special rule for +4 points. This does not count as a weapon selection.

GANG EQUIPMENT

Cultists own some pieces of equipment used exclusively by them and that they don't share with any other faction. If any miniature from a different gang wants to use that equipment, it will have to make a successful Tech roll for each item it wants to use, or discard it at once as useless junk. This special items are described below:

Close combat weapons

Chainsaw

A chainsaw is a portable, mechanical saw which cuts with a set of teeth attached to a rotating chain that runs along a guide bar, and powered by a two-stroke petrol engine.

Special rules: *Cumbersome, Petrol (5 - 1), Rare, Two-handed*

Stats: Combat -1, Penetration 6, Strength +4

Cost: 12 pts

Ranged weapons

Bombs

Whether they are made of a mix of chemical products or just a rag inside a bottle with gas, the aim is the same: burning all enemies around with the fiery flames produced. A miniature can be equipped with a maximum of 5 bombs. When counting for the *Rare* Special rule, all bombs in a miniature will count as a single weapon.

Special rules: *Disposable, Incendiary, Indirect fire, Rare*

Distance: Miniature's Strength x 2 inches

Stats: -

Cost: 5 pts each

Flamethrower

A flamethrower is a mechanical incendiary device designed to project a long, controllable stream of fire, using some kind of fuel carried in a tank.

Special rules: *Cumbersome, Petrol (10 - 2/5), Rare, Template, Two-handed*

Distance: Flamethrower template

Stats: Penetration 2, Strength 3 (with 2 charges) / Penetration 5, Strength 6 (with 5 charges)

Cost: 20 pts

Special rules

Petrol (X - Y): weapons with this rule need gas or petrol charges to work. A weapon of this type will start the game to its full capacity with X charges, but each time a miniature attacks or takes a shot with it, it will spend Y charges.

But carrying all this fuel on you is quite dangerous, so if a miniature equipped with a weapon with this rule is hit, it can even explode. After being hit, if the attacker rolls a natural 1 in the opposed Strength against Toughness dice roll, the weapon will blow up. The miniature carrying such weapon, and any other who might be in base to base contact with it, will suffer a hit with Strength equal to the remaining charges in the weapon and Penetration 3.

Special equipment

Motorbike. a miniature riding a motorbike will have the *Rider* and *Swift* special rules. Due to the fact that the miniature can effectively use parts of the bike to get some cover, it will always benefit from an Armour +3 cover.

Hit the gas: twice in each game, the driver will be able to spend an Action to make good use of its motorbike full potential, undertaking one of the following actions each time:

- **Pedal to the metal:** the bike can move up to twice its normal movement (12") in a single movement Action, but must do it in a straight line as it was facing at the beginning of the action.
- **Gross power:** bike and rider leap forward in a roaring charge, gaining a +3 bonus to Combat during an Assault.
- **Cloud of dust:** the rider uses the wheels to raise a dust and dirt cloud around the bike, making it more difficult to hit. During the remaining of that game turn, all shots made against the miniature will suffer a -3 penalty to Precision.
- **Hit the road, Jack:** if the biker is engaged in close combat, the miniature can use this action to automatically Disengage from combat, as if it had succeeded in the opposed Agility roll.