

★ IRRADIATED ★

North of Dustbin, beyond the Lost Cult mountains, radiation is so strong that not even Mutards can survive for long in that place. It's a barren area, where nothing lives... with the exception of the Irradiated.

The Irradiated (who refer to themselves as the True Heirs) are one of the most strange, isolated and scarce factions of the Wasteland. Their origins trace back to the time in which the nations of the world faced each other using weapons with an increasing power. In that race to create new artifacts to wipe out their enemies, they needed bigger laboratories and factories in which to design, build and test new forms of mass destruction. Most of these secret facilities, located in hidden places with strong security measures, were lost to the world in the great purge after the creation of the Megalopoli and the birth of the Wasteland as we know it today. But one of them, known by the codename Dawn, built inside an sphere of a new experimental ultra-resilient material, survived the armageddon inside that hi-tech sealed bubble.

For generations the working staff and their families went on living in the facilities, isolated from the rest of the world and the events that came afterwards, thanks to the automated systems of the military base. Its inhabitants, descendants of an elite of scientists and researchers, convinced themselves that they were the sole survivors of the world and that, one day, they would rule it in their own right. According to those ideas the dwellers of the former base created a new noocratic society in which a council of the wisest men and women issued laws for the community. But with the years, isolation from the exterior and growing corruption, the role of the council became more dictatorial and even acquired a religious aura. Those who already called themselves the True Heirs were convinced to have been chosen by a Supreme Intelligence to begin a new and improved human race, purged from their past errors. A strict hierarchy was established among their members and the social rules became more and more suffocating as their leaders radicalized themselves. But as sophisticated as the technology in the former base was, with the passing years it was becoming harder to contain the leaks in the nuclear reactors that provided energy. Exposed to gradually increasing levels of radiation the dwellers of the place, against all odds, adapted and survived in this new lethal environment as many animal species had done before in nuclear accidents of the past. Their bodies, after being exposed to this Holy Manna, suffered subtle alterations such as skin coloration (which adopted fluorescent hues), hair loss and an abrupt descent in fertility.

For some unfathomable reason, their time has come right now. The Irradiated have decided to leave their haven behind and complete the mission they have been chosen for: convert the world into their image and likeness. As the prophecies had foretold, with the opening of the spherical base shield the New Man hatched from the Egg. The fact that the Wasteland is still populated by other human beings is only a test for their resolve to cleanse the world for the new Rebirth.

Radioactive containers: the Irradiated carry in their bodies levels of radiation that would kill most of living beings. In short periods contact with them can be harmless, but when an Irradiated is Downed that radiation is no longer restrained. All Downed Irradiated will count as a source of Radiation. Besides, any miniature interacting in any way with a Downed Irradiated (looting, devouring, harvesting, etc.) will have to make a Radiation roll.

BETA VERSION

Nuclear cardinal

The wisest and most devoted Irradiated are the Nuclear cardinals. They are the ones in charge of leading the New Humans in their fight to convert the world into the promised land worthy of them.

You can only have one Nuclear cardinal in a band of Irradiated.

| | Actions | Combat | Precision | Agility | Strength | Tough. | Tech |
|----------|---------|--------|-----------|---------|----------|--------|------|
| Cardinal | 3 | 2 | 4 | 4 | 3 | 3 | 7 |

Weapons: must be equipped at least with ONE of the following weapons and a maximum of two (not being able to combine two Two handed weapons):

| | | | |
|---------------------|--------|--------------------|--------|
| <i>Light mace</i> | 3 pts. | <i>Small blade</i> | 4 pts. |
| <i>Pistol</i> | 5 pts. | <i>Mace</i> | 5 pts. |
| <i>Holy grenade</i> | 5 pts. | <i>Shotgun</i> | 6 pts. |
| <i>Rifle</i> | 8 pts. | <i>Auto. rifle</i> | 10 |

Armor: has *thick clothes*. Can take *hardened leather* for +5 pts, *metallic armor* for +15 points or *bulletproof vest* for +15 points.

Special rules: Radioimmune

Lecture: Cardinals rally their followers before combat with several lectures that spur the True Heirs to faithfully withstand the hardships ahead. After deploying the miniatures, but before starting the game, you must choose ONE of the following lectures to use its effects for the entire game:

- Parable about the New Man hatching from the Egg: once during the game, you can repeat a Strength vs. Toughness opposed roll of one of your miniatures that has been hit.

- Parable about how the Supreme Intelligence chose the True Heirs: once during the game, you can repeat a Precision roll.

- Parable about how the Holy Manna made us better: once during the game, you can force your rival to repeat a Radiation roll.

Cost: 50 pts.

Paladin

Paladins are the most passionate followers of the creed. Utterly convinced of the protection granted by their faith, and heavily trained in combat, they are the first to enter combat to inspire their brothers and sisters. They are the torchbearers of their faction, leading their companions into endless crusades in which they hope to die for their cause.

| | Actions | Combat | Precision | Agility | Strength | Tough. | Tech |
|---------|---------|--------|-----------|---------|----------|--------|------|
| Paladin | 2 | 5 | 3 | 5 | 4 | 4 | 3 |

Weapons: must be equipped at least with ONE of the following weapons and a maximum of two (not being able to combine two Two handed weapons):

| | | | |
|---------------------|---------|--------------------|--------|
| <i>Mace</i> | 5 pts. | <i>Heavy mace</i> | 6 pts. |
| <i>Shield</i> | 6 pts. | <i>Heavy blade</i> | 8 pts. |
| <i>Medium blade</i> | 10 pts. | | |

Armor: has *hardened leather*. Can take *metallic armor* for +10 points.

Special rules: Offroad, Radioimmune

Inspiring: if a paladin takes down an enemy in close combat, all Irradiated at 8" or less, with line of sight to the Paladin and who is not in Combat, will be able to immediately take a free Action.

Cost: 50 pts.

Penitent

Those Irradiated that have sins to atone or are currently experiencing some crisis of faith, are used as penitents. They are in charge of the most dangerous weapons of the crusades against other forms of life.

| | Actions | Combat | Precision | Agility | Strength | Tough. | Tech |
|----------|---------|--------|-----------|---------|----------|--------|------|
| Penitent | 2 | 4 | 4 | 4 | 5 | 5 | - |

Weapons: must be equipped at least with ONE of the following weapons and a maximum of two (not being able to combine two Two handed weapons):

| | | | |
|-----------------------|--------|--------------------|---------|
| <i>Holy grenade</i> | 5 pts. | <i>Mace</i> | 5 pts. |
| <i>Toxic thurible</i> | 7 pts. | <i>Wastedumper</i> | 15 pts. |

Armor: has *thick clothes*. Can take *hardened leather* for +5 points.

Special rules: Berserk, Mong, Radioimmune.

Cost: 40 pts.

Disciple

Disciples are the bulk of the Irradiated faith and the ones carrying all the basic labors of the Plan.

| | Actions | Combat | Precision | Agility | Strength | Tough. | Tech |
|----------|---------|--------|-----------|---------|----------|--------|------|
| Disciple | 2 | 3 | 3 | 3 | 3 | 3 | 3 |

Weapons: must be equipped at least with ONE of the following weapons and a maximum of two (not being able to combine two Two handed weapons):

| | | | |
|-------------------|--------|--------------------|--------|
| <i>Light mace</i> | 3 pts. | <i>Small blade</i> | 4 pts. |
| <i>Pistol</i> | 5 pts. | <i>Mace</i> | 5 pts. |
| <i>Shotgun</i> | 6 pts. | | |

Armor: has *thick clothes*. Can take *hardened leather* for +5 points.

Special rules: Radioimmune.

Cost: 20 pts.

Martyr

Although Irradiated have an incredible tolerance to radiation, in time it's only natural that their bodies succumb to its effects. Some of these Irradiated, little more than radioactive wretches, turn to martyrdom trying to make sense to their ends... or others'.

| | Actions | Combat | Precision | Agility | Strength | Tough. | Tech |
|--------|---------|--------|-----------|---------|----------|--------|------|
| Martyr | 2 | 1 | 1 | 2 | 2 | 2 | 3 |

Weapons: must be equipped with one of these weapons, paying its cost in points:

| | | | |
|-------------------|--------|--------------------|--------|
| <i>Light mace</i> | 3 pts. | <i>Small blade</i> | 4 pts. |
|-------------------|--------|--------------------|--------|

Armor: none.

Special rules:

Radiated: Martyrs are a Radiation source in terms of the Radiation rules. Even themselves will be affected by those rules, so they will have to make a roll on every Turn.

Enlightened: You can not have more Martyrs in your band than the rest of the miniatures combined.

Cost: 15 pts.

The Relic Bearer

As the faith of the True Heirs took shape, and they began to leave Aurora to see how the World had been left, the search for Sacred Relics became commonplace among those purer believers. The Supreme Intelligence had told them stories of men and women whom the Sacred Mana had blessed in the times of the World of Before. During their Crusades, the Irradiated are often accompanied by the individual known as the Relic Bearer. This being, not too graceful for combat, may serve the Irradiated by carrying some of the relics found over the years, such as the bones of Saint Eben Byers or the tissues with which they buried Saint Curie. This show of faith encourages the True Heirs in times of weakness.

| | Actions | Combat | Precision | Agility | Strength | Tough. | Tech |
|------------------|---------|--------|-----------|---------|----------|--------|------|
| The Relic Bearer | 2 | 2 (1) | 2 | 2 | 3 (7) | 3 | 3 |

Armas: has the *Reliquary* .

Blindaje: has hardened *leather*.

Reglas Especiales: Berserker, Personality of the Irradiated, Radioimmune.

Reliquary: as a banner, the Relic Bearer carries some of the relics found by the Irradiated over the years. In combat it can be used with the stats of a *heavy mace*. In addition, the Bearer can use Actions (if more than one must be consecutive, though not necessarily in the same Action Turn) to encourage his companions or discourage his enemies as indicated in the following table.

| Number of Actions | Effect |
|-------------------|---|
| 1 | A friendly miniature up to 12' away gets a +3 bonus to Combat on its next Assault. |
| 1 | A friendly miniature up to 12' away gets a +2 bonus on its next Precision roll. |
| 1 | A friendly miniature up to 12' away gets a +2 bonus to Toughness for the next time it is hit. After this it will have its Toughness reduced by 1 point permanently. |
| 1 | An enemy miniature up to 12' away suffers a -2 penalty on its next Radiation roll. |
| 2 | A friendly miniature up to 12' away may take 1 Action immediately. |
| 2 | An enemy miniature up to 12' away suffers a permanent -2 penalty on its Radiation rolls. |

Coste: 40 pts.

GANG EQUIPMENT

Members of the Irradiated own some pieces of equipment used exclusively by them and that they don't share with any other faction. No miniature of any other band can loot or use this equipment in any way.

Close combat weapons

Toxic thurible

Some Irradiated stuff radioactive material into metallic containers with little holes, which they wave around using a chain attached to a handle. These are terrible blunt weapons that also spread toxic fumes.

Special rules: Cumbersome, Rare, Toxic, Two handed

Statistics: Combat -1, Strength +3, Penetration 2

Cost: 7 pts

Ranged weapons

Wastedumper

This is a device capable of hurling highly corrosive toxic waste, kept in a barrel which the user carries on his or her back.

Special rules: Cumbersome, Rare, Really dead slow, Template, Toxic, Two handed

Range: Flamethrower template

Statistics: Strength 3, Penetration 7

Cost: 15 pts

Holy grenade

These are small items loaded with radioactive material, that the Irradiated use to wear their enemies down. A miniature can be equipped with a maximum of 3 grenades. Regarding the Rare Special rule, all the Holy grenades in the same miniature will count as a single weapon.

Special rules: Indirect fire, Rare

Holy grenades spray the area they explode on with radioactive elements.

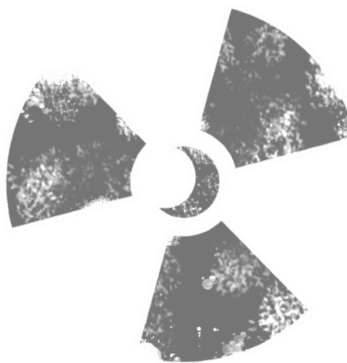
Holy grenades explode on impact, leaving a permanent radiation marker.

Any miniature hit by a Holy grenade must take a Radiation roll.

Range: user's Strength x 2"

Statistics: -

Cost: 5 pts each



Special equipment

Special ammunition

Irradiated have a couple of new ammunition types beside the regular ones, being able to choose the one they want for each miniature. A miniature can only carry one type of ammo.

Irradiated ammo

Irradiated can introduce radioactive material in their ammo to wear their enemies down.

Rules: the target will suffer a -3 penalty to all rolls for the Radiation rule for each time it has been hit with this type of ammo, but the weapon will also suffer a -1 penalty to Strength and Penetration.

Cost: 15 pts each

Toxic ammo

Irradiated sometimes put uranium doses inside their bullets, that will explode if the target is Downed.

Rules: this ammo has the Toxic Special rule, but the miniature firing the weapon will suffer a -1 penalty to Precision.

Cost: 15 pts each

SPECIAL RULES

Radiation: any miniature at 8" or less from a Radiation source at the end of its Action turn, or when specifically indicated in the rules, will have to roll a d10 on this table (modifiers apply if appropriate) to see if it is affected by it.

| Roll | Effect |
|-----------|--|
| 1 or less | The miniature is Downed right away. |
| 2-3 | The miniature will permanently lose 1 point of Toughness. |
| 4-5 | The miniature will lose 1 point of Toughness for the next Action turn. |
| 6+ | The miniature suffers no ill effect. |

- +2 if the miniature is a Mutard or is equipped with Biohazard protection.
- +Toughness value of the miniature.
- -1 for each source of Radiation at 8" or less beyond the first.

Radioimmune: due to their natural tolerance to radiation, a miniature with this rule will be immune to the effects of Contaminated terrain and Radiation.

Toxic: any miniature Downed by a weapon with this rule will be considered a source of radiation for the Radiation rules.