

# **DUNGEON SQUAD**

**ADVENTURES IN THE 41ST MILLENNIUM**



**WRITTEN BY NEUICON**

**CREATED BY NEUICON AND SEAN DANIELS**

# DUNGEON SQUAD: ADVENTURES IN THE 41<sup>ST</sup> MILLENNIUM

## Introduction

This is a Role Playing Game set in the futuristic nightmare of Warhammer 40,000 and this game comes off the hinges of the wonderful creation by Jason Morningstar, Dungeon Squad.



Creators Neuicon and Sean Daniels have delved into the world of 40,000 when they were introduced to Dark Heresy (the official Role Playing Game of Warhammer 40,000), and quickly fell in love with it. Neuicon, having played Dungeon Squad, opted for something simple and fun to get those interested in Warhammer 40,000 into gameplay using an exciting system, designed to entertain you and keep you on the edge of your seat!

This game comes off the release of Starcraft: Tactical Miniatures Combat, where you command skirmish-sized squads into battle against your foes! The fun of that game has helped in the inspiration to continue releasing new, fun and awesome games available to everyone!

Our work on this game will help showcase the standard that Morningstar set down

when he created Dungeon Squad, and we can only hope to further the advancement and excitement this game has to offer; such things as classes, racial traits and more, so get set to enjoy the fun and total awesomeness of Dungeon Squad: Adventures in the 41<sup>st</sup> Millennium, and remember to visit the official 1KM1KT website and comment our games.

Finally, we'd like to thank you all for the support and the growing fan-base we have received over the past few months; we hope to continue in the expansion of these and other fun games.

Now, for the legal stuff: all of the images in this booklet are copyright, Games Workshop, Inc. and we do not choose to claim these as our own property; the Warhammer 40,000 title itself is copyright, Games Workshop, Inc. and again, we choose not to claim ownership of any kind to the Warhammer 40,000 title. We simply claim that is a fan-created rules system, free and non-commercial.

This game was originally created by Jason Morningstar, so all originality goes to him; and guys thank him for such an awesome rules system and game setting!

## Understanding the Game

In order to fully understand the game, we'll be going over some of the basics you'll need to get a few games going. Always remember to play fair and have fun while playing.

Each player will need the following in order to play the game: a copy of this book, a copy of the original Dungeon Squad book, a copy of the Character Sheet at the end of this book, and a set of dice, which include a D4, a D6, a D8, a D10 and a D12.

Don't forget to grab some snacks, because who can play without munchies, right?

## Character Creation

Creating your character is just one of the many fun parts of this game; you'll be playing the role of this character and soon



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fight your way through stories created by the GM, also known as the “Game Master”. This is the guy who comes up with the scenarios and storylines you and your group will be playing through.

A not to the Game Master: always play fairly and never cheats someone out of something in the game; I myself played along with some bad players in the past, and it was horrible to see them ruin the game for everyone. So, in the spirit of fun and having a good time, always be fair.

Should you come up with any questions, please refer to the original rules of Dungeon Squad, because it sets the standard for this game, and how it plays out.

So, using the Dungeon Squad book and the character sheet at the end of this book, make your character (the rules on creating characters are the same). Instead of Warrior, Wizard and Explorer, this game uses the following traits:

<b>Combat</b>	<b>Replaces Warrior</b>
<b>Engineer</b>	<b>Replaces Wizard</b>
<b>Explorer</b>	<b>Remains the Same</b>

As you can see above, the traits Combat, Engineer and Explorer are used in this game, as opposed to the original traits used in Dungeon Squad, but remain the same in what they do and how they play out.

All characters begin play with 20 Hit Points, or “HP”; this can grow over time and through experience in gameplay. When a player’s character has fallen to 0 HP, then the character is dead, and well, you need to make a new character. Hey, don’t complain, we’ve all died in RPG games every now and then, so hey, chin up dudes.

All characters also start with 50 Wealth, which is like “Gold” in Dungeon Squad, and is used to buy items such as weapons, armor, food and so on. In order to obtain more Wealth, your GM may distribute

them to Military Choices for completing missions and such, and to Basic Choices by having them either rob, or earn it in whatever home world they’ll be playing in.

Damage taken to your characters is taken directly. This is also stated in the original Dungeon Squad.

So, using your character’s traits, assign to them a D4, a D8 and a D12; for example, an Imperial Guardsman can assign a D12 to his **Combat** trait, a D4 to his **Engineer** trait and a D8 to his **Explorer**. These stats prove that he is a fighter, not a character in need of spell casting and still able to manage a train of thought to go about and search, and intimidate others into giving him information and more. The dice are used to characterize the person you’ll be playing as, from a tough Space Marine Veteran to a Nomad who walks the streets of Imperial worlds.



Making a character in this game should allow you to play through something you created from scratch and involve him or her in awesome adventures, scenarios and even campaigns, which we’ll provide to you.

At the end of this book, you’ll notice that we are providing two scenarios for you to play, where you can lead a created character, like a Space Marine into battle of large-scale; the GM only needs to run the world around you as you play it out. When playing, you might even be playing out the character’s regular daily life, such as talking with friends, so long as the character you control serves no ultimate duty to the Emperor; so, without any additional nonsense, let’s get into the selection of a character-type.

Please select a character-type from the following list (unlike most RPG systems



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where you randomly select, you can select these characters yourself, allowing you to be in control of what and who you will be playing the roll as); apply any modifiers that are attached to the character-type.

## Space Marine Choices:

<b>Space Marine</b>	+1 to Combat Trait
<b>Scout</b>	+5 to starting HP
<b>Techmarine</b>	+1 to Engineer Trait
<b>Master or Captain</b>	+15 to starting HP

As you can see in the list above, we are only offering four choices, but they can be applied to characters that will be engaging into combat, battle and war. These characters can also live out their normal lives in normal play, while walking the streets and socializing with others, or their team, which may consist of several different types of characters.



When selecting a character-type, be sure that all players playing this game, that is, when readying for a game and you have a group of anywhere from three to five friends all creating characters, that all of you choose from the same "Choices" list, that way, ensuring that you have all become close together because you share similar qualities; for example, a team of Space Marines or a

team of Imperial Guardsman or even a team of Nomads who walk the home world of the GM's choosing. This allows the game to run smoother and can allow for better gameplay and atmosphere to all players.

## Imperial Guard Choices:

<b>Guardsman</b>	+1 to Explorer Trait
<b>Junior Officer</b>	+1 to Explorer Trait
<b>Senior Officer</b>	+1 to Explorer Trait
<b>Sanctioned Psyker</b>	+1 to Engineer Trait
<b>Storm Trooper</b>	+1 to Combat Trait
<b>Commissar</b>	+15 to starting HP

The Imperial Guard have many fantastic choices for you to choose from, and may even be helpful for your group, because in a game where you all play as Imperial Guardsman, the setting may be a war-torn world in where you all have to band together and fight invading forces through the shredded areas of the town, and can be anything from Tyranid hordes to Tau invaders bent on enslaving your team. Unlike a game played by a team of Space Marines, you all have a wide variety of things to choose from, but the weapons may come in handy, and having a Sanctioned Psyker on your team may prove to be helpful if you need to cast spells to protect your team from oncoming damage or attacks; if you are looking to play an RPG where all you do is land on planets and look to fight in the name of the Emperor, you've got it good with either Space Marines or the Imperial Guard.

Other selective choices to come are: Deamonhunters, Witch Hunters, Chaos Space Marines, Eldar and Tau; these are due to come out in a supplement titled, "Complete Doctrine of the 41<sup>st</sup> Millennium". This of course, will be free to you.





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## Home World Choices:

<b>Scum</b>	+1 to Explorer Trait
<b>Assassin</b>	+5 to starting Wealth
<b>Gang Member</b>	+1 to Combat Trait
<b>Nomad</b>	+1 to Combat Trait

In Dungeon Squad, you have what is known as the “Stuff” section of a character; in this game, it is known as “Weapons and Items” and is used to describe what is being carried by a character, either weapons like Bolters, Lascannons or Chainfists or Armor like Power Armor, this is where you can remember what your character is carrying at all times during gameplay.

Now, when applying modifiers, just like in Dungeon Squad, when purchasing gear that allows you +1 bonuses, it means that the Trait which carries the die is bumped up to the very next level; note that you cannot gain a die higher than a D12.

From Dungeon Squad: *Some expensive gear affords a +1 bonus to a specific activity, effectively bumping the die up one rank. Your D4 Explorer becomes D6, for example, when sneaking in Elven boots.*

So, as you can see in the example above, applying modifiers to your characters gives you a slight advantage during gameplay. We hope that applying modifiers is seen as what it really is: simple and understandable.

Now, we head back to the “Stuff” or “Weapons and Items” section of your character; this is what the character will be carrying, such as weapons, extra clothing, armor and more.

When you begin the game, you will be allowed to carry only two things in your Weapons and Items area; select these before while creating your character.

Use the tables below to determine what you will start out with; you can choose one weapon and one armor or one weapon and one spell or even two things from the same category, just make sure that you note it in the Weapons and Items section of your Character Sheet.



To determine what you will be carrying at the beginning of your character’s gameplay, roll a D100 (a hundred-sided die), or simply roll five D10 to determine what you receive; remember that you can choose any two things from any of the following three selective tables and only two. Your character will have a limit; that limit is ten things he or she can carry throughout the game. If at any time you wish to purchase something or pick something up and you are already full in your Weapons and Items area, then simply “drop” something and take the new thing into your collection.

Now, pick your supply and remember to be wise in what you choose. Importantly, you should note that you assign these things to a



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D6 and a D10; for example, a tough Space Marine might have a D10 Bolter and D6 Armor. Apply any modifiers that are attached to the things in the following tables.



## Weapons:

Roll	Weapon	Modifier
01-30	Bolt Pistol	+1 Damage to Tough Characters
31-50	Boltgun	+2 Damage to Average Characters
51-70	Shotgun	+1 Damage to Tough Characters
71-90	Plasmagun	+2 Damage to Weak Characters
91-100	Meltagun	+3 Damage to Average Characters

When we say +1 or +2 Damage, that means if you would normally deal 7 Damage to a character and your character is carrying a Meltagun, he'd be dealing 3 more if he attacked an Average Character, meaning instead of 7, he'd now be dealing 10. Pretty

sweet, huh? The hits just keep on coming, and your weapons should kick the crap out of tons of things.

## Spells & Arcana:

Roll	Spell
01-30	Healing
31-50	Save Thyself
51-70	Grande Luck
71-90	Arcane Shield
91-100	Monstrous Attack

## Descriptions of Spells:

**Healing:** Restores its die in hit points to the person the casting character chooses. This spell can be cast once per battle, and can only assist one person.

**Save Thyself:** Allows casting character to successfully dodge one oncoming attack; this can be cast once per adventure.

**Grande Luck:** allows you to add your die to another person's roll, before they make it! Or reduce an opponent's roll by the same amount, before they make it; this can be cast every turn.

**Arcane Shield:** protects a single person the casting character chooses (including the casting character if she desires) from its die in damage, which is chipped away until it is gone; this can be cast once per battle.

**Monstrous Attack:** does triple its die in damage but can only be used once per adventure! Roll the Monstrous Attack's die, and then multiply the result by three. Anyone near the target takes the straight, pre-multiplication Monstrous Attack die in damage as well.



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## Armor and Shields:

All Armor is "Power Armor" and where you choose to place this, is up to you. It should be noted that later through your adventures, you might find equipment that boosts your armor up one die, or you can find armor on an Ork that is automatically a D10 Power Armor; and yeah, you can steal it from the dead Ork, he ain't gonna need it, right?

From Dungeon Squad: *Armor reduces damage taken by a roll of its die. Thus, if you are hit for 7 points of damage and have armor, you can roll that die and reduce damage taken by that amount, possibly all the way to zero. D10 armor is powerful stuff! Other armor rated at D4, D8, or even D12 might be found as treasure!*

## Combat, Actions and Mechanics

Characters can fight, cast spells, sneak around and even use items during the game, difficulty is reflected by a target number, and is as follows:

<b>Easy</b>	No Roll Needed
<b>Average</b>	2
<b>Complex</b>	4
<b>Hard</b>	6

The GM may even make certain actions a lot harder to complete by raising the difficulty level, so be careful how often you show off, hotshot. It may bite you in the ass.

While in Combat, either Ranged or Close Combat, you'll need to perform the following to attack someone in the game:

Roll against Combat to hit in combat. A 2 or better is needed to hit a weak foe, a 4 or better to hit an average foe and a 6 or better to hit a tough foe. Obviously, if you assign D4 to Combat, direct combat will prove a challenge, if not impossible.



If you choose to play by Pen and Paper only, where story-telling is how the game is being played, then discuss the range of your weapons with your GM; if you are playing with figures on a tabletop, then the following should be used to determine the range of the weapons your character starts with:

Bolt Pistol	12 Inches
Boltgun	24 Inches
Shotgun	12 Inches
Plasmagun	36 Inches
Meltagun	24 Inches

To cast spells, follow the rules below to use spells and other things in the game:



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Roll against Engineer to cast a spell. A 6 or better is needed to cast a spell successfully, or a 2 or better if the caster is not in a dangerous situation. One peaceful option would be to assign D4 to Engineer and take "Healing" as a spell, casting it only between battles.



Lastly, Roll against Explorer to sneak around and be a thief or sneak up on enemies; you'll need a 2 or better to move silently, a 4 or better to pick a lock or climb a wall, and a 6 or better to disarm a trap or jump a chasm. Again, these rules follow the difficulty chart located on page 7.

## A Note on Other Equipment

As stated in Dungeon Squad, follow these rules as they apply in this game as well.

From Dungeon Squad: *Anyone can do D4 damage with their fists or a dagger, if they have no better weapon. Ropes, picks and shovels, and other equipment can be purchased, but has no "stuff" die associated with it. There is no limit to the amount of regular stuff you can carry.*

## Wealth and Advancement

Throughout the home worlds, other worlds you may be fighting on, you may come across wealth, which could be anything from Money to Armor and Weapons that may even bump up the dice you are using (as stated earlier in this book; a +1 would mean that a normal die of D6 becomes a D8).

Wealth can also be used to increase any die one size after each adventure, up to D12. 100 Wealth Points equals a one die increase. Wealth can also be used to buy increased hit points. 20 gold increases permanent hit point total by one.

## Welcome to the Ending

That's it, folks. We have had fun working on this, and we hope you enjoy it as much as we enjoyed playing it out on the battlefield, and to be honest, Neuicon played the GM while Sean Daniels, Kathy Ahern and Kevin Daley were the Player Characters; here's what took place during our game.

The team chose to be a team of Imperial Guardsman; Sean was the Sanctioned Psyker, Kathy was a Storm Trooper, and Kevin was also a Storm Trooper.

The team was running tests and crash landed on an unknown world, which was soon infested with Tyranids. Kathy and Kevin were in a holdout position while Sean tried to get into communication with any Imperial Forces; while he was gone, he had to run through several obstacles, including running from a Carnifex, fighting off a small swarm of Hormagaunts and reaching a location where the communication could be set up properly.

Sean and Kevin soon found themselves in a position overrun with two swarms of Genestealers and a Broodlord; they did, however manage to survive! Whew!

Thanks again, and enjoy! You make the adventures, and you have the fun!





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## ATTENTION TO THE IMPERIAL POPULATION: GM INFORMATION ON RUNNING GAMES IN HOME WORLDS

To: Game Master  
From: Imperial Authorities  
Subject: Running Games in Home Worlds

Transcript: It seems that if you wish to run games in home worlds, you may choose from four, and only four. This is not the case if you already know the Warhammer 40,000 Universe; then, you may work with a home world already known to you, or one you can create from scratch, but hey, do your homework. You wanna make it fun and pleasant to play in, rather than horrible and lacking realism.

Below is information on the four available home worlds any of the three "Selective Choices" may play in. When playing a team of Space Marines or Imperial Guard, they are the only two that may be in a battle situation, because why would you have ladies, kids and gang members fighting in the middle of a war against hordes of Tau Fire Warriors? That would just look totally odd to most players.

**Imperial World:** Imperial citizens come from all sorts of different planets and cultures, so make great characters if you want to play someone who is a good all-rounder. This is a great and industrious world which is run on Terra (earth).

**Feral World:** Feral worlders are big, strong and tough; perfect if you want to play a character that is good at fighting.

**Hive World:** Hivers are fast-talking, quick-thinking individuals, perfect if you want to play a character who can bluff their way out of anything.

**Void Born:** Void Born are weirdly lucky and strong-willed; perfect if you want to play a character who is a Psyker, or Assassin.



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## NPC Selections

Here you are, you've made it this far; now you get to see the characters that can inhabit the home worlds and the creatures your party can face in planets war-torn and full of death and destruction.

Note that all NPC Selections need a 4+ to hit a Player Character.

When attacking these NPC Selections, the GM may determine what roll is needed (either a 2, 4 or 6) in order to hit them.

### Home World NPC Selections:

Street Walker 3 HP	Attack with a D4 Fists; 1 Point of Damage
Street Thug 5 HP	Attack with a D4 Pocket Knife; 3 Points of Damage
Patrol Officer 10 HP	Attack with a D6 Bolt Pistol; 5 Points of Damage
Rats, other Vermin 1 HP	Attack with a D4 Bite; 1 Point of Damage
Gang Member 15 HP	Attack with a D6 Chains; 5 Points of Damage
Mutant 15 HP	Attack with a D6 Fists; 5 Points of Damage

You can create other characters to play as NPC Selections in a game you (the GM) are running, and remember to be fair.

Another idea is to take creatures from the original Dungeon Squad game; and something you might want to think about, is making enemies to fight against when

inhabiting any home world; the boundaries are endless, so what the hell are you waiting for? Make the world you and your players will play in and begin the campaign of total death, destruction and pain! The more you create the more fun you and the other party members will have.

Please note that NPC Selections in this book are very basic, and that is because this is practically a beginner's introduction to the game; GM, you can feel free to change things up and create your own enemies to use in this game. Later, we'll be releasing a few supplements containing several enemies your parties can fight against.

### Enemy NPC Selection:

#### Necrons

Warrior 5 HP	Attack with a D6 Gauss Blaster; 8 Points of Damage
Immortal 7 HP	Attack with a D8 Gauss Cannon; 10 Points of Damage
Destroyer 10 HP	Attack with a D10 Heavy Gauss Cannon; 12 Points of Damage
Scarab Swarm 1 HP	Attack with a D4 Bite; 1 Point of Damage
Lord 25 HP	Attack with a D10 Staff of Light; 10 Points of Damage
The Nightbringer 30 HP	Attack with a D12 Particle Whip; 15 Points of Damage

As you can see above, the listing is not as thorough as we'd like it to be, but since this is still in the beginning stages, this book



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is a starting tool to get games going; as we have stated before, the GM may create armies based on other armies of the Warhammer 40,000 Universe to open a wider range of characters involved in the game. We hope that you can use what we have provided in the scenarios located towards the end of this booklet. The following list below will provide the information for a Tyranid-based scenario, which will prove to be a task to be handled by steady characters.

## Tyranids

Genestealer 7 HP	Attack with a D8 Rending Claws; 10 Points of Damage
Termagaunts 3 HP	Attack with a D4 Deathspitter; 3 Points of Damage
Hormagaunts 3 HP	Attack with a D6 Scything Talons; 6 Points of Damage
Carnifex 30 HP	Attack with a D12 Venom Cannon; 10 Points of Damage
Broodlord 25 HP	Attack with a D10 Rending Claws; 10 Points of Damage
Gargoyle 15 HP	Attack with a D8 Deathspitter; 3 Points of Damage
Hive Tyrant 20 HP	Attack with a D10 Barbed Strangler; 10 Points of Damage

Now, this list just above, is smokin' because of the total death that they can bring to a whole squad of even 10 PC players! Now, the GM has to play fairly, but as you can see, it can be a very tough task to

complete when trying to hold off an army of Tyranids, even when you are being assisted by other squads in the scenario or storyline you would be playing with.



Above: Armies of Imperial Guard alongside a team of Player Characters hold off an oncoming invasion.



Above: A Brood of Tyranids search for a team of Player Characters (Space Marines) in the jungles of a lost world.



Above: An entire army of Imperial Guard groups alongside a team of Player Characters before an oncoming attack by Chaos Space Marines.

In the coming months, you will find new books containing entire armies, selectable for war using this RPG system. Look for more weapons, too; coming very soon.





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### MEN, HOLD THE LINE!

A Scenario for Dungeon Squad: Adventures in the 41<sup>st</sup> Millennium

Attention, you have been selected to aid a fallen army of the Imperial Guard in holding a sector, located in the northeast section of Zolarian World, a newly found world, infested with the Necrons.

You and your men are to quickly land on the exact location in which your fellow men are needed. You are to locate Commissar Dagoth and report for active duty. You are then to assist the Imperial Forces in the northeast section of Zolarian World in holding off the Necrons, destroying them until they have fallen and can arise no more!

Know that although many of you will die, the Emperor holds in his heart a love for his children, and will guide you in your journey.

Good Luck.



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## Introduction

Zolarian World was thought to have been a non-existent planet; that was until Imperial Fleets discovered the planet, or at least they had thought they were the first to discover the lifeless planet. This all ended the day Imperial Forces sent a small platoon to investigate the planet.

The platoon, headed by Sergeant Pontius Xasthur, found themselves quickly lost about 10 miles from their original deployment zone. Radio contact was unavailable and the situation grew worse when scouts discovered seven Monoliths about 200 yards from their location. Sergeant Xasthur decided to try and locate the original deployment zone, but soon found that his platoon had been discovered; none of the Imperial soldiers were heard from again.

One month had passed, and Imperial Fleets deployed an army of Imperial Guard and a unit of Space Marines from the Adeptus Imperialis Chapter to locate the missing platoon and return them to Imperial World. It was only when the army and the unit of Space Marines were deployed that all hell broke loose.

Once the landing was cleared and units began moving, they were quickly ambushed and assaulted by an entire Necron army; the forces of the Imperial Guard began to fall quickly as the Necrons swept across the blackened asphalt of the ground. Commissar Dagoth called a quick retreat, and found the Space Marines moving towards the enemy, rather than back.

The unit of Space Marines numbered 200, and were quickly dismembered. Commissar Dagoth, realizing that his forces were now almost annihilated, called for reinforcements to aid him in holding a position in the northeast sector of the planet. The reason given for holding the position, was that the Emperor must and shall spread his might and power through the worlds, and this new world must belong to Imperial World, no matter the cost.

So now, as the call is made to you to come

and assist the Imperial Forces in holding their position until more units of Imperial Guard and Space Marines arrive; this is because your team is the closest and most available in assisting the forces on the ground in Zolarian World.

## Playable Characters

This game may only be played by characters of Imperial Guard or Space Marines Selections, that means no Home World Selections, whatsoever.

### If the PCs are Imperial Guard

The team must find and locate Commissar Dagoth. They must await the Space Marines' arrival in the Red Block of the included map. Your team is deployed in the upper right section of the map where the Brown Black begins. When Commissar Dagoth is reached (he is in the upper Black Block fighting an oncoming assault), the team must then assist the Imperial Forces in fighting Necron hordes (the GM may create several NPCs to signify who is who, and the death toll as it is sure to rise).

When they reach Commissar Dagoth, the Adeptus Imperialis Space Marines arrive in the Red Block and begin to make their way to the location in which Commissar Dagoth and your team is located. When the Space Marines arrive, the mission is completed.

### If the PCs are Space Marines

The team are Space Marines from whatever Chapter they choose, meaning they are special forces sent to restore balance in the fight against the Necrons.

The team must find and locate Commissar Dagoth. They must await the Space Marines' arrival in the Red Block of the included map. Your team is deployed in the upper right section of the map where the Brown Black begins. When Commissar Dagoth is reached (he is in the upper Black Block fighting an oncoming assault), the team must then assist the Imperial Forces in fighting Necron hordes (the GM may create





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several NPCs to signify who is who, and the death toll as it is sure to rise).

When they meet up with Commissar Dagoth, the Adeptus Imperialis Space Marines arrive in the Red Block and begin to make their way to the location in which Commissar Dagoth and your team is located. When the Space Marines arrive, the mission is completed.

### Notes for the GM

When the GM creates the world the team are in, it is important that he or she uses a kind of story-telling style that creates a vivid world around the Player Characters. Another great idea is to use miniatures to represent what goes on during the scenario.



Above: Kathy, Kevin and Sean play as Ultramarines, just deployed and searching for their Imperial allies.



Above: Kathy and Kevin wait for Sean as he scans the area in front of the team for any enemy units in the area.



Above: After reaching Commissar Dagoth, Kathy, Sean and Kevin are about to face an oncoming Necron assault.

As the GM, it should be your job to illustrate the situation for the team as much as possible; talk of where they are, what they are doing and what they are seeing while they tour Zolarian World.

### About Zolarian World

The areas marked in Green in the included map are plain terrain areas; the areas marked in brown are rocky terrain, full of surprises and enemies waiting to ambush the team of soldiers as they march through to find their fallen comrades.

The GM should try and place a few encounters around the area while the team search for their Imperial allies.

Fell free to place dead Imperial Forces around and have members of the team find weapons and armor.

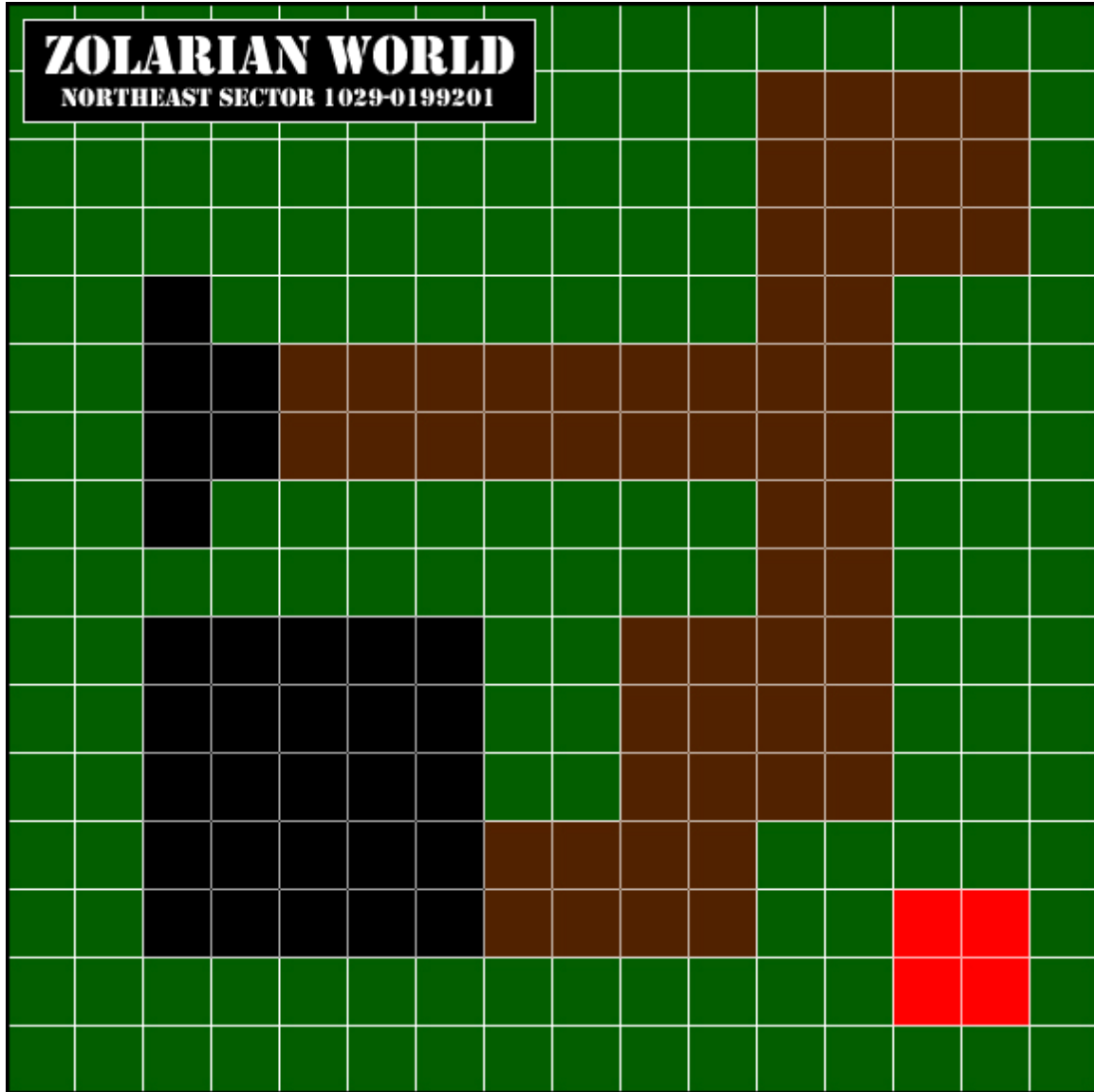
### Ending the Scenario

When the team has completed the scenario, they may earn the following: 5 Wealth Points if a PC killed at least one enemy, 15 Wealth Points for the best-acting PC and 25 Wealth Points to each PC if the team contacted Commissar Dagoth.

If the team wishes to stay and fight to the very end, you, the GM, may handle a final story with the Necrons finally being beaten. Award Wealth Points if necessary.



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This is the Zolarian Sector, which needs holding; the sections above in color will be explained in full detail to you. The GM may determine how much length a one inch square may represent; for example, a one inch square on the above grid represents 1 foot.

**Brown:** This is the available area that the team will travel in order to get to Commissar Dagoth. Once you are met by him, the holding begins, and when it is over, the team decides to stay or not. If not, the action only gets more and more intense.

Note: Player Characters arrive at the upper right corner and work downward.

**Black:** This is the area that needs holding. The team may split up and move to two separate locations, or the entire team may travel to one. This does not matter, because regardless of which area they choose, they will reach Commissar Dagoth and have their orders.

**Red:** This is the area that the Space Marines will arrive in; when they arrive, they move towards the area occupied by Imperial Forces (either split up or not). They move one square each turn until they have reached the area they are needed in.





## JUDGMENT NIGHT

A Scenario for Dungeon Squad: Adventures in the 41<sup>st</sup> Millennium

Your gang is being targeted for being involved in a fight that cost the lives of several members of a rival gang. Before peace could be restored in Hive World, members of a rival gang framed you in the killing of an Inquisitor; now, several gangs in Hive World are searching for your gang in what looks like a dash to stay alive, because Inquisitor Asphixious has promised wealth and fortune to whomever brings your gang to him.

Your gang must annihilate the opposing gangs, or die trying.

In order to create peace, you must locate Dragoul of the gang, the Raging Furies and bring him to Inquisitor Asphixious in Hive World Sector 183 and convince him that he was responsible for the death of the previous Inquisitor. If not, he'll be fighting your team, and you must kill him in order to silence his tongue before your gang can be cleared.





# DUNGEON SQUAD: ADVENTURES IN THE 41<sup>ST</sup> MILLENNIUM

## Introduction

Hive World is filled with gangs and those who fill the atmosphere with their scum-like presence tend to cause a lot of trouble, but tonight, something far worse has happened, because your gang is at the very edge of being annihilated by many gangs that inhabit Hive World; the reason they want you dead is because your gang has a huge bounty hanging over your heads.

A fight broke out two weeks ago in an alley that cost the lives of members from a gang known as the Raging Furies. When news of this spread back to the Raging Furies' boss, Dragoul, he set out a plan to have his revenge, and one night, they assassinated an Inquisitor named Soldarius and the blame was shifted on you, when Raging Furies gang members claimed to have witnessed members of your gang perform the killing. Later, a high Inquisitor named Asphixious sent out word that he would pay whomever brought you to face him, dead or alive. Your gang must now survive the oncoming onslaught from gangs throughout Hive World, and fight the Raging Furies, bringing Dragoul to Asphixious and convincing him that you are clear of the charges, but if he does not believe you, your gang is in for one hell of a furious fight.

## Playable Characters

This game may only be played by characters of Home World Selections, that means no Imperial Guard or Space Marines Selections, whatsoever.

## Notes for the GM

This scenario is left up to the GM to create by exploring new kinds of enemies and ways to drag the story on in a fun and exciting fashion that will surely bring the players to fight on in their battles with the gangs of Hive World. This scenario should prove to be an exciting and fun way of introducing story-telling and story-creation to the GM, because of the gangs he or she must create and the story that will lead to the ending, where either the gang fights Inquisitor Asphixious, or wins his trust in that he

believes what the gang tell him to be true, and takes Dragoul off into death.



Above: Kathy, Sean, Kevin and friend Alex playing as the gang, "Bloody Scars", as they descend into the black of night.



Above: Rival Gang, the Raging Furies lying in wait for the Bloody Scars. This battle was gruesome, and the Bloody Scars captured Dragoul into their captivity.



Above: Inquisitor Asphixious waits for the Bloody Scars with his own back-ups.



# **DUNGEON SQUAD: ADVENTURES IN THE 41<sup>ST</sup> MILLENNIUM**

## **About Hive World**

The following information is from an online article containing information to Hive World (note that Hive World represents one world, and the term Hive World is used to describe a planet being populated):

Hive worlds are worlds that have an extremely high population, which is confined in massive arcologies called "hives", each of which is essentially an individual nation occupying a single massive hive city. Of the species in the Warhammer 40,000 universe, only the humans of the Imperium are known to live on such worlds. The world outside the hives is usually heavily polluted and desolate, and most hivers live their entire lives without ever having seen the outside of the tunnel network of their hive. Hive worlds often possess extensive manufacturing districts. It has been said that the sacrifice of over a million soldiers is worth "one day's hive world production" in weapons and armor.

Perhaps even more valuable is what at first glance seems to be a byproduct of the monolithic city's design. The population of any given world\* approximately doubles every 100 years. With each hive housing between 10 - 100 billion people and 5 - 20 hives per planet the sheer number of citizens is staggering. And each of those citizens is a potential soldier for the Emperor's already unmatched vast armies. Hives manufacture far more than mere steel and silica, they are vast factories for the most useful possible resource: people. It is no accident that hive worlds contribute the vast bulk of the recruits for the Imperial Guard. The often violent gangland lifestyle which most residents are forced to live is also semi-deliberate. Almost every recruit will already know how to handle a gun. Hive worlds also serve to populate newly discovered planets. Imperial citizens are gathered from various hive worlds (willingly or unwillingly) and shipped off to distant colonies. Examples of this include Medusa V and Armageddon.

In common with most other Imperial worlds, hive worlds are often based on a very obvious class system, with a ruling class

and a working class, although with populations so tightly packed there develops a lower class that become violent street gangs. As can be expected, the upper classes are situated in the affluent upper areas of the hive, whilst the middle classes are situated in the middle areas, whilst the worker classes are packed together in the lower areas. The very bottom sections are often areas where the underclasses and criminals are sent to be forgotten about and obviously anarchy rules.

Some extensively developed hive worlds do not even simply consist of various enclosed arcologies surrounded by wasteland, jungle, ice, or plains. These hive worlds are completely urbanized and stacked with hundreds of layers of arcologies, covering the entirety of the planet, effectively being an Ecumenopolis. Holy Terra is an example of this "super hive world".

Notable hive worlds include Holy Terra (where the whole planet is one hive), Armageddon, Necromunda and Verghast.

## **Ending the Scenario**

This is done when the gang either fights and beats the Inquisitor with or without back-up or convince him that the gang is innocent of the charges (this is done by each member of the gang or PC rolling their explorer dice and taking the highest results from the players; for example, a party of three roll their die and two of the three succeed and therefore convince him they are innocent).

## **Final Notes on Judgment Night**

Hey, GM, place traps, gangs, weapons, armor and robbable money from people inhabiting Hive World. Distribute Wealth Points as you see fit, and be fair.

It's up to you to make a great scenario out of this, and since there is no map for this scenario, plan it out and take your time. We all had a blast playing this scenario!

