

Vastarian

*Dreams of the pious,
being a supplement for*



Vastarian

Version 2

Vastarian, Cathedral world. Deep in the vast galactic empire of man, all who abide on the planet do so in honour of His name, The God Emperor. It is a time of disruption. Turbulent psychic energy ravages through the immaterium, stirring the ant's nest and burning the unprotected minds of the sensitive. Some it kills, some it drives mad. Some it grants vision and portents, dreams to set a million souls ablaze. The once peaceful religious orders of Vastarian now turn their political intrigues into open violence. Each denomination vies for supremacy, to make their holy doctrine dominant. Cults spawn like maggots in filth, turning the world into a vast riot zone of naked religious fervour.

Vastarian is a setting developed by the Wier brothers who run "Between the Bolter and Me" a venerable 28 blog. Eric Wier supplied some of the images.
<https://www.betweenthebolterandme.com/>

This pamphlet is designed to be used with the rule mforMiniGangs: Gateway. You can find this for free on the Ramshackle Games downloads page at
<https://downloads.ramshacklegames.co.uk/>

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<http://creativecommons.org/licenses/by-sa/4.0/>

The rules presented here are to be interpreted by the players and in no way are designed to limit creativity. For example, the upgrade "Blessed fire" discounts enemies armour when attacking. This could be modelled as fire, but equally poison clouds, or maybe a giant laser cannon, or razor claws. The in game effect is the same!

BUILDING THE CULT

All of the normal rules for MiniGangs apply with the exception of your gang structure. The four usual characters of a Leader, a Shooter, a Fighter and a Healer are replaced with a cult selected by the player. Players choose their cult using points.

Players each start with 150 points with which to assemble a Cult.

These points are used to buy characters and upgrades from those listed below. Any combination of characters and equipment is allowed, unless otherwise stated.



CHARACTERS

Cult Prophet

14 Points

Prophets can range from the insane to the holy. Some are charismatic cult leaders, some form into cabals. All are competent and most are dangerous!

Awesomeness 4

Actions: Shoot, Fight, Charge, Crawl

Shooting roll 5 or more

Fighting Roll 3 or less

Ecclesiastical Guard

16 Points

Trained militia are recruited by the cult or attached to it for political reasons.

Awesomeness 3

Actions: Shoot, Fight, Charge, Crawl

Shooting roll 4 or more

Fighting Roll 2 or less

Cleric

10 Points

Medicae, priests, mendicants, and lectors form the backbone of religious orders. Unaccustomed to combat and feeble they may be, but most know the healing arts. Please note the Cleric cannot make a charge action.

Awesomeness 2

Actions: Fight, Heal, Crawl

Healing roll 3 or more

Fighting Roll 1

Fanatic

12 Points

Zealots flagellants, lobotomised slave cyborgs, fighting monks and all manner of martial combatants are expected to protect their masters.

Awesomeness 5

Actions: Fight, Charge, Crawl

Fighting Roll 4 or less

Follower

6 Points

The rabble, the believers, neophytes, adjuncts, scribes, initiates, disciples and the general lay followers are the flock. They will lay down their lives in devotion to their cult beliefs.

Awesomeness 3

Actions: Fight, Charge, Crawl

Fighting Roll 2 or less



Models from Eric Wier's personal collection

UPGRADES

Each character may take as many of each upgrade as they choose. Upgrades do not "stack", so it is not allowed to, for example, take several support weapons to increase the shooting bonus they provide. Pay the indicated points cost.

Act of Devotion

10 Points

Ecclesiastical adepts often perform religious rites, self flagellation, fasting or other acts of religious devotion. These imbue them with a holy aura. Characters may automatically pass a single dice roll during the game for each act they have performed before the game. This can be a Shoot, Fight, Heal or any other action that needs a dice roll.

Armour

X Points

Only one type of armour may be worn. If a character wearing armour is injured, roll under the Armour Value to deflect the blow and ignore the injury.

Mechanical	10 Points	Armour Value 5
Plates	8 Points	Armour Value 4
Flexible	6 Points	Armour Value 3

Blessed Fire

10 Points

Many cults favour the symbolism and power of cleansing fire. If a character has the Blessed Fire upgrade then they ignore all armour when making an attack. Negates all armour save rolls.

Combat Weapon

6 Points

Exotic tech weapons, holy blades and simple forged steel, all give an advantage in combat. Add +1 to Awesomeness when making fight action. Reduce the Armour Value of opponents by -1.

Fast

6 Points

This character augments its speed with cybernetic legs, a suspensor chair or other mechanical aid. They may move an extra 2 D6cm when they make a move action. Roll each time the model moves.

Holy Artefact

10 Points

Artefacts and Icons can be used to focus spiritual energy and draw the attention of the Locus of Devotion. This faith can turn aside a mortal blow and save the devout from death. The Holy Artefact may be used once per game to ignore an injury.

Pistol

2 Points

A pistol or other light projectile weapon in the hands of the untrained can be next to useless under the pressure of actual combat. The character may make Shooting actions, but only ever hits on a 6.



Prayer Book

4 Points

The character may use an action to pray for their deity to influence the mortal world. Roll the dice. On the roll of a 4 or higher the player earns a Devotion Token. The token may be spent at any time to force a another player to re-roll their dice. May not be used on yourself.

Relic

2 Points

Holy relics are often carried in ceremonial boxes or wrapped in lineament. They are unfurled and brandished at key moments to direct the course of events. On-lookers may be transfixed in awe by the holy majesty of the relic. On the other hand, it may be shockingly revealed as a fake! Transfixed models may do nothing and lose their next activation. A Relic may be used once per game. When used, roll on the following table to see the effect

- 1 The relic is a fraud, the bearer is transfixed next activation.
- 2-3 one character within 15cm is transfixed and loses their next activation.
- 4+ all models within 15 cm are transfixed until this character activates next turn.

Church of the Red Athenæum

This is a part of Eric Wier's cult. You can see more about them and a list he made using this pamphlet by following the link below:

<https://www.betweenbolterandme.com/2023/12/vastarian-rules-for-church-of-red.html>





PSYCHIC

6 Points

The winds of the ether blow through their mind and find manifestation as devastating power blasts or twists reality. This character may make a Psychic action. When they do, roll on the chart below to see the outcome.

1. Agony of the warp

The character is wracked with pain as their mind is filled with psychic energy. They must roll a 3+ or become injured.

2. Psychic Bolt

Channelling the energy of the immaterium, power flows through the mind of this character and is focussed into a blast of energy. This character may make an immediate Shooting attack with a range of 30cm. Roll over their awesomeness as for a normal shooting attack.

3. Temporal Distort

Bending the laws of time, this character seems to move at incredible speed. They may make two more activations this turn. Alternatively they may choose one other character within 15cm who may make one action immediately.

4. Heal

The psychic weaves the thread of fate, and life is restored to the dead. May make a Heal action for any single model within 15cm. Roll over their awesomeness as for a normal heal actionk.

5. Psychic Strike

Reaching out with their mind, they attempts to smash their adversary. This character may make a Fight action against any model within 15cm.

6. Soul Drain.

A storm of psychic energy sucks at the souls of those caught in its shadow. All models within 5cm must roll a 3+ or have their soul drained. This includes the psychic! A character who has their souls drained is injured.

Stim Pack

6 Points

A character may use a stimpak to make a heal action on themselves or another model. The heal action will work on the roll of a 4 or more. If the heal roll is successful the stim pack is used up. If the heal roll fails then the stim pack may be used again in a following activation.

Support Weapon

6 Points

Some cults are known to have stocks of heavier weaponry at hand. The bearer must be able to make a shooting attack to use this gun. Add +1 to the dice roll when making a Shoot action. Reduce the Armour Value of opponents by -1.







The Council of Teachers

Prophet 14

Ecclesiastical Guard 16
Combat Weapon 6

Ecclesiastical Guard 16
Combat Weapon 6

Fanatic 12
Plate Armour 8

Cleric 10
Act of Devotion 10

Cleric 10

Follower 6
Relic 2
Combat Weapon 6

Follower 6
Relic 2
Prayer Book 4

Follower 6
Relic 2

Follower 6
Relic 2

TOTAL POINTS 150

