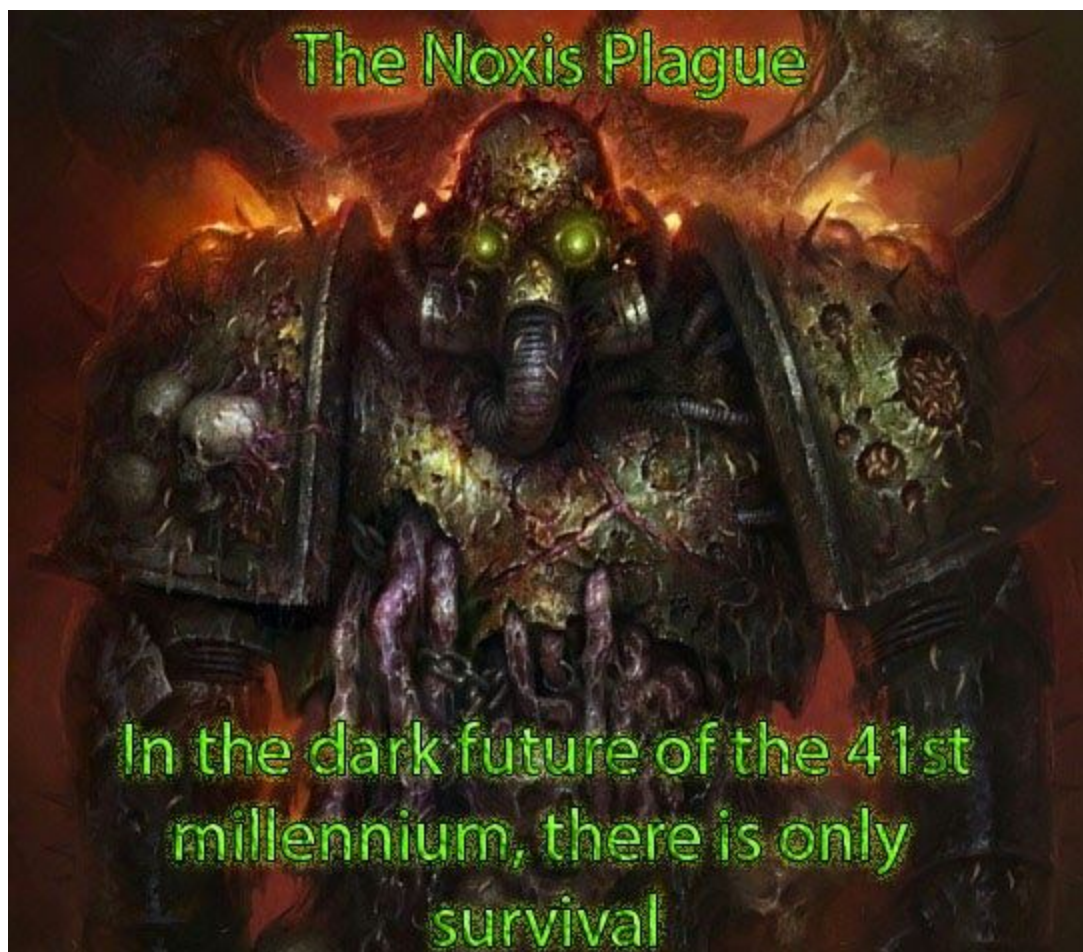


Michael Griffin



By Michael Griffin

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# High Concept:

You and a group of other players are trapped on a world that is under attack by a legion of Plague Marines who have saturated the planet with a toxic fog that raises the dead. Along with your allies, you must travel the world completing missions, and encountering and surviving against powerful foes while awaiting reinforcements to arrive and take back the planet.

It's like **Left 4 Dead** meets **Borderlands'** skill system in the universe of **Warhammer 40,000**.

## *Genre:*

First Person, Horror, Survival, Shooter, Adventure, RPG

## *Summery:*

**The Noxis Plague** is a first person cooperative shooter/survival horror made in Unreal that puts up to four players in the role of soldiers of the Imperium of Man. They must work together to survive and complete objectives against the forces of the Death Guard and their dead-reanimating plague. While players progress, they get stronger gear, special abilities and level up with a system similar to that in **Borderlands**, with the main gameplay taking place in an overworld where stronger enemies roam the map like monsters in **Monster Hunter World**, forcing the players to either attempt to kill them, hide and wait for them to pass, or go around them/run away.

## *Platform:*

PS4

## *Key Features:*

**Work Together or Die** - The Death Guard's elite are overwhelmingly powerful, able to take on a full group of unprepared players on their own. Players must work together to whittle down the elite who upon death drops strong loot and quest items.

- With the right equipment and the right team composition, the players can make quick work of one Elite.

**Roaming Death:** The enemies roam the map, instead of spawning in a certain area, and players must choose their engagements wisely.

**Four Classes to Choose From:** **Fifteen Hours** classes come with unique abilities that change depending on your subclass choice.

- **Sororitas:** A battle nun in a suit of armor, focuses on melee and temporary solo buffs. Her 3 subclasses can tune her playstyle towards a berzerker, a healer, or defender.
- **Commando:** A soldier who focuses on ranged attacks. Subclasses are Sniper, Jungle Fighter or Heavy Weapons.
- **Psiker:** A Medium Range spellcaster. Can function as either an AOE healer, Pyromancer, or debuffer.
- **Teker:** Short range Support class who can repair equipment in field and set up traps. Can be a Trapmaster, Tek Priest or Robomancer.

**Even in Death, I still serve:** Upon dying, the player respawns in another location away from harm though slightly corrupt by the plague, they must recover their equipment from where they died.

**The Rot of the Plague God:** Die too many times without purging your corruption, and it's game over.

### *Story:*

The Death Guard are an ancient enemy from mankind's past. Former protectors of mankind, they turned on those they would protect after their corruption by the plague god. They proceeded to infect and destroy all in their path, then they suddenly vanished. It has been over ten thousand years since, and all of mankind, save a few, have forgotten they even existed.

A few months ago, their fleet suddenly appeared above Sicarus II, and bombarded the planet with virus bombs. Most died in the first few hours, only to be reanimated by the virus and turn on those that survived. Since then, the survivors have done what they can to hold on, while what remained of the planetary defence force has tried to regroup. The commanders have realized that a full frontal assault would be meaningless suicide and have reorganized their numbers into small strike squads. The goal of these squads is to distract the Death Guard with hit and run tactics, with the eventual goal of calling for reinforcements from outlying systems using the planet's last communications array. In the weeks that followed, that number of squads has dwindled to a mere handful on the opposite side of the planet.

You have been placed into one of these squads, and with your allies you must make your way across the planet, while completing objectives of lost squads and gathering equipment to make your trek easier in whatever way you can. Will you be able to send the cry for help your planet so needs, or will you just be another mark on the plague god's tally board?

## Overview:

"Fifteen Hours" takes place within the grimdark future of the Warhammer 40k universe. The players take on the role of human soldiers on a world ravaged by a deadly plague unleashed upon

the planet by an ancient enemy, the Death Guard. Unlike other 40K games, which normally give you control of an army(Dawn of War) or a powerful Space Marine(40K:Space Marine and Space Hulk: Deathwing), the players are mere mortals within these dark times and must do what they can to survive against hordes of zombies that the plague has brought forth, along with the rotting forces of the Death Guard.

In terms of gameplay, it'll feel like Left 4 Dead meets DayZ and Borderlands. The players must progress through chapters of the story with scarce resources against powerful and durable enemies, and as they gain experience they can upgrade their characters based on three different skill trees. They eventually unlock powerful special abilities, however, their cooldown on them is very long(maybe once per chapter unless they have the right skills). As they explore, the players also have the chance to recover various artifacts which can grant buffs or upgrade special abilities. Enemies drop loot on takedown, however the plague that has saturated the planet will revive them into a grotesque abomination if they player doesn't burn the corpse quickly enough. Some of the enemies can even take out an entire four man squad on their own, and the players must avoid them.

## Gameplay Loops

### *Core Loop*

- Run/Walk
- Shoot
- Hide
- Explore

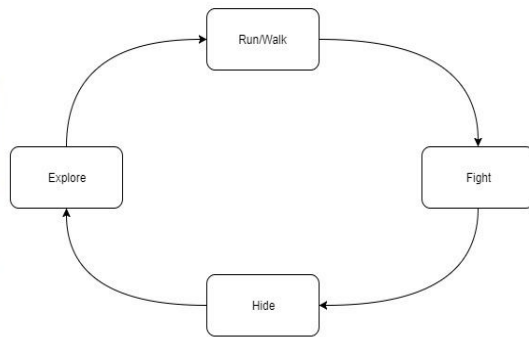
### *Secondary Loop*

- Gather supplies
- Discover secrets
- Gain Experience

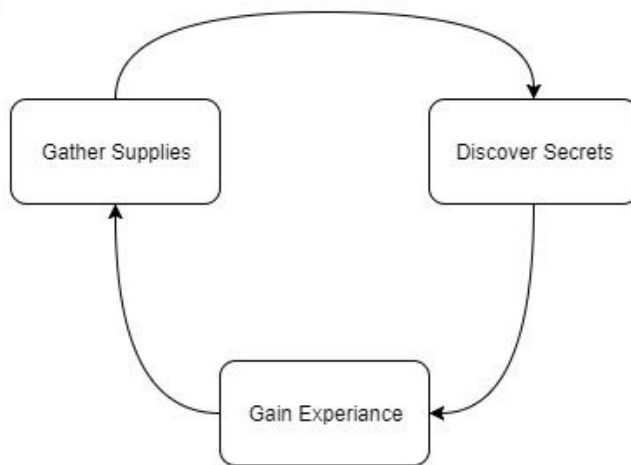
### *Tertiary Loop*

- Level Up
- Get Achievements
- Move the plot forward

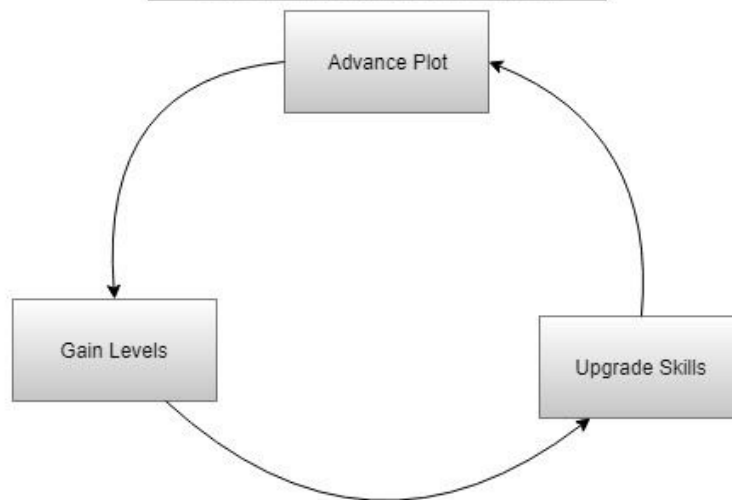
# Primary Loop



# Secondary Loop



# Tertiary Loop



## Player Controlled Characters

*Class Shared Attributes*



These attributes are shared between all classes, and can be increased with experience points the players gain as they complete missions. Players start with a base attribute score and upgrade from there to tool their character to their play style.

Classes	Health	Defense	Power	Accuracy	Tech	Faith	Warp
Sororitas	5	4	6	3	5	7	0
Commando	4	2	4	7	6	4	2
Psyker	3	3	2	4	3	6	7
Teker	5	6	3	3	7	3	3

**Health** - Player's Health pool, increases per point a unique amount depending on class and skills.

**Defense** - Affects armor and damage taken from enemies and the environment

**Power** - Melee modifier. Can effect attack speed and power.

**Accuracy** - Shooting modifier, reduces spread and can increase critical hit chance.

**Tech** - Effects what kind of objects the player can interact with in world and how fast they can do it. Such as locks, security panels and turrets

**Faith** - Special stat, reduces cooldown for special abilities and can increase their potency.

**Warp** - Spellcasting stat, affects how often spells can be cast and their effect chances.

### ***Character Classes***

The player can pick from four base classes, each with three subclasses. The subclass effects their specialization, with skills in that tree costing less than skills in the other two.

### **Class Shared Abilities**

All classes share basic actions, such as walking/sprinting, throwing grenades, crouching, attacking with melee weapons, shooting and taking cover. They players can also equip four weapons to quick swap through.

### ***Perpetual***

All the player characters have been turned into perpetuals by the plague. They can be killed, but will come back to life in a few hours at a safe location.

### ***Death***

On death, the player loses all their equipment and a level. During the hours it takes them to respawn, areas that have been cleaned of the plague would start to become infected again, with still infected areas becoming more infected. The also gain corruption points which, after passing a certain threshold, cause the character to come back to life as servant of the Plague God.

Once under the control of the Plague God, the players lose the character, and must either pick another, or make a new one. These corrupt characters now roam the map as a optional boss.

### *Sororitas*



Also known as a Sister of Battle, she is a member of the military arm of the Imperial Church and she was on a pilgrimage to a holy site on the planet when the Death Guard attacked. She specializes in melee and flame weapons, along with faith based buffs. Her subclasses allow her to focus on DPS(Battle Sister), healing allies(Hospitaller) or tanking damage(Celestial). Unknowing of the plague's effects on her body, she views her reincarnating ability as an act of the God Emperor of Mankind.

Unique Weapons: [Chart](#)

SubClass	Battle Sister	Hospitaller	Celestial
Skill 1 10 points per skill	<b>Fires of Repentance</b> Self - Player deals 25% more damage with flame weapons. Increases by 3% with each point in skill(max 30%)	<b>Medicae Tools</b> Single Target - The player heals an ally for 20% of their health + 5% for each point in this skill(max 50%)	<b>Armor of Faith</b> Self - Adds half the players faith score to defense, increases by .3% per point(max 30%)

Skill 2 10 points per skill	<b>Blessed Standard</b> Self - adds half of the players faith stat to their power stat. Increases by 2.5% (max adds 75%)	<b>Hospitaller Carapace</b> Self - Increases the player's Defence by .2 for each point in skill(max 2 points)	<b>Blessing of The Emperor</b> <i>Self</i> - negates an additional 5% of attack damage, increased negation by 5% per point(max 50%)
Skill 3 Locked per subclass 1 point	<b>Zealous Fury</b> <i>Special Ability</i> Deals 5x melee damage for ten seconds.	<b>Angel of The Emperor</b> <i>Special Ability</i> Instantly revive allies within 10 feet of the player at 50% health	<b>Emperor's Light</b> <i>Special Ability</i> Draws attention of all enemies to player, increases armor by 50%
Skill 4 10 points per skill	<b>Wrath of Alicia</b> Self - Adds .2 points to Power stat (max 2)	<b>Physician, heal thyself.</b> Self - player heals themselves for 50% of their max health(+1% per point, max 10%)	<b>Aura of Katherine</b> Multi Target - Grants 5% defence bonus to allies(max 50%)
Skill 5 Locked per subclass 5 points	<b>Rosarius</b> <i>Special Upgrade</i> Makes player invul during Fury. Increases Fury duration by .5 seconds per point in skill(max 5 bonus seconds)	<b>Chaplet Ecclesiasticus</b> <i>Special Upgrade</i> Increased AoE range to 20 feet, adds temporary invuln to all within radius for 10 seconds(+1 second for each point, max 15)	<b>Living Saint</b> <i>Special Upgrade</i> Doubles Power and Accuracy for 5 seconds. Increases by 1 second per point(5 bonus seconds max)

## Commando



A member of the Imperial Guard. Was stationed on planet as an advisor to the local Planetary Defense Force(PDF). A specialist with ranged weaponry. Views the effects of the plague with caution.

Unique Weapons:[Chart](#)

SubClass	Heavy Weapons	Sniper	Jungle Fighter
Skill 1	<b>Heavy Weapons Guy</b> For each point in accuracy, add 10 damage to a heavy weapon. (+2 damage per point, max 30 damage)	<b>Camo</b> Enemies have a 50% chance to not spot player(up 2% per point, max 70%)	<b>Catachan Resistance</b> Player has a 5% resistance to poison weapons(+5% per point, max 55%)
Skill 2	<b>Extra Ammo</b> Player carries an extra magazine worth of ammo for their primary weapon.(increased by 20% per point in skill, max 2 extra magazines worth)	<b>Headshot</b> Headshots do 30% more damage(plus 2% per point, max 50%)	<b>Jungle Ambush</b> When attacking unaware enemies, may put any enemy within 5 feet of the first into a stunned state.(increase 1 foot per point, up to 15 feet)
Skill 3	<b>Overwhelming Firepower</b> <i>Special Ability</i>	<b>Litany of True Aim</b> <i>Special Ability</i> Increase weapon crit	<b>You call that a Knife?</b> <i>Special Ability</i>

	<i>Player pulls out and mounts a heavy machine gun. Increased Weapon damage for 5 seconds for self and allies</i>	<i>chance by 5% per Accuracy + Faith points for one shot.</i>	<i>The player stabs at an enemy with a knife, dealing heavy damage.</i>
Skill 4	<b>Use more Gun</b> Increases fire rate for heavy weapons by 10% per point(max 100%)	<b>Shock and Awe</b> Headshots have a 10% chance to damage surrounding enemies(+3% per point, max 40%)	<b>Battle cry</b> Stuns enemies in front of the player. Enemies stunned this way take 20% more damage(plus 5% per point, max 70%)
Skill 5	<b>Student of Creed</b> <i>Special Upgrade</i> Grants player camouflage for 5 seconds(plus 1 seconds per point in skill, max 10)	<b>Vindicare</b> <i>Special Upgrade</i> For every 2% above 100 in crit chance, add 15% damage to shot(+5% each point. Max 40% per 2% above)	<b>One Man Army</b> <i>Special Upgrade</i> Adds Multiple charges to knife attack, max 6

## Psyker



A sanctioned psyker. Considered himself lucky to be stationed on his homeworld until the attack happened. Knows full well what the plague has done to himself and the others, but won't say it out loud for fear of repercussions.

Unique Weapons: [Chart](#)

SubClass	Pyromancer	Bio-Psy	Debuffer
Skill 1	<b>Burning Bolts</b> Shots fired by the player have a 10% chance to set enemies on fire(plus 2.5 per point, max 35%)	<b>Traitor's Bane</b> Multi-target - allies deal 10% more damage to enemies while within 10 feet of player(plus 1% per point, max 20%)	<b>Purge the unclean</b> Single target- Enemies within 10 feet of target take 20% more damage(plus 2% per point, max 40%)
Skill 2	<b>Flame Shield</b> Doubles Defense stat for 5 second(plus .5 per point, max 10 seconds)	<b>Kine Shield</b> 10% chance to deflect incoming projectiles(1% per point, max 20% chance)	<b>Debilitating Armor</b> Absorb 50% of damage from enemy attacks. Absorbed damage reflects back at enemies within 10 feet(+.5 feet per point, max 15 feet)
Skill 3	<b>Warp Flame</b> <i>Special Ability</i> Sends out a wave of fire in an arc in front of the player. Enemies caught in it	<b>Biomancy</b> <i>Special Ability</i> Casts an AoE around the psyker, allies and self heal at a rate of 10% per second for 8	<b>Doombolt</b> <i>Special Ability</i> Fires a bolt of lightning at a target, stunning them and dropping their

	<i>catch fire.</i>	<i>seconds</i>	<i>defense stat by 5 for 5 seconds</i>
Skill 4	<b>Light of the Astronomicon</b> Increase all fire damage done to enemies by 20%, plus 2% per point( max 40%)	<b>Armor of The Emperor</b> Self and allies within 10 feet gain 10% armor,(plus .5 feet and 2% armor per point, max 15 feet and 30% armor)	<b>Deny the Witch</b> Enemy Psykers have a 10% chance to have their spells backfire on them. Plus 2% per point, max 30%
Skill 5	<b>Flame Detonation</b> <i>Special Upgrade</i> After 2 seconds of burning, enemies cause in Warp Flame combust, dealing damage to themselves and others around them within 7 feet(plus 1 foot per point, max 12 feet)	<b>Servo Skulls</b> <i>Special Upgrade</i> Removes AoE range, giving an aura to allies and self. Healing time increases by .4 seconds per point in skill, max 10 seconds total	<b>Debilitating Arc</b> <i>Special Upgrade</i> First target hit by doombolt emits a lightning strike to nearby enemies. 1 enemy per point in skill (max 5)

## Teker



A Mechanicus adept attached to one of the planet's Knight Houses. Willing to help the others, as long as it allows him to save whatever technology they come across. Just views the effects of the plague on him as a fortunate coincidence that will allow him to outlast any other member of the Mechanicum, collecting information, technology forever.

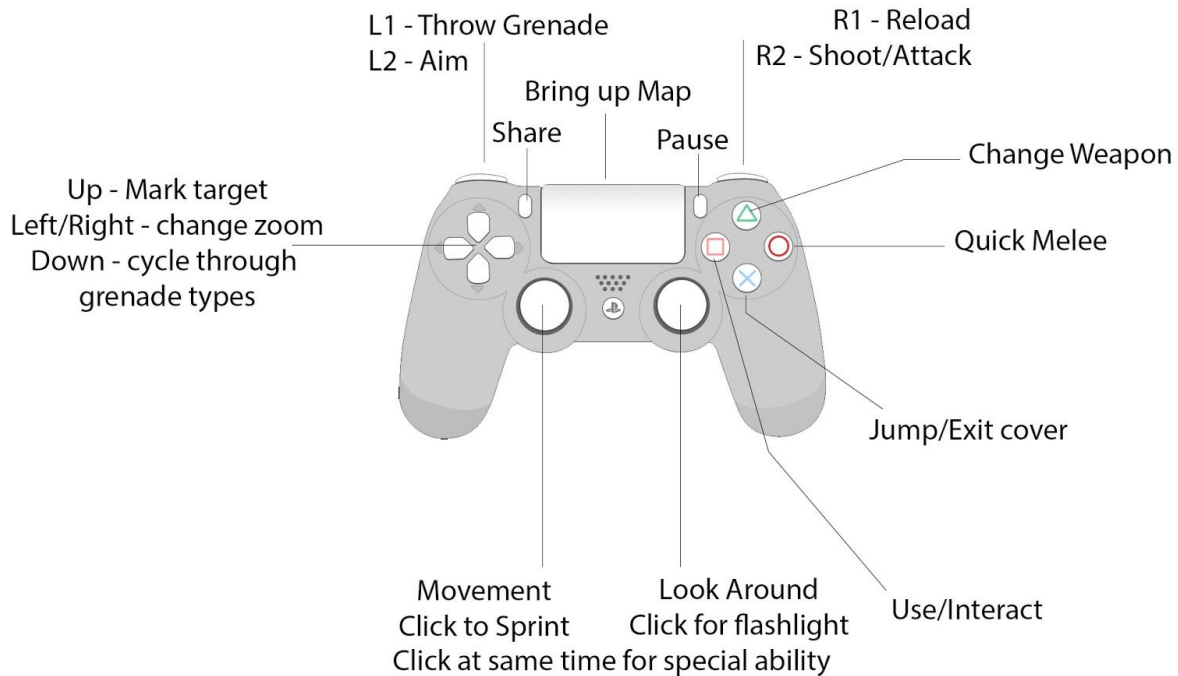
Unique Weapons: [Chart](#)

SubClass	Trap Master	Tek Priest	Robomancer
Skill 1	<b>No Time for Lag</b> Sets up basic traps 20% faster(plus 2% per point, max 40%)	<b>Flesh is weak</b> Increase own armor by 10(plus 5 per point, max 60 bonus)	<b>Hack</b> Stuns a mechanical enemy for 2 seconds(+1 second per point, max 12 seconds)
Skill 2	<b>Incantation of the Omnissiah</b> Shots that hit an enemy in a limb have a 10% increased chance to take them off.(plus 1% per point, max 20%)	<b>Bunker Protocol</b> While controlling a piece of equipment, take 30% less damage(plus 1% per point, max 40%)	<b>Finest Oils</b> Movement speed increased by 10%(plus 1% per point, max 20% bonus speed)



Skill 3	<b>Masterwork Trap</b> <i>Special Ability</i> <i>Player sets a special trap that will lock down enemies for 10 seconds</i>	<b>Scrap Code Purge</b> <i>Special Ability</i> <i>Player reactivates a downed piece of large equipment on the field, such as a tank cannon, or vehicle.</i>	<b>Summon Servitor</b> <i>Special Ability</i> <i>Player summons a robot helper to assist them. Lasts 20 seconds or till death</i>
Skill 4	<b>TinkerBomb</b> <i>Masterwork Trap explodes as end of lockdown, dealing damage to all enemies within 5 feet(+1 Foot per point, max 15 feet)</i>	<b>Glory To Mars</b> <i>Interacts with world objects 10% faster(plus 1% per point, max 20%)</i>	<b>Battlelust.exe</b> <i>Helper gains 2 second to life per kill.(+.25 second per point, max bonus 2.5 seconds)</i>
Skill 5	<b>Heretek's Bane</b> <i>Special Upgrade</i> <i>Player gets 2 additional traps to set. Stun time increases by 1 second per point, max 15 total seconds)</i>	<b>Engage Linkage</b> <i>Special Upgrade</i> <i>Player takes control of revived equipment for 5 seconds plus 2 for each point in skill(max 15 seconds)</i>	<b>Titan Protocol</b> <i>Special Upgrade</i> <i>Helper gains double health and deals 20% more damage per point in skill.(max 100%)</i>

# Controller Setup



## Camera

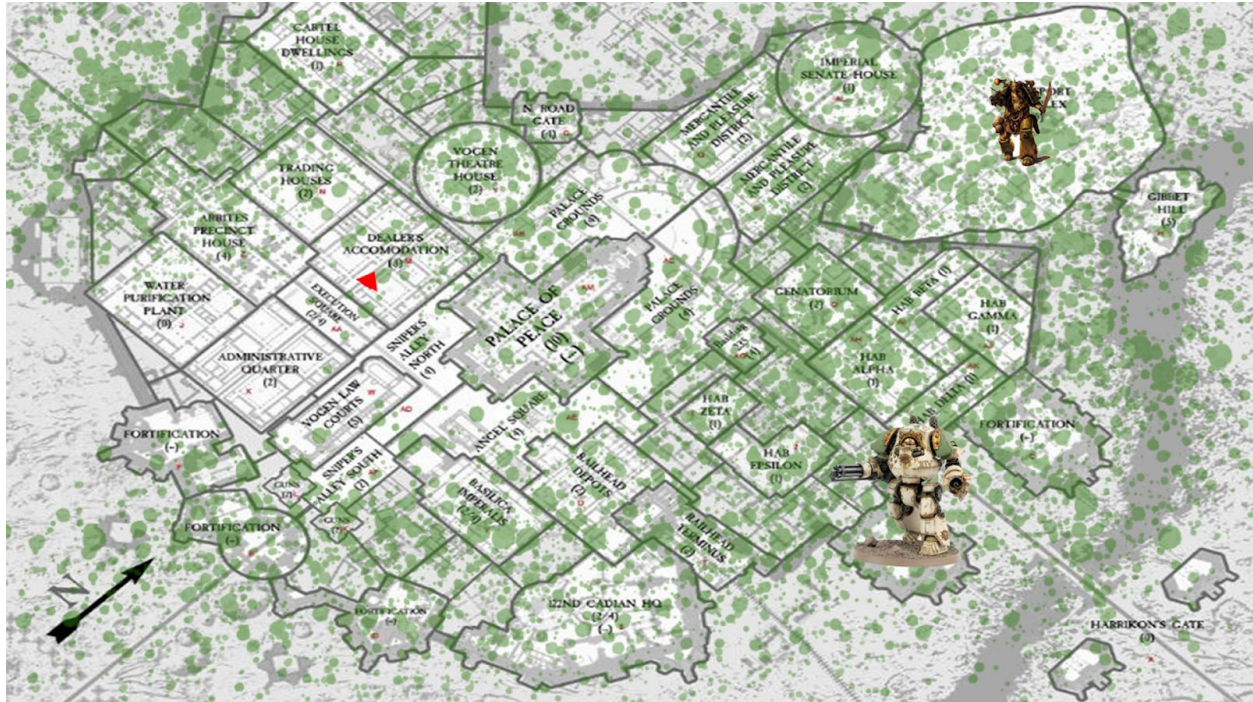
The camera is set at a first person perspective. As with most shooters like Call of Duty, Borderlands and Battlefield, the camera's only "abilities" will be a zoom in(that changes magnification with whatever weapon is currently equipped, and a shake that activates when taking damage, or sprinting.

### HUD Elements

- Player Health
- Player Special(If Unlocked)
- Player Mana(if any)
- Ammo Count
- Map(a transparent screen overlay, activated on center button press)

- 

- ## MAP



Full map, comes up as a transparent overlay allowing players to somewhat see what's going on in front of them. Helps to keep track of Boss locations and the plague infected areas while fighting. Green fog representing the plague saturates the city, heavy infestation surrounding the roaming bosses (the plague marine and plaguenaught for example). As players clean out areas of zombies, the plague falls back temporarily, but reasserts itself after time has passed, or one of the bosses roams through it. The player is represented on the large map by a red arrow facing their current direction.

## Combat

The undead forces of the Death Guard have all but taken the planet. Zombies, daemons and plague boated Space Marines prowl the land, slaughtering whatever they come across in tribute to the Plague God Nurgle. Putting them down can be a trying task, but the only sure way of killing them for good is to burn the corpse, lest the plague revives them.

# Enemy Units



## Nugrlings

**Lesser Daemon** - One of the most common enemies of the game, they are daemons summoned by the Death Guard for every person infected by their plague. They are best described as living pus balls of decay, roughly the size of a beach ball.

While there are many of them, they are really nothing more than one shot kamikaze enemies. They appear in swarms, and squeal in delight when they attempt to jump on the player. If they manage to attach themselves to the player, they explode in a green haze, spreading a corrosive mix of phlegm and bile around the ground. However, if a player were to shoot one of them in a crowd, the resulting explosion would cause the others around them to explode as well, leaving a smaller puddle of goo around them.

Note - The area covered by the explosion does not discriminate between players and enemies, it damages everything.





## Plague Zombie

**Zombies** - Unfortunate victims of the virus, they have been resurrected as a mindless horde. They shamle around the land, some of them still in the ripped and tattered clothes they died in, others rotting away with organs hanging out of rotted holes in their bodies. Their eyes(or eye, in some cases) have a glowing green iris, while those without eyes just have glowing green orbs of warp energy in their place.

Similar to the Nurgling, they travel in packs. However, instead of a suicide attack, the zombies rush the player(as best they can) and attempt to kill with with lumbering swings of their arms. They are easily dispatched by shooting them in the head. Players will have to burn their corpses with either a phosphex grenade(incendiary, good for clearing piles of enemies in this case) or a flame weapon.



**Zombie(ranged)** - A form of plague zombie, these former Imperial Guardsmen still carry their weapons with them, as their arms have bloated and fused with them. They are armed with lasguns, and can kill players in a few hits. Their armor gives them protection from flame weapons, but headshots will still put them down. Armor can be blown off with bolter weapons, making them susceptible to flame weapons.



## Plague Marines

Infected Space Marines - Members of the Death Guard Legion that betrayed The Emperor over ten thousand years ago. They have given themselves fully to the lord of decay, causing their armor to swell and burst due to their decaying bodies inside. As a result of this, they leak a myasthma of Nurgle's Rot, reinfecting areas that players have cleared out as they pass through. They are armed with a multitude of weapons, from bolters that shoot infected rounds that explode in pus, blight grenades and swords laced with poisons.

They roam the map as the players attempt missions, and are a very dangerous foe if unprepared. They have many attacks to pick from, a lumbering charge, melee weapon slash, shooting attacks and throwing blight grenades at players.

Before they charge, they let out a frustrated roar, spreading their arms out and charge towards a player in a straight line. Any player caught in this is immediately knocked away, taking heavy damage.

Their melee attack is preceded by a mocking laugh as they reach behind their back to take out their sword. As he does this, he can't move until the attack is complete. Players take medium damage from this, and can be poisoned. After this attack, while his melee weapon is drawn, he will continue to move towards players while attempting to swing at them, these attacks do less damage, but can still poison

During battle, the marine will say "Embrace the Glory of Necrosis!" and throw out a Blight Grenade. The grenade explodes like a Nurgling, but in a bigger area.

If a plague marine switched to his bolter he will laugh as he starts to shoot at the players. These rounds can deal high damage to players with low armor, and can even one shot a player if they take a bolt round to the chest with no armor.

These enemies can either be run or hidden from, but to kill them is a difficult task(even the basis of some missions) If the player focuses fire on their head, they can knock off the helmet, causing all subsequent shoots to the head to deal critical damage. Otherwise, players much focus attacks on the cracks in the armor, attacking the innards directly.

On death, the marine has a chance to drop to his knee, and begin to bloat even larger while laughing. If this happens, players must retreat from the area, because the resulting explosion will kill everything.

Gameplay Note: On the higher difficulties, the plague marines gain access to an instant kill. They charge with their sword, impaling a player if they connect. They then left the player(still impaled), take out a bolter pistol and fire three rounds into their chest, then slam them down and off the blade. This can be interrupted by other players though.





## Blightlord Terminator

Infected Terminator - Only seen in Plague Fortresses, these followers of Nurgle are the strongest foes players can encounter. Their armor is covered in pus boils, and bone tubes in the backpack of their armor spew a plague fog that can be used to summon support enemies. They wield the dreaded Manreapers, scythes blessed by the lord of decay.

When summoning allies, the Terminator may do one of two things. He may rip off the pus boils on his armor, allowing Nurglings to exit his body, or he may crouch down as the tubes on his back bellow a large sickly black cloud, summoning Daemon Flies from within himself.

His two melee attacks have very slow windups. If he pulls it aside and back, he'll execute a wide horizontal slash that can deal up to a player's full health if they are in the arc of the blade, but does about half that damage with knockback if they get hit by the staff. If he pulls the scythe back and low, he will do a vertical upslash that will either launch a player into the air, or on higher difficulties, kill them outright.

Similar to the plague marine, the open spots on his armor are weak points, however, the players can stop his summon attacks by shooting and destroying the boils and tubes.

Classes	Health	Defense	Power	Accuracy
Nurgling	1	1	na	na

Zombie	4	2(+4 for guardsmen)	5	5(guardsmen only)
Plague Marine	7	5	7	6
Blightlord Terminator	10	8	9	na

## Story:

### Setting:

Sicarus II was formerly a lush Hive world dotted with monolithic hive cities and small towns, connected by continent spanning rail systems. The players get a glimpses of it in the prologue of the game, but after the Death Guard's attack, the planet quickly starts to rot away under the effects of the warp tainted virus. As players progress, the infection gets worse. Tumors start to grow out of buildings, all the water is replaced with a thick green ooze and decaying aquatic life, the lush forests turn into a barren wasteland and the sky turns into a sickly puss color. The death guard convert the Hive Cities into fortresses of rotting flesh and infected machinery.

### Protagonist:

The Players take on the role of members of the Imperial Planetary Defense Forces that have been recruited by an Inquisitor to take down an Outlaw who has been harassing imperial convoys for months. After the virus bombing, they have become immortal, and regenerate upon death. Their abilities are detailed in the Player Controlled Characters section.

## Non Player Characters:

### *The Outlaw*



“Miss Fang, following a man from system to system for 200 years seems a little obsessive, no?”

-The Outlaw when encountering the players and Inquisitor Fang.

An intergalactic rogue who has been harassing Imperial supply lines on the edges of Imperial territory for centuries. He is disgusted with the current state of the Imperium, and tries to use his abilities to help out whoever he can. At first he was just being tracked by local Planetary Defense Forces, until his psyker powers gained him the attention of the Imperial Inquisition.

After his base is raided and all but destroyed with the virus bombing, he approaches the players after their first “death”, a bit surprised that they have come back to life with none of the plague’s mutations. Depending who the player chose, he interacts with them differently. The Sororitas conversations tend to lean towards distrust. The Commando conversations are more light hearted and laid back. Psyker conversations mostly deal with the plague and how it is affecting them. The Teker conversations revolve around his weapons and how the Teker would like to take them apart to discover their secrets, much to the Outlaw’s annoyance.

## *Mero'Adaque*



“Round and round we go Mon’keigh! Where we stop, only the Laughing God knows, and he isn’t telling.”

“Mind doing that cryptic stuff later? You know, when we’re NOT being shot at? Thanks.”

-Mero and the Outlaw while fighting against the Players in the tutorial.

An Eldar Shadowseer, exiled from her Harlequin troupe. Now she follows the Outlaw around, for reasons she won’t explain, save that it was the role given to her by the Eldar Laughing God Cegorach, himself.

### *Inquisitor Lyndis Fang*



An Inquisitor of the Ordo Malleus, she recruits the player to assist her in hunting down The Outlaw. Has been hunting The Outlaw for roughly 200 years and is more than willing to sacrifice anyone to kill him, and has gone as far as to blow up a planet to do so. The failure of which stained her reputation, and as a result she'd become rather obsessed with finishing the job.



### *Plague Lord Muloch*



Leader of the Death Guard warband that attacked the planet, his goal is to offer up the planet to the Plague God to achieve apotheosis and become a daemon prince. The ritual he used for this will take seven days as seven is the sacred number of nurgle. He is normally protected by a swarm of plague locusts.

## Chapter 1

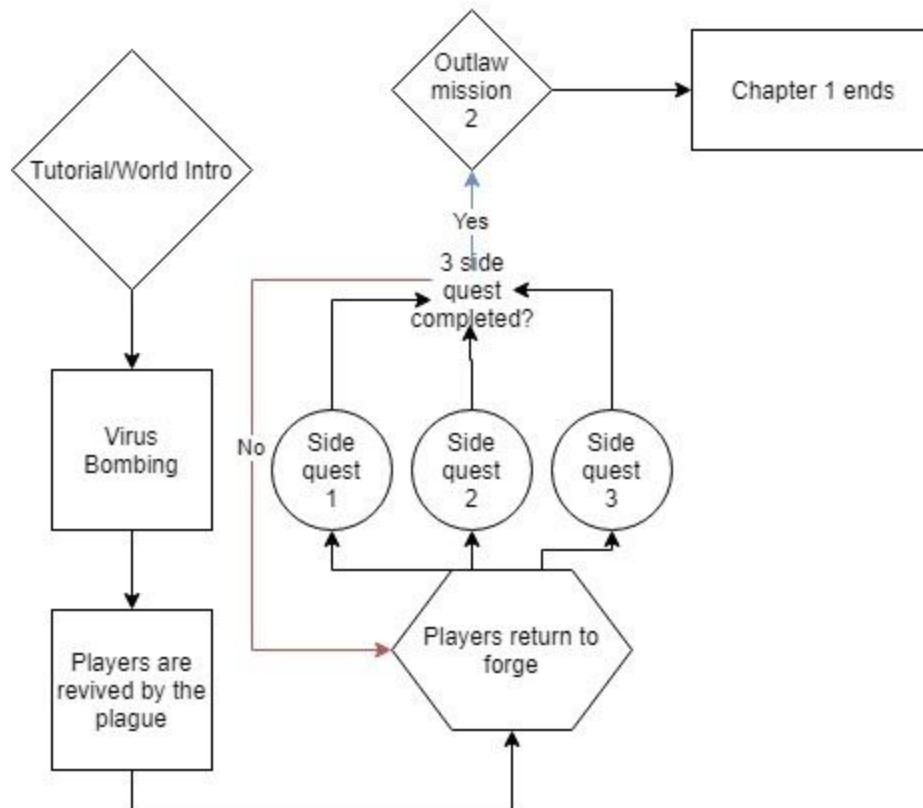
When a new game starts, the players are in a thunderhawk that is on it's way to the Outlaw's base of operations. While inside, they have access to the player creation system where they pick their class. They get a birds eye view of the planet's beauty, on the way, only to be suddenly shot down near the base. The players must then fight their way through thugs under the outlaw's command to make their way to the base on foot. As they fight their way through the Outlaw's base of operations, they start to have communication trouble. After reaching the Outlaw, who has retreated to a courtyard in the center of his base, the sky suddenly fills with large spaceships in orbit. They immediately start to bombarde the planet with virus bombs. Communications are restored with Inquisitor Fang, telling the team to get to cover, but it's too late, and the last thing the players see is a bomb going off directly above them.

They awake to a grey sky, with the outlaw looming over them. He comments on their revival, but makes a quick exit with Mero before things “get hairy”.

After regrouping, the players meet Tsam-Gorgo 88, master of the planet’s forge. Who makes an agreement with Inquisitor Fang to allow them to use his forge as a base of operations. The players must then complete 3 side quests to learn what the extent of the bombing is, and encounter the zombie enemies.

After the three quests are complete, they are informed by Gorgo that the Outlaw is attacking one of the supply trains carrying special forge equipment and are sent out by Fang to stop him.(See The Great Train Robbery)

# Chapter 1



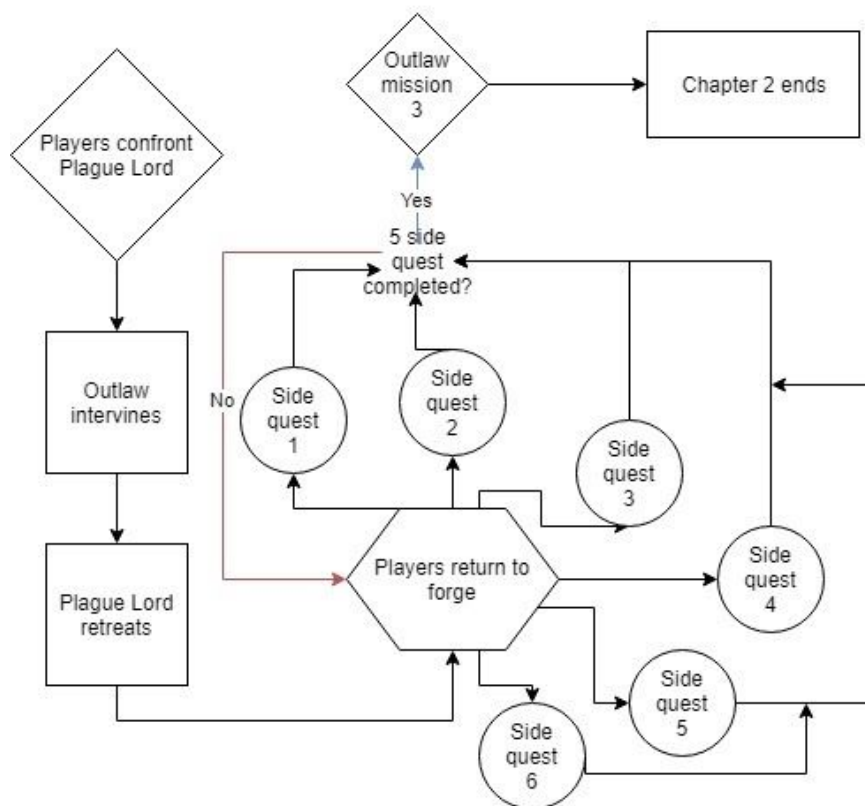
## Chapter 2

As the players fight the Outlaw on the train, they are interrupted by the Plague Lord who teleports onto the train in the middle of the fight. Mero attempts to attack him, only to be sent knocked into a wall. The players are forced to fight the Plague Lord, but they have no chance against him at this point in the game as he is surrounded by a swarm of plague locusts. Just as they are about to be killed, the Outlaw attacks the Plague Lord, disrupting the swarm. This gives the Players a chance to do some damage to the PL, but he teleports away before they can do much damage. After he retreats, the players find the Outlaw escaped.

They return to the forge to find Inquisitor Fang livid, despite the larger problem the Plague Lord represents. She leaves the players to Tsam, who takes over the team and wants to shore up the forges defences while he attempts to figure out a way to fight off the Death Guard Invasion.

After completing the required amount of quests, the Inquisitor sends the players after the Outlaw once again. Failing to either capture or kill him again, upon returning to the forge, Inquisitor Fagn reveals to the players her plan to contact reinforcements.

## Chapter 2





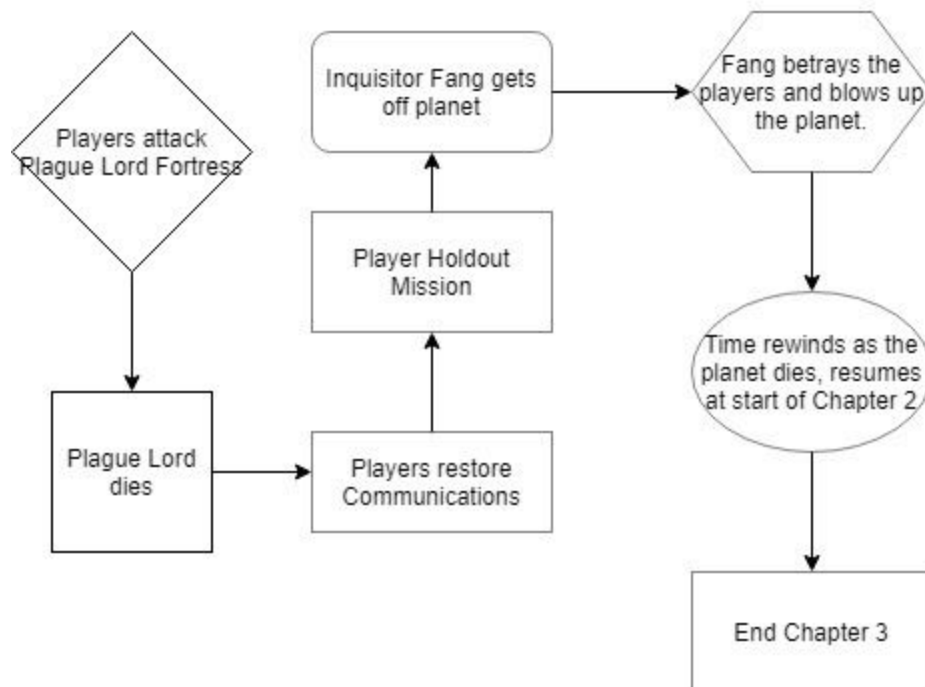
## Chapter 3

Using her authority as an Inquisitor, Fang gathers a large army to assault the Plague Lords Fortress. The players join in the attack as the spear tip aimed right at the plague lord himself. Using a teleporter reactivated by Gorgo, the players teleport into the fortress and ambush the Lord while he is distracted by the battle outside. After a hard fought battle, the plague lord dies.

Using the plague lord's communication array, Fang signals for reinforcements. Meanwhile, the players must defend the array for a set amount of time against the remaining Death Guard forces on the planet, as well as others teleporting in from the fleet above. After the time runs out, a fleet of Inquisition ships warps into the sector, taking out the remnants of the DG fleet. Fang congratulates the players, and now with the reinforcements they can retake the planet. As she leaves, she comments about the Outlaw and how it will be easier to track him down. A few moments after she leaves, the Inquisitorial fleet opens fire on the planet, destroying it.

Meanwhile, with the planet dying around them, Mero and the outlaw sit unconcerned on a cliff overlooking a massive tract of land quaking itself apart. Just as it's about to reach them, a cascade of warp energy overtakes the planet. As it does, time starts to rewind itself. When it resumes, the players are back on the train with the Outlaw, Mero and the Plague Lord.

## Chapter 3

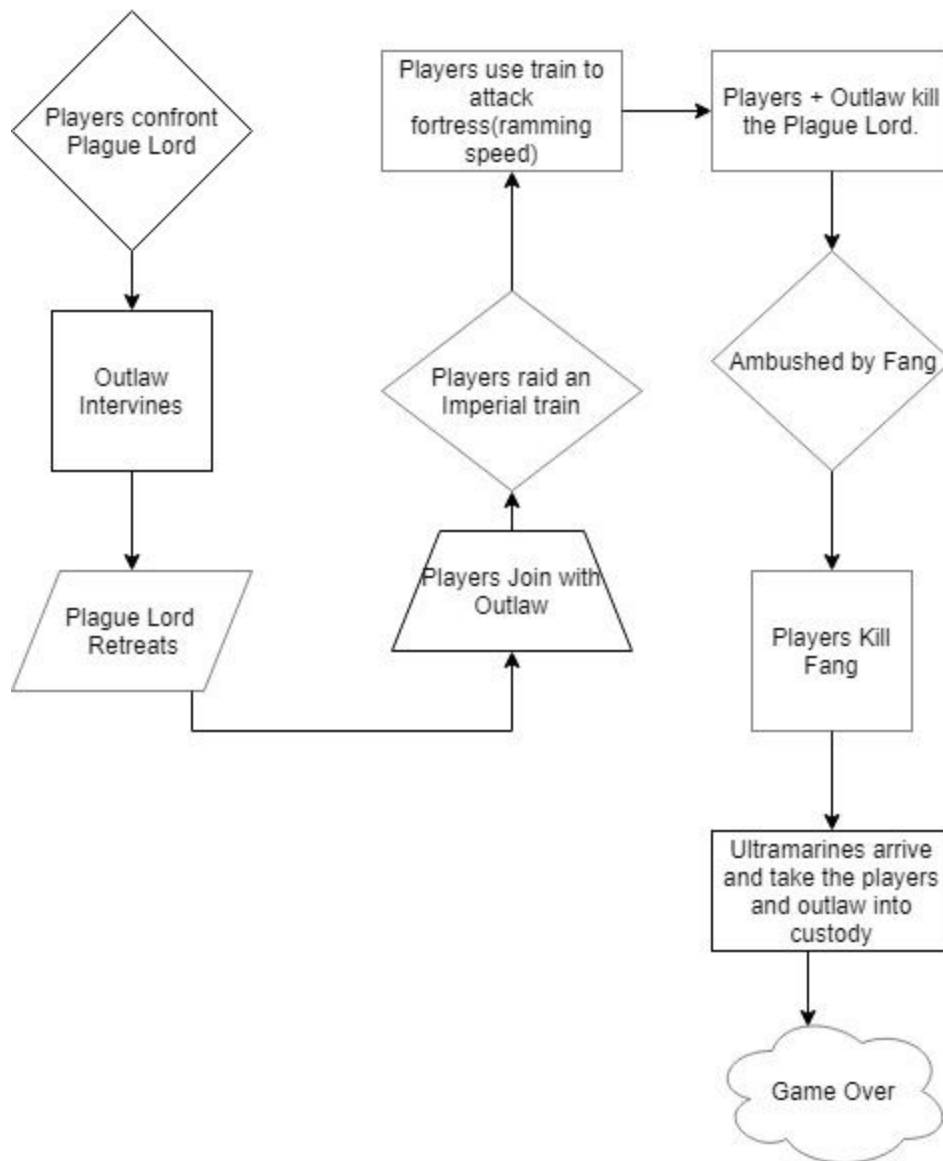


## Chapter 4

The players, with the Outlaw, take on the plague lord and force him to retreat like last time, but before he leaves, the Outlaw stops and talks with the players. He explains what he understands about the time rewinds, that they are all triggered by Fang blowing up the planet. Realizing that the player's have been through it and are aware of the rewind, he hatched a plan. As they had already defeated the Plague Lord, why not do so again, but this time call for actual reinforcements instead of Fang's. Mero agrees, and teleports everyone to another train, this one on a direct line to the Fortress. The Outlaw explains that due to the lack of time, they are going to send this train on a collision course with the Fortress, a strategy he attempted once before, but on his own wasn't able to complete. The players move through the train, shooting out the breaks as they go and taking care of any zombies on board. After the train starts to speed out of control, The Outlaw and Mero create a psychic shield around themselves and the players. The train plows through the fortress like a bullet, coming to a halt a few floors away from the Plague Lord's Chamber.

Tsam notices this event from his forge, and informs Fang. She immediately raises her army to attack the fortress, hoping to take advantage of the confusion. As she does, she declares the players to be heretics and that they should be shot on sight. As the players fight their way through the fortress again, they encounter Imperial forces along the way and must fight their way through them as well. Upon reaching the Plague Lord's chamber, they fight and kill him again. Just as they are about to reach the array, they are ambushed by Fang and a pair of Grey Knight space marines. The Outlaw fights with Fang while the players deal with the Grey Knights. After the Grey Knights go down, the Outlaw mortally wounds Fang. With the Plague lord dead, the Death Guard warband slowly turns on itself when an Ultramarine fleet warps in. Drop pods rain down on the planet and the remaining Death Guard troops are purged to the last. In the newgame+ ending, before the Outlaw can make his getaway, a group of Ultramarine Terminators teleport into the chamber and surround them all.

# Chapter 4



Weapons

## Weapon Types:

**Bolters:** Solid shell weapons, designed to punch through flesh and detonate inside an enemy.

**Las Weapons:** Laser weapons, high ammo cap, high fire rate, low damage. Jokingly referred to as Flashlights.

**Plasma Weapons:** High power, low ammo weapons. Can be charged for higher damage, but overheat if fired too rapidly.

**Chain Weapons:** Melee weapons, combines concepts of swords and axes with chainsaws.

**Power Weapons:** Melee weapons, charged with an energy field and able to cut through armor with more ease than the chain weapons.

[Multi Class Weapons](#)

[Sororitas Weapons](#)

[Commando Weapons](#)

[Psyker Weapons](#)

[Teker Weapons](#)

# Economy

Tsam-Gorgo 88



Tsam-Gorgo 88 is an Archmagos of the Adeptus Mechanicus, and master of the planet's Forge. Due to his many cybernetic enhancements, he is effectively immune to the plague. His Forge serves as the main base for the players. He functions as the lone merchant assisting the players, as long as they provide him with materials such as parts for weapons, sacred oils and assorted equipment. With these materials, he can make weapons and armor for the players, purify Possessed weapons and make different types of ammo. The materials are gathered in world during missions, either taken off defeated enemies/bosses, found in crates, or even in hidden caches.

The items gathered in world fall into either the Armor, Ammo, Crafting, Health Pack, Faith or Buff categories. Armor items give upgrades to a players defensive stat, and can have abilities/buffs within them. Ammo are pickups that replenish a players ammo stores, Health packs restore a players health points on consume, while faith items can purge the player of corruption points when consumed. Buff items, when used, grant the player temporary buffs, such as a stat increased, health regeneration, and temporary protection from corruption.

[\[Resource Chart\]](#)

# Puzzles

## Cleanse the Church:

Players are sent by the inquisitor to gain access to a nearby church of the Imperial Cult, within the church lies a holy relic that might be able to be used against the invading forces of the Death Guard.

*Puzzle:* Gain access to infested church.

### Solution 1 (Without Teker in party)

Step 1: Burn away the rotting flesh by shooting a promethium line near it.

Step 2: Doors still locked as the power is out, Players must follow the power lines.

Step 3: Players discover a generator at the end of the lines and must turn it back on.

Step 4: Players return to the door and open it, unleashing a horde of Plague zombies within. Players must kill them all to enter.

### Solution 2 Teker Solution

Step 1: Using the Upgraded **Scrap Code Purge** ability, take control of damaged Baneblade tank turret.

Step 2: Burn away the rotting flesh using the turret mounted Flamer

Step 3: Using the main cannon, blast the door open.

Step 4: Enter the church, seeing the scattered remains of the plague zombies that were inside it.

## Save the Uninfected:

A group of Chaos Cultists have snuck into the Forge and have started to let the plague into the lower levels. They aim to infect all the civilians within and make it so that the Imperials within the forge will have to fight a battle on two fronts. The players enter the control level and Tsam-Gorgo locks down the level to ensure that the cultists can not escape.

*puzzle* : Stop the virus from infecting the civilian levels of the Forge.

Step 1: Purge the ventilation control room of plague zombies.

Step 2: In order to stop the virus, the players must use the controls in the room to reroute the plague cloud out of the lower levels.

Step 3: Players discover that some of the required components for the controls have been stolen and that the cultists are attempting an escape.

Step 4: After stopping the cultists, the players take the parts(3-6 parts, dependant on which difficulty you are playing) back to the control room.

Step 5: Players must arrange the parts in the correct order to either force the plague gas outside, or send it to the incinerator.( a separate logic puzzle like pipedream)

Result A(Good): The plague is burned in the incinerator

Result B(ad):The released plague causes more and stronger plague zombies to surround the Forge.

### **The Great Train Robbery:**

The outlaw has returned, this time attacking a mag train of supplies headed for a Death Guard Fortress. The Inquisitor decides to take advantage of the opportunity and sends in the players to capture both the Train, and the Outlaw.

*Goal* : Capture the Outlaw

Step 1: Players enter a thunderhawk and fly to met up with the train, on the way there, they are attacked by Death Guard anti-air defenses. As they fly over the landscape, the players can see that the defenses are all powered by generators. If they destroy them using the thunderhawks weapons, the generators will explode, taking out the anti-air weapons and their crews.

Step 2: Players board the train, and must use whatever they find inside it to stop the train.

Step 3a:Players find a Cogitator program that when installed into the trains guidance system will cause the train to stop. Outlaw escapes

Step 3b:Players find another program that will cause the mag engine to overload. Stops the train but causes heavy damage to the supplies. Outlaw escapes

Step 3c: Players find a bomb and can use it to detach the supply cars from the rest of the train. Loses chance to capture outlaw, but make it easier to loot supplies.

Step 3d: Players make their way to the front of the train and manually stop it. On the way they encounter the outlaw opening one of the storage containers marked with an Inquisitorial symbol. Inside is Thousand Sons Sorcerer held in stasis. Having what he came for, he teleports away, but not before telling the players to ask the Inquisitor what she was doing with the Sorcerer in the first place.

### **Ritual of Corruption:**

Cultists are performing a ritual to summon a Chaos Daemon to aid the forces of the Death Guard. Stop them.

*Goal* : Disrupt the ritual.

1 Step Solution(Bad): attack the cultists, but all the sacrifices die, which leads to a fight with a greater Daemon of Nurgle at half health(Boss)

1 Step Solution(Good): If the player is a Sororita, or there is one in the party and they have the ability **Angel of The Emperor** they can charge into the center of the ritual circle and use the ability to disrupt the ritual. Protects the prisoners allowing the party to freely attack the cultists

Multi Step Stealth Solution(timed):(if caught, leads to 1 Step Bad)

Step 1: Release the Prisoners

Step 2: plant bombs on the building support pillars.

Step 3: get out before the bombs go off

Step 4: Boom.

## **Inventory System Overview**

### **Items held on Player:**

Players can store their inventory in two locations. One location is on their person, which is eight slots total. 1 armor slot(which changes their in game appearance), a grenade slot, a relic slot,



three weapon slots(one ranged, one sidearm and one melee) and four open slots to be used for consumable items. Ammo is stored on the person as well, but it is separate from the main inventory. The reason for the lack of weapon choices is that in the universe of Warhammer 40k it's rare to see any character with more than three weapons.

### **Item Storage:**

The other location is a "vault" overseen by Tsam-Gorgo, that starts off able to store ten items. As the game progresses, the players can gather materials to expand the vault by an extra ten items. The vault can be accessed either in the main base, or at any of Tsam-Gorgo's servitor run outposts.

### **Stackable Items:**

Some items are stackable up to 99 while in the vault, while on the player they are limited to 10. These items are consumables such as health/purification items. While Grenades are limited to 3 or 4 dependant on the type.

### **Inventory Overlay:**

The inventory is, accessed through a modified Necron Tesseract cube. Accessing it brings up a diegetic holo menu in front of the player that they can pick and choose items from, as well as access other menu such as skill trees and the game menu. Other players can see it in world, but they can't see the actual information on it.

### **Inventory Mockup:**

Skills

Items

Quest

Menu

Loadout

Relic

Primary

Armor

Melee

Side Arm

Con

sum

abl


es

Ammo

Bolt	50	25	10
Laz	100	50	30
Hvy	10	5	2
Flam	500	200	100

Relic - Stats

A sacred relic of the Adeptus Iratus.  
A sentence is etched into it that reads  
"You're a f%\$&ing heretic!"  
+10 rage



## Progression/Skill Tree:

Skills

Items

Quest

Menu

Subclass symbol 3

Unspent Skill Points: 2

Player Portrait

Sub1

Sub2

Sub3

Skill 1-1

Skill 1-2

Skill 1-3

Skill 1-4

Skill 1-5

Skill 2-1

Skill 2-2

Skill 2-3

Skill 2-4

Skill 2-5

Skill 3-1

Skill 3-2

Skill 3-3

Skill 3-4

Skill 3-4

Skill 2-2

Headshot


Headshots do 30% more damage(plus 2% per point, max 50%)

Point Cost

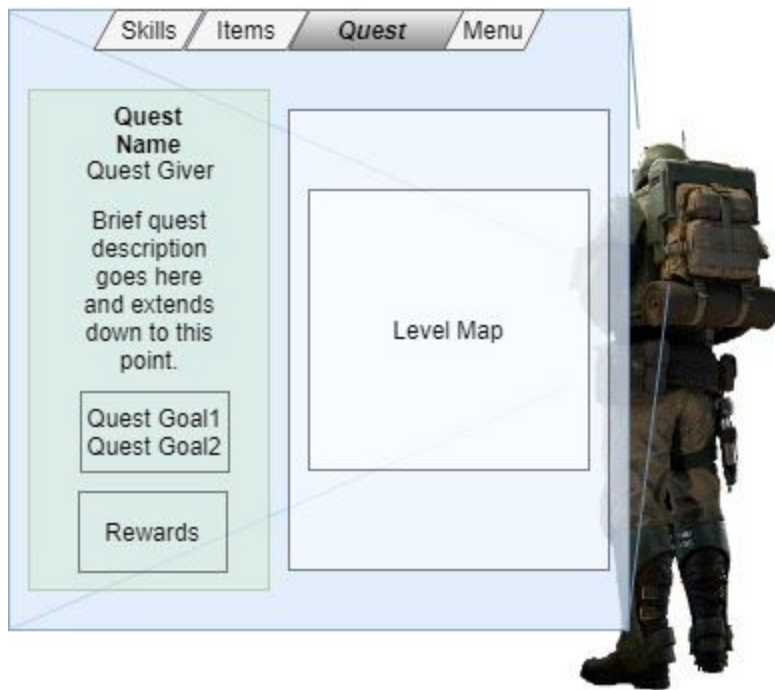
2

Exp to next level

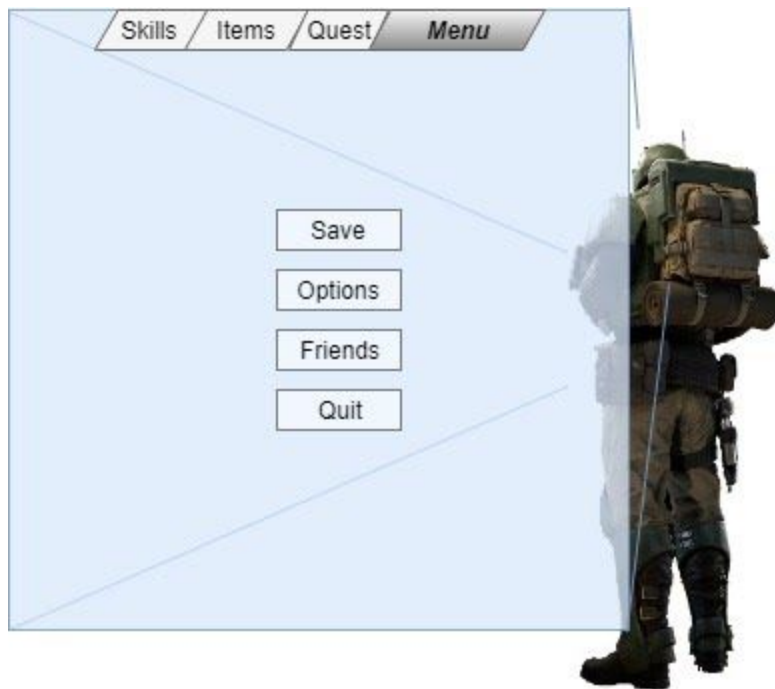
Level 20



## Quest List



## System Menu



# Randomness:

## In World-

In world events are things that happen during gameplay. The main effects are on roaming Enemies.

### Roaming Enemy-

*Loud Noises* - Triggered by explosives, have a 5%-20% chance to attract the nearest roaming enemy. Acts like rolling a d20 for grenades, a d10 for flamer tanks and a d5 for explosive elements (like vehicle fuel tanks for example)

*Lucky shots* - When shooting enemy weak points, have a chance to down an enemy into a stunned state, or detonate a piece of its equipment. Chance is dependant on the Enemy weak point, what type of gun the player is using, the players Faith stat, and the ammo type.

Example:

VS Plague Marine

Weak Point: Grenade belt

Base Chance to destroy: 2%

Plasma Weapon: +10%

Bolt Weapon: +15%

Las Weapon: +5%

Ammo Modifier: +0%, +5%, +15%

Faith Modifier: 10% (2% per point, average base points: 5 Faith)

Chance to Destroy Part average:

Min: Las Weapon(base ammo):17%

Max: Bolt Weapon(Blessed ammo):42%